Microlite78

First Edition Lite

Version 1.0 Silver (Condensed Type Edition)

OGL20 Guidelines for Tabletop Fantasy Roleplaying Campaigns with Old School (1e) Flair

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Microlite78, like its parent game, *Microlite20*, is a trimmed-down, sub-miniature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal of *Microlite78*, however, is to recreate the style and feel of that first edition advanced ("1e") fantasy roleplaying game published back in 1978.

The *Microlite78 First Edition Lite* rules are based on first three hardback rulebooks published for the 1978 first/advanced edition, , material from the publisher's official magazine and third party products of the time and the author's house rules from the late 1970s. The rules are not intended to be a clone of the 1e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules. *Microlite78 First Edition Lite* is based on the third edition of the original *Microlite74 Extended* rules.

These rules assume a basic familiarity with tabletop role-playing games in general and with the basic principles of "D20" based rules. If you are completely new to tabletop role-playing games, you will want to start by playing with someone who is familiar with how they work.

Characters

Creating a character requires rolling Stats, selecting a Race, Class, Alignment, and Background. Certain classes may require addition selections (spells for spell casters), for example. Characters normally begin at Level 1 (unless directed otherwise by the GM).

Stats

There are 4 stats: Strength (STR), Dexterity (DEX), Mind (MIND), and Charisma (CHA).

Roll 4d6 and drop the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/3, round toward zero.

Races

Humans get +1 to any 2 stats. Experience base modifier of +0.
Special Abilities: none

Dwarves get +2 to STR. Experience base modifier of +250/+2500.
Special Abilities: +4 to any save vs. a magical effect; note slanting passages, traps, shifting walls and new construction in underground settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Elves get +2 to MIND. Experience base modifier of +400/+4000.
Special Abilities: Can use elf-made magic armor and magic weapons even as a magic-user/illusionist; +2 to hit and damage goblinoid monsters; note secret/hidden doors (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

Gnomes get +1 to STR and DEX. Experience base modifier of +200/+2000.
Special Abilities: +4 to any save vs. poison; note slanting passages, unsafe walls, ceilings, or floors in underground settings (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Half-Elves get +2 to CHA. Experience base modifier of +250/+2500.
Special Abilities: Can use elf-made magic armor and magic weapons even as a magic-user/illusionist; note secret/hidden doors (d20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

Half-Orcs get +2 to STR and DEX and get -2 to CHA.

Experience base modifier of +200/+2000.
Special Abilities: +1 to hit with light or medium weapons; thick hide gives +1 to armor; speak languages of orcs, goblins, hobgoblins, and gnolls.

Halflings get +2 to DEX. Experience base modifier of +150/+1500.
Special Abilities: +4 to any save vs. a magical effect; +2 to hit and damage with slings and light bows; can blend in background (d20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors – this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do).

Classes

Basic Classes: The Fighter, Magic-User, Cleric and Thief classes are available to all characters (not otherwise limited by race) with no minimum stat or other qualifications.

Additional Classes: The Assassin, Druid, Illusionist, Paladin, and Ranger classes are less common classes and have special stat and other requirements that characters must meet before the class can be selected.

Abbreviations: PCB –Physical Combat Bonus; MCB – Magical Combat Bonus; FB – Fighter Bonus; Mem – Memory Slots; XP – Minimum Experience Points Required (to reach level); HP – Hit Points.

Fighters are soldiers, champions, and other warriors who are exclusively trained in the arts of combat and war. They are specialists in dealing damage with weapons and in the other arts of physical combat. They are trained to lead others in battle. Prime Requisite: STR. Special Requirements: none.

Weapons and Armor: Fighters may use any kind of armor or weapon and may use shields.

Battlefield Prowess: At 5th level, a fighter inspires those under his command. Any hirelings or mercenaries hired by the fighter have a +1 bonus to their morale when personally led by the fighter.

Stronghold: At level 9 a fighter may become a great leader of men, taking control of a parcel of land and a leadership rank in his society. A fighter will, assuming money is at hand, build a castle. He may ultimately control several villages and towns, but must be a good, strong leader and provide protection.

Experience Base: 2000/120000.

Fighter Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d10	+0/+0	+1	0	14	0
2	2d10	+0/+0	+1	0	13	2000
3	3d10	+1/+0	+1	0	12	4000
4	4d10	+2/+1	+2	0	11	8000
5	5d10	+3/+1	+2	0	10	16000
6	6d10	+4/+1	+2	0	9	32000
7	7d10	+5/+1	+3	0	8	65000
8	8d10	+5/+2	+3	0	7	130000
9	9d10	+6/+2	+3	0	7	250000
10	9d10+2	+7/+2	+4	0	6	370000
11	9d10+4	+7/+3	+4	0	6	490000
12	9d10+6	+8/+3	+4	0	5	610000
13	9d10+8	+8/+4	+5	0	5	730000
14	9d10+10	+8/+4	+5	0	4	850000
15	9d10+12	+9/+4	+5	0	4	970000
16	9d10+14	+9/+5	+6	0	3	1210000
17	9d10+16	+9/+5	+6	0	3	1330000
18	9d10+18	+10/+5	+6	0	2	1450000
19	9d10+20	+10/+5	+7	0	2	1570000
20	9d10+22	+10/+5	+7	0	2	1690000

Magic-Users (sometimes called wizards, sorcerers, or magicians) study arcane secrets and cast spells. While early in their career magic-users have only limited power, experienced magic-users are able to cast a great number of powerful spells. Prime Requisite: MIND. Special Requirements: none.

Weapons and Armor: Magic-Users wear no armor and can only use daggers, slings, or staves as weapons.

Class Abilities: Magic-Users can cast arcane (magic-user) spells.

Magical Research: At 5th level, a magic-user is able to research spells, scribe scrolls, and brew potions. When a magic-user reaches the 9th level, he is able to create magic items.

Stronghold: A magic-user may build a stronghold, often a great tower, when he reaches level 11. He will then attract magic-user apprentices (1d6), who will range from level 1-3.

Experience Base: 2500/150000.

Magic-User Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+0	1	16	0
2	2d4	+0/+0	+0	2	15	2500
3	3d4	+0/+1	+0	3	14	5000
4	4d4	+1/+2	+0	4	13	10000
5	5d4	+1/+3	+0	5	11	20000
6	6d4	+1/+4	+0	6	10	40000
7	7d4	+1/+5	+0	7	9	80000
8	8d4	+2/+5	+0	8	8	120000
9	9d4	+2/+6	+0	9	8	270000
10	10d4	+2/+7	+0	10	8	420000
11	11d4	+3/+7	+0	12	7	570000
12	11d4+1	+3/+8	+0	14	7	720000
13	11d4+2	+4/+8	+0	17	7	870000
14	11d4+3	+4/+8	+0	20	6	1020000
15	11d4+4	+4/+9	+0	23	6	1170000
16	11d4+5	+5/+9	+0	26	6	1320000
17	11d4+6	+5/+9	+0	29	5	1470000
18	11d4+7	+5/+10	+0	32	5	1620000
19	11d4+8	+5/+10	+0	35	5	1770000
20	11d4+9	+5/+10	+0	38	5	1920000

Clerics have pledged their lives to serve a specific deity (or pantheon). While clerics are a form of priest, they seldom serve a priest at a temple; instead they are warrior-priests serving as an arm of their deity in the world. Prime Requisite: CHR. Requirements: none.

Weapons and Armor: Clerics can wear any type of armor and use shields. They can use any weapon except edged weapons.

Class Abilities: Clerics can cast divine magic.

Magical Research: At 5th level, a cleric is able to research divine spells and scribe divine scrolls. When a cleric reaches the 9th level, he is able to create magic items usable by clerics.

Turn Undead: A Cleric can Turn Undead with a successful Magic Attack. DC is 10 + twice the Hit Dice of the undead. One undead flees per point over the roll needed. This can be used (2 + Level + MIND bonus) times per day.

Stronghold: Once attaining 9th level, a cleric may establish or build a stronghold. So long as the cleric is currently in favor with his god, he may buy or build a keep at half the normal price due to divine intervention. Once a stronghold is established, the cleric's reputation will spread and he will attract 1st and 2nd level followers of the fighter class (numbering 5d6 x10). They are completely loyal (never checking morale). The GM chooses which proportions of followers are bowman, infantry, etc.

Experience Base: 1500/100000.

Cleric Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+0	0	15	0
2	2d8	+0/+0	+0	1	14	1500
3	3d8	+0/+0	+0	2	13	3000
4	4d8	+1/+1	+0	3	12	6000
5	5d8	+1/+1	+0	4	11	12000
6	6d8	+2/+2	+0	5	10	24000
7	7d8	+2/+2	+0	6	9	50000
8	8d8	+2/+2	+0	7	8	100000
9	9d8	+3/+3	+0	8	7	200000
10	9d8+1	+3/+3	+0	9	7	300000
11	9d8+2	+4/+4	+0	10	6	400000
12	9d8+3	+4/+4	+0	12	6	500000
13	9d8+4	+4/+4	+0	14	6	600000
14	9d8+5	+5/+5	+0	16	5	700000
15	9d8+6	+5/+5	+0	18	5	800000
16	9d8+7	+6/+6	+0	20	5	900000
17	9d8+8	+6/+6	+0	22	4	1000000
18	9d8+9	+6/+6	+0	24	4	1100000
19	9d8+10	+7/+7	+0	27	4	1200000
20	9d8+11	+7/+7	+0	30	4	1300000

Thieves are sneaks and trouble-shooters who specialize at infiltration and obtaining items from others through nefarious means. Prime Requisite: DEX. Special Requirements: Alignment cannot be Law.

Weapons and Armor: Thieves can wear light armor, use shields, and use any light or medium weapon.

Class Abilities: Thieves are specialists at urban survival as well as at picking pockets, hiding in cover, sneaking silently, opening locks, removing traps, climbing walls, and other tasks associated with theft. Thieves may also attempt to climb sheer surfaces and hide in shadows with a successful secondary skill roll. Thieves also have special training in listening at doors and detecting traps and secret/hidden doors, see the section on Adventuring for the details.

Backstab: If a thief successfully sneaks up on a foe, they can Backstab which adds +4 to the attack roll and does more damage if successful (Levels 1-4, x2 damage; Levels 5-8, x3 damage; Levels 9-12, x4 damage; Level 13+, x5 damage).

Read Languages: At 4th Level, a thief gains the ability to read languages (including ciphers, treasure maps, and dead languages, but not magical writings) on a roll of 1-4 on a d6. On failure, the thief cannot attempt to read that document again until he gains a new level.

Read Arcane Scrolls: At 10th level, a thief can read and cast magic from arcane scrolls on a roll of 3 or higher on a D20 with the spell level subtracted from the roll. Failure means the spell does not function as expected (with humorous or negative effects up to the GM).

Stronghold: When a thief attains level 9 he can establish a thief den, and 2d6 thief apprentices of 1st level will come to work with the character. These thieves will serve the character with some reliability; however, should any become arrested or killed the character will not be able to attract more followers of this type to replace them. A successful character might use these followers to start a Thieves' Guild.

Experience Base: 1250/100000.

Thief Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+0	0	15	0
2	2d6	+0/+0	+0	0	14	1250
3	3d6	+0/+0	+0	0	13	2500
4	4d6	+1/+1	+0	0	12	5000
5	5d6	+1/+1	+0	0	11	10000
6	6d6	+2/+1	+0	0	10	20000
7	7d6	+2/+2	+0	0	9	40000
8	8d6	+2/+2	+0	0	8	80000
9	9d6	+3/+2	+0	0	8	180000
10	10d6	+3/+3	+0	0	7	280000
11	10d6+2	+3/+3	+0	0	7	380000
12	10d6+4	+4/+3	+0	0	6	480000
13	10d6+6	+4/+3	+0	0	6	580000
14	10d6+8	+4/+4	+0	0	5	680000
15	10d6+10	+5/+4	+0	0	5	780000
16	10d6+12	+5/+4	+0	0	4	880000
17	10d6+14	+5/+4	+0	0	4	980000
18	10d6+16	+6/+5	+0	0	3	1080000
19	10d6+20	+6/+5	+0	0	3	1180000
20	10d6+22	+6/+5	+0	0	3	1280000

Sub-Classes

Assassins are trained to kill by ambush and treachery. Like fighters they are specialists in dealing damage with weapons but they are not trained in battlefield combat. Prime Requisite: DEX. Requirements: STR 12+, DEX 12+, MIND 12+

Weapons and Armor: Assassins may use any kind of armor or weapon but may not use shields. Wearing medium or heavy armor prevents the use of some special abilities.

Class Abilities: Assassins are specialists at disguise, hiding in cover and sneaking silently (and may also attempt to hide in shadows with a successful secondary skill roll), provided they are not wearing medium or heavy armor. Assassins also have the same special training in listening at doors and detecting traps and secret/hidden doors as thieves, see the section on Adventuring for the details.

Backstab: If an assassin successfully sneaks up on a foe, they can Backstab which adds +4 to the attack roll and does more damage if successful (Levels 1-4, x2 damage; Levels 5-8, x3 damage; Levels 9-12, x4 damage; Level 13+, x5 damage). An assassin wearing medium or heavy armor cannot backstab,

Assassination: Assassins may attempt to kill a target instantly. The assassin must attempt and succeed in a backstab and achieve surprise on his opponent. The base chance of success is 50% against a victim of equal level or monster HD to the assassin. This probability is raised or lowered by 5% for each level or HD the target is above or below the assassin. For example, if a 5th level assassin attempts to assassinate a 7th level character, the probability of success goes down to 40%. If

that same 5th level assassin attempts to assassinate a 3 HD monster, the probability goes up to 60%.

Stronghold: At level 9 an assassin may build a hideout and 2d6 assassin apprentices of 1st level will come to work with the character. These assassins will serve the character with some reliability; however, should any become arrested or killed the character will not be able to attract more followers of this type to replace them. A successful character might use these followers to start an Assassins Guild.

Experience Base: 1700/120000.

Assassin Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+0	0	16	0
2	2d6	+0/+0	+0	0	15	1700
3	3d6	+0/+0	+0	0	14	3400
4	4d6	+1/+1	+1	0	13	6800
5	5d6	+1/+1	+1	0	11	13600
6	6d6	+2/+1	+1	0	10	27200
7	7d6	+2/+2	+1	0	9	55000
8	8d6	+2/+2	+1	0	8	110000
9	9d6	+3/+2	+1	0	8	230000
10	9d6+2	+3/+3	+2	0	8	350000
11	9d6+4	+3/+3	+2	0	7	470000
12	9d6+6	+4/+3	+2	0	7	590000
13	9d6+8	+4/+3	+2	0	7	710000
14	9d6+10	+4/+4	+2	0	6	830000
15	9d6+12	+5/+4	+2	0	6	950000
16	9d6+14	+5/+4	+3	0	6	1070000
17	9d6+16	+5/+4	+3	0	5	1190000
18	9d6+18	+6/+5	+3	0	5	1310000
19	9d6+20	+6/+5	+3	0	5	1430000
20	9d6+22	+6/+5	+3	0	5	1550000

Druids have pledged their lives to serve a Nature (and its deity the Earth Mother). Prime Requisite: CHR. Requirements: MIND 12+, CHA 15+.

Weapons and Armor: Druids can wear any type of armor made of natural, non-metal material. They can use wooden or leather shields. They can only use clubs, daggers, slings, sickles, and staffs as weapons.

Class Abilities: Druids can cast divine (druid) magic. They save at +2 vs fire and lightning. They have a +1 chance of surprise in the wilderness. They gain +2 to all reaction rolls when encountering normal animals, and can take animals as henchmen. They are good at wilderness survival.

One with the Wilderness: At 3rd level, a druid can go to ground, disappearing into woods and underbrush with a proficiency throw of 3+ on 1d20. At 4th level, a druid may speak with animals at will and they acquire immunity to the powers of woodland fey.

Magical Research: At 5th level, a druid is able to research divine (druid) spells and create fetishes (one use items equivalent to divine scrolls). When a cleric reaches the 9th level, he is able to create magic items usable by druids.

Shapeshift: At 7th level, a druid may shape shift to a small/medium animal up to 3 times per day (once every eight hours). When shape shifting back to their original form, a Druid can heal 2 HP per level of damage.

Stronghold: Once attaining 9th level, a druid may establish a grove in a true wilderness area. Once a grove is established, all ordinary animals within 5 miles will become friendly and helpful to the druid. The druid will then attract 1d6 apprentices of 1st-3rd level plus 2d6 normal men and women seeking to become druids. Their wisdom scores will be above average, but many will become discouraged from the rigorous mental training and quit after 1d6 months, if failing a throw of 14+ modified by their Wisdom modifier. Those who succeed become 1st level druids. Each year the druid tends to the grove, he will attract an additional 1d6 normal men, until she has a maximum of 6 apprentices of any level, and 12 normal men, studying at any time.

Experience Base: 2000/120000.

Druid Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+0	0	15	0
2	2d8	+0/+0	+0	1	14	2000
3	3d8	+0/+0	+0	2	13	4000
4	4d8	+1/+1	+0	3	12	8000
5	5d8	+1/+1	+0	4	11	16000
6	6d8	+2/+2	+0	5	10	32000
7	7d8	+2/+2	+0	6	9	65000
8	8d8	+2/+2	+0	7	8	130000
9	9d8	+3/+3	+0	8	7	250000
10	9d8+1	+3/+3	+0	9	7	370000
11	9d8+2	+4/+4	+0	10	6	490000
12	9d8+3	+4/+4	+0	12	6	610000
13	9d8+4	+4/+4	+0	14	6	730000
14	9d8+5	+5/+5	+0	16	5	850000
15	9d8+6	+5/+5	+0	18	5	970000
16	9d8+7	+6/+6	+0	20	5	1090000
17	9d8+8	+6/+6	+0	22	4	1210000
18	9d8+9	+6/+6	+0	24	4	1330000
19	9d8+10	+7/+7	+0	27	4	1450000
20	9d8+11	+7/+7	+0	30	4	1570000

Illusionists are specialized mages whose spells usually deceive and manipulate the senses and the mind. Their more powerful spells use a combination of illusory components and proto-matter drawn from the plane of shadows. These potent spells produce pseudo- and quasi-real effects that may actually harm an opponent. Prime Requisite: MIND. Requirements: MIND 15+. Special: except where specified in this section, treat illusionists as magic-users.

Weapons and Armor: Illusionists wear no armor and can only use daggers, slings, or staves as weapons.

Class Abilities: Illusionists can cast illusion (arcane) spells and have the Arcane Blast, Arcane Dueling, and Minor Magic special abilities.

Magical Research: When an illusionist reaches 5th level, he is able to research spells, scribe magical scrolls, and brew potions. When an illusionist reaches 9th level, he is able to create more powerful magic items such as weapons, rings, and staffs. At 11th level, an illusionist may learn and cast ritual illusion (arcane) spells of great power (7th level and higher), craft magical constructs, and create magical cross-breeds. If chaotic, at 11th level the illusionist may create necromantic servants and become undead.

Stronghold: An Illusionist may build a stronghold, often a great tower, when he reaches level 11. He will then attract illusionist apprentices (1d6), who will range from level 1-3.

Experience Base: 2500/150000.

Illusionist Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+0	1	16	0
2	2d4	+0/+0	+0	2	15	2500
3	3d4	+0/+1	+0	3	14	5000
4	4d4	+1/+2	+0	4	13	10000
5	5d4	+1/+3	+0	5	11	20000
6	6d4	+1/+4	+0	6	10	40000
7	7d4	+1/+5	+0	7	9	80000
8	8d4	+2/+5	+0	8	8	120000
9	9d4	+2/+6	+0	9	8	270000
10	10d4	+2/+7	+0	10	8	420000
11	11d4	+3/+7	+0	12	7	570000
12	11d4+1	+3/+8	+0	14	7	720000
13	11d4+2	+4/+8	+0	17	7	870000
14	11d4+3	+4/+8	+0	20	6	1020000
15	11d4+4	+4/+9	+0	23	6	1170000
16	11d4+5	+5/+9	+0	26	6	1320000
17	11d4+6	+5/+9	+0	29	5	1470000
18	11d4+7	+5/+10	+0	32	5	1620000
19	11d4+8	+5/+10	+0	35	5	1770000
20	11d4+9	+5/+10	+0	38	5	1920000

Paladins are champions of Law who crusade against those who seek to extinguish the light of civilization. Wherever the forces of Chaos marshal to threaten man, paladins can be found, battling back the darkness with courage and steel. Prime Requisite: CHA. Requirements: STR 12+, MIND 11+, CHA 17+, alignment must be Law.

Weapons and Armor: Paladins may any type of armor and may use shields. They may use all medium and heavy weapons.

Class Abilities: Aura of Protection (+1 to AC and saving throws against attacks made or created by those aligned with for created by Chaos); immune to disease (including magical diseases); Detect Evil (can detect evil or chaos, 60 foot range, requires 10 minutes prayer and concentration); Lay on Hands (may heal by touching target and praying for 5 minutes; may heal up to his level in Body Points per day total, may heal diseases (costs 2 BP of healing per disease, 3 BP of healing for magical diseases).

Holy Fervor: At 5th level, a paladin inspires those under his command. Any hirelings or mercenaries of the same religion as the paladin have a +1 bonus to their morale when personally led by the paladin.

Alignment: All paladins must be of Lawful alignment. A paladin who changes to Neutral or Chaotic alignment loses his class abilities and powers. If he later reverts to Lawful alignment and atones for any misdeeds (possibly through a quest spell) he can regain his lost class abilities and powers.

Stronghold: At level 9 a paladin may build a fortress in the borderlands or wilderness. 1d4+1 x 10 reliable mercenaries will apply for jobs and 1d6 low level paladins will apply for training. The fortress will attract settlers over time and they will look to the paladin for leadership.

Experience Base: 2000/120000**.**

Paladin Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	15	0
2	2d8	+0/+0	+1	0	14	2000
3	3d8	+1/+0	+1	0	13	4000
4	4d8	+1/+0	+1	0	12	8000
5	5d8	+2/+1	+2	0	11	16000
6	6d8	+2/+1	+2	0	10	32000
7	7d8	+3/+1	+2	0	9	65000
8	8d8	+3/+1	+2	0	8	130000
9	9d8	+4/+1	+3	0	8	250000
10	9d8+2	+4/+2	+3	0	7	370000
11	9d8+4	+5/+2	+3	0	7	490000
12	9d8+6	+5/+2	+3	0	6	610000
13	9d8+8	+6/+2	+4	0	6	730000
14	9d8+10	+6/+3	+4	0	5	850000
15	9d8+12	+7/+3	+4	0	5	970000
16	9d8+14	+7/+3	+4	0	4	1210000
17	9d8+16	+8/+3	+5	0	4	1330000
18	9d8+18	+8/+4	+5	0	3	1450000
19	9d8+20	+8/+4	+5	0	3	1570000
20	9d8+22	+9/+4	+5	0	3	1690000

Rangers are scouts and trackers, adept at both woodcraft and archery. Few adventuring parties would dare the wilderness without an experienced ranger to guide them. Prime Requisite: STR. Requirements: MIND 12+, CON 15+.

Weapons and Armor: Rangers may use light or medium armor and may use shields. They may use all missile and light weapons.

Class Abilities: +1 bonus to initiative and surprise rolls; can blend in background (d20 + DEX Bonus; DC 8 if outdoors/wilderness, DC 16 if indoors/urban -- this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do); can move silently and tracklessly in the wilderness (d20 + DEX Bonus; DC ranges

from 8 to 20 depending on terrain); +1 to lost rolls if outdoors (applies to any party a ranger is guiding); +1 to Chance of Encounter rolls outdoors (+2 if alone); +2 to Fighter Bonus with missile weapons; tracking and trailing in the wilderness.

Wilderness Prowess: At 5th level, a ranger inspires those under his command. Any hirelings or mercenaries hired by the fighter have a +1 bonus to their morale when personally led by the ranger in the wilderness.

Stronghold: At level 9, a ranger may build a border fort in the borderlands or wilderness. 1d4+1 * 10 reliable mercenaries will apply for jobs and 1d3 low level rangers will apply for training. The fortress will attract settlers over time and they will look to the ranger for leadership.

Experience Base: 2000/120000.

Ranger Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	15	0
2	2d8	+0/+0	+1	0	14	2000
3	3d8	+1/+0	+1	0	13	4000
4	4d8	+1/+0	+1	0	12	8000
5	5d8	+2/+1	+1	0	11	16000
6	6d8	+2/+1	+2	0	10	32000
7	7d8	+3/+1	+2	0	9	65000
8	8d8	+3/+1	+2	0	8	130000
9	9d8	+4/+1	+2	0	8	250000
10	9d8+2	+4/+2	+2	0	7	370000
11	9d8+4	+5/+2	+3	0	7	490000
12	9d8+6	+5/+2	+3	0	6	610000
13	9d8+8	+6/+2	+3	0	6	730000
14	9d8+10	+6/+3	+3	0	5	850000
15	9d8+12	+7/+3	+3	0	5	970000
16	9d8+14	+7/+3	+4	0	4	1210000
17	9d8+16	+8/+3	+4	0	4	1330000
18	9d8+18	+8/+4	+4	0	3	1450000
19	9d8+20	+8/+4	+4	0	3	1570000
20	9d8+22	+9/+4	+4	0	3	1690000

Other Character Information
The following other information is available:

Determining Hit Points: Each class has an HP column on their Class Advancement Table. XdY means roll X dice of type Y and add the character's Strength bonus to each die rolled. The minimum roll (after adding the Strength stat bonus) is 1. After level nine, a few hit points (1, 2, or v3 are added at each level. Strength stat bonuses are not added for levels greater than 9.

For example, a first level fighter has a Strength of 15 for a STR stat bonus of +1. At first level, the player rolls 1d8 and adds +1 to determine his maximum hit points. At second level, the player would roll another 1d8+1 and add the result to his first level hit point maximum to get the character's second level hit points.

Max at First Level (Optional): Instead of rolling a die for first level characters, assume the die roll was the highest possible roll for the type of die. *This option is strongly recommended.*

Reroll All Dice at Every Level (Optional): Instead of just rolling a single die at every level and adding the result to the character's previous hit points, reroll all the dice every time the character gains a new level, using the higher of the new roll or the previous hit point total +1.

Weapons and Armor Limitations: As noted, many classes are limited in what weapons and armor they can utilize. Regardless of such class limitations, characters of any class may purchase, carry, and use any weapons or armor desired. However, characters who equip themselves with weapons and armor unusable by their class will fight as 0th level characters while so equipped. They also will receive no bonus on their attack rolls or armor class from ability scores or equipment, may not use any of their class powers, and do not gain XP.

Determining Experience Points Required to Advance: The XP column of each class table lists the minimum XP a character needs to reach a given level in a class for standard characters. This table will need to be recalculated from the Experience Base numbers of the class if any optional rules that modify the experience base are used for a character.

Experience Base: Two numbers are listed for each class, for example, the Fighter's Experience Base is 2000/12000 The first number (2000 in the example) is the Low Level Base and the second number (120000 in the example) is the High Level Adder. Optional rules may have Experience Base modifiers. Again these are listed with two numbers (example: +100/+2500), if a character possesses the optional ability, the first number (+100 in the example) is added to the Low Level Base for the character's class and the second number is added to the High Level Adder for the character's class. If a Fighter had the one optional ability from this example, his final Experience Base would be: 2100/122500.

Calculating Experience Points per Level: To calculate a character's custom XP advancement schedule, start with the Low Level Base number from the character's final Experience Base (including his class base plus all modifiers from optional rules). That is the experience point total required to advance to 2nd level. The experience required to advance doubles each level thereafter until 8th level reached. Exception: Round the experience point requirement for 7th level to the nearest 5000.

After 8th level, the amount of experience points required to advance no longer doubles. Instead of doubling, it increases by a flat amount each level: the High Level Adder from the character's final Experience Base.

The standard XP advancement charts listed for each class were calculated by this method and should serve as examples of this calculation.

Class Special Abilities
Some classes have special abilities which cannot easily be explained in a sentence. These named special abilities are described in this section.

Fighting Classes Special Abilities: All Fighters, Paladins, and Rangers (referred to collectively as "fighters" in the special ability descriptions in this section) have the following special ability:

Cleave - After a Fighter kills an opponent, he may immediately make another attack against any still-standing foe within 5 feet. The maximum number of attacks he can make in one round is equal to his level.

Fighters may select one special ability from the following list at levels 3, 6, 9, 12, 15 and 18. Paladins and Rangers may select one special ability from the following list at levels 6, 12, and 18. Each special ability may only be selected once. Paladins may not select Berserker Rage.

Accuracy – A Fighter with this special ability rolls one die size larger for damage (1d6 instead of 1d4, 1d8 instead of 1d6, etc.) with thrown or missile weapons.

Berserker Rage – A Fighter with this special ability may go into a berserker rage when in combat. During a berserker rage, the Fighter always attacks the nearest foe (determine randomly if multiple foes in range). His ferocity adds his level to his attack roll and his damage. To break off combat (before all foes are dead) the berserk Fighter must make a MIND save versus a DC of 10 (plus 2 for every opponent still standing) in order to break off from fighting. Each round the Fighter is berserker costs him 2 hp, subtracted immediately after the berserker rage ends. A berserk Fighter cannot use any combat stunts nor the Find Weakness or Leadership special abilities.

Blind-fighting - A fighter with this ability may attack while blind or in conditions of total darkness with only a -2 penalty to hit.

Brutal Attack – A Fighter with this special ability rolls one die size larger for damage (1d6 instead of 1d4, 1d8 instead of 1d6, etc.) with melee weapons.

Danger Sense: A Fighter with this special ability has a sixth sense for danger and can never be surprised so long as he is conscious and aware.

Dodging - When not wearing armor (and conscious and able to move), a Fighter with this special ability may add his level (plus 1 for every point of dexterity above 15) to his AC.

Dragon Slayer - A fighter with this ability ignores the -1 penalty to saves against breath weapons and other blasts.

Find Weakness - When attacking an unaware opponent, a Fighter with this special ability may ignore any AC bonus the opponent has due to armor worn. He is hitting at his opponent's weak, exposed areas.

Goblin Slayer - A fighter with this ability treats his Fighter Bonus as one higher when fighting kobolds, goblins, orcs, gnolls, hobgoblins, bugbears, ogres, trolls, and giants. At the GM's option similar abilities might exist for fighting demihumans (humans, dwarves, elves, halflings, and gnomes) or other groups of monsters (such as dragons or the undead).

Grappling Expert - A fighter with this bonus retains their full AC while grappling.

Mounted Combat - The character receives a +1 bonus to attacks while mounted.

Leadership - When a Fighter with this special ability is leading a group of hirelings under their command, When leading a group of hirelings under their command, the hirelings subtract the Fighter's Fighter Bonus in any morale checks and add one-half the Fighter's Fighter Bonus (round up) to their attack and damage rolls.

One Shot – A Fighter with this special ability incapacitates opponents (knocks unconscious or otherwise out of combat) whose hit dice or level are less than or equal to the Fighter's level on a critical hit (in addition to the normal effects of a critical hit).

Sniper - A fighter with this ability ignores -2 of the penalty for using a ranged weapon at medium or long range.

Striker – A Fighter with this special ability makes a critical hit on a natural roll of 19 or 20.

Terrifying Style – A Fighter with this special ability has a terrifying combat style. Opposing side must check morale every time he makes a critical hit.

Toughness - A fighter with this ability has extra hit points equal to twice their Fighter Bonus

Unarmed Combat – A Fighter with this special ability does 1d6 damage with his bare hands (instead of the standard 1d2 bare handed damage).

Weapon Focus - A fighter with this ability adds +2 to their Fighter Bonus with one class of weapon: Swords and daggers; spears and pole arms (including the staff); flails, hammers, and maces; bows and crossbows; axes; or slings and thrown weapons

Illusionist/Magic-User Special Abilities: All class with the ability to learn and cast arcane spells have the following special abilities. All require the use of a special wand hand-made by the caster. Note that references to "magic-users" in this section actually refer to magic-users as well as illusionists.

Create Handmade Wand - A Magic-User knows how to create the handmade wand required for Magic-User special abilities. The wand must be made by the Magic-User using it to function.

Creating the wand requires a knife, a living tree to cut the wand from, and 12 minus the Magic-User's level hours (minimum of 1 hour) of uninterrupted time.

Arcane Blast – A magic-user can shoot a dart of magic energy from the tip of their handmade wand once per round provided no other action is taken. They must roll to hit the target normally. Range: short 60; medium 120; long 180. Usable once per round if no other action taken and does 1d4 damage if it hits. No saving throw is allowed. Requires pointing a handmade wand at the target and costs 1 HP per use. The visible effects can be whatever the Magic-User desires; note that this does not affect damage, it only adds color to the ability.

Arcane Dueling - By forgoing their action on their turn, a magic-user can engage another magic-user in an Arcane Duel.

On each of their turns, both combatants roll a d20 and add their Magic Attack bonus - whoever scores higher wins that round. Each round costs the combatants 1HP, and each round they succeed, the do damage equal to their Magic Attack bonus (minimum 1HP) to their opponent. A draw roll means both opponents take 2HP damage. An opponent can leave a duel at any time, but takes the opponent's Magic Bonus as damage (as though they had scored a successful hit).

Both players and GMs should make their descriptions vivid and entertaining - but appropriate to the level of the combatants. A 1st-level mage and a Kobold Shaman will be throwing sparks and stings at each other, while 10th-level mages will have battles that look more like Rush album covers.

Minor Magic - Magic-Users can cast minor "everyday/non-combat" magic at will. Basically, any everyday thing someone could do mundanely, a magic-user or illusionist can do with minor magic. Attempting something the GM considers abusive fails and causes the magic-users wand to explode (doing 1d6 backfire damage to the magic-user unless a WIL save is made). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

Some examples: Light a candle or pipe with a flame from the wand tip. Dust things – at first level a minor magic spell might be needed for each shelf or piece of furniture, while at third level a single spell might dust a room and at sixth level the magic-user's the entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-users coin purse to a merchant's hand. Open a cabinet. Mix drinks. Dress/undress.

Cleric Special Abilities: Clerical special abilities vary by the type of deity the character serves. The following are examples special abilities for common types of deities. If a campaign features other types of deities, The GM may need to create special abilities for these deities their specific campaign setting.

Priests of Storm/Thunder Gods: (Example deities: Thor or Zeus) Clerics of storm/thunder deities can use javelins. In place of the Turn Undead ability, clerics of storm have the ability to throw a bolt of lightning that can strike up to four creatures in a straight line from you within 30 feet, for 1d8 + level lightning damage. Use of this ability requires a ranged attack roll vs AC and costs 3 Hit Points

Priests of War Gods: (Example deities: Ares or Tyr) Clerics of war deities can wield non-magical swords. In place of the Turn Undead ability, clerics of war gods gain the Tactical Expertise ability:

> *Tactical Expertise* – A cleric with this special ability gains a number of Tactics Points per day equal to his level plus one for every point of charisma above 13. These points are spent directly before the attack roll of anyone in the cleric's party, giving a +1 per point spent. Tactics Points can also be spent before any enemy's attack roll, giving a -1 per point spent.

Priests of Knowledge/Magic Gods: (Example deities: Hecate or Thoth) Clerics of Knowledge/Magic deities are somewhat less adept in combat than normal clerics, having only the same knowledge of weapons and armor as a magic-user. In place of the Turn Undead ability, clerics of knowledge/magic deities gain the Careful Study and a limited ability to use arcane magic: 1) the GM will add adding one spell suitable to the deity from the magic-user spell list that is not also on the cleric spell list for each spell level. 2) the cleric may attempt to cast an arcane spell from any scroll successfully on a roll of 1d20 + MIND bonus + Magical Combat Bonus versus a DC of 10 + (2 x spell level, rounded up). The spell fades from the scroll whether the attempt is a success or failure.

> *Careful Study:* If the cleric is allowed to study a problem or physical obstacle for a full turn without interruption, she can add her MIND bonus to a skill check to overcome it-- even if she would add it already. If she is allowed the time and resources to research thoroughly, she can add an additional bonus to the check as long as she confronts the same problem or obstacle again within a number of days equal to her MIND score. If the cleric is allowed to study for a full turn she acquires a +1 bonus. She can improve this bonus to +2 with another two hours of study. Another three hours beyond that grants a +3 bonus, and so on (to a maximum of fourteen hours of study to attain a +5 bonus). By the same token, if a cleric is allowed to study an enemy's fighting style for three rounds without interruption, she gains her MIND bonus to the next attack she makes against it as long as she makes the attack within one turn.

Priests of Craftsman Gods: (Example deities: Hephaestus or many gods of the dwarves) are expert at any crafts (such as smithing or masonry or sculpture) that their god represents. Instead of the Turn Undead ability, you gain the ability to repair any broken small object and can detect and identify magic items (with a MIND check, DC 16 if you just examine the item, DC 12 if you have the opportunity to closely observe the other properties of the item or see it used). If the campaign is using Weird Science, you are probably well-enough trained with machinery that a device is only DC10 for you to figure out how to operate.

> *Repair:* Repairs a broken or torn small object at a cost of 2 HP. It does not restore magic. The cleric must know what the item is to repair it.

Priests of Nature Gods (Example deities: Pan, Flora): The GM will add one spell of each level from the Druid Spell list (that is not on the Cleric spell list) that is appropriate for the specific deity to list of spells available to the cleric. Note: Followers of deities considered "Earth Mothers" should be druids if the optional Druid class is used.

Priests of Trickster Gods (Example deities: Loki, Hermes, Coyote, or Anansi) can use daggers and are experts at riddles. In place of the Turn Undead ability, you add a number of illusionist spells equal to the higher of your MIND or CHA bonus (but always at least 1) to your own at each spell level. Priests of Trickster Gods, also have the Minor Divination ability (so they can learn secrets that will better enable them to prepare a clever prank or con).

> *Minor Divination* - A cleric may spend 10 minutes in prayer asking his deity whether or not a specific action would have generally good or generally bad results *from the deity's point of view*. The cleric will have vague feeling of rightness or wrongness. A cleric may do this at most 1 per day (+1 additional time per day every 5 levels).

Priests of death gods (Example deities: Anubis, Hades) have learned to ceremonially use sickles, but usually only favor light armor at the most. The effectiveness of a successful Turn Undead is doubled.

Priests of Eldritch Horror Gods: (Example deities: Cthulhu, Nyarlathotep) Clerics are trained in daggers for the sake of sacrifice, and often do not wear armor. In place of the Turn Undead ability, they gain the Whispered Secret ability and the ability to use arcane magic scrolls as a thief.

> *Whispered Secret*: Being inured to the horrible secrets of the universe, you can speak them in an attempt to drive enemies to madness. Roll 1d20 + CHA Bonus + level versus a DC of 10 + twice the Hit Dice of the creature you are addressing, who must be within about 5 feet to hear you clearly. If you succeed the target acts as if afflicted by a *Confusion* spell, or flees in terror, your choice. This costs HP equal to the HD of the being to whom you are speaking. Some creatures, such as Brain Eaters and Deep Scum, are perfectly aware of these things and are unaffected by this ability. If you like, you can instead shout your dark knowledge aloud, but to do so is to call down the wrath of all that is good and holy, for it costs HP damage equal to the collective HD of all who hear you and is indiscriminate in who it effects, save for creatures that would be immune or fellow priests of the elder ones.

Note: Clerics who lose the Turn Undead special ability may have a Turn Undead spell (Level 1) that functions like the ability if the GM considers it appropriate to the deity if undead are a major part of the campaign world.

Background
Characters may select, with the approval of the GM, a one or two-word background that represents a broad base of skills and knowledge, e.g. Farmer, Merchant, Desert Nomad, Noble, Shaman, Templar, Thyatian Mercenary, Ritualist, etc. Backgrounds need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

The GM will consider the character's background just as he would the character's class when deciding if a character will succeed with an action. For example, a character with an "Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background.

The word "word" should be taken loosely. For example, the name of a culture/location should be considered "one word" even if it is "Holy Panamon Imperium". "Blue Knight of the Holy Panamon Imperium" could count as "two words" if such clearly describes a single background in the campaign world.

Alignment

Basic Alignment: There are three basic alignments: Law, Chaos, and Neutral. Only intelligent beings have alignment and the vast majority of those tend to be neutral. Player Characters should select an alignment for their characters.

Law: Characters aligned with Law try to avoid unnecessary harm to others by their actions or inaction. They often put the good of society/everyone over the immediate good of themselves and their friends. They are usually willing to help others/society even if doing so is somewhat inconvenient. If given power over others, they tend to use it for the good of all.

Chaos: Characters aligned with Chaos only care about themselves and those who are currently useful to them. While they may not go out of their way to harm others, they do not care if others are harmed as long as they succeed at their personal goals. They are generally only willing to help others/society if they get something they want or need out of it. If given power over others they tend to abuse it and use it mainly to help themselves.

Neutral: Neutral characters tend to put themselves and their friends first, but will generally not allow others to come to unnecessary harm or inconvenience in order to succeed. They are willing to help others/society so long as doing so is not inconvenient. If given power over others, they tend to use it for good, but they and their friends come first.

Advanced Alignment: People familiar with 1e will notice that the basic alignment system does not account for "good" and "evil." This is because these concepts are left to interpretation. This is a philosophy more in line with classic pulp fantasy and science fiction. In this way of thinking, the "highest philosophy" is the conflict between law and chaos, with the balance of neutrality between. In this philosophical universe, concepts of good and evil are merely a means to attain the goals of any one of these greater spheres of thought. In this game, then, "evil" and "good" are much more situational than doctrines of behavior. Evil will often be associated with chaos, and good with law, but this need not always be the case. However for those who prefer the more complex alignment system of 1e, what follows is a presentation of alignments that incorporates good and evil. This system may optionally be used for PCs or NPCs, and may be assigned to monsters as the GM sees fit.

Lawful Good: A lawful good character opposes evil and believes in maintaining order. He keeps his word and acts against injustice. A lawful good character hates to see the guilty go unpunished. He believes the best way to maintain the greater good is through tradition, discipline, and order.

Neutral Good: A neutral good character opposes evil, but no particular importance is placed on law or chaos. He believes the greater good can be achieved at times through both means, and a balance of the two.

Chaotic Good: A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He believes in goodness and right but has little use for laws and regulations. He follows his own moral compass, which, although good, may not agree with that of society.

Lawful Neutral: A lawful neutral character acts in accordance with law, tradition, or a personal code. Order and organization are paramount. Good and evil are to be maintained in balance to achieve order.

Neutral: A neutral character commits himself philosophically to neutrality. He sees good, evil, law, and chaos as extremes that must be maintained entirely in balance, as nature intends. In nature these forces may fluctuate, but a neutral character would oppose any artificial imbalance imposed by others.

Chaotic Neutral: A chaotic neutral character believes in randomness. Further, the best way to maintain disorder is to keep good and evil in balance. These characters are often unpredictable, but not cruel.

Lawful Evil: A lawful evil character cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. Domination is attained through strict adherence to discipline.

Neutral Evil: A neutral evil character is selfish and cares nothing for life or others. Evil for the sake of evil is the main tenet with these characters, and law or chaos are unimportant or only a means to an end.

Chaotic Evil: A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He may be vicious, arbitrarily violent, and unpredictable. He may be simply out for whatever he can get, or he may be committed to the spread of evil and chaos.

Virtues and Vices (Optional): As in real life, each character has virtues (admirable character traits) and vices (not so admirable character traits). Players select six traits from the lists below before play starts. Neutral characters must select three from each list. Lawful characters must select at least one (but no more than two) vices. Chaotic characters must select at least one (but no more than two) virtues. Players can select virtues and vices not on the list with GM approval.

Virtues	Vices
Academic	Arrogant
Austere	Bigoted
Bold	Capricious
Cheerful	Cowardly
Compassionate	Egoistical
Courageous	Fearful
Daring	Hateful
Determined	Hidebound
Fair	Impulsive
Faithful	Insensitive
Friendly	Lazy
Generous	Manipulative
Gregarious	Miserly
Honest	Petty
Hopeful	Power Hungry
Industrious	Rude
Just	Self-Centered
Kind	Spendthrift
Patriotic	Stubborn
Thoughtful	Thoughtless
Thrifty	Vengeful

Character Tagline (Optional)

Each character should have one fairly unique feature in his personality or background that sets him or her apart from other characters and npcs in the campaign (and from other characters the player may play or have played in the campaign. This feature should not be something that would give a mechanical bonus in play, but something interesting and unique in the character's personality, background, or history. The GM should work with the player to ensure the character's tagline is appropriate to the campaign setting. A tagline can also be a "catch phrase" that sums up the character in some way.

Some examples of a simple character taglines from history and literature would be "never tells a lie" for George Washington, "the lionheart" for Richard I of England, "demands his martinis be shaken not stirred" for James Bond, "cultivates a grandfather image but quietly manipulates others to achieve the greater good" for Dumbledore, and "I didn't do it, nobody saw me, you can't prove anything" for Bart Simpson.
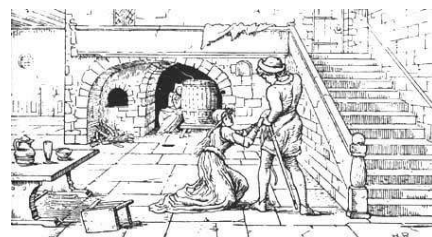
The Rules

Skills

There are no specific skills in Microlite78. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation, taking into account the characters' classes and backgrounds. If the GM decides a random success chance is truly needed he may resolve the situation with a roll of his choice or he may call for one of the following rolls:

Primary Skill Roll: 1d20 + Stat Bonus + Class Level if the character is attempting something directly related to their class or background.
Secondary Skill Roll: 1d20 + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class or background.
Minor Skill Roll: 1d20 +Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class or background.

When the GM calls for a skill roll, he will declare the type of skill roll, which stat the skill roll falls under, and any situational modifiers and the player will make a skill roll. (The GM should make the roll in secret if seeing the result would give the player more information than his character should have.)

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary Skill Roll. Suggested Difficulty Classes: Easy - 8, Normal - 12, Difficult - 16, Hard - 20, Very Hard - 24, Legendary - 28, Unbelievable - 32.

Certain classes (Thieves and Rangers, for example) have abilities that members of those classes are good at -- or even expert at. The GM must be sure to take such strong abilities into consideration when deciding success or failure of a related action.

Basic Adventuring Skills: Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and have a rough idea of the value of common coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

Languages: All character races speak common. Other intelligent beings speak their own languages (20% chance of also speaking common). Beings with a MIND over 10 may speak one additional language per point of MIND over 10 (these are in addition to any languages known by race).

Talents: At level 2 (and every 2 levels thereafter), characters may select one narrow area of skill where they are better than average: something they are "Good at." This talent should be either something directly related to their class or background -- or something they have spent game time and/or money learning. If the player wishes (and the GM approves), instead of selecting a new talent a talent the character is already "Good at" be improved to "Expert at" at a later even-numbered level and a talent the character is "Expert at" may be improved a final time to "Master at" at yet a later even-numbered level. The GM will consider the character's talents just as he would the character's class and background when deciding if a character will succeed with an action. . If you need to assign numerical benefits to talents for when a success roll is needed, +2 per level is a good place to start for most talents (i.e. Good at +2, Expert at +4, Master at: +6).

Saving Throws

When subject to an unusual or magical attack, characters generally get a saving throw to avoid or reduce the effect. To make a saving throw, roll 1d20, add modifiers based on the type of saving throw (and any circumstantial modifiers set by the GM). A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, the saving throw is

successful if the total of the roll and modifiers is greater than the saving throw listed for the character's level. Unless noted otherwise, monsters save as a Fighter of a level equal to one-half their hit dice, rounded up.

Saving Throw Modifiers: What a character is saving against modifies the saving throw die roll. In cases where multiple types apply, use the first one listed below:

Breath Weapons: Breath Weapons and other blast-like effects give a -1 modifier to the saving throw.

Poison: Dwarves get a +3 bonus.

Death Magic: This includes negative energy attacks. Clerics get +3 due to their link with the higher and lower planes.

Rod, Staff, Wand: All magical effects created by a rod, staff, or wand give +1 bonus.

Spells: +2 bonus for Magic-Users.

Special Saving Throw Modifiers: Where applicable, these modifiers are applied in addition to those listed above:

Charm and Illusion Magic: Add MIND stat bonus.

All Magical Effects: Dwarves and Halflings receive a +4 bonus to all saving throws against a magical effect.

Magic

Magic-using characters can cast any spell from their respective spell list with a spell level equal or below 1/2 their class level, rounded up. A Magic-User or Illusionist starts with Read Magic and 1d2 additional first levels spells in his spell book (which must be approved by the GM) and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. A Magic-User or Illusionist can memorize up to Level + MIND bonus spells and these spells can be directly cast (others spells may be cast via a casting ritual). A Magic-User or Illusionist requires his spell book and 1 hour of time to change the spells he has memorized. Clerics and Druids do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character.

Casting Cost: Direct casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast if the

spell is cast with an implement and 1 + triple the level of the spell being cast if the spell is cast without an implement:

Spell Level	1	2	3	4	5	6	7	8	9
HP Cost with Implement	3	5	7	9	11	13	15	17	19
HP Cost without Implement	4	7	10	13	16	19	22	25	28

Although there are ways to reduce the cost of casting spells, the casting cost cannot be reduced below 2 Hit Points.

Spell Difficulty Class: For purposes of things like dispelling, the Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Signature Spells: Select one 'signature' spell per spell level from first upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use. For Magic-Users and Illusionists, signature spells are always in memory and do not count against the number of spells a caster can memorize.

Implement Use: Spells cast through an implement (a wand or staff for a Magic-User or an Illusionist, a holy symbol for a Cleric or a Druid cost less to use. The implement must either be a magic item or be made by the caster (12 hours, wood, and carving tools needed). The implement must be undamaged and in the caster's hand at the time the spell is cast.

Combat Casting: In combat, if a character is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles. This costs the caster 1 HP per level of the spell he was attempting to cast and the caster loses his action for the round.

Ritual Magic: A Magic-User or Cleric can perform ritual magic to cast spells of any level (and other special rituals that might be found in old books or scrolls) provided the caster has a written copy of the spell or ritual, any needed materials (mainly required by special rituals), and the time and space needed to perform the ritual.

Ritual casting of a spell of a level the caster is able to cast normally takes 10 minutes and costs 1 HP per level of the spell being ritually cast. Ritual casting of a spell of a level the caster is not yet able to cast normally takes 10 minutes per level of the spell and costs twice as much in hit points as it would to cast directly. Ritual casting of a special ritual takes as long and costs as many HP as the ritual states (that is, the GM assigns these as needed when he creates the special ritual). Multiple Magic-Users and/or Clerics may participate in a casting a special ritual with the HP cost of casting divided among them.

Optional Sacrifices - One or more beings with human or better intelligence may be sacrificed during ritual magic. Each sacrifice made adds 10 minutes to the ritual and provides 10 plus the being's level or hit dice in HP to power the ritual. This amount is tripled if the being is truly a willing sacrifice. Some special rituals may require the sacrifice of intelligent beings. The sacrifice of intelligent beings is normally against the law in civilized societies.

Hit Points and Healing

Hit Points: Hit Points are an abstract measure of the amount of damage a character can suffer before falling unconscious and taking severe injuries. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduces Body Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. Optional: To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

Body Points (BP): All characters have 20 Body Points. If Body Points reach 0, the character is dead. Each two points of body damage a character has suffered gives a -1 to all attack, success, saving, and similar rolls (also to strike speed). *Option:* Body Points for Fighters equal 20 + (Level/2) (round down,

maximum 30). Body Points for arcane spell casters (Magic-Users and Illusionists) equal 20 – (Level/2) (round up, minimum 10). This has fighters slowly becoming tougher while arcane classes lose physical conditioning as they become more magically powerful.

Recovering Hit Points: All characters recover all hit points after six hours of total rest. If a character has lost Body Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

Healing Body Point Damage: Body points lost recover at a rate equal to the character's STR Bonus (minimum of 1 point regained) per full day of rest. If a character with up to 50% Body Point damage (up to 10 points of BP damage if base 20 BP is used) performs more than very light activity or careful travel during a day, he has a 50% chance of losing an additional body point. If a character with more 50% of Body Point damaged (11 or more points of BP damage if base 20 BP is used) does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional body point.

Bleeding (optional): A character who has been reduced to 0 hit points by weapon or other trauma-related damage will eventually bleed out and die if their wounds are not bound. A bleeding character must make a FORT Save every minute or suffer one body point of additional damage. Binding wounds takes 1 minute per point of body damage taken, but no further bleeding rolls are needed (including while the wounds are being bound). Any healing spell cast on a bleeding character will effectively stop the bleeding.

Healing Magic (Optional): Healing magic is not instantaneous, 1 body point will be cured per 10 minutes of rest after the spell is cast (up to the maximum the spell will cure), if the rest in interrupted any remaining points of healing are lost.

Second Wind (Optional): Once per day, characters may regain 20% of their total hit points (round up) by resting in a safe place for an hour while eating a meal. This amount is reduced by 2 hp per point of body damage (to a minimum of 0 hp recovered).

Monster Body Points (Optional): If the GM does not mind the added complexity, monsters may have Body Points as well. A monster's Body Points are equal to twice the number of hit dice the monster has. This option is not recommended.

Combat

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round. If attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. A side cannot be surprised if it is aware of the other.

Combat Stance: Any character able to act may select a combat stance. Any character who has not announced their combat stance before initiative is rolled automatically selects "Standard." Combat Stances (and their effects) are *Full Defense* (Attack: no attack possible; AC: +2 bonus, +4 bonus with shield, +6 bonus with large shield; Strike: -5), *Active Defense* (Attack: -2 penalty; AC: +1 bonus, +2 with shield; Strike: -2), *Standard* (Attack: Normal; AC: Normal: Strike: normal), *Active Attack* (Attack: +1 bonus; AC: -1 penalty; Strike: +1), and *Full Attack* (Attack: +2 bonus; AC: -2 penalty; Strike: +2). Spell casters casting a spell cannot select the Full Defense or Active Defense Stance. The Stance Strike modifier is optional.

Initiative: Roll 1d20 for initiative for each side. The side with the higher roll gets a +5 to strike speed for the round. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

Actions: Combat is very abstract. Each combat round lasts a minute and includes a lot of jockeying for position, feints, etc. The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not count as an action.

Strike Speed: Characters and monsters act in order of their strike speed from high to low. Base Strike Speed is determined by their action type in the table below. Characters/Monster add +5 to the Base Strike Speed if their side has initiative. Fighting Classes add their Fighter attack bonus. Monsters add one-half their hit dice, rounded down if the GM classes them as fighters. (Ties in Strike Speed are resolved by Character Level/Monster Hit Dice, with the higher acting first.) The Strike modifier from a character's combat stance is added if the GM use this option.

SS	Weapon/Attack Action
1	Read Scroll
2	Cast Spell
3	Short Length Weapon
4	Medium Length Weapon
5	Long Weapon
6	Very Long Weapon
7	Pole Arms
8	Missile Fire/Arcane Blast
9	Breath Weapon
10	Glance

Attack Rolls: Add attack bonus to d20 roll. A natural roll equal to or less the target's Natural Defense (which is 1 unless otherwise stated in the monster description) always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit.

Melee attack bonus = STR bonus + Physical Combat Bonus
Missile attack bonus = DEX bonus + Physical Combat Bonus
Magic attack bonus = MIND bonus + Magical Combat Bonus

Armor Class (AC) = 10 + DEX bonus + Armor bonus. Basic Armor Bonuses: Light Armor (e.g. leather) +2, Medium Armor (e.g. Chainmail) +4, Heavy Armor (e.g. Plate) +6; a shield adds +1; a large shield adds +2. *Option:* Armor bonus is as listed in parenthesis for the armor type on the equipment table.

A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage and doing a number of body points damage equal to the number of damage dice rolled (normally 1). Most monsters do not have body points, so a critical hit will do maximum damage plus a normal damage roll to them and cause them to lose their next attack.

Fighters, Paladins, and Rangers can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead if wielding a light weapon. Fighters can wield 2 light weapons and attack with both in a round (making one attack roll at -2).

Range Penalties: If the target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using, take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Cover: Characters behind an object gain +2 to +10 to their AC against ranged attacks, depending on the extent of the cover (light cover = +2 to nearly complete = +10). In some situations, the GM may allow half this AC bonus to apply to saves.

Damage: Light weapons do 1d4 damage. Medium weapons do 1d6 damage. Heavy weapons do 1d8 damage. Add STR bonus and any class damage bonus to Melee damage (x2 for two-handed weapons). *Option:* Weapons do the damage listed for the specific weapon (in parenthesis) on the equipment table.

Shield Special: A character with a shield may choose to have it completely absorb all the damage from any attack (including a critical hit). A non-magical shield shatters when it does so. A magical shield permanently loses one point of is magical AC bonus when it does so, becoming a non-magical shield if its magical AC bonus is reduced to zero.

Special Combat Situations:
Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack is in addition to their normal attack for the round. If the attack is successful, the opponents takes damage and can move no further that round.

Ranged Attack into Melee: Shooting or throwing into a crowded melee is not a good idea: there is a 50% chance you'll hit a friend instead of an opponent. Fighting classes may take -4 to hit to avoid hitting a friend.

Dodge: A character who is not making an Active or Full Attack may forgo his next attack at any time and dodge out of the way. Roll 1d20 + DEX bonus + Physical Combat Bonus (PCB). The total is the character's effective AC until his next attack. If it's lower than his real AC, well, the character zigged when he should've zagged. The GM may modify the roll by +2 or -2 (or more) to reflect the terrain and cover of the area.

Aid Another: A character who can make a melee attack on an opponent engaging an ally in melee combat can help that character attack or defend by distracting or interfering with an opponent. Make an attack roll against AC 10. If successful, the ally gains either a +2 (Fighter Bonus +1 for fighting classes) bonus on his next attack roll against that opponent or a +2 (Fighter Bonus +1 for fighting classes) bonus to AC against that opponent's next attack (aiding character's choice), as long as that attack comes before the beginning of the aiding character's next turn. Multiple characters can aid the same ally.

Grapple: A character can make a grapple attack on an adjacent target. A successful attack roll means they are then grappled with their target. When grappled, both the attacker and the defender's AC becomes 10 and neither can make move actions. When grappled, the defender can't make normal actions and must make opposed rolls (1d20 + PCB) against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

Knockout Blow: A character can attempt an armed melee attack against an adjacent creature to stun them. On a successful hit the target is stunned one minute for every point the attacker rolled higher than their defense. Rogues add their level in minutes to this time.

Combat Tricks/Stunts: Declare what the trick/stunt attack is going to do. It could be anything from knocking a weapon from your opponent's hand to blowing his hat off or extinguishing a lantern. Other possibilities could be stapling the target to the wall through his clothing with a thrown weapon, tying him up with a bola, tripping him and so on.

The attack roll is made at -8 (-6 for fighting classes). If the roll is successful and the target is alive and aware of the attack, the target makes a defense roll (a normal attack roll) against a DC equal to the adjusted attack roll (with the to hit penalty). If the defense roll fails, the target suffers the exact effect described. If the defense roll succeeds, then the attack is treated as a normal attack against the target's AC (with the penalty), which may result in normal damage. *Option:* The defense roll is automatically failed if the target has a combat stance of Active Attack or Full Attack.

Against an inanimate object, if the attack roll (with the penalty) is successful, the stunt works. No defense roll is needed.

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Monsters are assigned a Morale Rating (from 2 to 12, with 2 being a complete coward and 12 being totally fearless) to help the GM make these decisions. If the GM wishes, he may simply roll 2d6 and have the monsters break off combat if the number rolled is greater than the monster's Morale Rating.

Energy Drain: Certain undead and demonic monsters can drain energy levels from characters. Each energy level drained reduces the character's level by one. The character may regain the level normally via experience. If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Simple Initiative (Optional): Each side rolls a d20 (reroll ties). High roll wins initiative. Strike Speed rules are not used. The combat order changes to the following: 1) Side that lost initiative declares actions. 2) Side that won initiative declares actions. 3) Side that won initiative acts. 4) Side that lost initiative acts. 5) Any bookkeeping is done.

Monsters

See the Microlite78 Monster List or use the monster descriptions in any 1e game. To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, Save DC = 19 – level (minimum 3), all attack bonuses = level, damage = 1d8 for ordinary claws, bites, and weapons, 2d8 for large maws, giant clubs, 3d8 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. Natural Defense is 1 for all but the most powerful or unusual creatures. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Monster Reactions: Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the CHA bonus (and any other appropriate modifiers) to the roll and consulting this table.

Adjusted Reaction Roll	Result
2 or less	Very Unfavorable
3-6	Unfavorable
7	Neutral/Uncertain
8-11	Favorable
12 or more	Very Favorable

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

Mooks (optional): Sometimes a GM may want to use a large number of monsters but not want to carefully track each one. Mooks are "cannon fodder" monsters that have 1 hit point per hit die, never make a saving throw, and always run away or surrender if the battle is obviously going against them. Any hit from a Fighting Class character will likely kill a mook. Mooks cannot be told at a glance from non-mook monsters. Mooks make excellent minions for powerful leaders as they are very effective against normal people even if they cannot stand long against PCs and NPCs with class levels.

Experience Points and Level Advancement

Experience Points (XP): Characters get Experience Points (XP) through adventuring, defeating monsters, spending money from treasure, etc.

XP from Defeating Monsters: All monsters that are defeated (either outsmarted or killed), grant XP based on how powerful they are. All monsters begin with a base XP determined by hit dice (HD), and receive a bonus for each special ability they have (fire breath, spell-like abilities, etc.). Refer to the Monster Experience Points Table below.

Monster Experience Points Table

Monster HD	Base XP	Bonus XP/Ability
Less than 1	5	1
1	10	3
1+	15	6
2	20	9
2+	35	12
3	50	15
3+	65	35
4	80	55
4+	140	75
5	200	150
5+	260	200
6	320	250
6+	380	300
7	440	350
7+	500	400
8	560	500
8+	620	600
9-10+	1000	700
11-12+	1200	800
13-16+	1500	900
17-20+	2,250	1,000
21+*	3,000	2,000

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

At the end of an adventure, the total XP earned from defeating monsters is divided by the number of characters in the party. Henchmen/Retainers count as 1/2 person and hirelings count as 1/10 person (round up for PCs, round down for others). Example: A party of 5 player characters, 2 retainers, and 10 men-at-arms and other hirelings earns 1200 XP from defeating monsters. Each PC earns 172 XP from defeating monsters, each retainer earns 85 XP, and each hireling earns 17 XP. (Note that XP for hirelings is earned but usually not actually tracked.)

XP from Treasure Spent: Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns XP equal to the treasure so spent in gp divided by his current level. Note that XP from treasure is an abstract method of rewarding the various adventuring actions like finding traps that allow one to get treasure. Example: A 2nd level Fighter spending 1000gp on wine, women, and song earns 500 XP.

XP from Exploration: The GM may reward exploration with XP be designing special points on the map as worthy of XP for reaching them. The GM should generally not inform players in advance as to what, if any, special locations on the map are worth XP. Example: reaching the top of the tallest mountain on the map for the first time might be worth 150 or 200 XP for each character making it to the top or entering a well-hidden sub-level of a dungeon might be worth 50 XP.

XP from other Activities: The GM may award XP for excellent roleplaying, other important actions in the game (successfully completing a quest, for example), etc. In general, the total award from this category for any one session should not be more than 100 XP times the character's current level. No XP may be awarded in this category if the character refuses to even attempt to play his virtues and vices or other character

limitations.

Prime Requisite Effects (Optional): Each class has one stat listed as its Prime Requisite. If a character's highest stat is not the Prime Requisite for his class, the character suffers a 10% penalty to all XP earned.

Level Advancement: At the end of every adventure (or, at the GM's option, at the end of every session), total up the XP earned and added them to your character's total XP. If a character's XP total is higher than that the *Minimum Experience Points Required* for the next level on the character's class chart. The character goes up a level and gains all the benefits thereof (increased HP, PCB, MCB, improved Saving Throw, etc.). Note that a character may only go up one level per session. Any additional XP earned in that session that would put the character above 50% in his new level are lost.

Each level adds a die roll or a fixed amount after 9th level to Hit Points and the character's Physical Combat Bonus, Magical Combat Bonus, Fighter Bonus, etc. may change as indicated in the Advancement table for the character's class.

Spellcasters gain access to new spell levels at levels 3, 5, 7, 9, 11, 13, 15, and 17. When an arcane spellcaster gains access to a new spell level he gets one spell of the new level added to his spell books, selected randomly from a list created by the GM of spells of that level commonly available in the campaign setting.
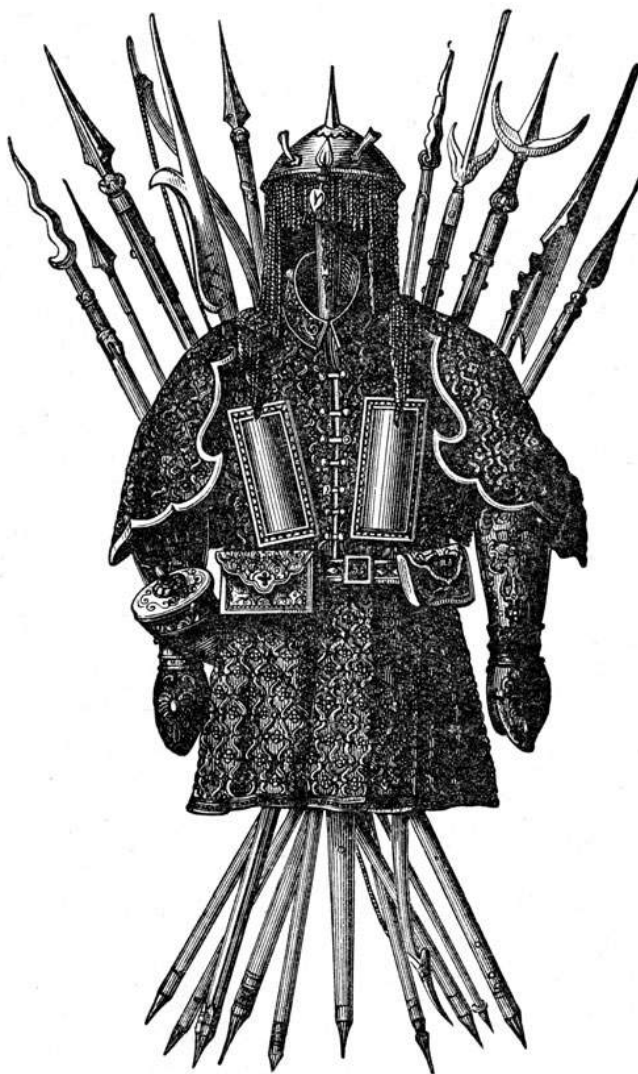
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Many Microlite74 gamers know that Randall Stukey, the author of Microlite74 and other M20-based old school games is trying to raise funds to pay the bills from his wife's oral cancer treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna (successful so far) cancer treatments have cost over $110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the Retroroleplaying Cancer Fund (via PayPal) and help them pay their bills.

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Everyone who donates any amount at all get a password giving them access to a number of special downloads. *Some* of the currently available downloads include:

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 (http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html) and The Grimoire #2 (http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html)
- Pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECMI campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite74 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat. Artwork is by Håkan Ackegård. This Special Edition incorporates the rules from the first supplement. The text has been reformatted into a single column in a large enough font to easily read.

To get access to these downloads and access to a private donor forum where you can get advance information on upcoming Microlite74 releases, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

http://www.retroroleplaying.com/node/153

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Adventuring

Almost any material you come across for 1e or other early editions of the world's most popular roleplaying game can be used in Microlite78 with little modification. However, there are some descriptive conventions that 1e used that may need explanation.

Time Conventions: 1E talks about time in terms of rounds (combat rounds) and turns. A round was 1 minute and a turn was 10 minutes, so there were 10 rounds in a turn.

Movement/Distance Conventions: 1E gave distances in inches. When underground or in buildings or the like, one inch equaled 10 feet. When outdoors, however, one inch was 10 yards. Yes, this meant spell and weapon ranges were greater outdoors than indoors. Normal human movement (when carefully exploring) was 12″ per move, with two moves per turn. Carrying too much weight cut this down to 9″ or even 6″. Running movement was double the above.

Encumbrance: Characters can normally carry twelve (plus STR bonus) items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item. Oversized items (two-handed weapons, anything as tall as the character or that requires two hands to carry) count as two items. A character carrying 6 or fewer items is unencumbered. A character carrying 7-12 items is lightly encumbered. A character carrying 13-18 items is heavily encumbered. A charactering more than 18 items is over-encumbered. If a more specific system is desired, the Weapons and Equipment section lists weights in stones. One "stone" is about 10 pounds and counts as 1 item. *Option:* Adjust number of items for each encumbrance class by the character's STR bonus.

Descending Armor Class: 1e and other pre-SRD editions used a descending Armor Class system where an unarmored character was AC 9 (AC 10 in some editions) and better armor used lower numbers (e.g. AC 5 was Chain, AC 2 was plate). Magic armor could even have a negative armor class. Microlite81 uses the ascending Armor Class system used in the OGL SRD. If you have old adventures using the original descending AC system and wish to use them, it is easy to convert descending ACs to ascending ACs.

Unarmored AC is 9: If the adventure is for B/X (or other edition where the unarmored AC is 9), subtract the descending AC listed in the adventure from 19 to get the ascending AC used by Microlite78.

Unarmored AC is 10: If the adventure is for 1e or 2e (where the unarmored AC is 10), subtract the descending AC listed in the adventure from 20 to obtain the ascending AC used by Microlite78.

Dungeon Exploration

Exploring dungeons is an iconic part of old school roleplaying games. The guidelines in this section will help the GM run adventures in dungeons, castles, caverns, and other "indoor" spaces.

Light: Humans and many other races require a light source (or magical ability) to see in the dark. Torches, lanterns, etc. will produce limited areas of light (generally 20 feet of bright light and a further 10 feet of dim light), but they also make it easy for monsters to see the party coming, making surprise impossible. Torches can be blown out by strong gusts of wind (d6 roll: blown out on a 1 or 2). Lanterns use flasks of oil as fuel, and a lantern can burn continuously on 1 flask of oil for 24 turns (4 hours). Torches burn continuously for 6 turns (1 hour) before burning out. Most monsters living in a dungeon have infravision or some other means of seeing in the dark; however these methods do not work in the presence of a light source.

Seeing Monsters: Unless surprised, characters will see monsters when they are 2d6 x 10 feet apart. Surprise distance

is 1d3 x 10 feet.

Wandering Monsters: The GM should roll 1d6 every 2 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow their orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue if there is less than 120 feet between the two groups. Monsters will only pursue around a corner or through a door on roll of 1 or 2 on a d6 (1 if a secret door is used). Fire will deter many monsters. Food will distract many monsters: unintelligent monsters 90% of the time, semi-intelligent monsters 50% of the time, intelligent monsters 10% of the time. Treasure may also distract monsters: unintelligent monsters 10% of the time, semi-intelligent monsters 50% of the time, and intelligent monsters 90% of the time. All chances may be adjusted by the GM depending on circumstances. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

Rest: One turn in six must be sent in rest or all characters suffer a -1 to all d20 rolls and to damage rolls per rest missed. Time spent searching is not time spent resting.

Doors: Dungeons often have many doors, some secret and others obvious. Many are locked, and a thief will need to attempt to pick locks. However, characters can attempt to break a door down. In this case, the player rolls 1d6. A result of 2 or less means the door has been broken down. Strength adjustments apply, but no matter what the adjustment there must always be a chance of success or failure. Bonuses cannot take the success range above 5 or below 1 on 1d6.

Players will sometimes want their character to listen at a door to hear any noises beyond. Again, the GM rolls 1d6. A roll of 1 results in success, and a roll of 1 or 2 succeeds for demi-humans due to their keen hearing. A thief has specially trained for this task, and succeeds on a roll of 1-2 (Level 1-4), 1-3 (Level 5-8), 1-4 (Level 9-12), and 1-5 (Level 13+). This attempt may only be made one time at any door by a character. Note that some creatures, such as undead, do not make noise.

Traps and Trap Detection: A trap will usually spring on a d6 roll of 1 or 2 when a character passes over or by them or otherwise triggers them.

Characters of all classes can search for non-magical traps. All characters except dwarves and thieves can succeed in spotting a trap on a roll of 1 on 1d6. Dwarves succeed on a roll of 1 or 2 on 1d6. Thieves are specially trained for this task, and succeed on a roll of 1-2 (Level 1-4), 1-3 (Level 5-8), 1-4 (Level 9-12), and 1-5 (Level 13+). Players must declare that their characters are actively looking for traps, and they must be looking in the right place. This roll may only be made once in a particular location, and it takes 1 turn per effort made. Since the GM rolls the dice, the player never know if the roll failed or if there simply is no trap in the area searched.

Secret/Hidden Doors: Secret (and hidden) doors can only be spotted if characters are specifically looking for them. The GM rolls 1d6 when a player declares that his character is looking for secret doors. A result of 1 on 1d6 is a success, except that elves have better vision and succeed on a roll of 1 or 2 on 1d6. Thieves are specially trained for this task, and succeed on a roll of 1-2 (Level 1-6), 1-3 (Level 7-10), and 1-4 (Level 11+). A character can only attempt to look for secret doors once in any given area, and it takes 1 turn. A second attempt cannot be made in the same area. On a roll of 1 on 1d6 an Elf will notice a secret door even if he is not actively searching for secret doors. Since the GM rolls the dice, the player never know if the roll failed or if there simply is no door in the area searched.

Wilderness Exploration

Exploring the wilderness is an iconic part of old school roleplaying games. The guidelines in this section will help the GM run adventures in the great outdoors, whether exploring new lands or simply go from one place to another along well-travelled routes.

Time and Wilderness Movement: The wilderness is not cramped like in a dungeon, and characters can usually see further ahead and not be as wary of obstacles. For this reason, movement is measured in yards rather than feet in the wilderness.

A character that could move 120′ per turn in a dungeon can move 120 yards (360′) per turn in the wilderness. Further, characters can move, per day, their movement rate divided by 5 in miles per day. So a character that moves at 120 (feet or yards, depending on environment) can move 24 miles in the wilderness per day. It's likely that not all characters will have the same movement, so if they wish to stay together they must move as fast as the slowest character. Also note that the number of miles characters can move in 1 day presented here assumes a clear trail and easy travel. Other conditions will reduce the distance traveled in a day by fractions, as detailed below.

Terrain	Movement Modifier
Desert, hills, wooded areas	-1/3
Thick jungle, swamps, mountains	-1/2
Road travel, clear wide trails	+1/2

For example, if characters can travel 24 miles normally, but are following roads, they can travel 36 miles a day (24 + 12). If they are traveling through swampy land, they travel 12 miles (24 − 12) per day. Furthermore, certain kinds of terrain can slow travel at the GM's discretion, such as if the characters have to cross canyons, large rivers, or other formations. In addition to these conditions that can influence travel rates, characters

may engage in a forced march. A forced march is a day of hard, tiring travel, but increases travel speed by +1/2. However, the characters must rest for 24 hours after a forced march. Otherwise, during wilderness travel the characters have to rest one day per six days of travel. Weather can also affect travel rates or even prevent safe travel altogether.

Missile weapon and spell ranges are measured in yards in the wilderness also, but note that areas of effect remain the same for spells and other effects.

Unless there is an encounter, the GM will direct players through time in increments of days while traveling in the wilderness. When an encounter occurs, time is measured in rounds. Unlike in labyrinths, wilderness adventures do not often measure time in turns.

Seeing Monsters: Unless surprised, characters will see monsters when they are 4d6 x 10 yards apart. Surprise distance is 1d3 x 10 yards.

Wandering Monsters: The GM should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made at night. If a wandering monster is indicated (roll varies by terrain, see terrain table below), wandering monsters stumble across the party from a random direction and distance. At night, the GM should randomly determine which watch is on duty when the attack is made.

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 50% chance monsters faster than the party will catch it (30% chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught by 25%. Monsters will pursue into another hex on the map 50% of the time. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the GM depending on circumstances. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

Becoming Lost: A group travelling off a well-marked trail or road without an accurate map or a knowledgeable guide may become lost. The chance of becoming lost is rolled on a d6 and depends on the type of terrain the party is in (see table below). If lost, the party actually moves in a random direction but believes they have moved in the direction intended.

Terrain Type	Chance Lost	Chance of Encounter
Plains	1	1
Woods	1-2	1-2
Forest	1-3	1-2
River	1	1-2
Swamp	1-3	1-3
Hills	1	1-2
Mountains	1-2	1-3
Desert	1-3	1-2

Strongholds: Characters may encounter a stronghold during their wilderness travels. If the GM decides the characters pass near a castle or other kind of stronghold, he can roll on the following table to randomly determine how any patrol that spots them might react. These rolls may be modified one way or another if the characters are acting suspicious, or if they are approaching peacefully and potentially with offerings.

Ruler Class	Level	Patrol Type	Reaction (1D6)		
			Ignore	Chase	Friendly
Cleric	6+1d8	Lt mounted, 2d6	1-2	3-4	5-6
Dwarf	8+1d4	Hvy infantry, 2d6	1-4	5	6
Elf	9 or 10	Lt mounted, 2d6	1-4	5	6
Fighter	8+1d6	Hvy mounted, 2d6	1-2	3-5	6
Halfling	6+1d2	Lt infantry, 2d6	1-3	3	4-6
MU	10+1d4	Hvy infantry, 2d6	1-4	5	6

Rations and Foraging: When adventuring in a dungeon, there may be very little available to eat. Characters must take rations with them to cover the extent of time they expect to be away from town. However, they may occasionally kill an edible monster.

When in the wilderness, characters can hunt or scavenge for food. Scavenging for food is an activity that can be accomplished without hindering travel by gathering fruit, nuts, or small animals. For each day of travel while scavenging, roll 1d6. A result of 1 indicates that sufficient food for 1d6 human sized beings has been acquired. Hunting follows the same roll, but succeeds on 1-2, and must be engaged as the sole activity for a day. No traveling is possible. In addition, there will be one Wandering Monster check, from the table appropriate for the terrain, while the group is hunting.

Characters that go without food and/or water will soon begin to suffer from the effects of starvation and/or dehydration:

Starvation: Characters generally need 2 pounds of food per day. After 2 days without food, a character takes 1d6 damage per additional day without food and no longer heals lost HP.

Dehydration: Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25% of his full HP in damage (and can no longer heal).

Other Hazards
Falling: 1d6 damage per 10 feet fallen, save for half damage.
Spikes: add +1 point to falling damage per 10' fallen, max +10
Extreme Heat & Cold: If not wearing suitable protection, save once every 10 minutes (-1 per previous check), taking 1d6 damage on each failed save.

Creating a Stronghold

All of the Character classes have some ability, at some level, to establish a stronghold – or to take over a guild, in the case of Thieves. Strongholds are usually built by claiming an area of wilderness, clearing out the monsters that lair in the region, and then beginning construction of the new owner's fortified place of residence. The nature and type of stronghold will differ, of course, for the individual's choices will play an important role. For instance, it is traditional for you, the player, to create a map of your castle. In general, a strong leader who clears out an area with a radius of ten miles or so will end up in charge of between 2 and 8 (2d4) small settlements. The peasants in these hamlets, cots, and villages will be overjoyed to find themselves under the protection of a powerful and renowned protector – unless your Character is a tyrannical overlord in the service of Chaos. Each settlement holds roughly 1d4 x100 villagers, and the normal feudal tax is 10 gp per year per villager. Sometimes, of course, this is paid with chickens and oxen, and your stronghold might take on the appearance of a marketplace, around tax time – but a good reeve or bailiff can sort it all out quickly, without the Character's needing to get involved. Owning a stronghold allows a person to house and feed loyal retainers without paying for their room and board in local inns, or building campsites in the cold rain. It is a base of operations and a secure place to keep Treasure.

Building the actual castle, of course, is quite expensive. The owner will need to hire wagons for transporting materials, as well as masons and other experienced craftsmen from more civilized areas to raise the strong stone walls and towers of the fortress. While the construction costs could change drastically depending upon how far a freehold is from the rest of civilization and what materials are available in the area, the following sample costs will provide a baseline:

Stronghold Structure Costs

Barbican (gatehouse, 2 small towers, and a drawbridge)	38,000gp
Battlement (100' long, crenellated parapets)	500gp
Building, stone (20' high, 30' square, wood doors, floors, roof, stairs)*	3,000gp
Building, wood (20' high, 30' square, wood doors, floors, roof, stairs)*	1,500gp
Corridor, dungeon (10'x10'x10', hewn stone walls, flagstone floor)	500gp
Drawbridge, wood (10' x 20')	250gp
Gatehouse (20' high, 30' x 20', metal portcullis, wood doors, floors, stairs)	6,500gp
Keep, square (80' high, 60' square, wood doors, floors, stairs)*	75,000gp
Moat, unfilled (100' x 20' x 10' deep)*	400gp
Moat, filled (100' x 20' x 10' deep)*	800gp
Palisade, wood (10' high, 100' long, 1' thick)	125gp
Rampart, earthen (10' high, 100' long, 15' thick)	2,500gp
Tower, small round (30' high, 20' diameter, wood doors, floors, stairs)	15,000gp
Tower, medium round (40' high, 20' diameter, wood doors, floors, stairs)	22,500gp
Tower, large round (40' high, 30' diameter, wood doors, floors, roof, stairs)	30,000gp
Tower, huge round (60' high, 30' diameter, wood doors, floors, roof, stairs)	54,000gp
Wall, stone castle (20' high, 100' long, 10' thick)	5,000gp
Wall, stone castle (30' high, 100' long, 10' thick)	7,500gp
Wall, stone castle (40' high, 100' long, 10' thick)	12,500gp
Wall, stone castle (50' high, 100' long, 10' thick)	17,500gp
Wall, stone castle (60' high, 100' long, 10' thick)	22,500gp

*The dimensions of these constructions can be altered as long as the square footage remains the same.

In addition to the building costs, the character will need to hire at least one engineer (250gp/month) per 100,000gp cost of the stronghold. The time required to construct a stronghold depends entirely on its total price. For every 500gp it will take one day of game time. The construction time can be reduced by 25% by paying 50% additional construction costs, or reduced by 50% by paying 100% additional construction costs. The construction time cannot be reduced by more than 50%.

Magical Research

As described in their class descriptions, spell casters are able to research new spells and create magic items. These are expensive procedures which often do not succeed.

All magical research requires a magic research skill roll of some type to succeed. This throw is a Secondary MIND Skill Roll unless otherwise listed. An unmodified die roll of 1-3 is always a failure when conducting magical research, however. When a magic research throw fails, the time and money spent on the research is lost. In addition, any precious materials or special components (described below) are consumed.

Researching Spells

Researching Known Spells: A spellcaster of 5th level or higher may use spell research to gain access to spells on the standard Microlite81 spell list that he does not have access to from scrolls, spell books, or (if a divine spellcaster) his deity. Spell research costs 1,000gp, and takes two weeks of research, per level of the spell. Spell research requires a magic research throw versus a DC equal to 12 plus twice the level of the spell being researched. EXAMPLE: Riddle is an 11th level mage with a MIND of 15 researching a 4th level spell. It will take 8 weeks and cost 4,000gp, and require a Secondary MIND Skill Roll versus a DC or 20 to succeed.

Researching New Spells: A spellcaster may also use spell research to create a new spell not on the standard spell lists. The spellcaster must describe in detail the kind of spell he wants to create, and the effects it will have. The GM will then determine if the spell can be created, and if so what the spell level will be. The spellcaster must be capable of casting spells of the spell level the potential new spell will be; otherwise he must wait until he attains a high enough level to research and cast the spell. Spell research costs 1,000gp, and takes two weeks of research, per level of the spell. A magic research roll is required for success versus a DC equal to 12 plus three times the level of the spell being researched.

Identifying Magic Items: Spell research can also identify the properties of a magic item. It takes 1,000gp and two weeks of research to identify a magic item, and a magic research throw (A is required. The required DC is determined by how common the GM rules the magic item is: Common, DC 14, Uncommon, DC 17; Rare, DC 20; Very Rare, DC 24; Artifact/Unique, DC 30 (or higher).

A mage or other arcane caster can only research a spell if he can still learn spells of that level. A cleric or other divine caster can only research a spell with the permission of his deity (GM's discretion). The deity will usually remove a spell of the same level from the cleric's spell list in exchange for granting the new spell.

Libraries: To research a spell, a spellcaster must have access to a library. Wizard's guilds and major temples often will provide their mages and clerics access to such a library. If a spellcaster wishes to compile his own library, a minimum of 4,000gp must be invested to allow research on 1st level spells. For each subsequent spell level to be researched, another 2,000gp must be invested. Having an exceptionally large library aids research. For every 10,000gp of value above the minimum required for the spell, the spellcaster receives a +1 bonus on his magic research throw (up to a maximum +3 bonus).

Every time a wizard successfully researches a spell, 10% of the gold spent for that effect is added to his library value, reflecting the value of notes and annotations made during research. Authoritative tomes or rare books found as treasure might provide an additional bonus to research specific spells or types of spells.

Creating Magic Items

Starting at 5th level, spellcasters may begin to scribe scrolls and brew potions. At 9th level, they may begin to make other types of magic items, such as rods, rings, swords, and other items. An arcane spellcaster may never create magic items that are

exclusive to divine spellcasters. A divine spellcaster may make any item his class is eligible to use.

In order to create a magic item, the spellcaster must know the spell(s) that replicate the magic item's effect, or must find a sample or formula of the item. If a magic item's effect does not compare to any existing spell, the spellcaster must either research a new spell that will produce the desired effect, or he must find a sample or formula of the item.

Cost and Time: The base cost and time required to create a magic item is listed on the Magic Item Creation tables.

Magic Research Roll: Creating a magic item requires a magic research roll for success versus a DC equal to 12 plus three times the level of the spell needed to create the effect being enchanted. If multiple effects are being enchanted, each must be rolled separately. A +1 item bonus is considered a 1st level spell, a +2 item bonus is considered a single 3rd level spell, and a +3 item bonus is considered a single 6th level spell.

Formulas and Samples: A formula is a magical "recipe" for the creation of an item. A spellcaster automatically has a formula for any magic item he has previously created. Formulas may also be found as treasure. A sample is simply an existing magic item that is available to the spellcaster while he is working.

There are three advantages to having a formula or sample:

1) It enables the spellcaster to create a magic item without having to learn or invent the spells imbued in the item.

2) It reduces the cost and time to make the item by 50%.

3) The DC for the magic research roll is 12 plus two times the level of the spell needed to create the effect (instead of the standard plus three times the level of the spell needed to create the effect).

Precious Materials: Rare woods, noble metals, such as silver, gold, and platinum, and precious gems, such as rubies and diamonds, retain magic better than common woods, crude metals, or simple stone. Using precious materials can thus improve the chances of success of creating a magic item. For every 10,000gp of value in gems, jewelry, precious metals, and rare or elaborately carved woods added, the spellcaster receives a +1 bonus on his magic research throw. A character may not spend more on precious materials than the base cost of the item.

Special Components: Creating magic items requires special components for each spell effect in the item. Components are usually organs or blood from one or more monsters with a total XP value equal to the gp cost of the research. The cost of any special components is in addition to the base cost of the research. If a character does not have a formula when he begins creating the item, he will not learn the special components until the work is 50% complete. The GM will determine the specific components required for each item. Different formulas for the same item may require different components. For instance, one formula for a wand of fireball might require the fangs of 20 hellhounds, while another formula for a wand of fireball might require the ichor of four efreet.

Workshops: Just as a spellcaster needs a library to research spells, he needs a workshop in order to create magic items. Wizard's guilds and major temples often will provide their mages and clerics access to a workshop. If a spellcaster wishes to build his own workshop, a minimum of 4,000gp must be invested to allow creation of 1st level spell effects or item bonuses. For each subsequent spell level or bonus, another 2,000gp must be invested. Having an exceptionally valuable workshop aids item creation. For every 10,000gp of value above the minimum required for the spell, the spellcaster receives a +1 bonus on his magic research throw (up to a maximum +3 bonus).

Magic Item Creation: Base Cost

Item Type	Base Cost
One Use Effect	500gp x spell level
Charged Effect	500gp x spell level x charges*
Permanent Effect, Unlimited Use	500gp x spell level x 50
Permanent Effect, Use 1/turn	500gp x spell level x 33
Permanent Effect, Use 1/3 turns	500gp x spell level x 25
Permanent Effect, Use 1/hour	500gp x spell level x 16
Permanent Effect, Use 3/day	500gp x spell level x 12
Permanent Effect, Use 1/day	500gp x spell level x 10
Permanent Effect, Use 1/week	500gp x spell level x 6
Magical Weapon +1	5,000gp**
Incr bonus from +1 to +2	+10,000gp**
Incr bonus from +2 to +3	+20,000gp**
Magical Armor +1	5,000gp**
Incr bonus from +1 to +2	+10,000gp**
Incr bonus from +2 to +3	+20,000gp**

Magic Item Creation: Time Cost

Item Type	Time
One Use Effect	1 week x spell level
Charged Effect	2 days x spell level x charges
Permanent Effect, Unlimited Use	100 days x spell level
Permanent Effect, Use 1/turn	80 days x spell level
Permanent Effect, Use 1/3 turns	70 days x spell level
Permanent Effect, Use 1/hour	60 days x spell level
Permanent Effect, Use 3/day	50 days x spell level
Permanent Effect, Use 1/day	40 days x spell level
Permanent Effect, Use 1/wk	30 days x spell level
Magical Weapon +1	1 month x WBC / 10***
Incr bonus from +1 to +2	+1 month x WBC / 10***
Incr bonus from +2 to +3	+1 month x WBC / 10***
Magical Armor +1	1 month x Armor Class
Incr bonus from +1 to +2	+1 month
Incr bonus from +2 to +3	+1 month

* If a charged item has multiple spell effects powered by the same charges, use the base cost and time for the highest level spell effect, plus half the base cost and time for each other spell effect. The minimum time to create a charged item is never less than 1 week per spell level of the highest level effect.

** If the weapon or armor has a bonus that is restricted to a particular class or type of opponents, the extra bonus is half price. If the weapon or armor is enchanted with spell-like effects, the spell-like effects are enchanted separately using the cost and time for charged or permanent effects.

***"WBC" = Weapon Base Cost. Arrows, bolts, and sling stones are enchanted in bundles of 20 at a base cost of 10gp.

Weapons and Equipment

Money
Money takes the form of coins, with the gold piece being the standard unit. 1 platinum piece (pp) = 5 gold pieces; 1 gold piece (gp) = 10 silver pieces); 1 electrum piece (ep) = 5 silver pieces; 1 silver piece (sp) = 10 copper pieces (cp). Coins from different areas may look different and in some areas only coins from that area are acceptable, other coins will have to be exchanged for proper coins at a moneychanger who will take at least a 10% exchange fee.

To put the value of a gold piece into perspective, a single gold piece is enough for a peasant to subsist at a wretched quality of life for a month. Early in their career, adventurers will typically live on a few dozen gold pieces per month, enough to eat and sleep at an inn. A dragon's treasure hoard of 50,000gp might keep a village of peasants alive for decade, but merely cover a prince's monthly budget.

Equipment Packs
Suggested starting packs for new characters:

Pack A	Pack B	Pack C
normal clothing	normal clothing	normal clothing
backpack	backpack	backpack
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
10 oil flasks	10 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
water skin	water skin	water skin
iron rations for four days	iron rations for four days	iron rations for four days

Finally, add the following, based on your Class:

Cleric/Druid: Silver holy symbol, light armor (AC +2), a one handed weapon + shield, and 5 gold pieces
Monk: Vial of holy water, two light weapons and 10 gold pieces.
Fighter/Paladin/Ranger: Vial of holy water, medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces
Magic-User/Illusionist: Spell book with all spells known, a dagger, and 5 gold pieces
Thief: lock picking tools, light armor (AC +2), light weapon, and 5 gold pieces.
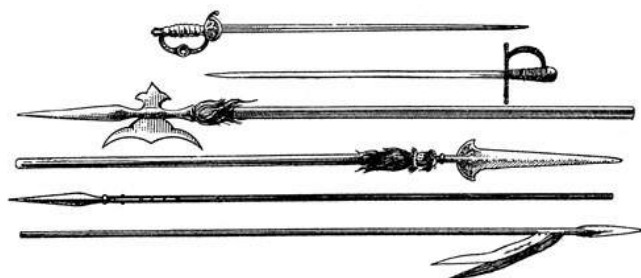
Standard Equipment List
Players, with the permission of the GM, may elect to roll their starting wealth in gold pieces and buy equipment piece by piece from the equipment list below. If this is done, each character starts with 120 + (3d6 x 5) gold pieces. The GM is free to modify the equipment list to suit the starting location in his campaign.

Armor	Cost	AC
Clothing Only	-	10
Hide and Fur Armor	10gp	11
Leather Armor	20gp	12
Ring Mail or Scale Armor	30gp	13
Chain Mail Armor	40gp	14
Banded Plate or Lamellar Armor	50gp	15
Plate Armor	60gp	16
Shield	10gp	+1
Leather Barding	40gp	11
Scale Barding	75gp	12
Chain Barding	150gp	13
Lamellar Barding	300gp	14
Plate Barding	600gp	15

Weapons	Cost	Damage*
Axes:		
Battle Axe	7gp	1d6/1d8
Great Axe (two-handed)	10gp	1d10
Hand Axe	4gp	1d6
Bows and Crossbows:		
Arbalest	50gp	1d8
Crossbow	30gp	1d6
Case with 20 quarrels	2gp	
Composite Bow	40gp	1d6
Longbow	7gp	1d6
Short Bow	3gp	1d6
Quiver with 20 arrows	1gp	
1 silver-tipped arrow	5gp	
Catapults and Ballista:		
Ballista (1,800lb)	80gp	3d6
Ballista Shot	4gp	
Heavy Catapult (1,200lb)	200gp	4d6
Light Catapult (1,800lb)	100gp	3d6
Catapult Shot (25lb)	5gp	
Catapult Shot, Pitch (25lb)	25gp	
Flails, Hammers, and Maces:		
Club	1gp	1d4
Flail	5gp	1d6/1d8
Mace	5gp	1d6/1d8
Morning Star (two-handed)	10gp	1d10
War Hammer	5gp	1d6/1d8
Spears and Pole Arms		
Lance (mounted)	1gp	1d10
Javelin	1gp	1d6
Pole Arm (two-handed)	7gp	1d10
Spear	3gp	1d6/1d8
Swords and Daggers:		
Dagger	3gp	1d4
Silver Dagger	30gp	1d4
Short Sword	7gp	1d6
Sword	10gp	1d6/1d8
Two-Handed Sword	15gp	1d10
Other Weapons:		
Bola	5gp	1d2
Darts (5)	2gp	1d4
Net	1gp	-
Sling with 30 Sling Bullets	2gp	1d4
Sap	1gp	1d4
Staff (two-handed)	1gp	1d6
Whip	5gp	1d2

*Where two damage values are listed, the first is for one handed and the second is for two-handed use.

Adventuring Equipment	Cost
Backpack (holds 4 stone)	2gp
Barrel (20 gallon)	3sp
Belladonna (1lb)	10gp
Blanket (wool, thick)	2gp
Birthwort (1lb)	10gp
Candle (tallow, 1lb)	2sp
Candle (wax, 1lb)	6sp
Chest (ironbound, holds 20 stone)	22gp
Comfrey (1lb)	10gp
Crowbar	1gp
Flask of Oil (common, 1 pint)	3sp
Flask of Oil (military, 1 pint)	2gp
Garlic (1lb)	5gp
Goldenrod (1lb)	10gp
Grappling Hook	25gp
Hammer (small)	2gp
Holy Symbol	25gp
Holy Water (1 pint)	25gp
Ink (1 oz.)	8gp
Iron Spikes (12)	1gp
Lantern	10gp
Lock	20gp
Mirror (hand-sized, steel)	5gp
Musical instrument	25–100gp
Pouch/Purse (holds 1/2 stone)	5sp
Pole, Wooden (10' long)	1sp
Rations, Iron (one week)	1–6gp
Rations, Standard (one week)	3sp–3gp
Rope (50' length)	1gp
Sack (small, holds 2 stone)	3sp
Sack (large, holds 6 stone)	8sp
Spell Book (blank)	20gp
Stakes (4) and Mallet	3gp
Tent	20gp
Thieves' Tools	25gp
Tinder Box (flint & steel)	8sp
Torches (6)	1sp
Water/Wine Skin	6sp
Wolfsbane (1lb)	10gp
Woundwart (1lb)	10gp

Foodstuffs	Cost
Ale/Beer (cheap, 3 pints)	1cp
Ale/Beer (good, 1 pint)	2cp
Bread (white, 4lb)	1sp
Bread (wheat, 8lb)	1sp
Bread (coarse, 12lb)	1sp
Cheese (1lb)	5cp
Cinnamon (clover, pepper, sugar) (1lb)	3gp
Dried Fruit (1lb)	1sp
Eggs (1 dozen)	5cp
Meal (1 person, poor to feast)	1cp-10gp
Meat (beef, chicken, mutton, or pork, 1lb)	1sp
Saffron (1lb)	15gp
Wine (cheap, 1 pint)	2cp
Wine (good, 1 pint)	1sp
Wine (rare, 1 pint)	5sp

Livestock	Cost
Chicken (3lb)	1sp
Cow (550lb)	10gp
Dog (hunting)	10gp
Dog (war)	75gp
Goat (125lb)	3gp
Hawk (trained)	20gp
Pig (125lb)	3gp
Sheep (80lb)	2gp

Land Transport	Cost
Camel	100gp
Caparison (warhorse)	20gp
Cart (small)	25gp
Cart (large)	50gp
Donkey	8gp
Horses:	
Heavy Draft Horse	40gp
Heavy Warhorse	700gp
Medium Draft Horse	30gp
Medium Riding Horse	40gp
Medium Warhorse	250gp
Light Riding Horse	75gp
Light Warhorse	150gp
Mule	20gp
Ox (2,000lb)	40gp
Saddle and Tack (draft)	5gp
Saddle and Tack (riding)	10gp
Saddle and Tack (war)	25gp
Saddlebags (leather)	5gp
Stabling (draft/riding horse, one night)	2sp-5sp
Stabling (warhorse, one night)	5sp-1gp
Wagon	200gp

Clothing	Cost
Belt / Sash (leather)	4sp
Boots (leather, low)	6sp
Boots (leather, high)	3gp
Cassock (cleric / mage)	7gp
Cloak (fur-lined, winter)	15gp
Cloak (long, hooded)	1gp
Dress (crafter / freeholder)	4gp
Dress (armiger)	20gp
Gown (lady-in-waiting / noble)	100gp
Gown (duchess)	1000gp
Hat (armiger)	10sp
Linen (cheap, 1 yard)	1gp
Linen (fine, 1 yard)	7gp
Robe (cleric / mage)	6gp
Silk (1 yard)	15gp
Sandals / Shoes (leather)	4sp
Tunic and Pants (serf)	2gp
Tunic and Pants (crafter / freeholder)	4gp
Tunic and Pants (armiger)	20gp
Tunic and Pants (noble)	100gp
Wool (cheap, 1 yard)	6sp
Wool (fine, 1 yard)	6gp

Maritime Transport	Cost
Barge/raft	1gp/sq ft
Boat (river)	4000gp
Boat (sailing)	2000gp
Canoe	40gp
Galley (large)	30,000gp
Galley (small)	10,000gp
Galley (war)	60,000gp
Longship	15,000gp
Sailing Ship (large)	20,000gp
Sailing Ship (small)	5,000gp
Troop Transport (large)	40,000gp
Troop Transport (small)	10,000gp

Lodging	Cost
Cottage (wood)	300gp
Inn (one person, one night, slum)	1sp
Inn, one person, one night, average)	5sp
Inn (one person, one night, superb)	2gp
Hut (wattle)	25gp
Hut (wooden)	50gp
Townhouse (stone)	1,200gp

Equipment Descriptions

Arbalest: An arbalest is a heavy crossbow, pulled with the mechanical assistance of a rack and pinion or windlass. Historical examples include the late medieval arbalest and the Three Kingdoms era Chinese heavy crossbow.

Axe, Battle: This is a single- or double-bitted axe with a 24″ to 48″ haft, designed for battle and useable with one or two hands. Historical examples include the Scythian sagaris, Viking bearded and skeg axe, Celtic war axe, medieval battle axe, and Persian tabarzin.

Axe, Great: This is a double-bitted axe or long-shafted single-bitted axe, with a 48″ or longer haft, requiring two-hands to use. Historical examples included the Greek double-bitted labrys, Viking long bearded axe, and the English longaxe. Great axes impose a -1 penalty on initiative rolls.

Axe, Hand: This is a single-bitted axe, with a 12″ to 24″ haft, balanced for throwing. Historical examples include the Frankish francisca, American tomahawk, and African mambele and kasuyu.

Backpack: A backpack has two straps and can be worn on the back, keeping the hands free. It holds up to 4 stone (40lb).

Ballista: A siege weapon, powered either by composite bow or torsion spring mechanisms, which hurls large bolts. Historical examples include the Greek oxybeles, Roman ballista, and medieval springald.

Barding: Barding is horse armor made from a variety of materials (see the descriptions of each type of Armor for details). Historical examples include Byzantine and Persian cataphract's barding and medieval destrier's barding.

Banded Plate Armor: Banded plate armor is made of overlapping horizontal strips of laminated metal sewn over leather. It is comparable in protection to lamellar armor, and superior to chain mail. Banded plate is commonly worn as a cuirass with shoulder protection, with reinforced leather protecting the arms and legs. The chief historical examples are Sumerian overlapping plate armor and Roman lorica segmenta.

Belladonna: Belladonna, also known as deadly nightshade, is a poisonous flower. A character who eats a sprig of belladonna within one hour of being infected with lycanthropy may make a saving throw versus Poison to shake off the affliction. If the character fails the saving throw, however, he dies from the poison after one turn. Even if the poison is then neutralized or the character is raised from the dead, he will still be afflicted with lycanthropy, and further doses of belladonna will be of no use.

Boat, River: This boat is 20′ to 30′ long, has a "beam" (width) of 10′ to 15′, and has a "draft," or surface depth, of between 2-3′ when in the water. Riverboats are rowed, or poles are used to push it along. A river boat requires at least 1 rower as crew). The cost of the boat increases by 1,000gp if it has a roof. A riverboat can carry 400 stone (4,000lb) plus crew.

Boat, Sailing: This small boat has a single mast, with a length of 20′ to 40′, a beam of 10′ to 15′, and a draft of 2′ to 3′. Sailing boats are primarily employed for fishing on lakes or coasts. A sailing boat requires at least 1 sailor as crew. A sailing boat can carry up to 600 stone (6,000lb) plus crew.

Bola: These are throwing weapons made of weights on the ends of interconnected cords, designed to capture animals by entangling their legs. A character can use a bola to make a knock down or wrestling maneuver with a thrown attack.

Boots: Low boots come to mid-calf. High boots come to the knee or thigh and are popular for riding.

Bow, Composite: A composite bow is a recurved bow made of laminated wood, horn, and sinew. Composite bows are time consuming and expensive to craft but offer a better combination of mobility and power than longbows or shortbows. Historical examples include the Scythian horn bow, Chinese laminated bamboo bow, Greek and Roman composite bow, Mongolian composite bow, and Japanese yumi.

Bow, Long: A long bow is made from a single piece of wood, as tall as the person who uses it. Equal in range and power to more expensive composite bows, longbows require substantial strength (STR 9 or more) and cannot be used by mounted troops. Historical examples include the ancient Indian longbow, the Nubian longbow, and the Welsh and English longbow.

Bow, Short: A short bow is made from a single piece of wood, usually around 4′ tall. Shortbows lack the range and power of either longbows or composite bows, but are cheap and fast to make. Historical examples include the Neolithic short bow and Comanche self bow.
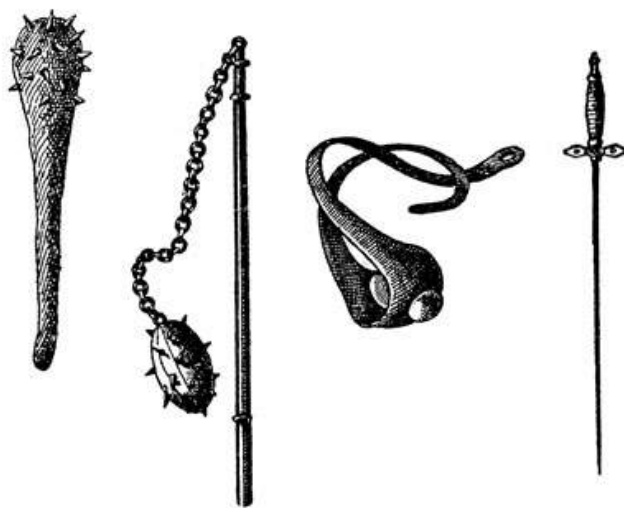
Candles: A candle dimly illuminates a 5′ radius and burns for 1 hour. Wax candles burn cleanly, but tallow candles produce a foul smelling smoke. Adventurers carrying tallow candles will never surprise creatures with keen olfactory senses.

Canoe: A canoe consists of frame of light wood wrapped with bark, hides, canvas, or other waterproofed covering. Canoes are primarily used on rivers and in swamps. Canoes have a 15′ length, 5′ beam, ½′ draft, and can carry up to 60 stone (600lb) (plus crew). They can be carried overland by two people, at a cost of 5 stone of encumbrance.

Cart, Small: A small cart is an open, two-wheeled vehicle meant for personal transport. It may be pulled by one or two mules. If the cart is pulled by only one mule, it can transport up to 40 stone at 60′ per turn, or up to 60 stone at 30′ per turn. If pulled by two mules, it can transport up to 80 stone at 60′ per turn, or up to 120 stone at 30′ per turn. Carts may only move through deserts, mountains, forests, or swamps if a road is available.

Cart, Large: A large cart is an open, two-wheeled vehicle meant for shipment. It may be pulled by one or two heavy horses. 2 mules or medium horses can be substituted for 1 heavy horse. If the cart is pulled by only one heavy horse, it can transport up to 80 stone at 60′ per turn, or up to 120 stone at 30′ per turn. If pulled by 2 heavy horses, it can transport up to 160 stone at 60′ per turn, or up to 240 stone at 30′ per turn. Carts may only move through deserts, mountains, forests, or swamps if a road is available.

Catapult: A catapult is a siege weapon powered by either torsion or fixed counter-weight mechanisms, which hurls rocks, burning pitch, or other projectiles. Light catapults inflict 3d6 damage in a 5′ radius, while heavy catapults inflict 4d6 damage in a 10′ radius. Historical examples include the Roman onager and medieval mangonel and couillard.

Chain Mail Armor: Chain mail is made of small metal rings linked together in a pattern to form a mesh. Chain mail is superior in protection to leather-based armors but inferior to metal scale or plate-reinforced armors. Chain mail is commonly worn as a shirt and coif, with lighter chain, ring mail, or hardened leather protecting the arms and legs. Historical examples include Viking byrnies, Norman mail, and Roman lorica hamata.

Cloak: A cloak is a cloth, fur, or leather garment of knee to ankle length, worn outdoors like an overcoat. Cloaks usually include a hood. Adventurers often favor military cloaks, generally worn pinned on one shoulder for ease of movement and access to a sword.

Club: A club is any simple bludgeon used to batter opponents.
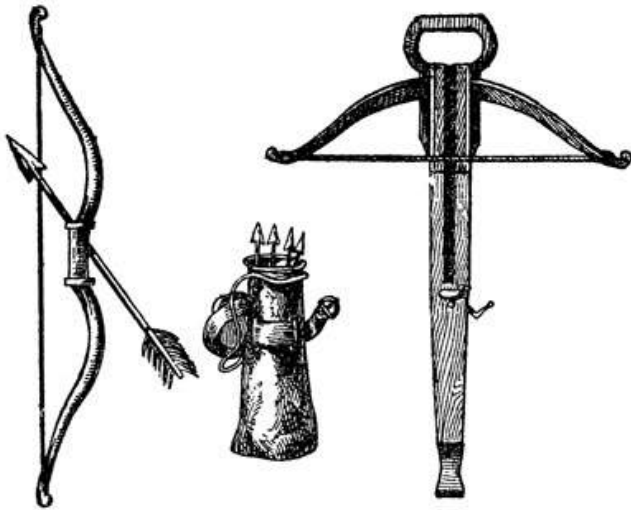
Cottage: A cottage is a 20′ high, 30′ square wooden building with a thatched roof and earthen floor, suitable for a wealthy peasant family.

Crossbow: A crossbow is a bow mounted cross-wise on a stock with a trigger. It fires squat projectiles called bolts. Crossbows are light enough to pull by hand or with a quick drawing lever and are much easier to use than bows. Historical examples are the Greek gastraphetes, Roman arcuballista, Chinese handheld crossbow, and medieval crossbow and cavalry cranequin.

Crowbar: A crowbar is 2′ - 3′ long and made of solid iron. This object can be used for forcing doors and other objects open.

Dagger: A dagger has a small 6″ - 12″ blade, either single-edged for cutting, or doubled edged for stabbing. Daggers may be used in melee or for throwing. Historical examples include the Asian kris, medieval poniard, Japanese tanto, Scottish dirk, and Renaissance stiletto. Some daggers have blades coated with silver for use against enchanted creatures.

Dart: A dart is any small projectile designed to be thrown. Most darts are fletched wooden shafts, ranging in length from 6″ to 2′ long, but they may also be metal spikes or stars. Historical examples include the Roman plumbata, Macedonian kestros, and Japanese shuriken.

Dog: Hunting dogs are fast, lean hounds trained to track and bring down prey by working in packs. Most hunting dogs can scent prey, giving them the equivalent of Tracking proficiency. War dogs are heavy, fierce mastiffs trained to kill on command. While dangerous, they are capable of great loyalty to their masters when properly trained. See the Monsters section for game statistics.

Donkey: A donkey can carry its normal load of 8 stone and move 120′ per turn. A donkey can carry its maximum load of 16 stone and move 60′ per turn.

*Flail***:** This is a bludgeoning weapon derived from the agricultural flail with a striking head connected to the haft by a flexible chain. Flails are useable with one or two hands. Historical examples include the medieval ball-and-chain, Japanese rentsuru and nunchaku, and Chinese meteor hammer.

Galley, Large: This is a large fully decked ship with a single mast, one large square sail, and multiple banks of oars. Large galleys are 120′ to 150′ length, 15′ to 20′ beam, and 3′ draft, and can carry up to 4,000 stone (40,000lb) cargo in addition to its crew. A large galley is generally crewed by a captain, 50 marines, 20 sailors, and 180 rowers. Large galleys may be equipped with up to 2 light catapults, one at the bow and one at the stern, and a naval ram. Catapults must be bought separately, while a naval ram increase the cost of the ship by 1/3. A heavy catapult can substitute for 2 light catapults. A historical example is the Mediterranean trireme.

Galley, Small: The small galley is similar to the larger model, but smaller and lighter; length is 60′ to 100′, beam is 10′ to 15′, and draft is 2′ to 3′. A small galley is generally crewed with a captain, 20 marines, 10 sailors, and 60 rowers. Besides the crew, the ship can carry 2,000 stone (20,000lb) cargo. Small galleys may be equipped with up to 2 light catapults, one at the bow and one at the stern, and a naval ram (increase cost by 1/3). A historical example is the Mediterranean bireme or penteconter.

Galley, War: War galleys are built to serve as the flagship of a fleet. These mighty ships have two masts, full decks, a length of 120′ to 150′, a beam 20′ to 30′, and draft of 4′ to 6′. Their crew consists of a captain, 75 marines, 30 sailors, and 300 rowers. All war galleys come with a naval ram, a full deck over the rowers, and light wooden towers rising over the bow and stern. These platforms are 10′ to 20′ square, rising 15′ to 20′ above the deck. A war galley can be fitted with up to 3 light catapults, and can carry 6,000 stone (60,000lb) in addition to its crew. A heavy catapult can substitute for 2 light catapults. A historical example is the Mediterranean quinquereme.

Garlic: Garlic causes a vampire to cringe for 1d4 rounds if presented with confidence.

Grappling Hook: These large hooks are made of sturdy iron and can be used for anchoring a rope. The hook may be thrown or attached manually by a climber. A successful attack throw is required to throw a grappling hook onto a target.

Hammer (small): The small hammer can be used for construction or as a mallet with iron or wooden spikes. If used to fight, the small hammer deals 1d4 damage.

Hat: A hat is a cap, fez, turban, or other headgear for protecting the head from the elements.

Holy Symbol: A cleric is required to own a holy symbol. These symbols will be different for each religion, but they are often worn as a necklace. In the Auran Empire, the holy symbol of Ammonar is the winged sun.

Holy Water: Holy water is water that has been blessed by a cleric of 7th level or higher. It is used in some church rituals, and is a formidable weapon against the undead, inflicting 1d8 points of damage for 2 rounds. Holy water cannot retain its holy power if it is stored in any other container than the special vials it is placed in when blessed.

Horse, Heavy: A heavy horse can carry its normal load of 40 stone and move 120′ per turn. A heavy horse can carry its maximum load of 80 stone and move 60′ per turn. Heavy horses are normally trained for draft. Only a small percentage of the otherwise placid heavy horses can be trained for war. A historical example is the medieval destrier (warhorse).

Horse, Light: A light horse can carry its normal load of 20 stone and move at 240′ per turn. A light horse can carry its maximum load of 40 stone and move at 120′ per turn. Light horses are trained for riding or war. Historical examples include the medieval palfrey and jennet (riding horse), medieval rouncey (warhorse), and Mongolian and Turkoman horse.

Horse, Medium: A medium horse can carry its normal load of 30 stone and move at 180′ per turn. A medium horse can carry its maximum load of 60 stone and move at up to 90′ per turn. Medium horses are trained for draft, riding, or war. Historical examples include the medieval hackney (draft or riding horse), medieval courser (warhorse), and Sarmatian medium horse.

Hut: A hut is a 10′ square building with an earthen floor and thatched roof. Serfs, unskilled laborers, and other working poor generally live in such homely dwellings.

Ink: This is a small pot of black ink. Ink can be purchased in other colors, but it costs twice as much.

Inn: An inn is an establishment that offers food, drink, lodging, and stabling. They are a common meeting place for adventurers. Slum inns are gambling dens, whorehouses, and flophouses, frequented by gamblers, harlots, and ruffians. Average inns include coaching inns, hostels, and traveler's lodges designed for travelers and traders. Superb inns are the preserve of wealthy merchants and nobles.

Iron Spikes: These sturdy pitons can be used to wedge doors open or spike them shut or to provide belaying points for ropes.
Javelin: Javelins are short spears, 3' to 6' long, designed for throwing. Historical examples include the Greek javelin, Roman pilum and verutum, early medieval angon, and Zulu assegai.

Lamellar Armor: Lamellar armor is made of small bronze, iron, or steel plates laced together in parallel rows with silk, leather thongs, or cotton. It is similar to scale armor, from which it evolved, and comparable in protection to banded armor. Lamellar is generally worn as a cuirass over light chain or leather, and sometimes sewn to the backing. Lamellar would also include leather lames worn over chain. Historical examples include Mongolian lamellar, medieval brigandine and splinted armor, Japanese o-yori armor, and Roman lorica squamata.

Lance: Lances are long spears, 12' to 16' in length, designed for mounted warriors. Despite their length, they are used one-handed. Historical examples include the Greek xyston, Persian and Byzantine kontos, and medieval lance. Lances do double damage when used to charge, but impose a -1 penalty on initiative rolls.

Lantern: Lanterns are used in dungeon adventures to provide light. They burn one oil flask for each four hours, or 24 turns, and have an effective light radius of 30'. Lanterns can be closed to hide the light or protect it from wind.

Leather Armor: Leather armor is made of hardened leather or laminated linen. Leather armor usually consists of spaulders (shoulder armor), cuirass, and tassets (flaps covering the groin and thighs). It is lighter but less protective then more reinforced leather armors such as ring mail. A historical example is Macedonian linothorax armor.

Lifeboat: Lifeboats typically have a 20' length, 4' to 5' beam, and 1' to 2' draft. They are equipped with rations to feed 10 human-sized beings for 1 week. The mast folds down for storage of the lifeboat on large ships galleys, where there are typically 2 to 3 lifeboats. There are 1 or 2 lifeboats on small ships or galleys. Lifeboats weigh 50 stone (500lb) and will take up this much weight, each, on a vessel. The lifeboat itself is capable of holding a weight of 150 stone (1,500lb) in addition to crew.

Lock: This is a common iron lock with a key. More complex locks, made my highly skilled locksmiths, might be available (Judge's discretion); these impose penalties on a thief's proficiency throws to Open Locks.

Longship: The longship is a graceful, light ship with a single square-sailed mast, a 60' to 80' length, 10' to 15' beam, and 2' to 3' draft. Longships can operate equally well on oceans, coasts, or rivers, making them ideal raiding vessels. The standard crew is a captain and 75 sailors, of which 60 may row when the wind is low. Longship sailors are generally also marines (fighters). In addition to crew, longships are capable of holding a weight of 2,000 stone (20,000lb). A historical example is the Viking drakkar.

Mace: A mace is a bludgeoning weapon consisting of a 2' to 3' wood or metal shaft and a heavy stone or metal head, useable with one or two hands. Historical examples include the Egyptian bronze-headed mace, medieval flanged mace, Persian horseman's mace, Russian pernach, and Slavic bulawa.

Manacles: These are used to bind hands or feet. Characters bound with manacles can escape if they have the Contortionist proficiency (as described in Chapter 4), or by making a proficiency throw to Open Locks.

Morning Star: This is any type of large mace-liked weapon with a spiked metal head. Historical examples include the medieval morning star, German chain-morning star, English holy water sprinkler, Flemish goedendag, and Japanese tetsubo. Any flails and maces too large to be used one-handed can also be treated as morning stars. Morning stars impose a -1 penalty on initiative rolls.

Mirror: A mirror can be used to check around corners and defend against monstrous gaze attacks. A character using a mirror to see his target suffers a -2 penalty to attack throws, and cannot use a shield, second weapon, or two-handed weapon.

Mule: A mule is the infertile offspring of a horse and a donkey. It can carry its normal load of 20 stone and move 120' per turn. A mule can carry its maximum load of 40 stone and move 60' per turn.

Net: This is a round, weighted cast net designed to entangle and entrap opponents. The chief historical example is the net of the Roman retiarius. A character using a net gets a +2 bonus on attack throws to wrestle opponents.

Oil: Common oil is burned in a lantern to give light. Common oil is usually olive oil, castor oil, or animal extract. Military oil is a weapon made of naphtha, and cannot be easily doused with water. Military oil may be thrown at monsters, dealing 1d8 points of damage for 2 rounds to the creature struck, or poured on the floor and ignited to delay pursuit.

Ox: An ox is a castrated bull, used for cart driving. An ox can carry its normal load of 45 stone and move 60' per turn. An ox can carry its maximum load of 90 stone and move 30' per turn.

Plate Armor: Plate armor is made from large metal plates worn over the chest and vital areas. Chain mail or other protective covering may cover exposed joints. Plate armor provides superior protection over banded plate and lamellar, having larger plates sewn onto a stronger backing. Historical examples include classical panoply (if worn with arm and leg armor), medieval plate and mail armor, Middle Eastern mirror armor, Eastern European plated mail, and Japanese tatami-do.

Pole, Wooden: This pole is a shaft of wood 10' long and 2" thick. Adventurers often carry 10' poles to prod and poke areas that might be trapped, test the strength of ledges or floors, or measure the depth of pools.

Pole Arm: Pole arms are two-handed slashing and piercing weapons with a metal head and a long wooden shaft. Pole arms range in length from 6' to 21'. Historical examples include the Thracian rhomphaia, Dacian falx, and Macedonian sarissa; the medieval bill, fauchard, glaive, guisarme, halberd, partisan, pike, ranseur, spetum, and voulge; the Chinese gun dao; and the Japanese bisento, nagamaki, and naginata. Pole arms can be used to attack from the second rank in melee, and inflict double damage when used in or against a charge, but impose a -1 penalty on initiative rolls.

Pouch/purse: These are 6" x 1' bags of cloth or leather that can contain half a stone (5lb). They can be carried on a shoulder strap or on a belt.

Raft: A raft is a floating platform usually used for river cargo. Professionally built rafts are called barges, and have raised edges to keep out water, small wooden huts for shelter, and steering oars. Barges can be 30' x 40' in size, and can carry 500 stone (5,000 lb) for each 10' square. Makeshift rafts are nothing more than crude platforms of up to 20' x 30'. Each 10' square section will only hold a weight of 250 stone (2,500lb). A makeshift raft can be built in 1 to 3 days for each 10x10 foot raft portion
.

Rations, Iron: This food is dried and preserved to be carried on long voyages when securing other food may be uncertain. It will last two months in the wilderness and a week in the foul conditions of a dungeon. The cost for iron rations will vary

depending on quality. The cheapest iron rations consist of hard, dried salted biscuits. Better rations included salted or pickled meat and dried, pickled, or preserved fruit and vegetables.

Rations, Standard: This food is fresh but untreated. It will last for a week in the wilderness; it spoils overnight in dank dungeons. The cost for this food will vary depending on quality. The cheapest standard rations include fresh bread, cheese, and lard. Better standard rations will include bacon or other meat, eggs, beans, and fresh fruit and vegetables.

Ring Mail Armor: Ring mail armor is leather or padded armor that has a large number of small rings sewn directly over the foundation garment. Unlike chain mail, the rings are not physically interlocked with each other, so protection is inferior. Ring mail is closely related to scale armor, which sews leather or horn scales onto the foundation garment, and provides comparable protection. Historical examples include Frankish ring mail, Asian ring armor on leather, and Renaissance eyelet doublets
.

Rope, 50': This strong rope, made of animal hair, hemp, or similar fibers, can bear 45 stone, the weight of approximately three human-sized beings.

Sack, Large: This is a 2' x 4' burlap, cloth, or leather bag that can contain 6 stone (60lb). It is normally carried over the shoulder and dropped when combat begins.

Sack, Small: This is a 1' x 2' burlap, cloth, or leather bag that can contain 2 stone (20lb). It is often tied to a belt or spearhead.

Saddle Bag: This is a long pocketed leather sack that can contain 3 stone (30lb).

Saddle & Tack: This includes a leather and wooden saddle with metal fastenings, a leather and metal bridle and bit, and stirrups. Draft saddle and tack is used to harness to a cart or wagon or carry saddle bags; it cannot be used for riding. Riding saddle and tack is designed for the rider's comfort. Military saddle and tack is designed for stability during combat. A character in combat without a military saddle must save v. Paralysis every time he is dealt damage or be knocked off the horse.

Sailing Ship, Large: This large, seaworthy ship has as many as 3 square-sailed masts, with a 100' to 150' length, 25' to 30' beam, and 10' to 12' draft. It has at least one full deck and the bow and stern are raised "castles" that give archers a superior field of fire. The crew for a large sailing ship is a captain and 20 sailors. It can carry 30,000 stone (300,000lb) of cargo in addition to crew. Up to 2 light catapults can be mounted on a large sailing ship. Historical examples include the Roman cladivata and the medieval round ship.

Sailing Ship, Small: This ship is much like the larger version, but has one mast, a 60' to 80' length, 20' to 30' beam, and 5' to 8' draft. Crew consists of a captain and 12 sailors. In addition to the crew, it can carry 10,000 stone (100,000lb) of cargo. Historical examples include the Roman corbita, the Viking knarr, and the medieval cog.

Sap: A sap consists of a heavyweight material wrapped inside a leather sack. Used as a weapon, it provides a +2 bonus to attack throws made to incapacitate.

Scale Armor: Scale armor consists of many small leather, cuir bouilli, or horn scales attached to a backing material of cloth or leather. Scale armor usually consists of a corselet or hauberk worn with leather or padded cloth. It is lighter than lamellar armor, which uses metal scales or lames over leather, and comparable to ring mail. Historical examples include Scythian scale armor, Egyptian scale armor, and early medieval scale armor.

Shield: A character with a shield equipped has his Armor Class increased by 1 point. A shield does not protect a character that is retreating or being attacked from behind, however.

Shoes: Simple leather shoes or sandals are suitable for walking long distances.

Sling: A sling is a projectile weapon, made of braided flax, hemp or wool cord, used to hurl small stones or lead bullets. Slings were used by all armies of the ancient world. Historical examples include the Hebrew shepherd's sling and Greek peltast's sling.

Spear: Wooden shafts, 6' to 8' in length, with metal heads designed for thrusting, spears are the main weapon of the common soldier. Spears can be used one- or two-handed. Historical examples include the Hoplite doru, the medieval winged spear, and the Japanese yari. Characters armed with spears can attack from the second rank in melee and inflict double damage when used in or against a charge.

Spell Book (Blank): A spell book has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 1st level spells). These books can be used by an arcane spellcaster for recording spells.

Staff: A staff is a common weapon made from a stick of hardwood 4' to 6' long, and used two-handed. (A one-handed staff is a club.) Historical examples include the English quarterstaff, Japanese bo stick, and Chinese gun.

Stakes and Mallet: These 18" sharpened wood shafts are carried by adventures to destroy vampires.

Sword: The classic weapon of knights and kings, the sword includes straight and curved slashing and thrusting blades of 30" to 40" in length useable with one or two hands. Historical examples include the Roman spatha, Viking sword, medieval knightly sword and falchion, Japanese katana, and Chinese jian and dao.

*Sword, Short***:** The short sword includes straight and curved slashing and thrusting blades, generally less than 30" in length, meant to be used with one hand. Historical examples include the Egyptian khopesh, Greek xiphos, Roman gladius, Japanese wakizashi, Arab scimitar, Persian shamshir, Turkish yatagan, and Indian talwar.

Sword, Two-Handed: The two-handed sword includes straight and curved slashing and thrusting blades, 40" or more in length, requiring two hands to use effectively. Historical examples include the medieval longsword, the Renaissance zweihänder, Scottish claymore, Japanese no-dachi, and Chinese zhanmadao. Two-handed swords impose a -1 penalty on initiative rolls.

Thieves' Tools: Thieves' tools include long metal picks and probes, fine wires, tiny saws, miniature hammers, and an assortment of skeleton keys. Thieves' tools are required to make proficiency throws to Open Locks and Find/Remove Traps.

Tinderbox: This is a tinderbox used to start fires. Lighting a torch with flint and steel takes a full round, and lighting any other fire with them takes at least that long.
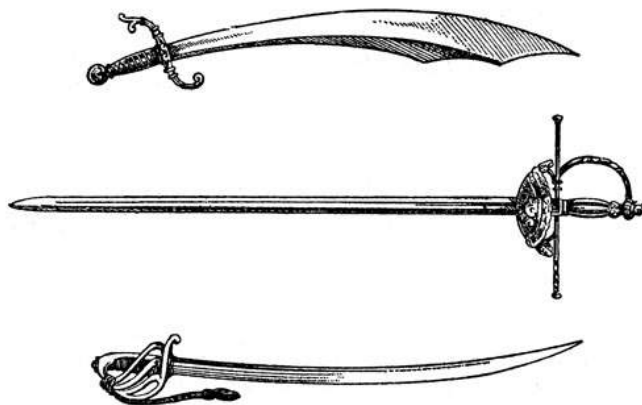
Torch: Torches are 1′ to 2′ long pieces of wood tipped with pitch. A torch burns for six turns (1 hour), clearly illuminating a 30′ radius. If a torch is used in combat, it deals 1d4 damage.

Townhouse: A townhouse is a 30′ square two-story building with a wooden floor and stairs and thatched roof. Wealthy yeomen, master craftsmen, merchants, and other professionals might live in such a dwelling.

Troop Transport, Large: This is a large sailing ship reinforced for war and modified to carry additional troops. It can carry 50 marines in addition to its normal complement of 20 sailors.

Troop Transport, Small: This is a small sailing ship reinforced for war and modified to carry additional troops. It can carry 25 marines in addition to its normal complement of 12 sailors.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. Generally, two or four heavy horses draw a wagon. Two mules or medium horses can be substituted for one heavy horse. If the wagon is pulled by two heavy horses, it can transport up to 160 stone at 60′ per turn, or 320 stone at 30′ per turn. If the wagon is pulled by four heavy horses, it can transport up to 320 stone at 60′ per turn, or up to 640 stone at 30′ per turn. A wagon can move at a similar speed and conditions as a cart.

Warhammer: A warhammer is a bludgeoning weapon with a 2′ to 3′ wooden or metal shaft and a broad metal head shaped like a hammer. It is designed for crushing armor, and useable with one or two hands. The chief historical example is the late medieval warhammer.

Waterskin/Wineskin: This container, made of hide or preserved animal bladder, will hold 2 pints (1 quart) of fluid.
Whip: This is a long, single-tailed whip of the sort used to herd cattle. Used as a weapon, it provides a +2 bonus to attack throws made to disarm or knock down opponents.

Wolfsbane: Wolfsbane (dried aconite flowers) may drive off werewolves and other lycanthropes if a character strikes the monster in hand-to-hand combat with the sprig. If the lycanthrope fails a saving throw versus Poison, it must flee as if turned.
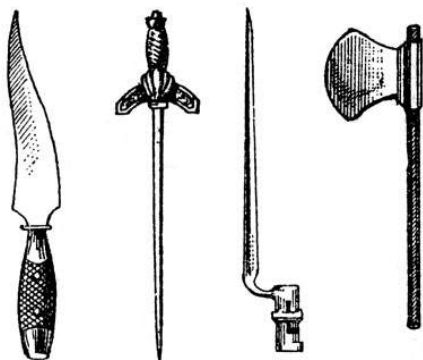
Retainers

In addition to buying equipment, adventurers may also spend their money to hire various NPCs, known as retainers, to assist them. There are four types of hirelings. *Hirelings* are bearers and men-at-arms hired to accompany the adventurers on expeditions. *Henchmen* are NPC sidekicks, companions, and associates. Henchmen are typically very loyal and are willing to take reasonable risks; in particular, they are the only sort of hireling who will generally accompany an adventurer into a dungeon, lair, or ruin. *Mercenaries* are hired soldiers, and will guard, patrol, and otherwise serve in wilderness settings, but only as part of a larger force, not an adventuring group. *Specialists* are hired individuals who have a particular trade or who have special knowledge. These individuals are usually hired for a specific task.

Characters are limited to a finite number of retainers, which is indicated by the character's CHA score. Retainers are not mindless slaves, and although they will share the risks of the PCs, they will not act as battle fodder willingly. In fact, if abused in any way, retainers will typically warn others of this abuse and the PCs will soon find it difficult to hire other retainers.

Hirelings

Players may find it useful to have their characters hire bearers to carry light sources into ruins and dungeons (and to carry treasure out) and men-at-arms to aid in combat. In some areas there may be a guild where such people may be found and hired, in other areas characters may have to advertise. Pay must be negotiated and what will be asked will depend on the situation the hirelings think they may get into and the reputation of the characters hiring them.

Bearers have 2 hit points and generally will only fight if cornered and there is no other choice – even then their effective level (used in attack rolls) is -2. They will carry light sources and baggage willingly so long as they are paid, fed, treated well, and not exposed to much mortal danger. Minimum pay: 1 SP/day.

Men-at-Arms will fight but consider being used as a bearer (except of treasure they get a share of) to be beneath them. Green Men-At-Arms have 4 hit points, an effective combat level (used in attack rolls) of 0 and can use whatever armor and weapons their employers provide. Minimum pay: 5 SP/day plus 1/20 of a share of any non-magical treasure found. Veteran Men-at-Arms have 7 hit points, an effective combat level (used in attack rolls) of 1 and can use whatever armor and weapons their employers provide. Minimum pay: 1 GP/day and 1/10 a share of any non-magical treasure found. Men-at-Arms will serve willingly as long as they are fed, paid, treated well, and not asked to take unusual risks that their employers are not taking with them.

Hireling Morale (Optional): Bearers have a base Morale Rating (MR) of 4. Green Men-At-Arms have a base MR of 7. Veteran Men-At-Arms have a base MR of 9. Base MR is modified by how well the hirelings are treated: -4 for bad treatment, -2 for poor treatment, +1 for good treatment, and +2 for exceptional treatment; and by the CHA bonus of the person paying the hireling. A hirelings MR may also be used to determine how loyal the hireling is to the PCs in cases or attempted bribery and the like.

Henchmen

Henchmen are special hirelings who nshould be rolled up with ability scores, classes, hit points, and equipment, just like player characters. Henchmen are typically hired for a share of treasure (at least 15% of the employer's income) and a monthly fee for food, lodging and expenses. A henchmen's monthly fee is based on his level, as noted on the Henchmen Monthly Fee table, below.

Henchmen Monthly Fee

Class Level	Monthly Wage (gp)	Class Level	Monthly Wage (gp)
0	12	10	12,000
1	25	11	20,000
2	50	12	30,000
3	100	13	45,000
4	200	14	60,000
5	400	15	75,000
6	800	16	90,000
7	1,600	17	120,000
8	3,000	18	160,000
9	6,000	19	200,000

When they are hired, potential henchmen should be of lower level than their employer. A first level character can only hire normal men as henchmen; second level characters can only hire first level characters; and so on. There is no way for the henchmen to directly know the level of the PC employer, but if a henchman ever concludes he is more powerful than his employer, it is cause for an immediate Henchman Loyalty roll (see below). Note that henchmen of greater than 4th level are not generally for hire on the market, though they can sometimes be found on adventures.

Morale: All henchmen have a morale score, which is generally 0 plus the employer's Charisma bonus or penalty. This rating can be adjusted at the Judge's discretion. It can be increased if the PC has been particularly good to the henchman, or reduced if the PC has been cruel or contrary to his word.

Morale rolls are made each time the henchman suffers a calamity. A calamity includes suffering an energy drain, a curse, a magical disease, or being nearly killed (Judge's discretion). In addition, the Judge should make a morale roll for each henchman at the end of each adventure whenever the henchman has leveled up, to determine if the henchman strikes off on his own or remains with the adventurer. The Judge will roll 2d6 on the Henchman Loyalty table, adding the henchman's morale, to decide how the henchman responds to the recent events. The Judge may apply adjustments to this roll, probably no more than +/-2, if the henchman is particularly well or poorly paid.

Henchman Loyalty

Adjusted Die Roll	Result
2-	Hostility
3-5	Resignation
6-8	Grudging Loyalty
9-11	Loyalty
12+	Fanatic loyalty

Hostility means that the henchman will leave the service of the character, and will consider him a rival and enemy in the future. The henchman can never be attracted to the character's employ again.

Resignation means the henchman will leave the character's employment, but he bears no ill will to his former master, and could be recruited to work for the character again in the future.

Grudging Loyalty means the henchman is reluctant to continue in the character's service, but sees no better options. If the character does not make any improvements to the terms of service, the henchman's next loyalty roll will be at a -1 penalty.

Loyalty means that the NPC will continue in the character's service with enthusiasm.

Fanatic Loyalty means the henchman has become a dedicated and sworn servant of the character. All future morale rolls will be at +2.

A henchman's morale score is permanently decreased by 1 each time he suffers a calamity, and permanently increased by 1 each time he gains a level while in the adventurer's service.

A player character may hire at most 4 henchmen, adjusted by the character's Charisma bonus or penalty. Any attempts to hire more than this number of henchmen will cause the character to lose one of his existing henchmen. Mercenaries and specialists do not count toward a character's maximum number of henchmen, since they do not require the same level of personal loyalty.

Experience: Henchmen gain experience when they participate in adventurer; however, as they are under the command of a player character, only one-half of a share of XP is allocated to each henchman.

Mercenaries

Mercenaries are generally hired to garrison a stronghold or wage war in military campaigns. Mercenaries will not accompany their employers on highly dangerous adventurers such as dungeon exploration unless they become henchmen. The GM should determine what constitutes a military campaign and what constitutes an adventurer depending on the overall circumstances. Mercenaries do not count toward a character's maximum number of retainers, since they are not the same kind of hired help.

Mercenary Troop Table

Mercenary Type	GP Wage per Month				
	Dwarf	Elf	Goblin	Human	Orc
Commoner	-	-	-	1	-
Light Infantry *Gear: sword, shield, leather armor*	-	5	1	3	2
Heavy Infantry *Gear: sword, shield, chainmail armor*	5	7	-	4	2
Crossbowman *Gear: heavy crossbow, chainmail armor*	7	-	-	5	3
Mounted Crossbowman *Gear: crossbow*	20	-	-	-	-
Bowman *Gear: sword, short bow, leather armor*	-	12	4	7	5
Mounted Bowman *Gear: shortbow*	-	35	-	15	-
Longbowman *Gear: sword, longbow, chainmail armor*	-	25	-	10	-
Light Mounted *Gear: lance, leather armor*	-	25	-	10	-
Medium Mounted *Gear: lance, chainmail armor*	-	-	-	15	-
Heavy Mounted *Gear: lance, sword, plate armor*	-	-	-	20	-
Wolf Mounted *Gear: spear, leather armor*	-	-	6	-	-

The Mercenary Troop Type table above list the typical wages of mercenary types based on type. The costs listed are the mercenaries' wages only. The cost of armorers to make and repair troop armor and weapons, stable hands to groom horses, caravans to provide supplies while in the field, and other miscellaneous expenses are not included. Mercenaries in garrison need only be paid their wages, but mercenaries on campaign will expect a share of military plunder in addition to wages.

Morale: Mercenaries have morale like henchmen, but mercenary morale is based on their training and equipment rather than the personal magnetism of their employers. Mercenaries may have additional bonuses or penalties to morale based on working conditions. If the mercenaries are being killed frequently or subjected to other abuses, morale will be low. If the mercenaries are enjoying riches and excitement, it might be

higher. All of these factors are considered by the Judge.

Mercenary Type	Base Morale
Commoner Militia	6
Barbarians or humanoids	7
Soldiers	8
Mounted Soldiers	9
Elite Soldiers	9
Fanatic or Devoted Soldiers	10

Specialists

Below are several possible specialists and typical monthly pay rates. This list is not exhaustive, and the GM may create more kinds of specialists as needed.

Alchemist (250gp/month): Alchemists are valuable specialists because they dedicate their expertise to creating potions and other concoctions. They may work as assistants to mages to help them create potions. They may also research new potions as if they were 5th level mages, but at twice the base time and cost. See the section on Magic Research.

Animal Trainer (25gp to 250gp/month): Characters wishing to ride hippogriffs or employ carnivorous apes as guards will need the assistance of an animal trainer. The lowest cost above is for a standard animal trainer, able to train one type of "normal" animal such as warhorses; those able to train more than one sort of animal, or to train monsters such as hippogriffs, are more expensive to hire. The Judge decides how long an animal must be trained, based on the nature of the training. It will take a minimum of 1 month to tame a wild animal. Likewise it takes a minimum of one month to teach an already tame animal one behavior. After the first month, an animal has become accustomed to a trainer and can be taught additional behaviors at half the time per behavior. If training is interrupted, all time already spent on that particular behavior is lost.

If an animal is being tamed and the time is interrupted, the animal will rebel and cannot ever be tamed. In some cases, animal training may take years, a fact that adventurers may find inconvenient as well as expensive. A single animal trainer can train and manage no more than 6 animals at a time. Once an animal is fully trained and put into service the animal trainer won't be needed to handle it any longer.

Armorer (75gp/month): Each month, an armorer can make 40gp worth of weapons, armor, or shields. In addition to being hired for producing weapons and armor, armorers must be hired at the frequency of 1 per 50 troops in order maintain fix armor and weapons. Armorers may be assisted by up to two journeymen (25gp/month) and four apprentices (5gp/month). An armorer with one journeyman and two apprentices produces 100gp per month and can maintain 125 troops; an armorer with two journeymen and four apprentices produces 160gp per month and can maintain 200 troops.

Engineer (250gp/month)**:** Engineers plan and oversee large construction projects, such as building strongholds. The number of engineers required is based on the value of the project. A minimum of 1 engineer is needed, with an additional engineer per 100,000 gp value of the project. For example, if a project is 60,000gp it will require 1 engineer, and if it is 200,000gp it will require 2 engineers. Human engineers usually handle large aboveground structures, while dwarves are usually hired for underground construction.

Healer (healer 1gp/day/patient, physicker 2gp/day/patient, chirugeon 4gp/day/patient): Healers are trained to treat wounds and diagnose illnesses. Being treated by a healer requires clean, sanitary conditions and bed rest. A patient under treatment of any healer regains an extra 1d3 body points per week. In addition, physickers can non-magically *neutralize poison*, *cure disease*, or *cure light wounds* with a D20 roll of 18+ once per day per patient. Highly skilled chirugeons can non-magically *neutralize poison*, *cure disease*, or *cure serious wounds* with a D20 roll of 14+ once per day per patient. A normal healer can treat up to three patients per day, a physicker can treat up to four patients per day, and a chirugeon can treat up to five patients per day.

Mariner (rowers, 3gp/month; sailors 6gp/month; navigator 25gp/month; captain 100gp/month): Rowers are unskilled normal humans who man oars of vessels. Sailors are skilled normal humans who can handle a ship. The navigator understands how to read charts and navigate based on instruments and the position of the stars. He is required any time a ship will venture beyond sight of a coast. A captain is required for any large ship, is skilled like a sailor, and has more intimate knowledge of the particular coasts he frequents. In general, all such characters are normal men, and are not armored; they will usually be armed with clubs, daggers, or short swords.

Ruffian (carousers, 6gp/month; footpads, 25gp/month; spy 125gp/month; thug 25gp/month): Ruffians are specialists in petty crime. Carousers are 0th level brawlers and hoodlums that populate inns and taverns. Footpads are 1st level thieves. Spies are 4th level thieves. Thugs are 1st level assassins. Ruffians are hired on a monthly basis. They can be used as enforcers or muscle, or sent on various missions**,** such as assassinating, carousing, spying, stealing, or treasure-hunting. Ruffians hired for missions receive a success fee in addition to a monthly wage, and will expect their employer to bail them out of trouble should they be caught. Ruffians will not go on adventures unless recruited as henchmen, but may gain XP from missions. Ruffians who advance in level from successful missions will earn higher wages; use the Henchmen Monthly Fee table for high level ruffians. Ruffians may or may not be reliable, and could stab the hiring character in the back (maybe literally!).

Sage (500gp/month): Sages are rare; they usually specialize in a subject area, such as a sage specialist in dragons. Sages may be consulted for information. If the information is particularly difficult to obtain, it will cost the characters extra. Characters may have to pay the monthly rate in addition to any other supplies the sage needs to research their question. The Judge will decide these costs. Despite the special knowledge sages have, they are occasionally wrong when it comes to particularly obscure questions. The Judge will decide what questions are obscure and the probability of achieving a wrong answer. If the characters receive a wrong answer, they may not realize it!
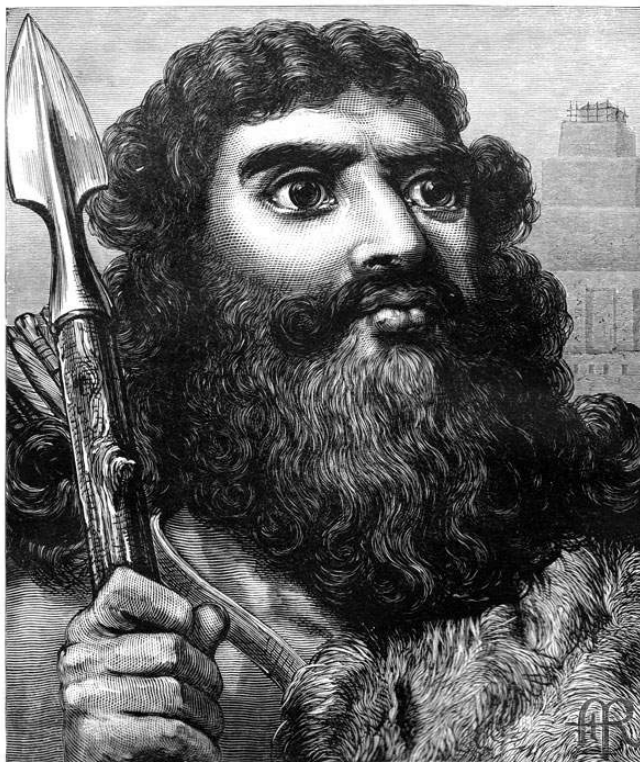
Optional Rules

The following rules are optional. The GM decides if they will be used.

Minor Optional Rules

Encumbrance: Characters can normally carry twelve (plus STR bonus) items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item. Oversized items (two-handed weapons, anything as tall as the character or that requires two hands to carry) count as two items. A character carrying 6 or fewer items is unencumbered. A character carrying 7-12 items is lightly encumbered. A character carrying 13-18 items is heavily encumbered. A charactering more than 18 items is over-encumbered. *Option:* Adjust number of items for each encumbrance class by the character's STR bonus.

Individual Initiative: Roll d20 + DEX bonus for initiative order each combat round. Use Hit Dice/2 instead of DEX for monsters. Characters and monsters act in Initiative order, from high to low. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

Energy Drain: If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Avoiding Save-or-"Die": There are a number of effects which cause the character to be taken out of play permanently or for a long period of time unless a saving throw is made (e.g. instant death, turn to stone, etc.). If this standard rule seems too harsh, try the following instead. If a character fails a save-or-"die" roll, the negative effect happens immediately but it can be reversed if the character receives 5 minutes of careful care in a non-combat environment starting within a number of minutes/melee rounds equal to the affected character's CON stat. The GM may rule that certain issues still require further treatment within 24 hours or the effect recurs (e.g. poison must still be neutralized) or may not be handled this way at all.

Traditional Experience for Treasure: Traditionally, experience points were only given for treasure found in 1e and were not given for treasure spent. To use this system, ignore the standard rules for experience from treasure found and experience for treasure spend and use the following rule instead.

At the end or an adventure, total the value of all non-magical treasure found during the adventure in gold pieces. Divide the result by the number of characters in the party to determine the number of XP each character receives from treasure. Henchmen/Retainers count as 1/2 person and hirelings count as 1/10 person (round up for PCs, round down for others).

Contest of Skills: A contest of skills is handled similar to combat, except the opponents aren't trying to kill one another; they are trying to defeat their opponent with their skills. Like in a combat, opponents in a contest of skills make an initiative roll for each round to determine who "attacks" first in the round. Instead of making a roll of attack bonus vs. Armor Class, each contestant makes the appropriate skill roll based on his class and background. If the attacker's result is equal or higher than the defender's result, he causes "skill damage" equal to 1d6 + stat bonus of the stat used by the skill. Skill Damage is removed from a set of Contest Points. At the beginning of the contest, each contestant's Contest Points which are set equal to the score of the stat used by the skill plus the character's level. When a character's Contest Points fall to 0 (zero) or less, the contest of skills is over, and the loser is defeated (knocked unconscious, humiliated, loses the bet, etc.). Contest Points cannot normally be increased during a Contest of Skills – unless someone successfully cheats.

Fire-And-Forget Magic

The first edition of the world's most popular fantasy roleplaying game used a much different system of magic from that of Microlite20-based games. This system had the magic-user or cleric select and prepare a set number of spells of certain levels in advance. Each prepared spell could only be cast once. This system can easily be substituted for the standard Microlite78 spell casting system using the following rules.

Both magic-users/illusionists and clerics/druids must select and prepare specific spells from their collections in advance. The number of spells of specific levels a character can prepare is limited by their class level (see below for details). Preparing spells takes one hour of uninterrupted time: magic-users must study their spell books while clerics must meditate and commune with their deity.

Casting a prepared spell does not cost any hit points, but once cast, a spell cast is no longer in memory and may not be cast again. Casters may prepare multiple copies of the same spell.

In combat, if a fire-and-forget caster is hit and takes damage (or other effect that could interfere with spell casting like paralysis) before casting a spell, the spell fizzles and the caster loses the spell from memory just as if he had cast it.

Number of Spells Prepared Per Day (Arcane Spell Casters):

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

Number of Spells Prepared Per Day (Divine Spell Casters):

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

Traditional Saving Throws

Some gamemasters and players prefer the traditional "five category" saving throw system used in early editions of the world's most popular fantasy roleplaying game. The following saving throw tables can be substituted for the standard Microlite81 saving throw system if the GM desires.

Cleric and Druid Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	11	14	12	15
5-8	14	9	12	10	12
9-12	12	7	10	8	9
13-16	8	3	8	4	6
17+	6	2	6	4	5

Fighter, Paladin, and Ranger Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
0 lvl Human	17	14	16	15	18
1-3	15	12	14	13	16
4-6	13	10	12	11	14
7-9	9	8	10	9	12
10-12	7	6	8	7	10
13-15	5	4	6	5	8
16-18	4	4	5	4	7
19+	4	3	4	3	6

Magic-User and Illusionist Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-5	16	13	13	13	14
6-10	14	11	11	11	12
11-15	12	9	9	9	8
16-18	8	7	6	5	6
19+	7	6	5	4	4

Thief and Assassin Saving Throws

| Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	14	13	15	14
5-8	14	12	11	13	12
9-12	12	10	9	11	10
13-16	10	8	7	9	8
17+	8	6	5	7	6

Item Saving Throws

When characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or a fire ball spell, some or all of their items may be destroyed. A GM using this optional rule may use either of the following methods to determine what items are destroyed:

Method 1: Whenever characters (and NPCs) die from a particularly damaging event, such as the fire breath of a dragon or the spell fire ball, all ordinary possessions on a character's body should be considered destroyed. Magical items may not be destroyed, and are allowed saving throws of the appropriate type for the attack based on the character's saving throw. Items that have bonuses will receive an equal bonus on the saving throw. For instance, a +1 dagger receives a bonus of +1 to the roll.

Method 2: Make a roll in the kind of situation mentioned above, as well as in situations when items are exposed to crushing damage (from falls), acid, or any other event that could feasibly destroy them. The GM will roll either 1d4 or 1d6, depending on the severity of the situation. Magic items have a chance of surviving based on their relative power. For instance, a +2 shield would survive on a roll of 1-2 on a d4 or d6. Items for which "pluses" do not apply can be assigned a number between 1 and 3. Scrolls and potions may survive on a roll of 1 on a d4 or d6, a staff or wand may survive on a roll of 1-2; any other items such as rings, rods, and other miscellaneous magical items are more durable and survive on a roll of 1-3. If an item which has "pluses" is damaged, it may not be destroyed outright, but may lose one "plus." Thus, a +2 shield becomes a +1 shield on a failed saving throw roll.

Modifiers: The GM should apply bonuses or penalties depending on the situation. If an attempt is made to intentionally damage an item, there may be a penalty of 2 to the roll. Bonuses may apply if an item is well protected. No penalty or bonus should be more than 2.
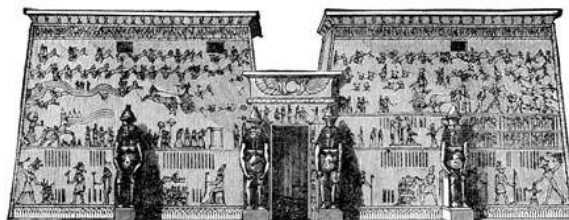
Psionics

Psionics are mental powers which aren't magic but sometimes duplicate magical abilities. If psionics are used in a campaign, any highly intelligent being has a slight change of being psionic.

Creating Psionic Characters: Characters should check for psionic ability at character creation. Roll a d20 and add MIND bonus. On a roll of 21 or higher, the character may opt to have psionics abilities that will manifest as the character go up levels. If the roll is successful and the player opts for the character for the character to have psionics, roll 2d6. The result is the maximum number of psionic abilities the character will manifest. The character's Experience Base is immediately increased by +100/+2500 for each psionic ability the character may manifest.

Manifesting Psionic Abilities: At character creation and every time a psionic character goes up a level, the character rolls to see if a new psionic ability manifests. Roll 1d20 + MIND bonus against a DC of (21 – the maximum number of psionic abilities the character may manifest). On a successful roll, the character manifests a new psionic ability. Roll on the Psionic Ability Table below to determine the new ability. Reroll if the character already has the ability rolled.

Manifesting Psionic Attack and Defense Modes: Psionic characters manifest psionic attack and defense modes as they

gain psionic abilities. Specific modes manifest as the character manifests a specific number of abilities. See Psionic Combat below for more information.

Number of Psionic Abilities Manifested	Attack Mode Manifested	Defense Mode Manifested
1	Mind Thrust	Thought Shield
2		Mind Blank
3	Ego Whip	
4		Mental Barrier
5	Psionic Blast	
6		Intellect Fortress
7	Id Insinuation	
8		Tower of Iron Will
9	Psychic Crush	

Using Psionic Abilities: Using a psionic ability is an action. Successful use requires a 1d20 + MIND Bonus + Level/2 versus the DC given in the ability description. Certain abilities also cost HP (even if the attempt is unsuccessful). The power of many psionic abilities is determined by the Ability Level of the specific psionic ability. This is the number of levels the character has possessed the specific ability. Simply recording the character's level when he gets the ability will make calculating this easy.

Psionic Abilities: The following psionic abilities may manifest. Which abilities manifest should be determined randomly. The GM is free to create other abilities.

Roll	Psionic Ability	Roll	Psionic Ability
1	Animal Telepathy	13	Etherealness
2	Astral Projection	14	Healing Trance
3	Aura Alteration	15	Invisibility
4	Body Control	16	Levitation
5	Body Equilibrium	17	Mind over Body
6	Clairaudience	18	Precognition
7	Clairvoyance	19	Psychic Surgery
8	Dimension Door	20	Shape Alteration
9	Domination	21	Telekinesis
10	Empathic Projection	22	Telepathy
11	Empathy	23	Teleportation
12	ESP	24	Suspend Animation

Animal Telepathy: Character can establish 2-way mental communication with an animal. DC is 12. HP Cost is 1 HP per minute. Level of communication depends on the intelligence of the target. Does not require target to obey or be helpful.

Astral Projection: Character can enter a trance and project himself into the Astral Plane. This works like the Astral Spell except that speed of travel and other effects depend on Ability Level. DC is 15. HP Cost is 1 HP per 10 minutes.

Aura Alteration: Character can alter a target's aura to either to disguise the target's alignment and level, or to remove a compulsion or charm. Disguise has a DC of 15, costs 5 HP, lasts 10 minutes per Ability Level, can make the target appear as any desired alignment and can modify the character's apparent level by up to Ability Level levels. Removing a charm, compulsion, or curse costs 10 HP and grants the target another saving roll.

Body Control: Character can adjust his body to exist in unusual conditions (extreme temperatures, hostile/destructive elements like poison gas, water, acid, fire, lava, etc.). DC is 12 for unusual conditions like extreme temperatures, 15 for hostile environments like underwater or lack of good air. 18 for extreme conditions like acids, lava, etc. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

Body Equilibrium: Character can adjust his body weight to correspond to the surface he is walking on so as not to sink into water, mud, quicksand, etc. DC is 12. Costs 1 HP per 10 minutes. Maximum duration is Ability Level x 10 minutes. Reroll Ability check every hour.

Clairaudience: Character can hear at a distance (30 feet +

Ability Level x 10). DC is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

Clairvoyance: Character can see at a distance (30 feet + Ability Level x 10). DC is 12 (plus +2 for each foot of material between psionic and target area). Costs 1 HP per minute.

Dimension Door: Character can teleport up to Ability Level x 20 feet. DC is 12 is target location visible, 15 otherwise. Costs 5 HP.

Domination: Character can force another to do their will. DC to establish is 15 + target's level/hit dice. DC to maintain for another round is 15 + target's level/hit dice. Costs the target's level/hit dice in HP per minute.

Empathic Projection: Character projects an emotional state upon targets. This works similar to the Suggestion spell but is limited to suggesting emotions. DC is 12 if touching a single target, 15 otherwise. Range: 30 feet + (Ability Level x 10). Can affect up to Ability Level targets. HP Cost is 3 per target.

Empathy: Character senses the emotions/emotional needs of the target(s). DC is 15. Cost: 1 HP per minute if a single target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10).

ESP: Character can read the surface thoughts of the target. DC is 10 + target's level/hit dice. Cost: 1 HP per minute if touching target, 3 HP per minute otherwise. Range: 30 feet + (Ability Level x 10). Searching for specific/deeper thoughts adds 5 to the DC (+10 if the target is specifically hiding them) and doubles the HP cost.

Etherealness: Character can alter his body vibrations to those of the Ethereal Plane, but is only able to carry Ability Level * Ability Level pounds of material with him. DC is 12 + 1 per 20 pounds of weight carried. HP Cost: 1 HP per 10 minutes.

Healing Trance: Character can go into a trance and heal Body Points quickly. A maximum of one BP per Ability Level can be healed. DC is 10 + number of BP to be healed. Trances lasts a number of hours equal to the BP to be healed, and 1 BP is healed per hour of trance. HP Cost: BP healed x 2.

Invisibility: Character can turn invisible by making those in range not notice the character. Character cannot attack and maintain invisibility. Range is Ability Level x 10 feet. DC is 12 (or 15 if the targets are highly alert).

Levitation: Character can float in the air. DC to float is 12 and it costs 1 HP per minute. Character can ascend or descend Ability Level feet per minute by making an ability check with a DC of 15. Character can move laterally Ability Level feet per minute by making an ability check with a DC of 18.

Mind over Body: Character can suppress bodily needs like food, water, and sleep for two days per Ability Level. Thereafter the character must spend an equal number of days resting before this ability can be used again. No ability check or HP cost.

Precognition: Character has a vague sense of the future. While using this power the character cannot be surprised and adds his Ability Level/2 (round up) to initiative, combat rolls, and any other d20 rolls where an ability to know what might happen in the near future would be helpful. DC is 15 and the roll must be made each minute the ability is used. HP cost is 5 HP per minute.

Psychic Surgery: Character and target go into a trance to heal target's Body Points quickly. Character must be touching target. A maximum of one BP per Ability Level can be healed. DC is 10 + number of BP to be healed. Trances last a number of hours equal to the BP to be healed and 1 BP is healed per hour of trance. HP Cost: BP healed x 2.

Shape Alteration: Character can modify his appearance similar to the Polymorph Self spell. DC is 12 to make minor changes to

appearance (remaining same species), 15 to make major changes (another species of similar size), and 18 to make more extreme changes. Cost is per hour and is based on type of change: 3 HP for minor changes, 8 HP for major changes, and 15 HP for extreme changes. Maximum duration is Ability Level hours.

Telekinesis: Character can move objects up to Ability Level x Ability Level pounds by mental power. DC is 12 (18 if precise control is needed). HP Cost is 3 HP per minute for slow movement, 8 per attack for combat speed movement.

Telepathy: Character can establish 2-way mental communication with an intelligent target. DC is 12 if target is willing, 18 otherwise. HP Cost is 1 HP per minute. 1 minute of telepathy allows an information exchange equal to 10 minutes of talking.

Teleportation: Character can teleport up to Ability Level * 100 miles. DC is 12 if the target location is intimately known to character, 18 if the target location is well known, and 24 if the target is only known from a clear description. HP Cost is 15.

Suspend Animation: Character can virtually stop all body functions for a predetermined amount of time. Maximum duration is Ability Level x Ability Level weeks. Character will not change during this time. A number of days equal to the number of weeks spend in suspended animation must pass before this ability can be used again. No ability check or HP cost.

Psionic Combat: Only psionic characters that have manifested a psionic attack ability can make a psionic attack. Psionic attacks are made at Strike Speed 10 (the same as Glance attacks). The Psionic Attack Roll is 1d20 + MIND bonus + number of psionic abilities manifested. The attack is successful if it is higher than the target's Psionic Armor Class (10 + MIND bonus + armor bonuses from a psionic defense mode).

Psionic attacks do psionic damage (see below for amounts). Tally psionic damage separately. If the total psionic damage ever becomes greater than the character's current hit points, the character falls into a coma and remains in a coma until he has more hit points than psionic damage points and makes a successful WIL save (may be attempted once per hour). With a night's sleep, psionic damage "heals" 1d6 + twice the number of psionic abilities manifested, if any.

Psionic Defense Modes: Defense modes increase the character's psionic armor class when in use. Only one mode can be in effect at one time. Thought Shield costs 0 HP to use and gives a +1 bonus to the character's psionic armor class. Mind Blank costs 0 HP to use and gives a +2 bonus to the character's psionic armor class. Mental Barrier costs 0 HP to use and gives a +4 bonus to the character's psionic armor class. Intellect Fortress costs 2 HP to use and gives a +4 bonus to the psionic armor class of the character and everyone within 10 feet. Tower of Iron Will costs 3 HP to use and gives a +6 bonus to the psionic armor class of the character and everyone within 3 feet.

Psionic Attack Modes: Mind Thrust costs 1 HP to use and does 1d8 points of psionic damage. Ego Whip costs 2 HP to use and does 2d6 points of psionic damage and the target must make a WIL save or be stunned for one minute. Psionic Blast costs 4 HP to use and attacks everyone in a conic area in front of the psionic doing 1d6 damage to everyone in the affected area, double damage to those in short range (10'), half damage at long range (30'). One attack roll is made and used against all possible targets. Id Insinuation costs 2 HP to use and does 3d6 psionic damage and the target must save vs. Fear or be affected as a fear spell for 1d6 rounds. Psychic Crush costs 5 HP to use and does 4d6 psionic damage and 2d6 physical (HP) damage.

Deities and Divine Intervention

Characters will find it helpful to follow one of the gods. Although Clerics, Druids, and Paladins have special access to the deities, other classes may receive advice and assistance at times as well. A character may select any deity (or pantheon in some campaigns) to follow from the campaign allowed by the GM.

Divine Intervention: Deities will occasionally assist their

followers when petitioned for aid. There is a chance of angering the deity and a strong possibility that the deity will not deign to take an interest in mortal affairs at that time. The petitioner may thus receive aid, suffer harm, or get no response at all. Petitioning for divine intervention more often than once a week results in automatic retribution.

Petitioning for divine intervention can be done at any time provided the character is capable of thought. A d100 roll on the appropriate table using the column for the characters level below will determine the result. Clerics, Druids, and Paladins add 5 to their level before consulting the chart.

Greater Deity

Result	1-5	6-10	11-15	16-20	21+
Retribution	01-80	01-70	01-60	01-50	01-40
No Effect	81-95	71-90	61-85	51-80	41-70
Intervention	96-00	91-00	86-00	81-00	71-00

Major Deity

Result	1-5	6-10	11-15	16-20	21+
Retribution	01-70	01-60	01-40	01-30	01-20
No Effect	81-90	61-80	41-70	31-60	21-50
Intervention	91-00	81-00	71-00	61-00	51-00

Minor Deity

Result	1-5	6-10	11-15	16-20	21+
Retribution	01-60	01-40	01-30	01-20	01-15
No Effect	61-85	41-75	31-65	11-55	16-45
Intervention	86-00	76-00	66-00	56-00	46-00

Demi-God

Result	1-5	6-10	11-15	16-20	21+
Retribution	01-50	01-30	01-20	01-10	01-05
No Effect	51-80	31-65	11-55	11-45	06-35
Intervention	81-00	66-00	56-00	46-00	36-00

Characters may make an offering to their deity before rolling for divine intervention. All offerings musty be in the possession of the petitioner at the time of the request (deities do not accept IOUs). This table lists the die roll modifier for various types of offerings:

Offering	Die Roll Modifier
Treasure (1000gp)	+1
Each Potion	+2
Magic Weapon/Armor	+Bonus
Magic Scroll (per spell)	+2
Magic Ring, wand, or rod	+5
Magic Staff	+10
Miscellaneous Magic item	+10
Minor Artifact	+15
Minor Artifact	+25
Accept Minor Quest	+10
Accept Major Quest	+20
Intelligent Being Sacrificed	+Level or HD

Only evil deities accept the sacrifice of intelligent beings. A minor quest will take 4 to 8 months. A major quest will take 1 to 3 years. The quest will be imposed by the deity (and need not involve actual questing).

There is an additional modifier of -15 if the character does not regularly donate at least 10% of income to the deity's temple. Characters who ignore their deity except when in need of help suffer a die roll modifier of -10 to -30 as determined by the GM.

If the result is intervention, the deity will do the minimum needed to answer the request. For Demi-Gods, the maximum would be about the ability of a limited wish spell. For Minor Deities, the maximum would be about the power of a single wish spell. For Major Deities, the maximum would be about the about ability of several wish spells. There is no effective limit for what Greater Deities can do.

If the result is retribution, the petitioner takes his level in D6 of damage (plus Body Point damage equal to the character's level if Body Points are being used).

Conversion (Optional): Characters may not willingly change their allegiance to another deity/pantheon except at a full temple of the new deity and then only with a favorable reaction roll from the new deity's priests (large donations to the temple will give favorable modifications to the roll). Lay people accepted by a new god must spend 1d4 weeks (at their own expense) at the temple learning the basic rituals and dogma of their new faith before they can receive any benefits from that faith. Clerics and Druids must spend 1d6 months (plus their level in weeks) in such study before they can cast divine spells above 2nd level again. Druids can only convert to another nature deity.

Spell Level Availability (Optional): A character's deity may limit the level of Divine Spells the character may cast. If the character's deity is a Demi-God, the maximum level of Divine Spells the character has access to is 5th level. If the character's deity is a Minor Deity, the maximum level of Divine Spells the character has access to is 6th level. If the character's deity is a Major or Greater Deity, the maximum level of Divine Spells the character has access to is 7th level.

Special Spells by Deity (Optional): Deities may not offer all of the standard Divine Spells (Cleric) to their clerics. They may simply not provide some of the standard spells, substitute special spells for some of the standard spells, or even add additional spells to the standard spells.
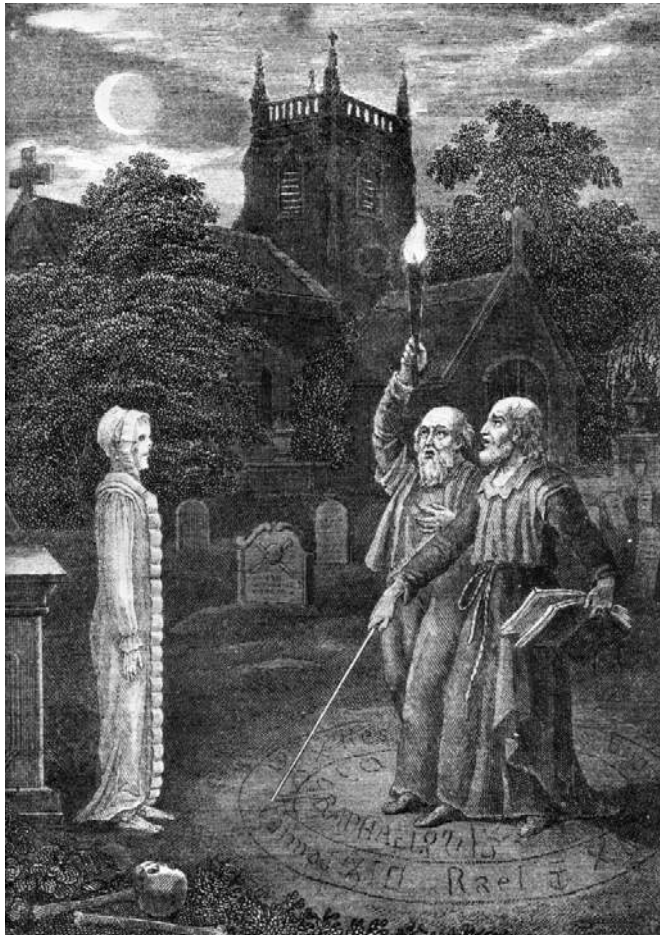
Spell Descriptions

Spells are described here in alphabetical order, divided between cleric, druid, magic-user, and illusionist spells. These spells are listed by level in the next section.

Cleric Spells

Animal Growth
Level: 3
Duration: 12 turns
Range: 120′

One non-magical normal animal will be doubled in size when this spell is cast upon it. The animal can be a "giant" version of the animal, but intelligent animals are unaffected.

Animate Dead
Level: 3
Duration: Permanent
Range: 60′

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The undead can follow the caster, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed or until a *dispel magic* spell is cast upon them.

The caster may animate a number of hit die worth of zombies or skeletons equal to the caster's level. For example, a 7th level cleric can animate seven skeletons, but only three zombies. These creatures are unintelligent, and do not retain any abilities that they had in life. All skeletons have an AC of 7 and hit dice equal to the creature in life. Zombies have an AC of 8, and the number of hit dice of the living creature +1. It is important to note that if a character is animated in this fashion, he will not have hit dice related to his class level, but instead will have the standard skeleton or zombie hit dice. A lawful character that casts this spell may draw disfavor from his god.

Animate Objects
Level: 6
Duration: 1 round per level
Range: 30′

The caster imbues inanimate objects within 1 square foot per caster level with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever the caster initially designates. An animated object can be of any non-magical material. This spell cannot animate objects carried or worn by a creature.

This spell requires considerable interpretation by the GM. Animated objects can move in a manner logical to their shape, whether this is a slithering rope, a walking chair, a rolling vial, or a shuffling chest. Movement should range from 10′ to a maximum of 120′. For example, a chair might move at the full possible movement, but something awkward and without legs, like a chest, might only move at 10′.

Objects attack using the same required attack value roll as the caster. Attack frequency and damage will depend on available weapons and the size of the animated object. The number of attacks should range from 1 per 5 rounds to 1 per 1 round, at the GM's discretion. Damage will be 1d6, unless variable weapon damage is used, in which case damage should range from 1d4 to 5d4 depending on the object type and size. Similarly, the GM will determine the object's hit points.

Astral Projection
Level: 7
Duration: See below
Range: Touch

By freeing his spirit from the physical body, this spell allows the caster to project an astral body onto another plane altogether.

The caster can bring the astral forms of five other willing creatures, provided all subjects are linked in a circle at the time of the casting. These fellow travelers are dependent upon the caster and must accompany him at all times. If something happens to the caster during the journey, his companions are stranded.

The caster projects his astral self onto the astral plane, leaving the physical body behind on the material plane in a state of suspended animation. The spell projects an astral copy of the caster, but only items that exist in the astral plane may be taken along. Since the astral plane touches upon other planes, the caster can travel astrally to any of these other planes. To enter one, the caster leaves the astral plane, forming a new physical body on the plane of existence entered.

While on the astral plane, the astral body is connected at all times to the physical body by a silvery cord. If the cord is broken, the caster is killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to the body where it rests on the material plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the astral plane, their actions affect only creatures existing on the astral plane; a physical body must be materialized on other planes.

The caster and companions may travel through the astral plane indefinitely. Their bodies simply wait behind in a state of suspended animation. The spell lasts until the caster desires it to end, or until it is terminated by some outside means.

Atonement
Level: 5
Duration: Permanent
Range: Touch

This spell removes the burden of unwilling evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. *Atonement* may be cast to reverse magical alignment change. This ritual takes 1 turn to cast.

Augury
Level: 2
Duration: See below
Range: 0

An *augury* can tell the caster whether a particular action will bring good or bad results in the immediate future. The base chance for receiving a true reply is 70% + 1% per caster level; this roll is made secretly. The *augury* can see into the future only 3 turns, so anything that might happen after that does not affect the result. Thus, the result will not take into account the long-term consequences of a contemplated action.

Blade Barrier
Level: 6
Duration: 3 rounds per level
Range: 30'

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 8d8 points of damage. The area of effect for this spell must be chosen when cast, and can range from 5 square feet to 20 square feet.

Bless (reversible)
Level: 2
Duration: 6 turns
Range: 60'

Bless fills the caster's allies with courage, but does not affect enemies within the affected area of 20' x 20'. Each ally gains a +1 morale bonus and +1 on attack and damage rolls. The reverse of this spell does not affect allies within the effect area, and incurs penalties of –1 instead of bonuses to the rolls indicated above.

Command
Level: 1
Duration: 1 round
Range: 10'

When a cleric casts this spell, he may give the subject a *single word* command, which it obeys to the best of its ability. The single word must make sense as a single command, such as approach, drop, fall, flee, halt, surrender, sleep, etc. Although a target could be instructed to "die," this will only make the target take on a comatose state for a single round. Note that the caster must be able to speak the language of the target. Any intended target who has more than 5 HD or an INT of over 12 is entitled to a saving throw versus spells. This spell is ineffective against undead.

Commune
Level: 5
Duration: 3 turns
Range: 0

The caster calls upon divine powers in order to seek knowledge. This spell may only be cast one time per week, and the caster may ask three questions that can be answered by "yes" or "no". Divine powers do not look kindly upon those who call upon them for trivial matters, or who call upon them too often. The GM will make certain this spell is not abused. One time per year of game time, the caster may ask six questions instead of the normal three.

Conjure Animals
Level: 6
Duration: 2 rounds per level
Range: 30'

The caster can summon normal mammals to attack enemies designated by the caster. The number of animals that appear is directly related to the caster's level. The caster summons 1 hit die of animals per level of experience of the caster, and each +1 is calculated as 1/4 of a hit die. For example, a 9th level cleric can summon 9 hit dice of animals that could consist of nine 1 HD animals, or three 3 HD animals, or two 4+2 HD animals. Summoned animals will fight to the death or until the duration of the spell ends.

Continual Light (reversible)
Level: 3
Duration: See below
Range: 120'

When cast, this spell produces light as bright as sunlight in a 60' diameter, and any creatures that suffer penalties (not including damage) for being in sunlight are affected by this spell. This spell can be cast on objects, so that an object under this spell can be carried around. If the spell is cast on a creature, a saving throw is allowed. This spell can be cast on a creature's eyes, causing blindness. Unless dispelled, *continual light* is permanent.

Continual darkness (reverse of *continual light*) produces darkness in the same area and manner as continual light. It can be countered with *continual light* or *dispel magic*. Like *continual light*, this spell can be cast on a creature's eyes, producing blindness. Normal eyesight, including infravision, cannot penetrate this darkness, nor can lamps, torches, or the spell *light*.

Control Weather
Level: 7
Duration: 4d12 hours
Range: 0

The caster can change the weather in the local area. It takes 1 turn to cast the spell and an additional 1d4 turns for the effects to manifest. The caster calls forth weather appropriate to the climate and season of the area.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

The caster controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. *Control weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Create Water (reversible)
Level: 1
Duration: Permanent
Range: 10'

This spell generates wholesome, drinkable water, in a quantity of 4 gallons per level. Water can be created in an area as small as will actually contain the liquid, or in an area of a 3' cube. *Destroy water* is the reverse of this spell, and destroys a likewise amount of water. No steam, water droplets, or any other trace of destroyed water remains. This spell cannot create water within a creature.

Create Food and Water
Level: 4
Duration: Permanent
Range: 10'

The caster can create 1 cubic foot of water and/or nutritious food per level of experience. One cubic foot of food can feed three humans or similar sized creatures, or one larger animal such as a mule.

Cure Blindness (reversible)
Level: 3
Duration: Permanent
Range: Touch

The caster may touch a being and *cure blindness*. This blindness may be magical or physical. *Cause blindness* may be inflicted by touching a being; however, a saving throw versus spells is allowed to avoid the effect completely.

Cure Critical Wounds (reversible)
Level: 5
Duration: Permanent
Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 3d8+3 hit points or (if the HP/BP system is being used) 3d3+3 body points of damage (3d8+3 hit points of damage on beings without body points). This spell cannot grant more body or hit points than the being's normal maximum. *Cure critical wounds* also heals any conditions listed in *cure light wounds*.

Cause critical wounds (reverse of *cure critical wounds*) causes 3d8+3 hit points of damage to a being if the caster can touch the opponent.

Cure Disease (reversible)
Level: 3
Duration: Permanent
Range: 30'

This spell instantly kills green slime, and will instantly cure all diseases, including mummy rot and lycanthropy.

Cause disease (reverse of *cure disease*) inflicts a terrible withering disease on a victim, which will cause death in 2d12 days. A saving throw versus spells is allowed. This disease can be cured with the casting of *cure disease*. The victim of this disease cannot be cured of damage from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty of −2 to hit rolls made by the victim.

Cure Light Wounds (reversible)
Level: 1
Duration: Permanent
Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 1d6+1 hit points or (if the HP/BP system is being used) 1d2+1 body points of damage (1d6+1 hit points of damage on beings without body points).

Alternatively, this spell also cures paralysis; it will not heal damage and paralysis in the same casting. This spell cannot grant more body or hit points than the being's normal maximum.

Cause light wounds (reverse of *cure light wounds*) causes 1d6+1 hit points of damage to a being if the caster can touch the opponent.

Cure Serious Wounds (reversible)
Level: 4
Duration: Permanent
Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 2d6+2 hit points or (if the HP/BP system is being used) 2d2+2 body points of damage (2d6+2 hit points of damage on beings without body points). This spell cannot grant more body or hit points than the being's normal maximum. *Cure serious wounds* also heals any conditions listed in *cure light wounds*.

Cause serious wounds (reverse of *cure serious wounds*) causes 2d6+2 hit points of damage to a being if the caster can touch the opponent.

Delay Poison
Level: 2
Duration: 1 turn per level
Range: Touch

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Unless cured, saving throws and damage as appropriate are rolled once the spell ends. *Delay poison* does not cure any damage that poison may have already done.

However, if the spell is cast on a subject who has recently died from poison, within 1 turn per caster level, life is restored until the spell duration ends. A revived character will have 1 hp for the duration of the spell, but if the spell ends prior to the poison being cured, the subject dies.

Detect Evil
Level: 1
Duration: 6 turns
Range: 120'

The caster can sense the presence of evil intentions, whether from a living being or an object enchanted for evil purposes. Objects or creatures within 120' with evil intent will magically glow. Note that the GM must decide what is "evil", and some things may be potentially harmful, like traps, but not "evil." This spell does not grant the ability to read minds, but only grants a general sense of evil intent.

Detect Lie (reversible)
Level: 4
Duration: 1 round per level
Range: 30'

The caster can use this spell on himself or another being, and will be able to know whether words heard are truth or lies. *Undetectable lie* (reverse of *detect lie*) can nullify the effect of detect lie, or can be used to tell lies in a convincing manner.

Detect Magic
Level: 1
Duration: 2 turns
Range: 60'

For the duration of this spell, the caster can see a magical glow on any enchanted object or creature within 60'. This includes objects that are permanently magical, such as weapons or other items, and objects or creatures that are currently under the influence of a spell or some other enchantment.

Dispel Evil
Level: 5
Duration: 1 turn
Range: 30'

When this spell is cast, the caster can take no other action but concentrate on the spell for the entire duration. All undead or other enchanted creatures that come within 30' of the caster must succeed in a saving throw versus spells or be destroyed. Any creature that succeeds this roll will instead flee. Instead of casting the spell in a 30' radius, the caster can direct the spell at one monster only, and that monster saves with a –2 penalty. In addition, *dispel evil* can be used to remove a cursed item from a being within the spell range.

Dispel Magic
Level: 3
Duration: Permanent
Range: 120'

When cast, spell effects within a 20' cube can be negated. All spells cast by any spell casting class are automatically negated if the caster is of an equal or lower level to the caster of *dispel magic*. For each level an opponent is above the caster, there is a cumulative 5% chance *dispel magic* does not function. For example, if a 7th level character attempts to dispel the effects of a spell cast by a 10th level character, there is a 15% chance dispel magic fails.

Divination
Level: 4
Duration: See below
Range: 0

Similar to *augury* but more powerful, a *divination* spell can provide the caster with useful information regarding an area, building, area of a dungeon, and other similar places. Information gained includes a general idea of how powerful the creatures are there, the general amount of treasure present, and what kind of resistance to attack is present and the nature of it, whether it is good, evil, chaotic, lawful, etc. The base chance for a correct *divination* is 60% + 1% per caster level. The referee should roll this secretly. If the dice roll fails, false information is delivered.

Earthquake
Level: 7
Duration: 1 round
Range: 120'

When *earthquake* is cast, an intense but highly localized tremor rips the ground, to a diameter of 5' per caster level. The shock collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground cannot move, cast spells or attack. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 7d6 points of damage to any creature caught under the cave-in An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 7d6 points of damage.

Open Ground: Fissures open in the earth, and 1d6 creatures on the ground fall into one and die.

Structure: Any structure standing on open ground takes 5d12 points of structural hit point damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Any creature caught inside a collapsing structure takes 7d6 points of damage.

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down structures. In addition, 1d6 creatures in the area will be sucked into the mud and killed.

Exorcise
Level: 4
Duration: Permanent
Range: 1'

The cleric may use this ritual to eliminate foreign influences from a being, whether those influences are from *magic jar*, *charm* spells, possession by other creatures, and similar magical and/or spell effects. The referee rolls d00, and this is the probability that a cleric is successful in the exorcism, *per turn* the exorcism is recited. This probability is lowered or raised by 1% for every level difference between the cleric and the possessing entity or level of the caster of the spell being opposed. For instance, if the odds are 50%, and the cleric is 5 levels higher than the opposed force, the odds are 55% per turn. If the opposed force were 5 levels higher, the cleric's odds would be 45% per turn.

Feign Death
Level: 3
Duration: 1 turn, +1 round per level
Range: Touch

With the exception of duration and that any HD creatures may be affected, this spell functions identically to the magic-user spell of the same name.

Find the Path (reversible)
Level: 6
Duration: 1 turn per level
Range: Touch

The recipient of this spell can find the shortest, most direct physical route to a specified destination, whether into or out of a locale. The locale can be outdoors, underground, or even inside a *maze* spell. *Find the path* works with respect to locations, not objects or creatures at a locale. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating, at appropriate times, the exact path to follow or physical actions to take. The spell ends when the destination is reached, or the duration expires, whichever comes first. *Find the path* can be used to remove the subject and its companions from the effect of a *maze* spell in a single round. *Lose the path* (reverse of *find the path*) renders a touched being completely incapable of finding its way.

Find Traps
Level: 2
Duration: 2 turns
Range: 30'

This spell is centered on the caster, and when a trapped object or area comes within range it glows with a blue magical light. Both magical and mechanical traps are detected. This spell grants no knowledge about the nature of the trap or how to deactivate it.

Flame Strike
Level: 5
Duration: Instantaneous
Range: 60'

A *flame strike* produces a vertical column of divine fire 30' high and 10' in diameter that roars downward on a target. The spell deals 6d8 hit points of damage. A successful saving throw versus spells reduces the damage to 3d8.

Gate
Level: 7
Duration: see below
Range: 30'

The spell functions exactly as the magic-user spell of the same name.

Glyph of Warding
Level: 3
Duration: See below
Range: Touch

This powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on. The area of effect is up to 5' squared per caster level, and a maximum of 10' squared can be inscribed per round. Any creature entering or touching the warded area or opening the warded object without speaking a password (which is set when casting the spell) is subject to the magic it stores.

When casting the spell, the cleric weaves a tracery of faintly glowing lines around the warding sigil. A *glyph* can be placed to conform to any shape up to the limitations of the total square footage. When the spell is completed, the *glyph* and tracery become nearly invisible.

Depending on the version selected, a *glyph* either blasts the intruder or activates a spell.

Blast Glyph: A *blast glyph* deals 2 points of damage per caster level to the intruder. This damage is fire or electricity, caster's choice at the time of casting. Each creature affected can attempt a saving throw versus spell to take half damage.

Spell Glyph: The caster can store a harmful spell effect to be triggered. Effects may include blindness, paralyzation, and energy drain, or similar effects. The cleric must be of a high enough level to cast these spells. A saving throw versus spells is allowed to avoid the effects of this kind of glyph.

Heal (reversible)
Level: 6
Duration: Permanent
Range: Touch

Heal enables the caster to channel divine energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: blindness, disease, fatigue, *feeblemind,* and poison. It heals all but 1d4 hit points of damage, or if the HP/BP system is being used, all but 1d2-1 body points of damage (1d4 hit points of damage on beings without body points).

Harm (reverse of heal) takes away all but 1d4 hit points from the victim touched and inflicts the same disease as *cause disease*.

Hold Person
Level: 2
Duration: 9 turns
Range: 180'

When this spell is cast, most humanoids become paralyzed and freeze in place. Undead and any monster of a greater size than an ogre are unaffected. They are aware and breathe normally but cannot take any actions, even speech. Subjects may attempt a saving throw versus spells. This spell can affect 1d4 beings, but if directed at a single monster or character, the saving throw is attempted with a –2 penalty.

Holy Chant
Level: 2
Duration: See below
Range: 0'

This spell is intoned continuously, bringing about supernatural intervention on behalf of the cleric and party members within a 30' radius. All attacks, damage, and saving throws are made with a +1 bonus. Likewise, all of the rolls attempted by enemies suffer a -1 penalty. This effect continues so long as the cleric does not move and focuses only on chanting. However, if he is successfully attacked and dealt damage, or otherwise physically distracted, the spell ends. The spell *silence* also negates the spell.

Holy Word (reversible)
Level: 7
Duration: See below
Range: 0

Upon speaking the *holy* or *unholy word*, any evil or good creature within a 60' area of the caster suffers the following ill effects.

HD	Effect
12+	Deafened 1d4 rounds, -2 to hit, Movement –25%,
8-11	Stunned 2d4 rounds, -4 to hit, Movement –50%
4-7	Paralyzed 1d4 turns
3 or fewer	Killed

Insect Plague
Level: 5
Duration: 1 day
Range: 480'

The caster summons a swarm of locusts in a 60' diameter. The swarm causes creatures occupying its area to flee if they are 2 HD or fewer. This spell does not function when cast underground. The caster can control the swarm to move 20' in a round. The caster must concentrate for the duration of the spell to maintain control over the swarm, and if the swarm leaves the range the caster loses control of them. The caster also loses control of them if he is successfully attacked.

Know Alignment
Level: 2
Duration: 1 round
Range: 10'

The caster of this spell will immediately know the alignment of a character or monster within range. In addition, magic items with an alignment or the nature of a holy (or unholy) place will be revealed.

Light (reversible)
Level: 1
Duration: 12 turns
Range: 120'

This spell causes an object to glow as bright as a torch, shedding bright light in a 15' radius. The effect is immobile, but

it can be cast on a movable object. This spell can be cast on a monster's or character's eyes if the target fails a saving throw versus spells. If the save fails, the target is blind for 12 turns. Light taken into an area of magical *darkness* (reverse of *light*) does not function, and vice versa. A *light* spell counters a *darkness* spell. *Darkness* can also be cast on a target's eyes, and a saving throw versus spells is allowed.

Locate Object
Level: 3
Duration: 6 turns
Range: 120'

The caster can sense the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the nearest one of its kind is located. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. Monsters or characters may not be located.

Lower Water
Level: 4
Duration: 1 turn per level
Range: 120'

The caster of this spell is able to lower water or any other fluid by a percentage of its volume at 5% per caster level and in an area of 1 square foot per caster level. For instance, a 10th level cleric could lower water by 50% in a 10' square area.

Neutralize Poison
Level: 4
Duration: Permanent
Range: Touch

The caster detoxifies any sort of venom or poison in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, or other effects that do not go away on their own. If a character dies of poison, *neutralize poison* will bring a character back to life if the spell is used no more than 10 rounds after death.

Part Water
Level: 6
Duration: 1 turn per level
Range: 20' per turn

For the duration of this spell, the caster creates a divide in a body of water. For each level of experience of the caster, he is able to create a divide in water that is 1' wide by 20' long and 3' deep. The caster can dismiss the spell at any time before the duration has expired.

Plane Shift
Level: 5
Duration: Permanent
Range: Touch

This spell allows the caster to move himself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Note that *plane shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back. An unwilling creature is entitled to a saving throw versus spells to negate the effects of this spell.

Prayer
Level: 3
Duration: 1 round per level
Range: 0

Prayer is a more advanced form of the spell *holy chant*. The function is identical, except that the area of effect is a 60' radius. In addition, it is unnecessary for the cleric to remain chanting. Once the spell is cast it lasts for its duration, while the cleric may cast other spells, attack, or take other actions.

Protection from Evil
Level: 1
Duration: 12 turns
Range: Touch

This spell wards a creature from attacks by "evil" creatures. It creates a magical barrier around the subject that moves with the subject. The subject gains a bonus to AC of –1 and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by evil creatures.

In addition, this spell prevents bodily contact by summoned or created creatures. This causes the natural weapon attacks of such creatures to fail, and the creatures recoil if such attacks require touching the warded creature. However, these creatures can attempt missile attacks. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Protection from Evil 10' Radius
Level: 4
Duration: 12 turns
Range: Touch

This spell functions exactly like the spell *protection from evil*, except *protection from evil 10' radius* extends the protective barrier to a 10' radius around the caster or subject, allowing companions to stay close and gain the benefits of the spell.

Purify Food and Drink (reversible)
Level: 1
Duration: Permanent
Range: 10'

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Either 6 quarts of drink, one trail ration, or a quantity of unpreserved food for 12 human-sized beings can be affected by this spell. This spell does not prevent subsequent natural decay or spoilage. The opposite of this spell, *putrefy food and water*, spoils a like amount of food or drink.

Quest (reversible)
Level: 5
Duration: See below
Range: 30'

When this spell is cast on a character, a saving throw versus spells is allowed. Success indicates that the spell is not effective. If the save fails, the caster can compel the character to take on a quest. This quest can be dangerous, but the character cannot be instructed to purposefully harm himself. Should the affected character resist taking on the quest, he will be under the effect of a curse, the nature of which is decided by the GM. The only way to remove the curse is to undertake the quest, and when the quest is finished the spell terminates.

Alternatively, the reverse of this spell, *remove quest*, can be used to remove the curse and to dispel an active *quest* spell. Like *dispel magic*, the caster of *remove quest* will have a lower probability of successfully countering the spell if he is a lower level than the caster of the quest spell. The probability of spell failure is 5% per level the cleric is below the caster of *quest*.

Raise Dead (reversible)
Level: 5
Duration: Permanent
Range: 120'

This spell restores life to a deceased dwarf, elf, gnome, half-elf, half-orc, human, or halfling. The caster can raise a creature that has been dead for no longer than two days at 7th level, and four days are added per level above 7. For example, a 9th level cleric can bring a character back to life that has been dead for 10 days. However, the body of the person to be raised must be

fairly intact. For instance, if the head is missing the being cannot be raised. Coming back from the dead is an ordeal. The subject of the spell is brought back to life with 1 hit point, and for two weeks the character has 50% of movement and suffers from chronic weakness. Further, he may not engage in spell casting, combat, or any other strenuous activity. This period may not be shortened by any magical healing. If this spell is cast on an undead monster, it must save versus spells or die instantly.

Ray of death (reverse of *raise dead*) can be cast and directed at any character or monster. A ray of death shoots from the hand of the caster, and if the target fails a saving throw versus death he dies instantly. The casting of this spell is a chaotic act, and will be done by other alignments in rare situations.

Regenerate (reversible)
Level: 7
Duration: Permanent
Range: Touch

The subject's severed body appendages (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed parts are present and touching the creature. It takes 2d4 turns otherwise.

Necrosis (reverse of *regenerate*) will cause body parts to die, turn black, and shrivel to fall off. The body part becomes useless in 1 round, and falls off to become dust in 2d4 turns. The caster must successfully touch the opponent for the spell to work, and the GM will determine randomly which body part is affected.

Remove Curse (reversible)
Level: 3
Duration: Permanent
Range: Touch

Remove curse instantaneously removes one curse on a creature. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell enables the creature afflicted with any such cursed item to remove and get rid of it. *Remove curse* counters and dispels *bestow curse*.

Bestow curse (reverse of *remove curse*) can bring about any number of unfortunate effects upon a being, determined by the caster and refereed by the GM. Some limits of effect must be enforced. Possibilities include no more than a –2 penalty to saving throws or –4 to hit. An ability might be reduced by 50%. These effects can have any number of creative symptoms. The victim can avoid being affected by *bestow curse* with a successful saving throw versus spells.

Remove Fear (reversible)
Level: 1
Duration: 2 turns
Range: Touch

This spells instills courage in the subject, and potentially removes the effect of magic-induced fear by allowing the target a saving throw versus spells to attempt to remove the effect. The subject receives a saving throw bonus of +1 per level of the caster. *Remove fear* counters and dispels *cause fear*. The subject must be touched for the spell to take effect.

Cause fear (reverse of *remove fear*) will cause a subject who is touched to run away, hysterical, at full running movement for a number of rounds equal to the caster's level.

Resist Cold
Level: 1
Duration: 6 turns
Range: 30'

While under the effects of this spell, a character or monster is unharmed by freezing (non-magical) cold, and grants a bonus of +2 to all saving throws versus cold-based magical or breath attacks. In addition, 1 point of damage is subtracted from each dice of damage dealt by a cold-based attack. Each die will inflict a minimum of 1 hp damage.

Resist Fire
Level: 2
Duration: 6 turns
Range: 30'

While under the effects of this spell, a character or monster is unharmed by intense (non-magical) heat, and he receives a bonus of +3 to all saving throws versus heat-based magical or breath attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a heat-based attack. Each die will inflict a minimum of 1 hp damage.

Restoration
Level: 7
Duration: Permanent
Range: Touch

This spell restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character that has a level restored by *restoration* has exactly the minimum number of experience points necessary to restore him or her to his or her previous level. This spell also negates the effects of the spell *feeblemind*. *Drain energy* (reverse of *restoration*) drains one level away from a target when touched.

Resurrection (reversible)
Level: 7
Duration: Permanent
Range: Touch

This spell functions like *raise dead,* except that upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected. The creature can have been dead no longer than 10 years per caster level.

Destruction (reverse of *resurrection*) causes the victim, when touched by the caster, to die immediately and fall to dust. When these spells are cast, the caster is weakened for 1 day per level of the character raised or destroyed, and must rest in bed. For this duration the caster cannot fight or cast spells.

Reveal Charm (reversible)
Level: 2
Duration: 1 turn
Range: 30'

By means of this spell, a cleric may examine one creature within range per round, to a maximum of 10 creatures, to determine if they are under the influence of a *charm* spell. The reverse, *obscure charm*, can protect one creature only from detection for 1 turn.

Sanctuary
Level: 1
Duration: 2 rounds, +1 round per level
Range: Touch

Any opponent attempting to strike or otherwise directly attack the warded creature must attempt a saving throw versus spells. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent will not attack the caster and will attack another creature instead. However, area effects may still affect the cleric. The cleric must not make offensive actions while this spell is in effect, but he may cast non-offensive spells to help companions.

Silence 15' Radius
Level: 2
Duration: 12 turns
Range: 180'

Upon the casting of this spell, complete silence prevails in a diameter of 30 feet. All sound is stopped and conversation is impossible. No noise whatsoever issues from the area, but noise originating from outside the silenced area can be heard by those within it. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a saving throw versus spells, and if successful the spell takes effect in a stationary location near the creature, but the creature may move out of the affected area.

Snake Charm
Level: 2
Duration: See below
Range: 60'

The caster is able to affect the behavior of snakes, making them indifferent to the caster and others. A cleric is able to affect snakes of a number of hit die equaling the caster's level. A 7th level cleric can affect 7 hit dice of snakes, which can equal seven 1 HD snakes, or two 3 HD snakes and one 1HD snake, or any other combination.

Hostile snakes are more difficult to charm, and if this spell is cast on snakes that are engaged in melee combat with the caster, the snakes will only be affected by the spell for 1d4+1 rounds. If the spell is cast on snakes that are not at the moment hostile, the spell will last 1d4+1 turns.

Speak with Animals
Level: 2
Duration: 6 turns
Range: 30'

The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell doesn't make it any more friendly or cooperative than normal. The type of animal is decided when the spell is cast. If an animal is friendly toward the caster, it may do some favor or service.

Speak with Creatures
Level: 6
Duration: 6 turns
Range: 30'

This spell is a more powerful version of *speak with animals*, but allows the cleric to speak with any creature.

Speak with Dead
Level: 3
Duration: See below
Range: 1'

The caster grants the semblance of life and intellect to a corpse, allowing it to answer several questions put to it. The corpse may answer no matter what state of decay it is in. Regardless of the number of questions asked, the spell has a limited duration based on caster level. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). The cleric may cast this spell on a corpse that has been dead for a period of time dependent on the caster's level. Refer to the table below.

Caster Level	Duration	Time Deceased	Questions
6th or fewer	6 rounds	7 days	2
7th to 8th	18 rounds	7 weeks	3
9th to 11th	36 rounds	7 months	4
12th to14th	1 turn	7 years	5
15th to 18th	2 turns	70 years	6
19th to 20th	3 turns	140 years	7
21st +	6 turns	1,000 years+	8

Speak with Plants
Level: 4
Duration: 3 turns
Range: 60'

The caster can communicate with plants, including both normal plants and plant creatures. The caster is able to ask questions of and receive answers from plants, and can ask plants to move in such a way to clear a path that is impassable or covered in difficult growth. The spell does not make plant creatures any more friendly or cooperative than normal. If a plant creature is friendly toward the caster, it may do some favor or service.

Spiritual Weapon
Level: 2
Duration: 1 round per level
Range: 30'

A weapon made of pure force springs into existence and attacks opponents in range, dealing 1d6 damage per hit, with +1 to hit per three caster levels. However, the weapon is not considered "magical" for the purposes of dealing damage or striking foes that can only be hit by magical weapons. The weapon takes a shape favored by the caster's deity or a weapon with some spiritual significance or symbolism (a mace, hammer, etc.) It strikes at the opponent designated, with one attack per round the spell is in effect. It uses the caster's base attack value, just as any melee weapon wielded by the caster. The weapon manifests only as long as the caster concentrates, to the maximum duration allowed for the caster's level.

Sticks to Snakes
Level: 4
Duration: 6 turns
Range: 120'

The caster can transform 2d8 sticks into snakes, and there is a 50% probability that the snakes are poisonous. The caster may give the snakes orders. When killed or at the end of the spell's duration, snakes revert back into sticks. The monster statistics for these snakes are as follows: AL N, MV 90', AC 6, HD 1, #AT 1, DM 1d4, SV F1, ML 7.

Stone Tell
Level: 6
Duration: 1 turn
Range: Touch

The caster gains the ability to speak with stones, which can relate who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details one is looking for. The caster can speak with natural or worked stone.

Striking
Level: 3
Duration: 1 turn
Range: 30'

The caster enchants a weapon to deal an extra 1d6 hit points of damage, and makes an otherwise non-magical weapon able to attack a monster normally only affected by weapons of a magical nature.

Summon Aerial Servant
Level: 6
Duration: 1 day per level
Range: 10'

The cleric combines this spell with *protection from evil* to summon forth an aerial servant. The creature can be asked to perform a service, or to retrieve an object or being, but the aerial servant cannot be directed specifically to engage in combat for the caster. Normally, if sent to retrieve an object, it can do so even if it is in the possession of another being if it scores a successful hit roll and the creature is unaware of the aerial servant's presence. The aerial servant is sent back to its home plane when the task is complete, it is dismissed by the caster, or the caster is killed.

Symbol
Level: 7
Duration: 1 turn per level
Range: Touch

This spell allows the caster to scribe a potent rune of power upon a surface or in the air. The *symbol* glows, lasting for 1 turn per caster level. There are three different *symbols* available to clerics, which are described below. The particular *symbol* desired must be chosen when the spell is cast. A character may receive a save versus spells to negate the effects of a *symbol*.

Symbol of Pain: Creatures suffer wracking pains that impose a –4 penalty on attack rolls, and a –2 penalty to DEX. These effects last for 2d10 turns.

Symbol of Persuasion: Creatures that see a *symbol of persuasion* become *charmed* by the caster and behave as if they are of the caster's alignment. This effect lasts 1d20 turns.

Symbol of Hopelessness: Creatures that see a *symbol of hopelessness* will surrender or give up any struggle for 3d4 turns.

Tongues (reversible)
Level: 4
Duration: 1 turn
Range: 0

This spell grants the caster the ability to speak and understand the language of any intelligent creature within a 60' diameter area, whether it is a racial or alignment tongue. The reverse, *garble*, makes all language incomprehensible within the affected area, or may be used to negate a tongues spell. No saving throw is permitted.

True Seeing
Level: 5
Duration: 1 round per level
Range: Touch

The caster confers on himself or a subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the ethereal plane (but not into extradimensional spaces).

False seeing, the opposite of *true seeing*, makes objects, characters, and monsters appear as their "opposite." The ugly appears beautiful, the valuable appears worthless, and so on.

Wind Walk
Level: 7
Duration: 6 turns per level
Range: Touch

The caster alters the substance of his body to a cloudlike vapor and moves through the air, possibly at great speed. The caster can take a few other creatures with him, 1 per 8 levels of experience, each of which acts independently. A *wind walker* can fly at a speed of 60' per level, per turn, and up to 600' per turn. *Wind walkers* are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

Word of Recall
Level: 6
Duration: Instantaneous
Range: 0

Word of recall teleports the caster instantly back to his sanctuary when the word is uttered. The caster must designate the sanctuary when preparing the spell, and it must be a very familiar place. Any distance may be traveled with no chance of error. In addition to himself, the caster can transport an additional 25 pounds per level of experience.

Druid Spells

Animal Companion
Level: 1
Duration: Permanent
Range: 10'

A druid may use this spell to attract 2 HD of normal animals (and of ordinary animal intelligence) per caster level, and befriend them. The animals must have a neutral alignment. The druid may train these animals, so long as training takes place within 4 months of befriending them. A maximum of three specific behaviors may be trained, much like one might train a dog. It takes 1 week to train an animal to perform 1 behavior, but if the training is interrupted for more than 3 days it must be started all over. It takes 6 turns to cast this spell.

Animal Growth (reversible)
Level: 5
Duration: 2 rounds per level
Range: 80'

The caster may use this spell to double the size of up to 8 animals within a 20' x 20' area. This doubling effect applies to damage inflicted by the animals and applies to their HD numbers, which affects their attack values. The opposite, *reduce animal*, has exactly the opposite effect, reducing animals and their abilities by half.

Animate Mineral
Level: 7
Duration: 1 round per level
Range: 40'

This spell is effectively a more limited version of the cleric spell *animate objects*. The caster may animate 2' cubed of rock or some other mineral per level, but the object must not be part of a larger portion of mineral (not a piece of a stone wall, for instance). In all other ways this spell functions like *animate objects*.

Anti-Animal Shell
Level: 6
Duration: 1 turn per level
Range: 0

The spell *anti-animal shell* creates an invisible barrier that keeps all creatures within the shell protected, as if behind a wall, from attacks by ordinary creatures. Ordinary creatures include giant animals, ogres, orcs, but not any form of undead, demons, or most creatures from other planes of existence. The shell is centered on the caster and is 20' in diameter.

Anti-Plant Shell
Level: 5
Duration: 1 turn per level
Range: 0

The spell *anti-plant shell* creates an invisible barrier that keeps all creatures within the shell protected, as if behind a wall, from

attacks by plant creatures, animated plants, or missiles of plant material. The shell is centered on the caster and is 20' in diameter.

Barkskin
Level: 2
Duration: 4 rounds, +1 round per level
Range: Touch

Barkskin toughens a creature's skin; this spell may be used on the caster or another willing creature. The effect lowers the creature's existing armor class by 1, and provides a +1 to all saving throws except versus spells.

Call Lightning
Level: 3
Duration: 10 rounds per level
Range: 0

Immediately upon completion of the spell, and once per round thereafter, the caster may call down a vertical bolt of lightning that deals 2d8, +1d8 per level points of electricity damage. The caster must be outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado. The bolt of lightning flashes down in a vertical stroke at whatever target point chosen within a 360' radius of the caster. Any creature within a 10' radius of the target area or in the path of the bolt is affected. A bolt of lightning may be called once every 10 rounds. This spell does not function underground, unless there is a clear straight vertical path outdoors. Victims may save versus spells for half of the *dice* damage.

Charm Person or Mammal
Level: 2
Duration: See below
Range: 80'

This spell functions in much the same manner as the magic-user spell *charm person*. Refer to that spell description for more details. However, in addition to humanoids, the druid spell may be used to charm mammals, including intelligent animals.

Commune with Nature
Level: 5
Duration: See below
Range: ½ mile radius per level

The caster becomes one with nature (in outdoor settings only), attaining knowledge of the surrounding territory. The caster may gain knowledge of a fact per caster level from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. It takes 1 turn to cast this spell.

Confusion
Level: 7
Duration: 12 rounds
Range: 120'

This spell functions identically to the magic-user spell of the same name.

Conjure Earth Elemental (reversible)
Level: 7
Duration: 1 turn per level
Range: 40'

By means of this spell, the caster creates a portal to the plane of earth, and beckons forth a 16 HD earth elemental. It is of friendly disposition to the caster, and will perform tasks, including fight, for the caster for the duration of the spell. The reverse of this spell, *banish earth elemental*, or *dispel magic*, will send it back to the plane of earth

Conjure Fire Elemental (reversible)
Level: 6
Duration: 1 turn per level
Range: 80'

By means of this spell, the caster creates a portal to the plane of fire, and beckons forth a creature native to that plane. Such a creature is of friendly disposition to the caster, and will perform tasks, including fight, for the caster for the duration of the spell. The reverse of this spell, *banish fire elemental*, or *dispel magic*, will send fire elementals back to the plane of fire, but only *banish fire elemental* can be used to send salamanders, efreeti, or other powerful creatures from the plane of fire back through the planes. When this spell is cast, consult the table below to determine which creature appears.

Roll d00	Creature Conjured
01-05	Efreeti
06-87	Fire Elemental (12 HD)
88-90	Fire Elemental (16 HD)
91-00	Flame Salamanders (1d4+1)

Control Weather
Level: 6
Duration: 4d12 hours
Range: 0

This spell functions identically to the cleric spell of the same name.

Control Weather (Greater)
Level: 7
Duration: 4d12 hours
Range: 0

This spell takes greater control of the weather than the cleric spell of the same name. It may change weather to be consistent with a prior or future adjacent season. For instance, if it is spring, winter or summer weather may be summoned. In all other respects this spell functions as *control weather*.

Control Winds
Level: 5
Duration: 10 rounds per level
Range: 0

This spell allows the caster to alter wind force within a 40' radius per caster level. The caster can make the wind increase or decrease its strength. The new strength persists until the spell ends or until the caster chooses to alter his handiwork. An "eye" of calm air that is 40' in diameter at the center of the area surrounds the caster. For every caster level, wind can increase or decrease speed by 3 miles per hour, in increments of 3 miles per hour per round. Wind speed reduces at the same rate when the spell ends or is dismissed by the caster.

- Strong winds (30+ mph) make sailing difficult, missile weapons difficult, and forces smaller airborne creatures out of the air.
- A severe wind (45+ mph) causes minor ship and building damage, and forces human-sized airborne creatures from the air.
- A windstorm (60+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.
- Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to sink.
- A tornado (175+ mph) destroys all unfortified buildings and often uproots large trees.

Note that in confined spaces, including underground, the spell will function. If the area is confined such that the radius of effect is less than 400', then there is no eye of calm winds and the caster will suffer from the winds just as any other creature in affected radius.

Create Water
Level: 2
Duration: Permanent
Range: 10'

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or up to 1' cubed per caster level. It takes 1 turn to cast this spell.

Creeping Doom
Level: 7
Duration: 4 rounds per level
Range: 0

When the caster utters the spell of *creeping doom,* a mass of centipedes, insects, and arachnids is called forth. The swarm occupies a volume of 20' square, and can be commanded to swarm any target within 80'. The swarm moves at 10' per round, and will consist of (1d6+4)x100 individual bugs, each of which deals 1 point of damage and then dies. If a swarm occupies the same area as a target, as many bugs attack as the creature has hit points. The remaining swarm may be commanded to attack a new target in range. If the swarm moves beyond 80' from the caster, 50 of their number wander away. An additional 50 wander away per 10', so that if they are 100' away, 150 have been lost.

Cure Critical Wounds (reversible)
Level: 6
Duration: Permanent
Range: Touch

This spell is identical to the cleric spell of the same name.

Cure Disease (reversible)
Level: 3
Duration: Permanent
Range: Touch

This spell functions in the same way as the cleric spell of the same name.

Cure Light Wounds (reversible)
Level: 1
Duration: Permanent
Range: Touch

This spell is identical to the cleric spell of the same name.

Cure Serious Wounds (reversible)
Level: 4
Duration: Permanent
Range: Touch

Cure serious wounds functions the same as the cleric spell of the same name.

Detect Magic
Level: 1
Duration: 2 turns
Range: 60'

This spell is identical to the cleric spell *detect magic*.

Detect Snares and Pits
Level: 1
Duration: 4 rounds per level
Range: 60'

In the wilderness, the druid can detect simple pits, deadfalls, and snares as well as mechanical traps. The spell does not detect complex traps, including trapdoor traps. In a dungeon or other below ground environment, the druid may only detect simple pits.

Dispel Magic
Level: 4
Duration: Permanent
Range: 120'

This spell functions the same as the cleric spell of the same name.

Divine Weather
Level: 1
Duration: 2 hours per level
Range: 0

A druid may use this spell to divine coming weather conditions within a 5 mile radius. The caster can predict the weather into the future by 2 hours per caster level. This spell only grants knowledge about general weather conditions (rain, snow, wind, temperature, etc.) but cannot detect specific future locations of lightning strikes, tornadoes, etc.

Entangle
Level: 1
Duration: 1 turn
Range: 80'

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

Faerie Fire
Level: 1
Duration: 4 rounds per level
Range: 80'

A pale glow surrounds and outlines the subjects. Outlined subjects shed light that makes them visible in darkness at a distance of 80', or half this if the creatures are near a light source. The druid may affect creatures within a 40' radius, and may outline up to 12' per caster level. For instance, 2 human sized targets at first level, and 4 human sized targets at 2nd level, etc. The *faerie fire* can be blue, green, or violet, according to druid's choice at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined. However, their greater visibility grants attackers +2 to hit while the spell is in effect.

Feeblemind
Level: 6
Duration: Indefinite
Range: 240'

This spell is identical to the magic-user spell of the same name.

Feign Death
Level: 2
Duration: 4 rounds, +2 rounds per level
Range: Touch

With the exception of the duration, this spell functions identically to the magic-user spell of the same name.

Finger of Death
Level: 7
Duration: Permanent
Range: 60'

The caster may use this spell to slay any one living creature within range. The target is entitled to a saving throw versus death to survive the attack.

Find Plant
Level: 2
Duration: 1 turn per level
Range: 0

The caster of this spell is able to find a specific plant within a 10'

diameter circle per caster level (30' at level 3, etc.), centered on the caster. The caster may concentrate on a different plant type each round, and he may move around since the area of effect follows with him.

Fire Chariot
Level: 7
Duration: 5 turns, +1 turn per level
Range: 10'

By means of this spell, the caster creates a fire chariot pulled by two flaming specters of horses. The caster and up to 7 other human-sized creatures may ride on the chariot, but they must have been touching the caster when the spell was cast to be immune to the flames. The chariot is capable of ground movement [240' (80')] and can fly [480' (160')]. The flaming horses may only be damaged by water or magical weapons; they have AC 2 and 30 hp. Any creature that touches the chariot or horses suffers 1d6 hp fire damage.

Fire Seeds
Level: 6
Duration: See below
Range: 40'

The caster may turn acorns into explosive thrown weapons, or holly berries into bombs that can be detonated on command. It takes one round to enchant one seed, and each seed will retain its enchantment for 1 turn per caster level. The number of seeds that may be enchanted and their effects are determined by the type enchanted. Only one type may be enchanted per spell casting.

Acorn Grenades: As many as four acorns turn into hurled weapons that can be thrown up to 40'. An attack roll is required to strike the intended target. The acorns deal 2d8 points of fire damage. In addition, they ignite any combustible materials within 10'. A creature within this area that makes a successful saving throw versus spells takes only half damage; a creature struck directly is not allowed a saving throw.

Holly Berry Bombs: The caster can turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5'). When the caster speaks a word of command within 40' of the berries, each berry instantly bursts into flames, causing 1d8 points of fire damage in a 5' radius burst and igniting any combustible materials within 5'. A creature in the area that makes a successful saving throw versus spells takes only half damage.

Fire Storm (reversible)
Level: 7
Duration: 1 round
Range: 160'

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame identical to a *wall of fire* in a 20' cube per level area (the area must be 10' high minimum, 20' high maximum). Any creature within the area or within 10' of it takes 2d8 points of fire damage plus a number equal to the caster's level. The reverse, extinguish storm, will extinguish normal fires covering double the normal area. It will extinguish magical fires in the normal area, but with a probability of 5% per caster level.

Fire Trap
Level: 2
Duration: See below
Range: Touch

The druid spell *fire trap* functions identically to the magic-user spell of the same name.

Flash Fire (reversible)
Level: 4
Duration: 1 round
Range: 40'

The caster causes a 10' square area within range to suddenly erupt in flames, potentially igniting flammable materials in addition to inflicting 1d4 hp damage to all creatures in the area. *Dampen fire*, the reverse of *flash fire*, may be used to snuff out any normal fires within the same area.

Hallucinatory Terrain, Druidic
Level: 4
Duration: Permanent
Range: 80'

This spell is very similar to the magic-user spell of the same name, but with some important differences. The caster makes some terrain look, sound, and smell like some other natural sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. The caster, all druids, and all sylvan creatures recognize the illusion for what it is. The caster may affect a 40' square area per level. The illusion is permanent, unless dispel magic is successfully cast on the enchanted area.

Heat Metal (reversible)
Level: 2
Duration: 7 rounds
Range: 40'

Heat metal makes metal extremely warm. A creature takes fire damage if its metal weapons, armor, or equipment is heated. On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm (Cool)	None
2	Hot (Cold)	1d4 (1d2) hp
3–5	Scorching (Freezing)	2d4 (1d4) hp
6	Hot (Cold)	1d4 (1d2) hp
7	Warm (Cool)	None

Note that when searing damage is delivered, additional effects occur depending on the body parts which are in contact with metal. A target may experience more than one of these effects if metal is contacting multiple body parts. Effects are as follows: extremities (hands, feet), unusable for 2d4 days; body (covered by metal armor), bedridden from extreme burns for 1d4 days; head (covered by a helmet), severely burned, victim is unconscious for 1d4 turns. If searing metal makes contact with flammable material (leather, cloth, etc.) it burns, dealing 2d4 damage the next round.

The reverse of *heat metal*, *chill metal*, has similar effects as noted in parenthesis in the table above. However, when freezing damage is dealt, small body parts like the ears, the nose, toes, fingers, etc. are completely frozen and must be amputated. At the referee's discretion, penalties to CHA may apply. Note that magical items or spells that provide protection from fire or cold, or exposure to magical or mundane heat or cold sources will all negate the appropriate spell effect. *Heat metal* negates *chill metal*, and vice versa.

Hold Animal
Level: 3
Duration: 2 rounds per level
Range: 80'

The caster of this spell can hold normal animals (including giant versions) for the spell duration, up to 400 lbs. of animals per caster level. If more than 4 creatures are affected, they may save versus spells as normal to avoid the effects of the spell. If creatures fewer than 4 are affected, each creature receives -1 per creature fewer. Thus, if only 1 is affected, it saves at -3, -2 for two creatures and -1 for 3 creatures. See also *hold person*.

Hold Vegetation and Fungus
Level: 4
Duration: 1 round per level
Range: 80'

This spell may be used to *hold* all forms of plant and fungus life, both intelligent and unintelligent. *Held* plant or fungus material is unmovable by magical animation or any other movement except by natural outside means, such as wind. Intelligent plants or fungus, or plant/fungus monsters are entitled to a saving throw versus spells to negate the effect. The caster may affect up to 70 square feet of plant-covered terrain, or up to 4 intelligent beings or non-intelligent but sentient and/or independently mobile beings. If creatures fewer than 4 are affected, each creature receives -1 to save versus spells per creature fewer. Thus, if only 1 is affected, it saves at -3, -2 for two creatures and -1 for 3 creatures.

Insect Plague
Level: 5
Duration: 1 day
Range: 480'

This spell is identical to the cleric spell of the same name.

Insect Swarm
Level: 3
Duration: 1 round per level
Range: 30'

As soon as this spell is cast, a swarm of biting, pinching, and stinging insects engulfs a victim. There is a 50% chance either way that the swarm is a mass of flying or crawling insects. They inflict 2 hp damage per round, and a victim may commit no other action than try to get rid of the insect swarm. The caster may direct the swarm to attack different opponents, but it takes one round for the insects to disengage one opponent and move to another. Flying insects move at 180' (60') and crawling insects move at 120' (40').

Invisibility, Animal
Level: 1
Duration: 1 turn, +1 round per level
Range: Touch

A druid may cast this spell on himself or another willing creature. The affected creature is completely invisible to ordinary (and giant) animals of normal animal intelligence.

Locate Creature
Level: 1
Duration: 1 round per level
Range: 0

By casting this spell, a druid may stand and detect whether a specific kind of animal is within range, and where in range it is located. The range is directly in front of the caster, in a 20' wide path that is 20' long per caster level. The caster may face in a different direction per round.

Neutralize Poison (reversible)
Level: 3
Duration: Permanent
Range: Touch

This spell functions identically to the cleric spell of the same name.

Obscuring Mist
Level: 2
Duration: 4 rounds per level
Range: 0

A misty vapor arises around the caster. It is stationary once created. The vapor obscures all sight, including infravision, beyond 2d4 feet for 4 rounds per caster level and covers 10' cubed per caster level. A strong wind disperses the fog, reducing its duration to 25% of normal.

Pass without Trace
Level: 1
Duration: 1 turn per level
Range: Touch

The caster or a subject can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible; however, for 6d6 turns any area passed over will radiate faint magic.

Passplant
Level: 4
Duration: 5 turns
Range: Touch

The caster creates a passage through vegetation, whether natural or magical. The passage is 10' deep per caster level, 5' wide and 10' high. The caster may choose to hide within a tree, if it is large enough and falls in a direct path of the spell. When the spell ends the caster is simply expelled from the tree in a random direction. However, if the tree is killed (cut down) or otherwise destroyed while the caster is within, he dies.

Plant Growth
Level: 3
Duration: Permanent
Range: 160'

Plant growth causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within range and a 20' square area per level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Movement drops to 10', or 20' for large creatures. The area must have brush and trees in it for this spell to take effect. At the caster's option, the area can be any shape. This spell has no effect on plant creatures.

Produce Flame
Level: 2
Duration: 2 rounds per level
Range: 0

Flames as bright as a torch appear in the caster's open hand, for 2 rounds per caster level (unless dismissed early). The flames harm neither the caster nor his equipment; however, they will ignite other flammable materials. In addition to providing illumination, the flames can be hurled at enemies up to 40', bursting to catch fire to any burnable materials within a 2' radius of the impact point.

Protection from Fire
Level: 3
Duration: See below
Range: Touch

This spell may be used on the caster or another creature, with different effects in each case. When used on the caster, he is rendered completely immune to all damage from normal and magical fires, no matter their source, for an unlimited time or until an accumulation of 12 hp of damage per caster level is dealt. At that point the spell ends and immunity ends. If the spell is used on another creature, the duration is 1 turn per caster level, during which time the recipient benefits from immunity to all nonmagical fires and 50% immunity (half damage) from magical or other fires. In addition, the recipient may save versus fire-based attacks with a +4 bonus.

Protection from Electricity
Level: 4
Duration: See below
Range: Touch

This spell functions identically to *protection from fire*, but is effective against all electrical damage and attacks.

Purify Water (reversible)
Level: 1
Duration: Permanent
Range: 40'

The caster may use this spell to make poisoned or otherwise unsanitary or undrinkable water within a 10' square area pure and ready for drinking. The caster may convert a total of 1' cubed of water per level. *Spoil water*, the reverse of *purify water*, makes water undrinkable due to contamination. *Spoil water* may also be used to render holy or unholy water powerless.

Pyrotechnics
Level: 3
Duration: See below
Range: 160'

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the wishes of the caster.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120' of the area of effect to become blinded. The size of the pyrotechnics is equal to 10x the size of the fire source. Creatures must have line of sight to the fire to be affected.

Smoke Cloud: A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud obscures all vision of anything 20' or more distant and lasts for 1 round per caster level. The smoke fills a total area equal to 100x the size of the fire source.

Reincarnate
Level: 7
Duration: Permanent
Range: 0

This spell functions in an identical manner to the magic-user spell of the same name.

Repel Vermin
Level: 4
Duration: 1 turn per level
Range: 0

The caster of this spell is able to prevent all ordinary insects, rats, spiders, etc. from coming with a 10' radius. Giant vermin or vermin of 2 HD or more may enter the area if they succeed in a saving throw versus spells. However, entering the area causes 1d6 hp damage to them. This spell does not affect wererats or intelligent vermin-like creatures.

Repel Wood
Level: 6
Duration: 4 rounds per level
Range: 0

Waves of energy roll forth from the caster on a 120' wide path, 20' long per caster level, moving in the direction he faces. Once the spell is cast, the area of effect is stationary. It causes all wooden objects in the path of the spell to be pushed away to the limit of the range. Wooden objects larger than 30' in diameter that are fixed firmly are not affected, but loose objects are. Objects 30' in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40' per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. If a spear is planted (set) to prevent this forced movement, it splinters. The waves of energy continue to sweep down the set path for the spell's duration. After being cast, the path is set, and the caster can then do other things or go elsewhere without affecting the spell's power.

Shillelagh
Level: 1
Duration: 1 round per level
Range: Touch

The caster's own nonmagical club or quarterstaff becomes a +1 weapon in regard to attack rolls. The weapon deals 2d4 damage. These effects only occur when the weapon is wielded by the caster.

Snare
Level: 3
Duration: See below
Range: Touch

This spell enables the caster to make a snare that functions as a magic trap. The snare can be made from any supple vine, a rope, or something similar. When *snare* is cast, the cordlike object blends with its surroundings (only 10% chance to detect by nonmagical means). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical and will restrain a victim for 12 hours. To escape, a trapped creature must be as strong as a giant to break the bonds. The bonds lose their strength over time, so that after 4 hours STR 18 or ogre strength is needed, and after 8 hours STR 16 is needed.

Speak with Animals
Level: 1
Duration: 6 turns
Range: 60'

This spell functions in an identical way to the cleric spell *speak with animals*.

Speak with Plants
Level: 4
Duration: 3 turns
Range: 80'

This spell functions identically to the cleric spell of the same name, but with a greater range.

Sticks to Snakes
Level: 5
Duration: 6 turns
Range: 120'

This spell functions identically to the cleric spell of the same name.

Stone Shape
Level: 3
Duration: Permanent
Range: Touch

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 3' cubed, +1' cubed per level. While it's possible to make crude coffers, doors, and so forth with *stone shape,* fine detail isn't possible.

Stumble
Level: 2
Duration: 1 turn per level
Range: Touch

The caster of this spell may enchant a 10' length (or shorter) of organic material, such as a hemp rope, staff, stick, etc. When a

creature or creatures walk over the object, it very suddenly rises to trip them (even the caster is not immune!). If a victim fails a saving throw versus spells, he falls to the ground. Any creatures passing over the object and already aware of its magical behavior may save with a +4 bonus. There is only a 20% chance of detecting this trip trap by nonmagical methods. Creatures walking when tripped suffer no damage and may get up the next round. If running, a creature suffers 1d6 damage from the fall when on stone, rock, or similar unyielding surfaces and is stunned for 1d4+1 rounds. On softer surfaces such as earth, forest floor, etc. no damage is suffered and victims are stunned for only 1 round.

Summon Animal I
Level: 4
Duration: See below
Range: 40' per level

The caster of the spell summons 1d8 ordinary animals (including giant types) of up to 4 HD per animal, if they are within range of the spell. The referee will decide the chance of a particular animal type being available, and the caster may attempt up to three different animals before the spell is a failure. Summoned animals will serve the caster for a specific task, including fighting, aiding on a quest, or other goals that may be short term or relatively longer term. The caster may dismiss animals at any time.

Summon Animal II
Level: 5
Duration: See below
Range: 60' per level

This spell is a more powerful version of *summon animal I*. A total of 3d4 animals of up to 4 HD may be summoned, or 1d6 animals of up to 8 HD.

Summon Animal III
Level: 6
Duration: See below
Range: 80' per level

This spell is a more powerful version of *summon animal I*. A total of 4d4 animals of up to 4 HD may be summoned, or 2d4 animals of up to 8 HD, or 1d4 animals of up to 16 HD.

Summon Sylvan Beings
Level: 4
Duration: See below
Range: 120', +10' per level

The caster of this spell must be outdoors, and must both chant and make magical hand gestures. The casting ends when sylvan beings appear, or if 2 turns have passed with no results. The referee decides the probability of a particular type of woodland creature being available within range, based on the circumstances and terrain type. Refer to the table below for the type of creatures this spell may beckon forth, and how many of each will appear.

Creature	Number	Creature	Number
Centaur	1d4	Sprite	1d6
Dryad	1d4	Treant	1
Nixie	1d4	Unicorn	1
Pixie	1d8		

Creatures are allowed a saving throw versus spells, with a +4 bonus. When creatures arrive they receive an additional identical saving throw if any companion of the caster is chaotic. Summoned sylvan beings who fail their save are friendly to the caster, and will aid him in any way that is within their abilities. However, if they are asked to fight for the caster, the referee rolls on the monster reaction table, taking into account how the druid has treated the creature previously.

Temperature Control
Level: 4
Duration: 4 turns, +1 turn per level
Range: 0

By means of this spell, the caster can raise or lower the ambient temperature within a 20' diameter area around the caster. The amount of temperature change is 50 degrees (Fahrenheit), +10 degrees per caster level above 6th level. So, at 8th level the temperature may be changed by 70 degrees.

Transmute Metal to Wood
Level: 7
Duration: Permanent
Range: 80'

This spell enables the caster to change one metal object to wood. A magic object made of metal only has a 10% chance of being affected by this spell. The caster may transmute 8 lbs of metal into wood per level. Objects changed in this way are permanently altered such that *dispel magic* will not reverse the effects. However, a *wish* or *limited wish* can return an object to its original state.

Transmute Rock to Mud (reversible)
Level: 5
Duration: See below
Range: 160'

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. The volume is up to 20' cubed per caster level. The depth of the mud created cannot exceed the width or breadth of the area chosen. A creature unable to *levitate*, *fly*, or otherwise free itself from the mud sinks and may drown if the depth is great enough. The mud remains until a successful *dispel magic* or *transmute mud to rock* spell (the reverse) restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Transport via Plants
Level: 6
Duration: See below
Range: Touch

By means of this spell the caster may enter any large normal plant and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the caster, but it also must be alive. If the caster is uncertain of the location of a particular kind of destination plant, he need merely designate direction and distance and the *transport via plants* spell moves him as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and the caster must leave the entry plant within 24 hours. There is a 5% chance that the spell goes awry, sending the caster to a similar plant 1d100 miles away in a random direction. Destruction of an occupied plant slays the caster (as with *passplant* and *treestride*).

Tree Stride
Level: 5
Duration: See below
Range: Touch

The caster gains the ability to enter trees and move from inside one tree to inside another tree. The trees entered must be of the same kind, must be living, and must have girth at least equal to the caster. By moving into an oak tree, for example, the caster may choose to move into the furthest oak tree to the east, wherever that may be in range. However, if the nearest oak in range is to the west, the caster emerges from that tree instead.

Type of Tree	Transport Range
Oak, ash, yew	600'
Elm, linden	420'
Other deciduous	300'
Other coniferous	240'
All other trees	180'

The caster can remain within a tree for 1 round per caster level, but is forced out when the spell ends. If the tree in which the caster is concealed is chopped down or burned, the caster is slain if he does not exit before the process is complete.

Tree Shape
Level: 3
Duration: 6 turns, +1 turn per level
Range: 0

By means of this spell, the caster is able to assume the form of a small living tree or shrub or a large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests the caster is, in fact, a tree or shrub. While in tree form, the caster can observe all that transpires around him just as if he were in his normal form. All clothing and gear carried or worn also changes. The caster may end the spell at any time, and may attack or undertake other normal actions the same round the spell is dismissed.

Wall of Fire
Level: 5
Duration: See below
Range: 60'

The function of this spell is identical to the magic-user spell of the same name.

Wall of Thorns
Level: 6
Duration: 1 turn per level
Range: 80'

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a *wall of thorns* takes 8 damage +AC rating (0-9) per 10'. Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. The caster may create a 10' cubed area of wall per level. The wall must be 10' thick (or fills a smaller space completely), which allows it to be shaped as a number of 10x10x10 blocks. A *wall of thorns* can be breached by slow work with edged weapons at rate of 4 turns per 10'. Normal fire cannot harm the barrier, but magical fire burns away the wall in 2 turns.

Warp Wood
Level: 2
Duration: Permanent
Range: 10' per level

The caster causes wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck). A boat or ship springs a leak. Warped ranged weapons are useless. The caster may warp a volume of approximately 15 square *inches* per caster level. For example, at first level the caster could warp four arrows or a short wooden handle.

Water Breathing (reversible)
Level: 3
Duration: 1 day
Range: 30'

This spell is identical to the magic-user spell of the same name, except that the druid version is also reversible such that a water breathing creature may be made to breath air.

Illusionist Spells

Astral Projection
Level: 7
Duration: See below
Range: Touch

This spell functions identically to the cleric spell of the same name.

Auditory Illusion
Level: 1
Duration: 3 rounds per level
Range: 60', +10' per level

Except for the duration, this spell is identical to the magic-user spell of the same name.

Blindness
Level: 2
Duration: See below
Range: 30'

If the victim fails a saving throw versus spells, he is rendered permanently blind. The blindness is magical, not physical, so typical spells employed for the purpose of *curing blindness* are ineffective. The caster may remove the effect at any time, otherwise the spell *dispel magic* must be used.

Blur
Level: 2
Duration: 3 rounds, +1 round per level
Range: 0

The caster's outline appears blurred, shifting and wavering. The result of this distortion is that all opponents suffer -4 to hit the caster with melee and missile weapons the first round of an attack, and -2 on subsequent rounds. The caster also gains +1 to saving throws versus spell-like devices or spells that require a successful attack to take effect.

Color Spray
Level: 1
Duration: Instant
Range: 10' per level

A vivid cone of clashing colors springs forth from the caster's hand, causing 1d6 creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. The cone is 5' wide at the origin, 20' long, and 20' wide at its terminal end. A total creature HD equal to the caster's level may be affected. Each creature within the cone is affected according to its Hit Dice.

HD fewer or equal to the caster: The creature is unconscious for 2d4 rounds.

HD up to two greater than the caster's: The creature is blinded for 1d4 rounds.

HD 3 or greater than the caster's: The creature is stunned for 1 round.

Only beings of 6 HD or levels, or with more HD or levels than the caster, may save versus spell to avoid the spell's effects. Sightless creatures are not affected by *color spray*.

Confusion
Level: 4
Duration: 12 rounds
Range: 120'

This spell functions identically to the magic-user spell of the same name.

Confusion, Greater
Level: 5
Duration: 12 rounds
Range: 120'

This spell is a more powerful version of confusion. The function is identical, except every being in a 40' square area is affected. Illusionists can save versus spells to avoid the effects, as may fighters or subclasses of fighters except rangers and paladins. Non-magical, low intelligence creatures are entitled to a saving throw.

Conjure Animals
Level: 6
Duration: 2 rounds per level
Range: 30'

This spell functions identically to the cleric spell of the same name.

Continual Light (reversible)
Level: 3
Duration: See below
Range: 120'

This spell functions identically to the cleric spell of the same name.

Dancing Lights
Level: 1
Duration: 2 rounds per level
Range: 40', +10' per level

This spell functions identically to the magic-user spell of the same name.

Darkness Globe
Level: 1
Duration: 1 turn, +1 round per level
Range: 10' per level

This spell functions identically to the magic-user spell of the same name.

Deafness
Level: 2
Duration: See below
Range: 60'

If the victim fails a saving throw versus spells, he is rendered permanently deaf. The deafness is magical, not physical, so typical spells employed for the purpose of curing physical ailments are ineffective. The caster may remove the effect at any time, otherwise the spell *dispel magic* must be used.

Detect Illusion
Level: 1
Duration: 3 rounds, +2 round per level
Range: Touch

The caster places this enchantment on himself to grant sight that sees through illusion. Illusions can be seen in an area of 10' wide, 10' long per level. The caster may touch one other creature, granting it the ability to see through illusion as well, so long as the contact is maintained.

Detect Invisible
Level: 1
Duration: 5 rounds per level
Range: 10' per level

This spell functions identically to the magic-user spell of the same name.

Detect Magic
Level: 2
Duration: 2 turns
Range: 60'

This spell functions identically to the magic-user spell of the same name.

Dispel Phantasm
Level: 3
Duration: Permanent
Range: 10' per level

This spell may be used by an illusionist to dispel *phantasmal force*. Illusions created by others of the illusionist class are dispelled with the same probabilities as *dispel magic*; however, illusions created by other classes are dispelled automatically.

Doppelganger
Level: 1
Duration: 2d6 rounds, + 2 rounds per level
Range: 0

This spell creates a dweomer of illusion, altering the caster's appearance. The illusion must take the appearance of a humanoid, not taller or shorter than the caster by more than 1', but apparent weight and clothing or items may be altered in any way.

Fear
Level: 3
Duration: See below
Range: 0

This spell functions the same as the magic-user spell of the same name.

Fog Cloud
Level: 2
Duration: 4 rounds, +1 round per level
Range: 10'

A 40' high, 20' long x 20' high bank of fog billows forth at the caster's command. The cloud is identical in appearance to that produced by the magic-user spell *cloudkill*; however, its only effect is to obscure vision as a *wall of vapor*. The fog cloud travels away from the caster in a specified direction at a rate of 10' per round.

Hallucinatory Terrain
Level: 3
Duration: See below
Range: 240'

This spell functions identically to the magic-user spell of the same name.

Hypnotic Pattern
Level: 2
Duration: See below
Range: 0

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within its area of 30' square, centered on the caster. A total of 24 HD of creatures are affected, in any combination (twelve 2 HD creatures, four 5 HD and one 4 HD creature, etc.). Affected creatures become fascinated by the pattern of colors and remain motionless, dazed, for as many rounds as the caster concentrates on the spell and makes no other action.

Hypnotism
Level: 1
Duration: 1 round, +1 round per level
Range: 30'

The caster's gestures and droning incantation fascinate nearby creatures, causing 1d6 creatures in range to be mentally vulnerable to *suggestion*, exactly as the magic-user spell of that name. A successful saving throw versus spells may negate the effect.

Illusory Script
Level: 3
Duration: Permanent
Range: 20', +20' per level

The caster may write instructions or other information on parchment, paper, or any suitable writing material. The *illusory script* appears to be some form of foreign or magical writing. Only the person (or people) designated by the caster at the time of the casting are able to read the writing; it is unintelligible to any other being, although an illusionist recognizes it as *illusory script*. Any unauthorized creature attempting to read the script triggers a potent effect, and must save versus spells or suffer effects identical to the spell *confusion*. This effect lasts 3d6 turns.

Illusory Stamina
Level: 4
Duration: 3 turns per level
Range: Touch

When this spell is cast, up to 4 human-sized beings may be touched and made to feel as if they are healthier than they truly are. The net effect is that they seem to have been healed of 50% of any damage they have sustained below their maximum. In addition, for 1 round every 10 rounds affected beings may move as if under the effects of the spell *haste*. However, at the end of the spell's duration, affected beings lose all illusory hit points in addition to any new damage sustained. If this drops a being to below 0 hp, death occurs.

Implant Emotion
Level: 4
Duration: See below
Range: 10' per level

By means of this spell the caster can invoke a specific emotion in a subject unless he succeeds in a saving throw versus spells. The following emotions may be induced, with the following effects on the subject: *fear* as the spell, -2 to save; *rage*, +1 to hit, +3 to damage, +5 to hp, subject will fight to the death; *hate*, saving throws, to hit, damage, and morale +2; *despair*, as the symbol. Note that *implant emotion* may also be cast to negate the effects from a creature influenced by this spell.

Invisibility
Level: 2
Duration: See below
Range: Touch

This spell functions identically to the magic-user spell of the same name.

Invisibility 10' radius
Level: 3
Duration: See below
Range: 0

This spell functions identically to the magic-user spell of the same name.

Invisibility, Greater
Level: 3
Duration: 4 rounds, +1 round per level
Range: Touch

This spell is nearly identical to *invisibility*, except it is of limited duration and the creature touched is capable of attacking. When attacking, the invisibility may leave shimmering or other subtle indications of the creature's presence, allowing an opponent to attack with a -4 penalty.

Limited Wish
Level: 7
Duration: See below
Range: Unlimited

This spell functions identically to the magic-user spell of the same name.

Light (reversible)
Level: 1
Duration: See below
Range: 120'

This spell is in most respects identical to the 1st level cleric spell of the same name, except that the duration is a number of turns equal to the caster's level +6 turns.

Magic Mouth
Level: 2
Duration: See below
Range: See below

This spell functions identically to the magic-user spell of the same name.

Major Creation
Level: 5
Duration: 6 turns per level
Range: Touch

Major creation is much like *minor creation*; however, vegetable matter may be created with twice the duration.

Massmorph
Level: 4
Duration: See below
Range: 240'

This spell functions identically to the magic-user spell of the same name.

Maze
Level: 5
Duration: See below
Range: 5' per level

The function of this spell is identical to the magic-user spell of the same name.

Minor Creation
Level: 4
Duration: 6 turns per level
Range: Touch

The caster creates an object of nonliving vegetable matter (rope, cloth, wood, etc.). The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting *minor creation*.

Mirror Image
Level: 2
Duration: 6 turns
Range: Self

This spell functions identically to the magic-user spell of the same name.

Misdirection
Level: 2
Duration: 1 round per level
Range: 30'

By means of this spell, the caster misdirects the information from divination spells such as *detect evil, detect magic, detect lie,* and the like. On casting the spell, an object or creature is chosen within range. For the duration, the opposite information or otherwise misleading or wrong information is conveyed when

a detection spell is applied. The caster of such a detection spell is allowed a saving throw to avoid the effect.

Nondetection
Level: 3
Duration: 1 turn per level
Range: 0

The caster and all within a 5' radius become impossible to detect by divination spells such as *clairaudience/clairvoyance, locate object,* and *detect* spells. *Nondetection* also prevents location by such magic items as *crystal balls*.

Paralyze
Level: 3
Duration: See below
Range: 10' per level

The caster may affect creatures up to twice his level of HD total, in a designated 20' x 20' area, making them feel as if they cannot move. All creatures that fail a saving throw versus spells are affected. The effect may be dismissed by the caster at any time, otherwise *dispel magic* or *dispel illusion* can negate the effect.

Phantasmal Door
Level: 5
Duration: 1 round per level
Range: 10'

The caster of this spell fabricates an illusory door. He may then appear to enter it, and pursuers are fooled into thinking this is the case. In reality, the caster becomes *invisible*, as the spell, and is standing next to the door. The invisibility only lasts for the duration of this spell. Any beings who pursue the caster through the phantom door believe themselves to enter a featureless 10' square room.

Phantasmal Force
Level: 1
Duration: See below
Range: 240'

The spell is identical to the magic-user spell of the same name.

Phantasmal Force, Greater
Level: 2
Duration: See below
Range: 240'

This spell is an improved version of the magic-user spell *phantasmal force*. The area of effect is a 40' cube, +10 square feet per level. In addition to a visual illusion, subtle auditory effects accompany the illusion so that a creature makes sound as it moves, or similar effects are heard. Coherent speech is not possible, but mumbling sounds may be heard. The caster can move at 50% his normal movement rate while concentrating on the spell, and the illusion does not disappear until 2 rounds after the caster stops concentrating on the illusion. Refer to *phantasmal force* for more details.

Phantasmal Killer
Level: 4
Duration: 1 round per level
Range: 5' per level

The caster creates a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject and the caster can see the phantasmal killer. If the phantasm successfully attacks the subject (as a 4 HD monster), the subject may try to disbelieve the illusion once by succeeding in an INT attribute check, or die from fear. If the subject of a *phantasmal killer* attack succeeds in disbelieving and is wearing a *helm of telepathy,* the beast can be turned upon the caster. The caster must then disbelieve it or become subject to its deadly fear attack.

Phantasmal Monsters
Level: 4
Duration: 1 round per level
Range: 30'

The caster may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the caster's level in HD. Monsters created in this fashion must all be the same type. They have 2 hp per the creature's normal HD. Victims are allowed an INT attribute check to realize the creatures are only partly real. The *phantasmal monsters* are able to attack and deal damage as per a normal creature of their type to any being that fails this check. If the check succeeds, the *phantasmal monsters* have an effective AC 10 and all damage is -80%, rounding up at .5.

Phantasmal Monsters, Greater
Level: 5
Duration: 1 round per level
Range: 30'

This spell is identical to *phantasmal monsters*, but the monsters created are stronger. These monsters have 3 hp per HD. Each creature has AC 8 and -60% to damage if the INT attribute check succeeds.

Phantasmal Monsters, Advanced
Level: 6
Duration: 1 round per level
Range: 30'

This spell is identical to *phantasmal monsters*, but the monsters created are stronger. These monsters have 4 hp per HD. Each creature has AC 6 and -40% to damage if the INT attribute check fails.

Prismatic Spray
Level: 7
Duration: Instant
Range: 0

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from the caster's hand. The beams are intertwined in "fan" of light that is 70' long, 5' wide at the origin and 15' wide at the terminal end. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 turns. Every creature in the area is randomly struck by one or more beams, which have additional effects that are identical to the same color of the globes produced by the magic-user spell *prismatic sphere*. See that spell description for these effects.

Roll d8	Color of Beam
1	Red
2	Orange
3	Yellow
4	Green
5	Blue
6	Indigo
7	Violet
8	Struck by two rays; roll twice more, ignoring any "8" results.

Prismatic Wall
Level: 7
Duration: 1 turn per level
Range: 10'

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects the caster from all forms of attack. For all purposes this spell functions identically to the magic-user spell *prismatic sphere*, except a shimmering wall is produced rather than an opaque globe.

Project Image
Level: 5
Duration: 6 turns
Range: 240'

The function of this spell is identical to the magic-user spell of the same name.

Refraction
Level: 1
Duration: 1 round
Range: 0

By means of this spell the caster makes the space in front of him reflective, like a mirror. Any gaze attack directed at the caster does not affect him, but instead is turned back at the attacker.

Rope Trick
Level: 3
Duration: 2 turns per level
Range: Touch

This spell functions identically to the magic-user spell of the same name.

Shadow Evocation
Level: 5
Duration: See below
Range: 50', +10' per level

The caster taps energy from the plane of shadow to cast a quasi-real, illusory version of a magic-user spell. The possible spells include *fireball*, *lightning bolt*, *cone of cold*, and *magic missile*. These spells have normal effects unless an affected creature succeeds in an INT attribute check. Each disbelieving creature takes only one hp damage per caster level from the attack.

Shadow Evocation, Greater
Level: 6
Duration: See below
Range: 60', +10' per level

Greater shadow invocation is a more powerful version of *shadow invocation*, allowing the caster to tap the plane of shadow to cast *cloudkill*, a *wall of fire*, or a *wall of ice*. This spell is also capable of producing the spells allowed by *shadow evocation*; however, should a victim succeed in the INT attribute check, damage from spells is 2 hp per caster level, and the *wall of fire* and *wall of ice* may inflict 1d4 hp damage per level.

Spectral Force
Level: 3
Duration: See below
Range: 240'

This spell is identical to *greater phantasmal force*, except the illusion persists for 3 rounds after concentration ceases. In addition, a complete illusion is possible, including all senses.

Spectral Force, Permanent
Level: 6
Duration: See below
Range: 240'

This more powerful version of *spectral force* persists indefinitely when the caster ceases to concentrate on it.

Spectral Force, Programmed
Level: 6
Duration: See below
Range: 240'

This spell functions as a *spectral force*, except it is triggered when a set of circumstances specified by the caster occurs, and/or when a specific command is uttered. Once triggered, the

spectral force lasts for 1 round per caster level.

Suggestion
Level: 3
Duration: 6 turns, +6 turns per level
Range: 30'

This spell functions identically to the magic-user spell of the same name.

Suggestion, Mass
Level: 6
Duration: 6 turns, +6 turns per level
Range: 30'

This spell functions like *suggestion*, except that it can affect 1 creature per caster level within 30'. If used on only 1 being, that being must save versus spells with a -2 penalty. The caster may only issue one *mass suggestion*, he may not issue separate *suggestions* per affected creature.

Summon Shadow
Level: 5
Duration: 1 round, +1 round per level
Range: 10'

By means of this spell, the caster brings forth 1 shadow per 3 caster levels. These creatures serve the caster, and will fight to the death if ordered. They remain until killed or the spell duration ends.

True Seeing
Level: 6
Duration: 1 round per level
Range: Touch

This spell functions identically to the cleric spell of the same name.

Veil
Level: 6
Duration: 1 turn per level
Range: 10' per level

The caster instantly changes the appearance of a 20' square area, including creatures in it if desired. The illusion is maintained for the spell's duration. The caster can make the subjects appear to be anything desired. They look, feel, and smell just like the creatures the spell makes them resemble, or the area looks, feels and smells like a different area desired. Affected creatures resume their normal appearances if slain. This spell may also be used to mimic the effects of *hallucinatory terrain*, but the illusion does hold up even under physical inspection. The spell *true seeing* or similar magical effects will reveal the illusion for what it is.

Ventriloquism
Level: 2
Duration: 2 turns
Range: 60'

This spell functions identically to the magic-user spell of the same name.

Vision
Level: 7
Duration: See below
Range: 0

By means of this spell, the caster sacrifices an object of no less than 300 gp value in order to entice an answer to a question from a powerful entity. If the vision is imparted, the caster sees an illusory depiction as his answer, which can take a form that interacts with all senses. However, an answer is not guaranteed. Roll on the table below to determine the outcome.

Roll d20	Result
1-5	Success, the vision is accurate and detailed
6-11	Ambiguous, only partial information or periphery information is imparted
12-20	Failure, caster is affected by a *geas* to do the bidding of the power consulted

Wall of Vapor
Level: 1
Duration: 2d4 rounds, +1 round per level
Range: 30'

The caster of this spell creates an opaque, fog-like vapor in a 20' cube area per caster level. All beings caught within the vapor cannot see beyond 2'. Strong winds of natural or magical origin can dissipate the *wall of vapor* before its duration has expired.

Magic-User Spells

Allure
Level: 1
Duration: 1 round per level
Range: Self

When this spell is cast, all intelligent creatures within a 20', +20' per level diameter must save versus spells or perceive the caster as if he has an additional 2d4 CHA. In addition, creatures that fail the saving throw feel good will, generosity and liking for the caster, and will help him within reason. Thos who succeed in the saving throw perceive the caster as if he has 1d4 lower CHA, and automatically dislike and are annoyed by the caster.

Amnesia
Level: 2
Duration: Permanent
Range: 30'

This spell allows the caster to obliterate the memory of an opponent. The time span is equal to the previous 1 round, +1 round per 3 levels of the caster. This spell only affects memory, it does not alter any actual events that have taken place or nullify any other spell effects. The spell is capable of affecting up to 4 beings in range. Beings are allowed a saving throw versus spells, which is modified depending on how many creatures are targeted. No modifier is applied if 3 or 4 creatures are targeted, but if 2 are targeted the save is at -1, and -2 if only one being is targeted. If a victim realizes his memory has been altered, the spells *heal* or *restoration* can return the memory. Note that these spells must be specifically applied for the purpose.

Animal Growth (reversible)
Level: 5
Duration: 1 round per level
Range: 60'

Except for range and duration, this spell functions identically to the druid spell of the same name.

Animate Dead
Level: 5
Duration: Permanent
Range: 60'

This spell functions identically to the cleric spell of the same name.

Anti-Magic Shell
Level: 6
Duration: 12 Turns
Range: 0

An anti-magic barrier is created around the caster. No spells may pass through this barrier, whether from inside or outside. The caster therefore may not cast any spells other than those that affect him only. The caster may end this spell at any time before the maximum duration has expired.

Antipathy/Sympathy
Level: 8
Duration: 12 turns per level
Range: 30'

The caster causes an object or location to emanate magical vibrations that repel or attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by the caster. The kind of creature to be affected must be named specifically, or specific alignment to be repelled must be named.

Antipathy: Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels extremely uncomfortable doing so. This distracting discomfort reduces the creature's DEX score by 1 point per round, to a maximum of 4 points.

Sympathy: Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If a saving throw is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 turns later. If this save fails, the affected creature attempts to return to the area or object.

Arcane Eye
Level: 4
Duration: 6 turns
Range: 240'

The caster creates an invisible magical sensor that sends visual information, and can see with 60' infravision. The *arcane eye* travels up to 120' each turn. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

Arcane Lock
Level: 2
Duration: Permanent
Range: 10'

An *arcane lock* spell cast upon a door, chest, or portal magically locks it in a similar manner to the spell *hold portal*. The caster can freely pass his own *arcane lock* without affecting it; otherwise, a door or object secured with this spell can be opened with a successful *dispel magic* or *knock* spell. *Dispel magic* removes the *arcane lock*, while *knock* merely allows passage. In addition, any spell caster who is at least 3 levels higher than the caster of the spell may pass through unimpeded.

Arcane Window
Level: 6
Duration: 1 round per level
Range: Touch

The caster of this spell is able to see through walls as if a 3' square window is present. For the duration of the spell, the caster may see through more than just one wall, but it takes one round to switch from one wall to another. The *arcane window*, according to the caster's preference, can be made visible to other creatures. However, if it is made visible to others it can only be applied to one wall. The window is always one way. The spell may be applied to 20' thick wood, 6' thick stone, or 4 inch thick metal. Platinum, gold, and lead block this spell.

Astral Projection
Level: 9
Duration: See below
Range: Touch

This spell is identical to the cleric spell of the same name.

Atmosphere Bubble
Level: 5
Duration: 1 turn per level
Range: 0

The caster of this spell creates a bubble of altered water in a body of water (or water-based medium). Within this bubble there is a breathable atmosphere. The bubble sinks in water; the center of the bubble is on the caster and moves with him. The area of effect is either a 20′ radius globe, or a 40′ radius hemisphere, caster's choice. Aquatic creatures cannot swim while in this bubble, as it is only slightly denser than air. Likewise, water breathing creatures cannot breathe within the area of affect. Intelligent aquatic creatures will not enter the area of effect by mistake.

Auditory Illusion
Level: 2
Duration: 2 rounds per level
Range: 60′, +10′ per level

The caster of this spell is able to create false sound. The sound may be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced is the approximate equivalent of noise produced by 4 human sized beings. The sound may increase by 4 for each level the caster is above the minimum required to cast this spell. Note that the sound does not have to be human-like, but could be animal or monster sounds. In these cases the referee will determine how much sound and how many individuals it might represent. For instance, the sounds of four humans might be approximately that of 6 or 8 children, or 2 ogres. Beings are allowed a saving throw versus spells to realize the effect is illusory, but only if they actively attempt to disbelieve.

Blink
Level: 3
Duration: 1 round per level
Range: Self

The caster of this spell is able to "blink" back and forth between the ethereal plane and the material plane, seeming to wink in and out of reality, only to reappear in another location. The caster reappears 2′ from his original location, in a random direction relative to the direction he is facing. Roll 1d8: 1, forward; 2, forward right; 3, right; 4, backward right; 5, backward; 6, backward left; 7, left; 8, forward left.

If the indicated position is already occupied by solid matter, the caster is shifted in a random direction from that point, but only to a distance up to 10′ (and not into the area originally occupied). If matter occupies all possible routes, the caster does not reappear and is trapped on the ethereal plane. If the spell caster achieves initiative in any given round that this spell is in effect, opponents are unable to successfully attack him, as he blinks away too quickly. However, any area effect attacks which occupy the same space the caster occupies at both locations in a round will affect the caster.

Beginning the second round *blink* is in effect, the caster may blink and attack with hand weapons the same round. Any other activities, including spell casting, missile attacks, use of magic items, etc. fail on a roll of 1-15 on 1d20 due to misuse, effects or weapons fired in the wrong direction, or other results determined by the referee.

Burning Hands
Level: 1
Duration: 1 round
Range: See below

This spell causes a 3′ long cone of searing flame to shoot from the caster's fingertips. The cone shoots out in a 120 degree arc centered on the caster. Any creature in the area of the flames takes 1 point of fire damage per caster level (no saving throw). Flammable materials burn if the flames touch them.

Charm Monster
Level: 4
Duration: Special
Range: 120′

Charm monster is identical to the spell *charm person* (discussed below), except that *charm monster* is not limited to humanoids or creatures of ogre size or smaller. Only one monster is charmed if it is 4 HD or greater. A group of monsters which are 3 HD or fewer may be affected, with their number determined by rolling 3d6.

Charm Person
Level: 1
Duration: Special
Range: 120′

This spell makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly). Undead creatures are unaffected by this spell, as are humanoid monsters larger than ogres. The spell does not enable the caster to control the *charmed* person as if it was an automaton, but it perceives the caster's words and actions in the most favorable way. The subject can be given orders, but actions it wouldn't ordinarily do based on its nature or alignment may be abstained from. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the caster or his apparent allies that threatens the *charmed* person breaks the spell. The caster must speak the person's language to communicate commands, or else be good at pantomiming. Creatures will gain additional saving throws versus spell at time intervals based on intelligence scores. An INT score of 3-8 grants a new save once every month. An INT of 9-12 grants a new save each week, and 13-18 grants a new save once every day. Otherwise, *charm person* can be negated by the spell *dispel magic*.

Charm Plants
Level: 7
Duration: Permanent
Range: 30′

By casting this spell, a magic-user is capable of commanding plants in a 300′ squared area. The plants may be directed to do anything within their ability, but intelligent plant life is allowed a saving throw versus spells at -4 to resist the enchantment. Once an area is enchanted in this way, the magic-user is able to command the plants within it indefinitely.

Clairaudience
Level: 3
Duration: 12 turns
Range: 60′

Clairaudience creates an invisible magical link between the caster and one creature within range. This link allows the caster to hear whatever the creature hears. The process of linking with one creature and perceiving the same sounds takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2′ or greater.

Clairvoyance
Level: 3
Duration: 12 turns
Range: 60′

Clairvoyance creates an invisible magical link between the caster and one creature within range. This link allows the caster to see whatever the creature sees. The process of linking with one creature and observing with its eyes takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2′ or greater.

Clenched Fist
Level: 8
Duration: 1 round per level
Range: 5' per level

This spell creates a large, ghostly and bodiless hand that can strike one opponent that the caster selects per round. The attacks always strike the opponent, and the severity of the blow is determined by rolling 1d20 and consulting the chart below. If a target becomes stunned, subtract 4 from die rolls on the table for attacks that occur when the target is stunned. This reflects the stunned target's inability to attempt to dodge the giant fist.

Roll 1d20	Damage
1 or below	4d6 + stun for 3 rounds
2-4	3d6 + stun for 1 round
5-8	2d6
9-20	1d6

An opponent can attack a clenched fist. It has an AC of 9 and hp equal to those of the caster.

Clone
Level: 8
Duration: Permanent
Range: Touch

This spell makes a duplicate of a creature. To create the duplicate, the caster must have a piece of flesh (not hair, nails, scales, or the like) taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months. Once the duplicate reaches maturity, if the original being is alive the two beings will share a psychic link for 1 week. During this time each will seek to destroy the other. If this proves to be impossible, there is a 95% probability that either the clone or the original will lose his sanity. If this occurs, 25% of the time it will be the original, otherwise it is the clone that becomes insane. There is a 5% probability that both beings lose their sanity. After 1 week if neither being destroys the other, the psychic link dissolves and there is no longer a compulsion to destroy each other. The spell duplicates only the original's body and mind, not its equipment.

Cloudkill
Level: 5
Duration: 6 turns
Range: 0

This spell generates a bank of yellowish green and poisonous fog in a diameter of 30'. The fog moves and grows away from the caster at 20 feet per round, rolling along the surface of the ground. For example, after two rounds the fog will be 40 feet long. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater. These vapors kill any living creature with 4 or fewer HD who fails a saving throw versus poison. A new save must be made each round. Otherwise, they suffer 1 hp of damage per round while in the cloud. A living creature with 5 or more HD suffers 1 hp of damage per round while in the cloud. Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Comprehend Languages (reversible)
Level: 1
Duration: Touch
Range: 5 rounds per level

The caster can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, the creature or the writing must be touched. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster to understand or read an unknown language, not speak or write it. *Obscure languages*, the opposite of *comprehend languages*, dispels the effects of *comprehend languages*, or can be used to make spoken or written language incomprehensible.

Cone of Cold
Level: 5
Duration: Instantaneous
Range: 0

Cone of cold creates an area of extreme cold, originating at the caster's hand and extending outward in a cone 5' long per level. It drains heat, dealing 1d4 +1 points of cold damage per caster level.

Confusion
Level: 4
Duration: 12 rounds
Range: 120'

This spell causes 3d6 targets to become *confused,* making them unable to independently determine what they will do.
Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

Roll 1d10	Behavior
1-4	Attack caster's group.
5-6	Do nothing but babble incoherently.
7-10	Attack creature's group.

A *confused* character that can't carry out the indicated action does nothing but babble incoherently.

Conjure Elemental
Level: 5
Duration: permanent
Range: 240'

With this spell, the caster may summon one elemental of a particular kind per day, to a maximum of four elementals per day (1 each of fire, water, earth or air). Only 1 elemental is summoned per casting of the spell. For the duration of the spell, the caster can move at ½ movement but may take no other actions, because the spell requires full concentration to command the elemental. The caster can give the elemental orders for the duration of the spell, and the caster can order the elemental to return to its home plane at any time. The elemental is forced to its home plane if a *dispel evil* or *dispel magic* spell is directed at it. If the caster loses concentration at any point during the duration of the spell, the elemental will turn to attack the caster, and the caster will be unable to order it back to its home plane.

Contact Other Plane
Level: 5
Duration: Special
Range: 0

The caster sends his mind to another plane of existence in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language the caster understands, but they resent such contact and give only brief answers to questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer. The caster must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the power during the same round. The caster may choose how many questions to ask. The number of questions asked reflects the level of power the contacted being has, and how far away it is. The greater the number of questions asked the further away the contacted place is and the more powerful the being is. First roll on the table below to see if the power knows the answer. Then roll to see if the power answers truthfully. There is a probability that the caster will go insane after casting the spell, and the probability is related to the number of questions asked.

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

Results of a Contact:

Don't Know: The entity may or may not know the answer, and may or may not tell the caster the truth of whether it knows or not.

True Answer: The caster gets a true, one-word answer. Otherwise, the entity lies and the lie is undetectable.

Insanity: The chance that the caster goes insane at the effort of communication. A character that goes insane will remain that way for the same number of weeks as the total number of questions asked, and the player cannot play the character during this time. The base chance indicated on the table is reduced by 5% for every level the caster is above 11. For example, a 14th level caster receives –15% to the insanity roll.

Continual Light
Level: 2
Duration: Permanent
Range: 120'

This spell is similar to the 1st level cleric spell *light*. A 60' diameter sphere of light is brought into being, and is a permanent effect. This spell can be cast on objects so that the light is portable. This spell may be cast directly on a creature, but the creature receives a saving throw versus spells. If successfully cast on a creature's eyes, blindness results until the spell is negated with *dispel magic*.

Control Weather
Level: 6
Duration: See below
Range: 0

This spell differs from the cleric spell of the same name. The radius is limited to a localized 240 yards in an outdoor setting only. This spell has an indefinite duration so long as the caster maintains concentration. Possible weather and their effects are detailed below.

Weather	Effects
Calm	Dissipates foul weather
Hot	Will dry wet conditions, all movement divided by 2
Cold	Water and mud freezes, all movement divided by 2
Severe Winds	All movement divided by 2, no flying or missile weapon use possible. Sandy conditions will reduce visibility to 20'. Ship speed increased or decreased by a multiple of 2 depending on if sailing with or against the wind.
Tornado	The caster can direct the tornado, which moves at 120'. The tornado can be directed to attack, using the characteristics of an air elemental with 12 HD. Sea vessels have a 75% chance of suffering 8+1d4 structural hit points damage.
Foggy	Visibility drops to 20', and all movement is divided by 2.
Rainy	Missile attacks hit at –2. Mud forms in 3 turns, and movement divided by 2.
Snowy	Visibility drops to 20', and all movement is divided by 2

Crushing Hand
Level: 9
Duration: 1 round per level
Range: 5' per level

This spell creates a large, ghostly and bodiless hand that can grasp and squeeze one opponent that the caster selects per round. The attacks always strike the opponent, and the severity of the damage is determined by the duration of the squeezing. The target suffers 1d10 hit points of damage per round grasped, to a maximum of 4d10.

An opponent can attack a *crushing hand*. It has an AC of 9 and hp equal to those of the caster.

Dancing Lights
Level: 1
Duration: 2 rounds per level
Range: 40', +10' per level

The caster may create up to four lights that resemble either lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10' radius area in relation to each other but otherwise move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights wink out if the distance between the caster and the light exceeds the spell's range, or the duration ends.

Darkness Globe
Level: 2
Duration: 1 turn, +1 round per level
Range: 10' per level

The caster creates a 15' radius ball of darkness, centered anywhere within range. This darkness is complete, and forms of normal vision which normally can see in darkness are useless, including infravision and ultraviolet vision. The spells *light* or *continual light* render the effects of *darkness globe* ineffective, such that the normal lighting conditions of the area are present.

Death Spell
Level: 6
Duration: 1 round
Range: 240'

This formidable spell kills creatures of 8 HD or fewer within a 60' cube. A total of 4d8 HD of creatures are killed, and a saving throw versus death is allowed. For example, if 20 HD is rolled and there are five 4 HD creatures in the area of effect, all may potentially die if they fail their saving throws. A successful save negates all effect.

Delayed Blast Fireball
Level: 7
Duration: See below
Range: 100', + 10' per level

In most respects, this spell is identical to *fireball*. However, damage receives a +1 bonus per damage die, and the caster may choose for the spell to "go off" from 1 to 5 rounds after the round the spell is cast.

Detect Evil
Level: 2
Duration: 2 turns
Range: 60'

With the exception of differences in duration and range, this spell is identical to the 1st level cleric spell of the same name.

Detect Invisible
Level: 2
Duration: 5 rounds per level
Range: 10' per level

The caster can see invisible, hidden, ethereal, or astral creatures

or items so long as they are directly in sight within a 10' wide range of vision.

Detect Magic
Level: 1
Duration: 2 turns
Range: 60'

All enchanted items, creatures, places, or other things within 60' of the caster will glow for the duration of the spell. The caster may move around to bring objects within the radius during the duration of the spell.

Dimension Door
Level: 4
Duration: 1 round
Range: 10'

The caster instantly transfers himself or another creature from its current location to any other known spot within 360'. The being always arrives at exactly the spot desired. An unknown or unseen place may be specified. For example, 100' south and 20' high, but if the destination is already occupied by a solid body, the spell fails.

Disintegrate
Level: 6
Duration: Permanent
Range: 60'

A thin, green ray springs from the caster's pointing finger. No attack to hit is necessary, but targets may save versus death to negate the effects of this spell. Any non-magical creature of any size struck by the ray is instantly disintegrated. When used against an object, the ray simply disintegrates as much as one 10' cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *crushing hand*, but not magical effects such as an *anti-magic shell*.

Dispel Magic
Level: 3
Duration: permanent
Range: 120'

The caster can use *dispel magic* to end ongoing spells that have been cast on a creature or object within a 20' cube area by a spell caster of the same or lower level. If the level of the caster of the effect to be dispelled is higher than the caster of *dispel magic*, there is a cumulative 5% chance per level difference that the attempt to dispel will fail. *Note:* The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

Distort Distance
Level: 5
Duration: 1 turn per level
Range: 10' per level

This spell is cast after an earth elemental has been summoned. The elemental will then obey, and spread itself over an area specified by the caster, up to 1,000 square feet per caster level. The area can be distorted to be twice long or equally short. Thus a 500' long x 200' wide cavern could be shrunk to 250' long x 100' wide, or expanded to 1000' long x 400' wide. Creatures traveling over such a distorted area do not realize it is distorted, and there is no way to detect any outside influence. The area will faintly radiate magic.

Duo-Dimension
Level: 7
Duration: 3 rounds, +1 per level
Range: 0

The spell caster causes one dimension of his being (depth) to exist in another plane, thus reducing the visible portion of himself to the two-dimensional aspects of height and width. The caster can take all normal actions, but has the ability to appear invisible if standing such that only his side is presented to an observer. The caster may also slide sideways through small cracks or other tight spaces. *True seeing* does allow a viewer to see the caster. This two-dimensional existence also creates vulnerability. Any damage the caster sustains while under the effects of the spell is multiplied by three, but the character cannot be struck while standing sideways to an attacker. The caster can, however, be affected by area effect attacks, which are subject to the damage multiplier stated previously.

Dweomer of Rage
Level: 6
Duration: 1 round per level
Range: Self

This spell allows a magic-user to drink a *potion of heroism* or *superheroism*, and experience an amplified effect. The potion is quaffed and the spell cast. The caster becomes a wild, immensely powerful berserk fighter with +2 to damage and two attacks per round. The caster's current hp total is multiplied by two, and his AC is improved by 4. He attacks as a fighter of the same level as the caster. When the caster takes damage, it is subtracted from the addition hp, and if damage does not exceed that addition hp pool, when the spell duration ends the caster will experience no damage. However, for every hp damage beyond the extra hp pool, the caster suffers double damage from his normal hp total when the spell ends. Due to the blind blood rage induced by this spell, the caster has no choice but to continue fighting all enemies present until the spell ends.

Enchant Arms
Level: 4
Duration: 5 rounds per level
Range: Touch

This complicated spell takes 1 turn to cast. When finished, 2 smaller weapons (arrows, crossbow bolts, daggers, etc.) or one normal to larger sized weapon (any sword, a mace, etc.) is enchanted. Such weapons become temporarily magically honed, and are capable of affecting creatures that require +1 weapons to hit. Note that these weapons do not gain any bonuses to hit or damage. Missile weapons enchanted with this spell lose their enchantment when they hit a target. Melee weapons retain the enchantment until the duration ends.

Enlarge (reversible)
Level: 1
Duration: 1 turn per level
Range: 5' per level

This spell causes instant growth (and corresponding increase in weight) of a single object or creature that is in visible range. This increase changes a creature's size by 20% per caster level, and up to three times the original size of the creature. The effectiveness of this spell is half of this on non-living objects, with 10% per level, but a maximum of double the original size of the object. The caster can affect 10 cubic feet of living matter per level or 5 cubic feet per level of non-living matter. Magical item properties are not affected by this spell. For instance, a wand will have the same function even though it may be the size of a staff, and potion dosages are not increased, though they may take longer to drink. Objects do become stronger or heavier, so that a small rock gains the weight of an appropriately sized larger one, and a person enlarged will have a strength appropriate to his size (as an ogre, or any of the various giants, for example) with corresponding strength adjustments.

The reverse of *enlarge*, *reduce*, can *reduce* objects or creatures in size by the same proportions as *enlarge*. These spells cancel each other out. For either version of the spell a saving throw is allowed to negate the effect. This save may be forfeited if the recipient desires.

Erase
Level: 1
Duration: Permanent
Range: 30′

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. The caster cannot remove *explosive runes* or a *glyph of warding.* The probability of success for magical writings is 50%, +2% for each level of the caster, or 50%, +4% per level of the caster for non-magical writings. A saving throw is allowed to negate these effects.

ESP
Level: 2
Duration: 12 turns
Range: 60′

The caster can choose a direction and focus his concentration for 1 turn. After this turn, he can perceive the thoughts of all creatures within 60′. The caster understands the meaning of all thoughts even if he does not share the creature's language. However, if multiple creatures are within the range of the spell, the caster must spend an additional turn to sort out one creature's thoughts, or else all thoughts mingle into a confusing jumble. The ability to hear thoughts is obstructed by lead or rock of a thickness of 2′ or greater.

Explosive Runes
Level: 3
Duration: See below
Range: Touch

The caster traces mystic runes upon a book, map, scroll, or similar object bearing written information. The *runes* detonate when read, dealing 6d4+6 points of damage in a 10′ radius. The reader suffers full damage, no save allowed. Anyone else in the area of effect takes the full damage unless a saving throw versus spells is made for half damage. The object on which the *runes* were written is obliterated, unless it is unaffected by fire. The caster and any other beings specifically instructed can read the protected writing without triggering the *runes.* Likewise, the caster can remove the *runes* whenever desired. Another creature can remove them with a successful *dispel magic* spell. A magic-user has a 5% chance per level of detecting the runes, and a thief has a flat 5% chance.

Extend Duration I
Level: 4
Duration: See below
Range: 0

This spell may be used to extend the duration of a spell the caster has already cast and is still in effect. Only spells of levels 1, 2, and 3 are extended in this way, and their duration is extended by 50%.

Extend Duration II
Level: 5
Duration: See below
Range: 0

Extend duration II is identical to *extend duration I*, except that the duration of spells from levels 1-4 may be extended by 50%.

Extend Duration III
Level: 6
Duration: See below
Range: 0

Extend duration III is identical to *extend duration I*, except that the duration of spells of levels 1-3 may be extended by 100%, and spells of levels 4 and 5 may be extended by 50%.

Faithful Hound
Level: 5
Duration: 2 rounds per level
Range: 10′

This spell conjures up a phantom watchdog. It guards the area where it was conjured. The hound immediately starts barking loudly if any creature approaches that is the size of a large rat or bigger. The hound sees invisible, ethereal and creatures that are out of phase or similar. If an intruder turns its back on the hound, the dog stops barking and delivers a vicious bite (as 10 HD creature, 3d6 points). The dog also may attack all creatures, even those that can only be hit with +3 weapons. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled. The caster must always remain within 30′ of the guarded area, else the spell is broken.

False Gold
Level: 2
Duration: 6 turns per level
Range: 10′

The caster may transform copper or brass within 1 cubic foot per level into pure gold. This is the equivalent of 400 pounds per cubic foot, and the metal could be in the form of coins, art, etc. Beings that encounter false gold can check to see if the ruse is detected, by rolling 1d20 against INT. A penalty of +1 is added to the roll per level of the caster. So if a shopkeeper has an INT of 12 and the caster is 5th level, a roll of 7 or fewer is required to detect the false nature of the gold. Alternatively, if the gold makes contact with pure iron there is a 20% chance it reverts back to its true nature.

False Trap
Level: 2
Duration: 6 turns per level
Range: 10′

This clever enchantment may be used by the caster to permanently create the false perception that an item, such as a small box, lock, dagger, etc., is trapped. If the thief skill *detect traps* is employed on the item, there is an 80% chance, -4% per level of the observer, that a trap is perceived. If an attempt is made to remove the trap, there is a slim 20% chance, +4% per level of the observer, that the trap is perceived to be removed.

Fear
Level: 4
Duration: See below
Range: 0

An invisible cone (60′ long, 5′ wide origin, and 30′ diameter at the terminal end) of terror causes each living creature in the area to become panicked and run away if they do not succeed in a saving throw versus spells. There is a 60% probability, -5% per victim's level, that the victim drops whatever he may be holding when he runs away. Victims flee as fast as their movement rates allow, for a number of rounds equal to the caster's level.

Feather Fall
Level: 1
Duration: 1 round per level
Range: 10′ per level

The affected creatures or objects in range fall slowly. *Feather fall* instantly changes the rate at which the targets fall to that of a feather (about 10′ per round), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling is resumed.
The spell affects one or more objects or creatures (including gear and carried objects up to each creature's maximum encumbrance). The maximum volume is 10 cubic feet, and 200 pounds +200 pounds per level may be affected, such that a 1st level magic-user can affect 400 pounds.

The spell can be cast with an instant utterance, quickly enough

to save the caster or another creature if he unexpectedly falls, but initiative, if appropriate, must be on the side of the caster. This spell has no special effect on ranged weapons unless they are falling quite a distance. The spell may be cast on falling items or creatures and missiles, but is ineffective against creatures firmly on the ground or flying. No saving throw is permitted.

Feeblemind
Level: 5
Duration: Indefinite
Range: 240'

If the target creature fails a saving throw versus spell with a −4 penalty, it becomes a mental invalid. The affected creature is unable to speak, cast spells, understand language, or communicate coherently. The subject remains in this state until a *dispel magic* spell is used to cancel the effect of the *feeblemind*.

Feign Death
Level: 3
Duration: 6 rounds, +1 round per level
Range: Touch

The caster of this spell causes a state of death-like paralytic arrest in himself or another willing creature. This physical state completely mimics death to any observer, even if the creature is physically examined. To affect another creature, physical contact must be made and the target must have equal or fewer levels or HD to the caster. No saving throw is permitted. Any being under the effect of this spell is conscious and can hear and smell, but cannot move and is completely numb. Thus, if the body is damaged or otherwise molested, there will be no discomfort to the spell recipient and no physical reaction. Damage inflicted to a creature in this state is reduced by 50%, and poison, paralysis, or energy drain attacks are ineffective. However, any poison that retains its effective duration after the spell ends will affect the creature once the spell ends or is negated. The caster may negate the spell before the duration ends, but 1 round must pass for the body to resume normal life functions.

Fire Ball
Level: 3
Duration: Instant
Range: 240'

A *fireball* spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level to every creature within a 20' radius. The caster points his finger and determines the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. (An early impact results in an early detonation.)

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier causes it to shatter or break apart, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. All beings caught within the explosion are allowed a saving throw versus spells. A successful save reduces damage by half.

Fire Shield
Level: 4
Duration: 2 rounds, +1 round per level
Range: 0

This spell wreathes the caster in flames. Any creature striking the caster with its body or a handheld weapon deals normal damage, but at the same time the attacker takes double that damage. When casting this spell, the caster appears to immolate himself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (15'

radius). The special powers of each version are as follows, and must be chosen when the spell is cast:

Warm Shield: The flames are warm to the touch. The caster may make saving throws versus cold-based attacks with a +2 bonus, and if successful takes no damage from spells that allow a save for half damage, and he takes half damage from spells that do not normally allow a save. Should the caster fail a save versus a fire-based attack, damage is doubled.

Chill Shield: The flames are cool to the touch. The caster may make saving throws versus fire-based attacks with a +2 bonus, and if successful takes no damage from spells that allow a save for half damage, and he takes half damage from spells that do not normally allow a save. Should the caster fail a save versus a cold-based attack, damage is doubled.

Fire Trap
Level: 4
Duration: See below
Range: Touch

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A *fire trap* can ward any object that can be opened and closed. When someone other than the caster opens the object, a fiery explosion fills the area within a 5' radius around the trapped area. The flames deal 1d4 points of fire damage +1 point per caster level. A saving throw versus spells is allowed for half damage. The item protected by the trap is not harmed by this explosion. A *fire trapped* item cannot have a second closure or warding spell placed on it. A *knock* spell does not bypass a *fire trap*. *Fire trap* is hard to detect and disable. All attempts to remove the trap are at half, and failure triggers the trap.

Flame Arrow
Level: 3
Duration: 1 round
Range: Touch

The caster touches and transforms arrows or crossbow bolts into fiery projectiles (1 per caster level). Each piece of ammunition deals +1 point of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes. All missiles must be used by the end of the round after the spell is cast, for they have been consumed by flame after that point and are useless.

Flame Charm
Level: 4
Duration: 2 rounds per level
Range: 10'

The caster of *flame charm* may enchant a flame source to form a 10' radius circle of dancing, wavering magical flame that has the power to *charm*. All beings that see the flame must save versus spells or be mesmerized into a motionless daze. If the spell *suggestion* is cast on any being in this state, the save is with a -3 penalty. Should a mesmerized victim have his vision taken away from the flames, or vision is blocked, he shakes the influence of the spell. The flames are not illusion, and will inflict fire damage equal to that of the flame's source.

Floating Disc
Level: 1
Duration: 6 turns
Range: 6'

The caster creates a slightly concave, circular plane of force that follows him about and carries loads. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 500 pounds. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the caster with an equal movement rate. If not otherwise directed, it maintains a constant interval of 6 feet between itself and the caster, and will follow the caster without prompting to maintain a minimum of 6' distance. When the disk

winks out at the end of the spell's duration, whatever it was supporting falls to the surface beneath it.

Fly
Level: 3
Duration: See below
Range: 0

For a number of turns equal to the caster's level +1d6 turns, the caster can fly with a maximum movement of 120' each round. The caster can vary the speed as desired, and is capable of hovering.

Forceful Hand
Level: 6
Duration: 1 round per level
Range: 10' per level

This spell functions like *interposing hand,* except that the *forceful hand* pushes away an opponent. The force is capable of shoving away beings that weigh 500 pounds or fewer. Creatures heavier than this but weighing 2,000 pounds or fewer may only move 10' per round, and creatures heavier than this but not weighing more than 8,000 pounds move at half their normal rate per round. A forceful hand may be damaged (AC 9), and has the same hit points as the spell caster.

Freezing Sphere
Level: 6
Duration: See below
Range: See below

Freezing sphere creates one of three effects, as chosen by the caster when the spell is uttered. A frigid globe of cold energy may be formed from the caster's fingertips and thrown, where it explodes in a 10' radius burst, dealing 4d6 points of cold damage to each creature in the area. This globe of energy may also be gently formed and held or placed on the ground for a delayed effect. It will explode after 1 round per caster level, regardless of whether it has been deposited or whether it is still in the caster's hand. Creatures caught or struck by the sphere may save versus spells for half damage. The *freezing sphere* may be used to strike a body of water or a liquid that is principally water. It freezes the liquid to a depth of 6 inches over an area equal to 100 square feet per caster level. This ice lasts for 1 round per caster level. Finally, rather than a globe, the caster may spray a ray of freezing energy to a distance of 10' per level, dealing 4 hp damage per caster level. A successful saving throw versus spells avoids all damage from this effect.

Fumble
Level: 4
Duration: 1 round per level
Range: 10'

The victim of this spell becomes horribly clumsy if a saving throw versus spells fails. Items held fall to the ground; likewise, attempts to grab, catch, or otherwise manipulate other objects is doomed to bumbling ineptitude. Running victims fall down. It takes 1 round to pick an item back up or to get up from a fall, assuming the spell duration has ended. If the victim succeeds in his saving throw, he is able to concentrate on his magical clumsiness, but his actions may only be carried on as if under the effects of *slow* for the duration of the spell.

Gate
Level: 9
Duration: see below
Range: 30'

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between the caster's plane of existence and a specified plane, allowing travel between those two planes in either direction. Second, the caster may then call a particular individual or kind of being through the *gate*. The caster must utter the name of the being, which can be any demonic or otherworldly being, or even a god, which he desires to come through the *gate*. Gods will most likely send

representatives rather than come through a *gate* personally. Some creature will always come through the planar portal, and will behave in a way that is completely dependent on the situation, including factors like the caster's alignment, the power level of any foes, and the nature of the being itself. The being will simply turn around and go back to its original plane 20% of the time if the reason for its summoning is trivial. It will leave 15% of the time if the reason is only slightly important. Otherwise there is up to a 50% chance the being may leave, with the lowest chance (01%) if the situation is not only important but one that the being can handle easily, and a higher chance if the situation is dangerous to the being or the being is angry at being summoned.

The GM must rule these situations carefully. Chaotic beings may betray the summoner if they can, or may have their own motives that will influence their actions. It must be emphasized that summoned beings are not mindlessly controlled by the summoner.

Geas (reversible)
Level: 6
Duration: See below
Range: 30'

This spell functions in an identical manner to the 5th level cleric spell *quest*.

Glass Like Steel
Level: 8
Duration: Permanent
Range: Touch

The caster may give glass the strength of steel in a quantity up to 10 pounds multiplied by caster level. The glass must consist of a finite object. For example, a complete window could be made to have the strength of steel, but not just part of a large window.

Globe of Invulnerability
Level: 6
Duration: 1 round per level
Range: 0

This spell is identical to *lesser globe of invulnerability*, except that it provides complete protection from 4th level spells and lower.

Globe of Invulnerability, Lesser
Level: 4
Duration: 1 round per level
Range: 0

An immobile, faintly shimmering magical 10' diameter sphere surrounds the caster and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the *lesser globe of invulnerability*. Such spells fail to affect any target located within the globe. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a *dispel magic* spell.

Grasping Hand
Level: 7
Duration: 1 round per level
Range: 10' per level

This spell creates a ghostly and bodiless hand that can act as a barrier between the caster and another being, or can grasp the being to hold it in place. This hand can range in size from a normal-sized hand to a hand about 10' long, and can be used to hold a creature in place if it weighs 1000 pounds or fewer. The hand can also be used to push a being of 4,000 pounds or fewer so that its movement is reduced to 10' per round. Creatures of up to 16,000 pounds in weight can be pushed so that their movement rate is reduced by half.

An opponent can attack a *grasping hand*. It has an AC of 9 and hp equal to those of the caster.

Guards and Wards
Level: 6
Duration: 6 turns per level
Range: 0

This powerful spell is primarily used to defend a stronghold. The ward protects a 20′ diameter sphere, and an additional 10′ radius per caster level. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including infravision, beyond 10′.

Arcane Locks: All doors in the warded area are *arcane locked.*
Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor *confusion*-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose.

Lost Doors: One door per caster level is covered by an illusion to appear as if it were a plain wall.

In addition, the caster can place one of the following five magical effects.
1. *Dancing lights* in four corridors.
2. A *magic mouth* in two places.
3. A *stinking cloud* in two places. The vapors appear in the places designated; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts.
4. A *gust of wind* in one corridor or room.
5. A *suggestion* in one place. The caster selects an area of up to 5′ square, and any creature who enters or passes through the area receives the *suggestion* mentally.

The whole warded area radiates strong magic. *Dispel magic* cast on a specific effect, if successful, removes only that effect.

Gust of Wind
Level: 3
Duration: 1 round
Range: 0

This spell creates a severe blast of air that originates from the caster, affecting all creatures in a path 10′ long and wide, +10′ long per level. If flying, smaller creatures are blown back 1d6x10 feet. Human-sized creatures are unable to move forward against the force of the wind, and larger flying creatures have half movement. The force of the *gust* automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 5% chance per caster level to extinguish those lights.

Hallucinatory Terrain
Level: 4
Duration: See below
Range: 240′

The caster makes some terrain look, sound, and smell like some other sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. If the illusion comes into contact with an intelligent being, the spell is negated. Otherwise, *dispel magic* may be used to rid the area of the illusion. The caster may affect 1′ square area per caster level.

Haste (reversible)
Level: 3
Duration: 3 turns
Range: 240′

This spell makes creatures move and act more quickly than normal. A maximum of 24 creatures within a diameter of 60′ may be affected. A *hasted* creature may make double the normal number of attacks. However, a creature may not cast a second spell. All of the *hasted* creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple *haste* effects do not stack. *Haste* dispels and counters *slow* effects.

Slow, the reverse of *haste*, halves all attacks and movement, including spell casting such that only one spell may be cast every two rounds.

Hold Monster
Level: 5
Duration: See below
Range: 120′

The duration of this spell is a number of turns equal to the casters level +6 turns. In all other respects this spell is identical to the 2nd level cleric spell *hold person*, but can affect non-humanoid monsters and larger monsters.

Hold Person
Level: 3
Duration: 1 turn per level
Range: 120′

In all respects this spell is identical the cleric spell of the same name.

Hold Portal
Level: 1
Duration: 2d6 turns
Range: 10′

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

Ice Storm
Level: 4
Duration: 1 round
Range: 10′ per level

This spell causes great magical hailstones in a 40′ diameter area to pound down for 1 full round, dealing 3d10 points damage to every creatures in the area. Alternatively, the caster can bring into being a sleet storm with a diameter of 80′. Movement within its area is at half speed, with a 50% chance of slipping and falling.

Identify
Level: 1
Duration: 1 round per level
Range: Touch

This spell may be used to determine the magical properties of a single magic item. However, the magic-user must be holding or wearing the item according to its function and the spell must be cast no later than 1 hour after it comes into the caster's possession. Weapons must be held, boots worn, etc. If such an item happens to be cursed or otherwise requires a saving throw, the spell caster receives all normal defenses.

For each round the spell is in effect, there is a probability of 15%, +5% for each caster level that one power of the item is discovered. If the item is powerless this information will be gained as well. However, when using this spell, the caster must succeed in a saving throw versus spells each round. Only if this succeeds is the information gained correct. If the save is failed by 5% (1 lower than the target number) the information gained

is false, to be determined by the referee. If the roll is failed by more than that, no information is gained. Note that while specific abilities or powers are revealed, the specific "+" of a weapon is not, only the fact that it is enchanted is revealed and a general sense of whether it is strong or weak. The specific number of charges, if relevant, contained in a magic item is not revealed. Knowledge of an approximation is granted, which will be in the form of a range above and below approximately 25% of the actual number.

This spell is very draining on the caster. The caster suffers temporary loss of 8 points to CON when the spell duration ends. If this should bring the magic-user to fewer than 3, he falls unconscious for 24 hours but awakens with full CON restored. Points of CON may only be restored at the rate of 1 per 6 turns of rest.

Imprisonment (reversible)
Level: 9
Duration: Permanent
Range: Touch

When the caster casts *imprisonment* and touches a creature, it is entombed in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a *freedom* spell (reverse of imprisonment) is cast at the locale where the imprisonment took place. Magical search by a *crystal ball,* a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned.

Incendiary Cloud
Level: 8
Duration: 4 rounds, +1d6 rounds
Range: 30'

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight, and is 20' x 20' x 10'. In addition, the white-hot embers within the cloud begin to deal damage after 3 rounds. Initially, damage is equal to half the spell caster's level. This heat reaches a peak on the 4th round, dealing damage equal to the caster's level. During the 5th round the cloud is in existence, the damage decreases to half that of the caster's level, and the cloud deals no more damage after the 5th round. All creatures caught within the cloud receive a saving throw versus spells on the third round of the cloud's existence. If successful, all damage inflicted by the cloud is reduced to half for the entire duration they are exposed to the cloud. Otherwise, a new saving throw is allowed on the 4th and 5th rounds to reduce damage.

Infravision
Level: 3
Duration: 1 day
Range: 0

The caster or another creature is able to see 60' in the dark with *infravision*.

Instant Summons
Level: 7
Duration: Instantaneous
Range: Infinite

The caster calls some nonliving item from virtually any location directly to his hand. First, the caster must place a magical mark on the item. The item must not be more than roughly 3' long nor weigh more than 8 pounds. Then the spell is cast, which magically and invisibly inscribes the name of the item on a gem worth at least 5,000 gp. Thereafter, the caster can summon the item by speaking a special word (set by the caster when the spell is cast) and crushing the gem. The item appears instantly in the caster's hand. Only the caster can use the gem in this way. If the item is in the possession of another creature, the spell does not work. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Interposing Hand
Level: 5
Duration: 1 round per level
Range: 10' per level

Interposing hand creates a large magic hand that appears between the caster and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the caster moves or how the opponent tries to get around it. The hand does not pursue an opponent, however. An *interposing hand* has as many hit points as the caster when undamaged. It has an AC of 9. Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed.

Invisibility
Level: 2
Duration: See below
Range: Touch

The creature or object touched becomes invisible, vanishing from sight, even from infravision. If the recipient is a creature carrying gear, gear vanishes too. If the spell is cast on someone else, neither the caster nor any allies can see the subject, unless they can normally see invisible things or other magic is employed to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically *silenced,* and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature, but is otherwise of indefinite duration. For the purposes of this spell, an attack includes any spell targeting a foe or whose area of effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility 10' Radius
Level: 3
Duration: See below
Range: Touch

This spell has the same effects as *invisibility*, but it affects all creatures within 10' of the caster or subject and any creatures that move beyond the 10' radius of effect become visible again.

Invisible Stalker
Level: 6
Duration: See below
Range: 0

The caster uses this spell to summon an invisible stalker, which can be ordered to undergo a task or mission. The creature will attempt to accomplish the task until it is finished or until the invisible stalker is destroyed. The spell *dispel evil* will send an invisible stalker back to its home plane.

Irresistible Dance
Level: 8
Duration: 1d4+1 rounds
Range: Touch

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect

makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a penalty of 4 to Armor Class and negates the ability of the creature to attempt saving throws. It also negates any AC bonus granted by a shield the target holds.

Jarring Hand
Level: 1
Duration: Instant
Range: 10′ +2 ½′ per level

The caster of this spell causes an invisible hand to jar or push an object or creature. The weight that may be pushed is 1 pound to a distance of 1 foot, per level (1 foot pound pressure). In this way a 1 pound object may be pushed 1′ away by a 1st level magic-user, in a perpendicular direction to the caster. The spell may also be used to distract or unbalance an opponent. If used in this way the opponent receives a saving throw versus spells to negate the effect, and if failed the opponent loses his attack that round. The creature cannot weigh more than the caster's level x50 lbs. The spell may also be directed at the opponent's weapon, in which case a failed save results in the opponent suffering an attack penalty of 1 per caster level, or an equal penalty to any saving throws being tried that round (not counting against this spell).

Jump
Level: 1
Duration: 1 turn
Range: Touch

By use of this spell, the caster may leap straight up 10′, backwards 10′, or forwards 30′. For every 10′ forward that is sprung, the apex of the leap is 2′. When the spell is cast, the magic-user may leap 1 time at any point during the duration, and may leap an additional time per 3 levels of the caster (2 at level 4, 3 at level 7, 4 and level 10, etc.). Note that the duration of the spell is the same no matter how many leaps are possible.

Knock
Level: 2
Duration: 1 round
Range: 60′

The *knock* spell opens stuck, barred, locked, or *held* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. Any secret doors must of course be discovered first. The door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

Legend Lore
Level: 6
Duration: See below
Range: 0

Legend lore brings to the caster's mind legends about an important person, place, or thing. If the person or thing is at hand, or if the caster is in the place in question, the casting time is 1d4x10 turns. If the caster has only detailed information on the person, place, or thing, the casting time is 1d10 days. If only rumors are known, the casting time is 2d6 weeks. During the casting, the magic-user cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends or information about the person, place, or things to mind, but always in the form of riddles, puzzles, symbols, or other obscure forms that must be reasoned or intuited to understand. If the person, place, or thing is not of legendary importance, no information is gained.

Levitate
Level: 2
Duration: See below
Range: 0

For a number of turns equal to the caster's level +6 turns, the caster can move up and down as he wishes. The caster mentally directs movement up or down as much as 20 feet each round.

The caster cannot move horizontally, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half base land speed).

Light (reversible)
Level: 1
Duration: See below
Range: 120′

This spell is in most respects identical to the 1st level cleric spell of the same name, except that the duration is a number of turns equal to the caster's level +6 turns.

Lightning Bolt
Level: 3
Duration: Instantaneous
Range: 180′

The caster releases a powerful stroke of electrical energy that is 60′ long and 5′ wide. It deals 1d6 points of electricity damage per caster level to each creature within its area. The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does. Any creature caught in the area of effect receives a saving throw versus spells. A successful save reduces damage by half.

Limited Wish
Level: 7
Duration: See below
Range: Unlimited

A *limited wish* allows the caster to create nearly any type of effect. For example, a *limited wish* can duplicate any spell of 7th level or lower, undo the harmful effects of many spells, such as *geas* or *quest*, and produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a penalty on its next saving throw or attack roll. This spell may also grant special knowledge to the caster, or the answer to a riddle or question. Note that the desired effects do not have to exactly match any existing spell, but can be unique effects allowed at the GM's discretion.

Locate Object
Level: 2
Duration: 2 turns
Range: 60′, +10′ per level

The caster can sense the direction of a well-known or clearly visualized object. A search can be made for general items, in which case the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The caster cannot specify a unique item unless he has observed that particular item firsthand.

Lower Water
Level: 6
Duration: 10 turns
Range: 240′

This spell allows the caster to reduce the depth of 10,000 square feet of water by half for the duration of this spell.

Magic Aura
Level: 1
Duration: 1 day per level
Range: Touch

The caster may alter an item's aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were magical. If the object bearing *magic aura* is physically examined (touched), the examiner recognizes that the aura is false if he succeeds in a saving throw versus spells. Otherwise, he believes

the aura and no amount of testing reveals what the true magic is.

Magic Jar
Level: 5
Duration: Special
Range: 30'

By casting *magic jar,* the caster places his soul in a gem or large crystal (known as the *magic jar*), leaving his body lifeless. An attempt can then be made to take control of a body within 120', forcing its soul into the *magic jar.* The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster sends his soul back to his own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range. While in the *magic jar,* the caster can sense and attack any life force. Attempting to possess a body is a full-round action. The caster possesses the body and forces the creature's soul into the *magic jar* unless the subject succeeds a saving throw versus spell. Failure to take over the host leaves the caster's life force in the *magic jar,* and the target automatically succeeds on further saving throws if the caster attempts to possess its body again.

If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the *magic jar.* The caster keeps his own Intelligence, Wisdom, Charisma, level, class, and alignment. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a *dispel evil* spell is cast.

The spell ends when the caster shifts from the jar to his body. If the host body is slain, the caster returns to the *magic jar,* if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. If the caster's life force is within the *magic jar* and his own body is slain, the caster is trapped in the *magic jar* until a creature comes within range and can be possessed. If the caster's life force is in possession of a host and the *magic jar* is destroyed, the caster's life force is stranded in the host. Any life force with nowhere to go is treated as slain. Destroying the receptacle ends the spell and destroys any life force inside it.

Magic Missile
Level: 1
Duration: 1 turn
Range: 150'

A missile of magical energy darts forth from the caster's fingertip and strikes its target, dealing 1d6+1 points of damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. For every five caster levels, the caster gains two additional missiles—3 total at 5th level, five at 10th, seven at 15th, and so on. If the caster can shoot multiple missiles, they can be directed to strike a single creature or several creatures. A single missile can strike only one creature.

Magic Mouth
Level: 2
Duration: See below
Range: See below

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the caster and can be delivered over a period of 1 turn. The mouth cannot utter spells or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the

statue would move and appear to speak. Of course, *magic mouth* can be placed upon a tree, rock, or any other object, but not intelligent creatures.

The spell functions when specific conditions are fulfilled according to a command as set in the spell. Commands can be as general or as detailed as desired, although only visual, audible, or tactile triggers can be used. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A *magic mouth* cannot distinguish alignment, level, HD, or class except by external garb.

The range limit of a trigger is 5' feet per caster level, so a 6th level caster can command a *magic mouth* to respond to triggers as far as 30' away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance. The duration of this enchantment is indefinite, as it is discharged only when the conditions are met.

Magic Sword
Level: 7
Duration: 1 round per level
Range: 30'

The caster brings into existence a glowing energy blade that is wielded like a sword. The wielder may attack as a fighter of half the caster's level. A hit roll of 19 or higher always strikes. The energy sword can strike any creature normally only damaged by magical weapons, as well as creatures that are either out of phase, or in the ethereal or astral planes. The sword deals 6d4 hit points of damage. The spell *dispel magic* can cause the *magic sword* to disappear.

Manipulate Fire
Level: 1
Duration: 1 round per level
Range: 5' per level

By use of this spell the caster can manipulate the size of a non-magical fire ranging in size from a small torch fire to a 3' diameter fire. The size of the fire may be altered only in terms of light output, to be made as small as the size of a candle or bright in a manner equivalent to the spell *light*. However, actual thermal energy is not diminished, so no matter how bright or dim a fire is made, it is as hot as its true size. Nonetheless, shrinking a fire cuts use of fuel by 50%, and making a fire brighter increases fuel use by 100%.

Mass Charm
Level: 8
Duration: Special
Range: 5' per level

This spell functions like *charm monster*. However, the total number of HD affected can be up to a number of HD equal to twice the caster's level. All creatures to be affected must be within a 30' square area. All affected creatures make their saving throw with a penalty of –2.

Mass Invisibility
Level: 7
Duration: Special
Range: 10' per caster level

This spell functions just like *invisibility*, but affects all creatures within a 30' square.

Massmorph
Level: 4
Duration: See below
Range: 240'

Within a diameter of 240', up to 100 human-sized or equivalent creatures are given the illusory appearance of a forest. Any creatures that enter such an enchanted area become part of the illusion. Likewise, any creatures that leave the affected area become visible for what they are. This spell can be dismissed by

the caster at any time, but unless dispelled by *dispel magic* the enchanted area is permanent.

Maze
Level: 8
Duration: special
Range: 5' per level
The caster banishes the subject into an extradimensional labyrinth of force planes. The number of turns or rounds the subject wanders is determined by his intelligence.

Intelligence	Wandering Time
2 or below	2d4 turns
3-5	1d4 turns
6-8	5d4 rounds
9-11	4d4 rounds
12-14	3d4 rounds
15-17	2d4 rounds
18 or higher	1d4 rounds

Minotaurs are not affected by this spell.

Mending
Level: 1
Duration: Permanent
Range: 30'

Mending repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell cannot repair magic items, including magic rods, staffs, or wands, nor does it affect living (or undead) creatures.

Message
Level: 1
Duration: 1 round, +1 round per 2 levels
Range: 60', +10' per level

This spell grants the caster the ability to whisper messages and receive whispered replies. The caster points his finger at a creature he wants to receive the message. The target must be in direct line of sight, with no barrier. The whispered message is audible only to the target. The creature that receives the message can whisper a reply that the caster can hear if the spell duration has not expired. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Meteor Swarm
Level: 9
Duration: Instantaneous
Range: 40', +10' per level

Meteor swarm is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When the spell is cast, either four 2' diameter spheres or eight 1' diameter spheres spring from the caster's outstretched hand and streak in straight lines to the spots selected. The meteor spheres leave a fiery trail of sparks. Any creature struck directly by one of the larger spheres takes 1d4x10 points of damage and receives no saving throw. Otherwise, these larger spheres fly through the air 20' apart and impact the ground 20' apart, having an area of effect of 30' each. The blast areas overlap one another as four 30' overlapping fire blasts which do the damage indicated above in the radius. The smaller spheres inflict 5d4 points of damage and have a blast radius of 15'. They will also have overlapping blast radii, in the shape of an eight-sided star. A saving throw versus spells is permitted for the smaller spheres, and success reduces damage by half.

Mind Blank
Level: 8
Duration: 7 rounds, +1 per level
Range: 30'

The subject is protected from all devices and spells that detect,

influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish* and *wish* spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as a *crystal ball,* the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Mirror Image
Level: 2
Duration: 6 turns
Range: 0

Several illusory duplicates of the caster pop into being, making it difficult for enemies to know which target to attack. The figments stay near the caster and disappear when struck. *Mirror image* creates 1d4 images. The figments mimic the caster's actions, pretending to cast spells, drink potions, and so on. Enemies attempting to attack the caster strike a figment. Any attack destroys an image even if no physical contact is made, until there are no images left.

Mnemonic Enhancer
Level: 4
Duration: 2 turns per level
Range: 0

This spell allows the caster to prepare additional spells or retain spells recently cast. Up to 3 levels of spells could be retained, or memorized above and beyond the number normally available for the caster's level. This can be in any combination of spell levels For instance, one 3rd level spell or three 1st level spells. If spells are to be retained, then rather than memorize extra spells, mnemonic enhancer is cast first and then used to discharge the spells of the stated spell levels, while retaining them for one more casting.

Move Earth
Level: 6
Duration: 6 turns
Range: 240'

A total of 60 cubic feet of loose soil can be moved per turn within the range provided above. Neither solid stone nor large boulders may be moved. See *lesser move earth* for additional applications of this spell.

Move Earth, Lesser
Level: 4
Duration: 1 round per level
Range: 30'

This lesser form of *move earth* allows the caster to dig or excavate areas in 5' cube increments. The caster can move a volume of 5' cubed (125 cubic feet) of soil, mud, or sand. The dirt is only moved to just around the opening of the excavation. If desired, the caster can dig a trench, or dig straight down. If digging straight down, there is a cumulative probability the walls of the pit will collapse, depending on the following medium: soil, 15% per 5'; mud, 55%; sand, 35%. Any being that comes within 1' of the opening of a pit must make a DEX attribute check to avoid falling in. If a pit is excavated just in front of a fast moving being, it is entitled to a saving throw versus spells to avoid falling in. If a pit is excavated directly under a stationary creature, it will automatically fall in.

Part Water
Level: 6
Duration: 6 turns
Range: 120'

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. The caster can dismiss the spell effects before the duration ends, thus allowing water to crash upon unwanted pursuers.

Passwall
Level: 5
Duration: 3 turns
Range: 30'

The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10' deep with a 5' diameter.

Permanency
Level: 8
Duration: Permanent
Range: See below

This spell makes certain other spells permanent. The caster can make the following spells permanent in regard to himself: *comprehend languages, detect evil, detect invisibility, detect magic, infravision, protection from evil, protection from normal missiles, read magic, tongues,* and *unseen servant.*

The desired spell is cast and then followed with the *permanency* spell. These spells cannot be cast on other creatures. The magic-user loses 1 point of CON. This application of *permanency* can be dispelled only by a higher level magic-user. In addition to personal use, *permanency* can be used to make the following spells permanent on another creature, or an object (as appropriate): *enlarge, fear, gust of wind, invisibility, magic mouth, prismatic sphere, stinking cloud, wall of fire, wall of force,* and *web*. The latter application of this spell may be dispelled by dispel magic used normally.

Phantasmal Force
Level: 2
Duration: See below
Range: 240'

So long as the caster maintains concentration, he can create a persistent, active illusion within a 20' cube. A passive illusion will disappear if touched by a creature. However, an illusionary monster may be created to attack a foe. Observers are allowed a saving throw versus spells to see through any illusion produced with this spell. If the save fails, the illusion persists and any illusionary monster will seem to inflict harm when it attacks an opponent. Illusionary monsters have an effective AC of 9, and they vanish if a foe successfully strikes them. If a foe appears to lose all hit points, he falls unconscious rather than dying. Similarly, other special effects will not be real and no damage is ever real. Note that the caster is not allowed to take any action while concentrating on the spell.

Phase Door
Level: 7
Duration: 1 passage per 2 levels
Range: Touch

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. This passage is 10' deep with a 5' diameter. The *phase door* is invisible and inaccessible to all creatures except the caster, and only the caster can use the passage. The caster disappears when entering the *phase door* and reappears when exiting. If the caster desires, he can take one other creature (human-sized or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can it be seen through. A *phase door* is subject to *dispel magic.* If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

Plant Growth
Level: 4
Duration: See below
Range: 120'

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within a maximum of 3000 square feet to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. The area must have brush and trees in it for this

spell to take effect, and the effects last until a *dispel magic* spell is cast. This spell has no effect on plant creatures.

Polymorph Any Object
Level: 8
Duration: Variable
Range: 5' per level

This spell functions like other *polymorph* spells, except that it changes one object or creature into another. A saving throw versus polymorph is permitted. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines, but the GM will have to decide the specific duration of each use of this spell based on the circumstances.

Consider Changes in:
Kingdom (animal, vegetable, mineral)
Class (mammals, fungi, metals, etc.)
Size (similar size, or greater, smaller)
Related (twig is to tree, wolf fur is to wolf, etc.)
Overall shape (similar shapes, similar functions)
Same or lower Intelligence

Changes across kingdoms will at best last a few hours. Items that are related, such as a piece of wolf fur becoming a wolf, are permanent. Note that changes affecting several categories may result in a shorter duration. The spell *dispel magic* will reverse the effects of this spell. All objects or creatures affected by this spell will radiate magic should they come under scrutiny of spells or objects that detect enchanted materials.

This spell can also be used to duplicate the effects of *flesh to stone*, *stone to flesh*, and similar spells that alter matter. When this spell is used to create the effects of *flesh to stone*, the victim makes a saving throw with a penalty of –4.

Polymorph Others
Level: 4
Duration: See below
Range: 60'

By means of this spell, one living being may be transformed into another kind of being. The creature may make a saving throw versus polymorph, but if the creature is willing this roll can be forgone and the effects are automatic. If the new creature's HD total more than twice the HD of the original creature, the spell does not work. Although the final form will retain the same number of hit points as the original, all other abilities of the new form will be acquired, including intelligence level. The creature becomes the new creature in every way, including instincts, alignment, preferences, etc. This spell may not be used to reproduce the appearance of a specific identity.

Polymorph Self
Level: 4
Duration: See below
Range: 0

For a number of turns equal to the caster's level +6, the caster transforms himself into another being. A particular individual may not be mimicked with this spell, but only a typical individual of a creature type. The new body must be of a creature with a number of HD equal to the caster or fewer. The caster retains his intelligence, hit points, saving throws, and ability to attack, but does gain physical abilities of the new form, including strength or strength-based attack forms and damage. Magical abilities or other special abilities are not gained. For example, if the caster transforms into a manticore, he will be able to fly. If the caster takes the form of a medusa, his gaze will not petrify. The caster is unable to cast spells when transformed. The spell *dispel magic* negates the effects of this spell, and if the caster dies while in a different form he will revert to his natural form in death.

Power Word Blind

Level: 8
Duration: See below
Range: 5' per level

The caster utters a single word of power that causes one or more creatures of his choice to become blinded, whether they can hear the word or not. A total of 100 hp of beings may be affected. The duration of the spell depends on the hit point total of creatures affected. Any creature that has more than 100 hit points is unaffected by *power word blind*.

Hit Points	Duration
50 or fewer	1d4+1 turns
51–100	1d4+1 rounds

Power Word Kill

Level: 9
Duration: Permanent
Range: 2.5' per level

The caster utters a single word of power that instantly kills one or more creatures within a diameter of 20', whether the creatures can hear the word or not. This spell will kill multiple creatures if they have under 11 hit points each, or the spell will kill a single creature that has 60 or fewer hit points. The caster must choose whether he is attempting to kill one creature or multiple creatures when he casts the spell. If multiple creatures are targeted, a maximum of 120 hit points total of creatures may be killed. Any creature that has 61 or more hit points is unaffected by *power word kill*. There is no saving throw against this spell.

Power Word Stun

Level: 7
Duration: See below
Range: 5' per level

The caster utters a single word of power that instantly causes one creature of his choice to become stunned for 2d4 rounds, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that has 91 or more hit points is unaffected by *power word stun*. There is no saving throw against this spell.

Hit Points	Duration
30 or less	4d4 rounds
31–60	2d4 rounds
61–90	1d4 rounds

Prismatic Sphere

Level: 9
Duration: 1 turn per level
Range: 0

The caster conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds him and offers protection from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere has a *blindness* effect on creatures with less than 8 HD, which lasts 2d4 turns.

The caster can pass into and out of the *prismatic sphere* and remain near it without harm. However, when inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack the caster or pass through suffer the effects of each color, one at a time. Typically, only the upper hemisphere of the globe will exist, since the caster is at the center of the sphere, so the lower half is usually excluded by the floor surface.

Color	Order	Effect of Color	Negated By
Red	1st	Stops non-magical ranged weapons. Deals 10 points of fire damage.	*Passwall*
Orange	2nd	Stops magical ranged weapons. Deals 20 points of damage.	*Fly*
Yellow	3rd	Stops poisons, gases, and petrification. Deals 40 points of damage.	*Disintegrate*
Green	4th	Stops breath weapons. Poison (Kills; saving throw versus poison).	*Passwall*
Blue	5th	Stops divination and mental attacks. Turned to stone (saving throw versus petrify negates).	*Magic missile*
Indigo	6th	Stops all spells. Save versus spell-like devices or become insane.	*Continual light*
Violet	7th	Energy field that sends creatures to another plane (saving throw versus spells negates).	*Dispel magic*

Project Image

Level: 6
Duration: 6 turns
Range: 240'

The caster creates a quasi-real, illusory version of himself. The projected image looks, sounds, and smells like the caster but is intangible. The projected image mimics the caster's actions (including speech) and any sound or spell effects will seem to come from the image. If the image is physically contacted by hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or otherwise appear to do nothing to the caster.

Protection from Evil

Level: 1
Duration: 12 turns
Range: 0

This spell wards the caster from attacks by evilly intentioned creatures (and creatures not of the caster's alignment), from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects. First, the subject gains a +1 bonus to AC and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by evil creatures. Second the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. This does not prevent these creatures from attempting ranged attacks. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Protection from Evil 10' Radius

Level: 3
Duration: 12 turns
Range: 0

This spell is identical to *protection from evil*, except that the effective protection extends 10' around the caster, and protects companions within this area.

Protection from Normal Missiles

Level: 3
Duration: 12 turns
Range: Touch

While under the effects of this spell, the caster or subject is completely unharmed by small and non-magical missiles. Only the subject receives this protection, and it does not extend to large hurled boulders such as those that giants employ, or enchanted arrows.

Pyrotechnics

Level: 2

Duration: See spell description
Range: 120'

This spell is identical to the druid spell, with the noted difference to range.

Ray of Enfeeblement
Level: 2
Duration: 1 round per level
Range: 10', +5' per level

This spell effects a coruscating ray from the caster's hand. The opponent takes a penalty to STR equal to 25%, +2% per caster level beyond level 3. This penalty applies equally to melee and missile damage inflicted by an affected creature. A successful saving throw versus spells negates the effect.

Read Languages
Level: 1
Duration: 2 turns
Range: 0

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

Read Magic
Level: 1
Duration: 1 turn
Range: 0

By means of *read magic,* the caster can decipher magical inscriptions on objects—books, scrolls, weapons, and the like— that would otherwise be unintelligible. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the caster has read the magical inscription, he thereafter is able to read that particular writing without recourse to the use of *read magic.* All spell books are written such that only the elf or magic-user who owns the book can decipher it without the use of this spell.

Reincarnate
Level: 6
Duration: Permanent
Range: 0

With this spell, the caster returns life to a character by means of creating another body. Since the character is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the body still exists, it can be reincarnated. The magic of the spell creates an entirely new young adult body. If the result on the table below indicates reincarnation into a PC race, determine which class randomly and roll 1d6 to determine the character's level. The level may not exceed the original character's class level. If the result on the table below indicates that the reincarnated character returns as a creature, roll on the column matching the original character's alignment. Additional creatures may be used to extend the table, but no creature having more than 6 HD should be included, and each creature should be minimally semi-intelligent. A character brought back as a creature must either adventure as the creature or the player must retire the character. Monsters do not gain experience or advance in levels.

	New Form	Chaotic	Neutral	Lawful
1	Dwarf	Bugbear	Ape	Blink Dog
2	Elf	Gnoll	Baboon	Gnome
3	Gnome	Goblin	Centaur	Neanderthal
4	Halfling	Hobgoblin	Lizardfolk	Pegasus
5	Half-Elf	Kobold	Pixie	Roc (small)
6	Half-Orc	Minotaur	Werebear	Unicorn
7	Human	Ogre		
8	Creature	Orc		
9-10	Same race			

Remove Curse (reversible)
Level: 4
Duration: Permanent
Range: 0

In all respects this spell is identical to the 3rd level cleric spell *remove curse.*

Repulsion
Level: 6
Duration: 1 round per 2 levels
Range: 10' per level

An invisible, mobile field is brought into being for 10' in front of the caster and prevents creatures from approaching. Any creatures who come into contact with the field are repelled like similar poles of a magnet, with a minimum movement of 30' or the creature's current speed, whichever is greater. Note that when repelled, a creature must finish its full movement that round even though it is in an unintended direction.

Reverse Gravity
Level: 7
Duration: 1 round
Range: 5' per level

This spell reverses gravity in a 30' squared area, causing all unattached objects and creatures within that area to "fall" upward 20'. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the maximum height without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Rope Trick
Level: 2
Duration: 2 turns per level
Range: Touch

When this spell is cast upon a piece of rope from 5' to 30' long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. Creatures in the extradimensional space are completely hidden. The space holds as many as five human-sized creatures. Creatures in the space can pull the rope up into the space, making the rope "disappear." Otherwise, the rope dangles in mid air unless it is removed.

Anything inside the extradimensional space drops out when the spell ends, from the appropriate height. The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Scare
Level: 2
Duration: 3d4 rounds
Range: 10'

Unless a successful saving throw versus spells is made, the target of this spell becomes a fearful wreck. Only opponents with fewer than 6 HD or levels are affected by this spell, and clerics, undead, and demonic/devilish creatures are immune. While under the effects of this spell, a creature will not initiate combat, but if attacked will reciprocate with a -1 attack roll penalty. Likewise, any saving throws are attempted with a -1 penalty.

Scribe
Level: 1
Duration: 1 hour per level
Range: 0

This spell allows a magic-user to copy a spell into his spell book,

even if it is of a level the caster cannot use, and even if the spell is unusable due to intelligence. The scribing takes 1 hour per spell level of the spell transferred. For the time the spell is written, the caster is in a deep state of concentration, and will always be *surprised*. The caster must succeed in a saving throw versus spells. A penalty of -1 is applied if the spell to be copied is 3 levels greater than the caster may use, and a bonus of +2 is granted if the spell is up to 1 level greater than the caster may use, or below. If this saving throw is unsuccessful, the magic-user suffers 1d4 damage per spell level of the spell to be scribed, and the strain forces the caster unconscious for an equal number of turns. The caster may only heal up to 4 hp per day of this damage.

Secret Chest
Level: 5
Duration: 60 days
Range: See below

By casting this spell, a magic-user can hide a chest on the ethereal plane for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the caster can retrieve it by concentrating (a standard action), and it appears next to him.

The chest must be exceptionally well crafted and expensive. The cost of such a chest is never less than 5,000 gp. Once it is constructed, the caster must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. The caster can have but one pair of these chests at any given time—even a *wish* spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, the spell is cast while touching both the chest and the replica. The chest vanishes into the ethereal plane. The caster needs the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a *wish* spell, that the large chest can be summoned back. There is a slim chance (cumulative 1% per week) that a denizen or some other being on the ethereal plane will find the chest. If this happens, roll on the table below for the outcome.

Roll d20	Result
1-3	One item is added
4-9	One item is stolen
10-16	All new contents are present
17-20	The chest is emptied

Shape Change
Level: 9
Duration: 1 turn per level
Range: 0

This spell enables the caster to assume the form of any single non-unique creature (of any type) except for particularly powerful creatures like demons, devils, or demi-gods. The caster's hit points remain the same. The caster gains all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, except for any abilities relying on knowledge or intelligence of the monster, because the caster's mind remains his own. The caster can change form once each round for the duration of the spell.

Shatter
Level: 2
Duration: Permanent
Range: 60'

Shatter creates a loud, ringing noise that destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within range are smashed into dozens of pieces by the spell.

Objects weighing more than 10 pounds per caster level are not affected, but all other objects of the appropriate composition are shattered. Items are entitled to a saving throw versus crushing damage.

Shield
Level: 1
Duration: 2 turns
Range: 0

Shield creates an invisible field of force that protects the caster. Against missile attacks, the spell grants the caster an AC of 2. The caster has an effective AC of 4 for all other attacks.

Shocking Grasp
Level: 1
Duration: Instant
Range: Touch

The caster must touch an opponent, which deals 1d8 points of electricity damage +1 per caster level. The spell only deals damage if the caster initiates the contact, not if the opponent does.

Simulacrum
Level: 7
Duration: Permanent
Range: Touch

Simulacrum creates a pseudo-duplicate of any creature. The spell is cast over a rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. The simulacrum appears to be the same as the original, but it has only one-half of the real creature's hit points. The duplicate has a faulty memory of the original's life, but will remember most details 30% of the time. At all times the simulacrum remains under the caster's absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. However, if the spell reincarnation is cast on a simulacrum, it will gain 35% +3d10% of the original's memories and will have the class abilities of the original at 10% + (1d4 x 10%) of the level of the original. If reduced to 0 hit points or otherwise destroyed, a simulacrum reverts to snow and melts instantly into nothingness. A simulacrum will radiate magic with a *detect magic* spell, and *true seeing* will reveal a simulacrum's true nature.

Sleep
Level: 1
Duration: 4d4 turns
Range: 240'

A *sleep* spell causes a magical slumber to come upon creatures with 4+1 Hit Die or fewer. The caster may only affect 1 creature if it has 4+1 HD, but the spell will otherwise affect up to 2d8 HD of creatures. Calculate monsters with less than 1 HD as having 1 HD, and monsters with a bonus to HD as having the flat amount. For example, a 3+2 HD monster would be calculated as having 3 HD. Hit Die that are not sufficient to affect a creature are wasted. Creatures with the fewest HD are affected first. Sleeping creatures are helpless and can be killed instantly with a blade weapon. Slapping or wounding awakens an affected creature, but normal noise does not. *Sleep* does not affect undead creatures.

Spell Resistance
Level: 8
Duration: 1 turn per level
Range: Touch

The caster can use this spell to grant resistance to mind-affecting spells. Spells that *charm*, *command, cause fear*, and similar effects are granted a saving throw bonus of +8. Extremely powerful compulsive spells such as *geas* are granted a bonus to a saving throw of +5. The caster may affect 1 creature for 4 turns, per level, or multiple creatures with the

duration divided among them.

Spider Climb
Level: 1
Duration: 1 round, +1 per level
Range: Touch

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands and feet free and bare to climb in this manner. Any objects weighing fewer than 5 pounds cling to the spell recipient's hands. No spells may be cast when under the effect of this spell. This spell may be used on another being (touch required) with no saving throw.

Spiritwrath
Level: 6
Duration: See below
Range: 10′, +1′ per level

By using the blood of a demon or devil, depending on the intended victim, the magic-user constructs a powerful scroll used to torture an infernal being. This method may also be employed against the most powerful vampires or a lich. The being's name must be known. The magic-user must also buy valuable gems equal to 100 gp per 1 HD of the intended victim, and powder them as part of the process to fabricate the ink. When the caster reads the scroll, so long as the target is within range, it is affected if it fails a saving throw versus spells. It is held in place and can take no actions. The first turn of the recitation the being becomes increasingly uncomfortable. After 2 turns, the victim loses 1 hp per its HD number. After 3 turns, the victim is in absolute agony and loses half its HP, and is propelled back to its home plane (the plane of negative energy for undead) and is there imprisoned for 1 year per caster level. The victim is in constant tortured pain during its imprisonment. For obvious reasons, such a victim may seek the caster at a later date for retribution. However, this spell is often used to extort something from its victim, and may be stopped at any time short of imprisonment. Should a target succeed in its saving throw, it is still uncomfortable and the scroll protects the caster from attack much like a *scroll of warding*. There is a 95% chance the intended victim will flee.

Statue
Level: 7
Duration: 6 turns per level
Range: Touch

A *statue* spell turns the caster or a subject to solid stone, along with any garments and equipment worn or carried. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a *statue* spell can return to its normal state, act, and then return instantly to the *statue* state if it so desires, as long as the spell duration is in effect.

Stinking Cloud
Level: 2
Duration: Permanent
Range: 30′

Stinking cloud creates a 20′ cubed bank of fog centered anywhere within range, making living creatures within it helpless with nausea. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds in a saving throw versus poison when leaving the fog is not affected for the additional rounds.

Stone Shape
Level: 5
Duration: Permanent
Range: Touch

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 1′ cubed per level. While it's possible to make crude coffers, doors, and so forth with *stone shape,* fine detail isn't possible.

Stone to Flesh (reversible)
Level: 6
Duration: Permanent
Range: 120′

This spell restores a petrified creature to its normal state, restoring life and goods. Any petrified creature, regardless of size, can be restored. *Flesh to stone* (reverse of *stone to flesh*) turns one creature into a statue, including all gear and any items currently held. A saving throw versus petrify is permitted to resist the transformation.

Strength
Level: 2
Duration: 6 turns per level
Range: Touch

The caster of this enchantment may apply it to himself or another. It confers a temporary STR bonus, which varies depending on the recipient's class. Druids, clerics, thieves, and assassins receive +1d6; magic-users, illusionists, and monks receive +1d4; fighters, paladins, and rangers receive +1d8. A character's STR may not go above 18.

Suggestion
Level: 3
Duration: 6 turns, +6 turns per level
Range: 30′

The caster may influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. However, a victim may be led to believe that an action is not harmful. For instance, being told to drink something that is poisonous and that it is actually a hearty drink. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. A very reasonable *suggestion* causes the save to be made with a penalty (such as –1 or –2). A saving throw versus spells is allowed to negate the effects of this spell.

Summon Demon
Level: 7
Duration: See below
Range: 10′

This complicated spell is cast after a circle of protection for the caster, and a pentacle-bound 30′ diameter area of imprisonment for a demon, is constructed with various magical markings and candles made from the fat of a humanoid. The caster may summon a demon of power up to a higher order demon, but for standard and higher order demons the demon's specific name must be known. The summoning takes 1 turn per HD of the demon. Demons are allowed a save versus spells to resist the summoning.

This spell may be used and combined with *spiritwrath* to coerce a demon into service. The *summon demon* spell creates a pact once the demon agrees, and it must perform the act desired by the caster. The service cannot take longer than 9 weeks. Alternatively, the caster can bribe the demon for this service via human sacrifice or a sacrifice of the demon's choosing. Finally, this spell may be combined with the spell *trap the soul*, which traps the demon in an object, and once released it must perform a service for the caster. After any service is performed, the demon is propelled back to its home plane. There is a base 5% chance that the bargaining is grossly mishandled, setting the demon loose to wreak vengeance on the caster. This chance is lowered by 1% per caster level above 15.

Summon Familiar
Level: 1
Duration: See below
Range: 10' per level

By casting this spell, the magic-user can obtain a familiar. The casting takes from 1-24 hours (referee's discretion) and uses up rare herbs and other materials that cost 100 gp. The materials are consumed during a ritual in which they are burned. The referee decides the probability that a creature will respond to the spell, and which type of creature is summoned within range. It is possible that no creature will respond. This spell may only be attempted one time per year. A familiar is able to grant the caster access to its own senses, and is able to communicate with the caster. In addition, a familiar is loyal, and will follow orders until its death. Familiars are more intelligent than ordinary animals; they have AC 7 and 2d4 hp. A familiar grants the caster additional hp equal to the familiar's maximum total, when the two are within 120' of one another. However, if a familiar is slain the magic-user must subtract the familiars maximum hp from his own maximum hp, permanently. A new familiar may not be summoned for one year. If a familiar is located, the referee may use the following as examples:

Familiar	Senses augmented
Bat	hearing
Cat	hearing and night vision
Hawk	much improved distance vision
Lizard	improved smell
Owl	hearing, night vision
Raven	improved vision
Toad	180 degree vision
Weasel	hearing, improved smell

Anytime a familiar is summoned there is a 5% chance it is a special familiar. The type is determined by the caster's alignment and good or evil leanings. Creatures are entitled to a saving throw versus spells, and if successful, the spell fails and the caster must wait 1 year before trying again. Where there is overlap in the chart below, determine the familiar randomly.

Alignment	Type
Lawful	Brownie or Psuedo-Dragon
Neutral	Pseudo-Dragon*, Imp*, or Quasit*
Chaotic	Imp or Quasit

*The familiar will try, over time, to sway the magic-user to chaos or law, as appropriate.

Refer to the monster listings for the powers granted by these creatures.

Summon Monster I
Level: 3
Duration: 2 rounds, +1 round per level
Range: 30'

This spell conjures 2d4 1st-level (1 HD) creatures that arrive in 1d4 rounds to an exact location within range which is specified by the caster. The monsters summoned are chosen by the referee. Summoned monsters may be commanded to fight nearby foes, and will do so until death or until the spell duration ends. Creatures may be commanded to perform other tasks, and will do so if it is within their abilities.

Summon Monster II
Level: 4
Duration: 3 rounds, +1 round per level
Range: 40'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d6) 2 HD creatures.

Summon Monster III
Level: 5
Duration: 4 rounds, +1 round per level
Range: 50'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d4) 3 HD creatures.

Summon Monster IV
Level: 6
Duration: 5 rounds, +1 round per level
Range: 60'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d3) 4 HD creatures in 1d3 rounds.

Summon Monster V
Level: 7
Duration: 6 rounds, +1 round per level
Range: 70'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d2) 5 HD creatures in 1d2 rounds.

Summon Monster VI
Level: 8
Duration: 7 rounds, +1 round per level
Range: 80'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d2) 6 HD creatures in 1d3 rounds.

Summon Monster VII
Level: 9
Duration: 8 rounds, +1 round per level
Range: 90'

With minor differences of range and duration, this spell functions much like *summon monster I*, but brings forth (1d2) 7 HD creatures in 1 round, or (1) 8 HD creature in 2 rounds.

Symbol
Level: 8
Duration: See below
Range: Touch

This spell allows the caster to scribe a potent rune of power upon a surface. There are eight different kinds of symbol, each with a different effect. Symbols are triggered by being read, touched, or if a creature passes through a door with a symbol inscribed on it. The only way a symbol may be identified is by reading it, which automatically triggers the effects. The kinds of symbols the caster may inscribe are detailed below.

Symbol of Conflict
When triggered, all creatures in the area will argue for 5d4 rounds. Any beings of differing alignment may (50% chance) fight for 2d4 rounds.

Symbol of Death
When triggered, a *symbol of death* slays one or more creatures whose total hit points do not exceed 80.

Symbol of Despair
Any beings in the area must succeed in a saving throw versus spells, or leave the area in hopelessness. This feeling lasts for 3d4 turns, during which time affected creatures will cower, surrender, and otherwise lack enthusiasm. Only 75% of affected creatures will act in a given round, the remaining creatures will either leave the area or hang around doing nothing.

Symbol of Fear
All creatures must succeed in a saving throw versus spells with a penalty of −4 or suffer from the effects of a *fear* spell.

Symbol of Insanity
When triggered, a *symbol of insanity* causes all nearby creatures whose total hit points do not exceed 120 to become permanently insane (as the *confusion* spell). This effect can be

negated with the spells *heal* or *wish*.

Symbol of Pain
Each creature suffers wracking pains that impose a –4 penalty on attack rolls and –2 to DEX. These effects last for 2d10 turns.

Symbol of Sleep
All creatures of 8 HD or fewer fall into a catatonic slumber for 1d12+4 turns. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by non-magical means before this time expires.

Symbol of Stunning
When triggered, a *symbol of stunning* causes all nearby creatures whose total hit points do not exceed 160 to become stunned and unable to act for 3d4 rounds. Any held items will be dropped.

Telekinesis
Level: 5
Duration: 6 rounds
Range: 120′

By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level may be moved 20′ per round. Living beings may also be moved, but they are allowed a saving throw versus spells.

Teleport
Level: 5
Duration: Instantaneous
Range: 10′

This spell instantly transports the caster or another being to a designated destination, which may be any distance. Interplanar travel is not possible. If transporting another being, it is entitled to resist with a saving throw versus spell. The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely the teleportation works. To determine how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place the caster has been very often. "Studied carefully" is a place known well, either because the caster can currently see it, he has been there often, or has used other means (such as *scrying*) to study the place for at least one hour. "Seen casually" is a place that the caster has seen more than once but with which he is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic.

On Target: The caster or creature appears in the desired location

High: The caster or creature appears 1d10x10 feet above the destination. Should this location already be occupied by solid matter, the caster or creature is instantly killed.

Low: The caster or creature appears in the ground and is killed instantly

Familiarity	On Target	High	Low
Very familiar	01–95	96–99	00
Studied carefully	01–80	81–90	91-00
Seen casually	01–50	51–75	76-00
Viewed once	01–30	31–65	66-00

Note that the caster cannot intentionally teleport himself or another creature off target or into solid matter.

Temporal Stasis
Level: 9
Duration: Permanent
Range: 10′

The caster must succeed on an attack roll. The subject is placed into a state of suspended animation, and for the creature, time ceases to flow. The creature does not grow older, and its body functions virtually cease. This state persists until the magic is removed (such as by a successful *dispel magic* spell). No saving throw is permitted.

Time Stop
Level: 9
Duration: 2 rounds
Range: 0

This spell seems to make time cease to flow for everyone but the caster within a shimmering sphere of 30′ diameter. The caster may act for 2 rounds within this area of effect, while all other creatures are frozen in time. If the caster leaves the sphere, the spell ends. If monsters enter the sphere from outside, they become frozen.

Tiny Hut
Level: 3
Duration: 6 turns per level
Range: 0

The caster creates an unmoving, opaque 10′ diameter sphere of force. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as 6 other human-sized creatures can fit into the field with the caster; they can freely pass into and out of the hut without harming it. However, if the caster removes himself from the hut, the spell ends. The temperature inside the hut is 70F if the exterior temperature is between 0° and 100F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind up to 50 mph, but greater force destroys it. The interior of the hut is a hemisphere. The caster can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, but the occupants cannot be seen from outside the hut.

Tongues (reversible)
Level: 3
Duration: 1 round per level
Range: 0

The function of this spell is identical to the cleric spell of the same name (4th level), except for the duration.

Transmute Rock to Mud (reversible)
Level: 5
Duration: 3d6 days
Range: 120′

This spell turns 3,000 square feet of rock 10′ deep into mud for 3d6 days. Any beings passing through the mud have movement reduced by 90%. *Transmute mud to rock* (reverse of *transmute rock to mud*) changes an equal volume of mud described above into rock. This alteration is permanent.

Trap the Soul
Level: 8
Duration: Permanent
Range: 10′

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. Before the actual casting of *trap the soul,* the caster must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be

trapped. The spell can be triggered in one of two ways.
Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if one were casting a regular spell at the subject. This allows the victim a saving throw versus spell to avoid the effect. If the save is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of a saving throw.

Unseen Servant
Level: 1
Duration: 6 turns, +1 turn per level
Range: 0

An *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at the caster's command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. It can open only normal doors, drawers, lids, and the like. It can lift 20 pounds or drag 40 pounds. The servant cannot attack in any way, and it cannot be killed because it is a magical force, not a living thing.

Vanish
Level: 7
Duration: See below
Range: Touch

By casting this spell, a magic-user may *teleport* an object as per the spell *teleport*, or may banish the object to the ethereal plane, in which case the object is replaced in the material plane with stone that matches the objects shape. A total of 50 pounds per level not to exceed a volume of 3' cubed per level may be caused to *vanish* in this manner. If the spell *dispel magic* is cast upon a stone item replaced by this spell, it may bring back the original item.

Ventriloquism
Level: 1
Duration: 2 turns
Range: 60'

For the duration of this spell the caster may make his voice appear to come from any location or source within the spell range.

Wall of Fire
Level: 4
Duration: See below
Range: 60'

An immobile, opaque, blazing curtain of shimmering violet fire springs into existence and persists so long as the caster takes no other action and focuses concentration on the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of flames is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures that use cold or are accustomed to cold. The wall may not be evoked so that it appears where objects are.

Wall of Force
Level: 5
Duration: 1 turn, +1 round per level
Range: 30'

A *wall of force* spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancelation*. Breath weapons, spells, missile weapons, electrical attacks and thermal attacks cannot pass through the wall in either direction. The caster can form the wall into a sphere or hemisphere whose area is up to one 20' square per level.

Wall of Iron
Level: 5
Duration: Permanent
Range: 5' per level

With this spell the caster may cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane. If not supported, the wall has a 50% chance of falling in either direction, smashing any creatures under it. A *wall of iron* is 1/4" thick per caster level. Total area can be 15' per caster level, and the area can be doubled if the thickness is halved. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Wall of Ice
Level: 4
Duration: 12 turns
Range: 120'

An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Wall of Stone
Level: 5
Duration: See below
Range: 60'

The caster brings a stone wall into being that can be any form the caster desires, to a maximum of 1,000 cubic feet. This wall is permanent unless otherwise destroyed or a *dispel magic* spell is cast upon it. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Water Breathing
Level: 3
Duration: 1 day
Range: 30'

The caster or another creature can breathe water freely by means of this spell. The spell does not make creatures unable to breathe air, and creatures under the influence of the spell are not granted any additional proficiency at swimming.

Web
Level: 2
Duration: 48 turns
Range: 10'

Web creates a many-layered mass of strong, sticky strands. Creatures caught within a *web* become entangled among the gluey fibers. Entangled creatures can't move, but can break loose depending on their strength. Any being with strength in a human range can break free of the webs in 2d4 turns. Creatures of higher strength or magically augmented strength above 18 can break free in 4 rounds. The strands of a *web* spell are flammable. All creatures within flaming webs take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the webs.

Wish
Level: 9
Duration: See below
Range: Unlimited

Wish is the mightiest spell that can be cast. By simply speaking aloud, the caster can alter reality. This spell can accomplish any effects described for limited wish, and may mimic other 9th level spells or create comparable effects. Ultimately, the GM will have to decide the limits of a wish spell. Events can be reversed; the dead can be brought back to life or an entire army might be healed of damage. An entire group could be teleported to any location with no chance of error. Powers or ability bonuses may be wished for at the GM's discretion, and these might be permanent or temporary. Wishes will be fulfilled according to the letter of the request, and the GM can exercise some regulation of wishes based on this strict enforcement. Although another character may be wished dead, such an act disrupts balance and the GM should think of a method to fulfill the wish but in a way that the character wished dead is unaffected. For instance, if a character is wished dead, the caster may be transported through time to a point where the victim has already died of natural causes, or the caster might be sent to an alternate dimension where the victim has died.

Spell Lists by Class and Level

Cleric Spell List

LEVEL 1
1. Command
2. Create Water (reversible)
3. Cure Light Wounds
4. Detect Evil
5. Detect Magic
6. Light
7. Protection from Evil
8. Purify Food and Drink
9. Remove Fear
10. Resist Cold
11. Sanctuary

LEVEL 2
1. Augury
2. Bless
3. Delay Poison
4. Find Traps
5. Know Alignment
6. Hold Person
7. Holy Chant
8. Resist Fire
9. Reveal Charm
10. Silence 15' Radius
11. Snake Charm
12. Speak with Animal
13. Spiritual Weapon

LEVEL 3
1. Animal Growth
2. Animate Dead
3. Continual Light
4. Cure Blindness
5. Cure Disease
6. Dispel Magic
7. Feign Death
8. Glyph of Warding
9. Locate Object
10. Prayer
11. Remove Curse (reversible)
12. Speak with Dead
13. Striking

LEVEL 4
1. Create Food and Water
2. Cure Serious Wounds
3. Detect Lie
4. Divination
5. Exorcise

6. Lower Water
7. Neutralize Poison
8. Protection from Evil 10' Radius
9. Speak with Plants
10. Sticks to Snakes
11. Tongues

LEVEL 5
1. Atonement
2. Commune
3. Cure Critical Wounds
4. Dispel Evil
5. Flame Strike
6. Insect Plague
7. Quest
8. Plane Shift
9. Raise Dead
10. True Seeing

LEVEL 6
1. Animate Objects
2. Blade barrier
3. Conjure Animals
4. Find the Path
5. Heal
6. Part Water
7. Speak with Creatures
8. Stone Tell
9. Summon Aerial Servant
10. Word of Recall

LEVEL 7
1. Astral Projection
2. Control Weather
3. Earthquake
4. Gate
5. Holy Word
6. Regenerate
7. Restoration
8. Resurrection
9. Symbol
10. Wind Walk

Druid Spell List

LEVEL 1
1. Animal Companion
2. Detect Magic
3. Detect Snares and Pits
4. Divine Weather
5. Entangle
6. Faerie Fire
7. Invisibility, Animal
8. Locate Creature
9. Pass without Trace
10. Purify Water
11. Shillelagh
12. Speak with Animals

LEVEL 2
1. Barkskin
2. Charm Person or Mammal
3. Create Water
4. Cure Light Wounds
5. Feign Death
6. Find Plant
7. Fire Trap
8. Heat Metal
9. Obscuring Mist
10. Produce Flame
11. Stumble
12. Warp Wood

LEVEL 3
1. Call Lightning
2. Cure Disease
3. Hold Animal
4. Insect Swarm
5. Neutralize Poison

6. Plant Growth
7. Protection from Fire
8. Pyrotechnics
9. Snare
10. Stone Shape
11. Tree Shape
12. Water Breathing

LEVEL 4
1. Cure Serious Wounds
2. Dispel Magic
3. Flash Fire
4. Hallucinatory Terrain
5. Hold Vegetation and Fungus
6. Passplant
7. Protection from Electricity
8. Repel Vermin
9. Speak with Plants
10. Summon Animal I
11. Summon Sylvan Beings
12. Temperature Control

LEVEL 5
1. Animal Growth
2. Anti-Plant Shell
3. Commune with Nature
4. Control Winds
5. Insect Plague
6. Sticks to Snakes
7. Summon Animal II
8. Transmute Rock to Mud (reversible)
9. Tree Stride
10. Wall of Fire

LEVEL 6
1. Anti-Animal Shell
2. Conjure Fire Elemental
3. Control Weather
4. Cure Critical Wounds
5. Feeblemind
6. Fire Seeds
7. Repel Wood
8. Summon Animal III
9. Transport via Plants
10. Wall of Thorns

LEVEL 7
1. Animate Mineral
2. Conjure Earth Elemental
3. Control Weather (Greater)
4. Confusion
5. Creeping Doom
6. Finger of Death
7. Fire Chariot
8. Fire Storm
9. Reincarnate
10. Transmute Metal to Wood

Illusionist Spell List

LEVEL 1
1. Auditory Illusion
2. Color Spray
3. Dancing Lights
4. Darkness Globe
5. Detect Illusion
6. Detect Invisibility
7. Doppelganger
8. Hypnotism
9. Light
10. Phantasmal Force
11. Refraction
12. Wall of Vapor

LEVEL 2
1. Blindness
2. Blur
3. Deafness
4. Detect Magic

5. Fog Cloud
6. Hypnotic Pattern
7. Invisibility
8. Magic Mouth
9. Mirror Image
10. Misdirection
11. Phantasmal Force, Greater
12. Ventriloquism

LEVEL 3
1. Continual Light (reversible)
2. Dispel Phantasm
3. Fear
4. Hallucinatory Terrain
5. Illusionary Script
6. Invisibility 10' Radius
7. Nondetection
8. Paralyze
9. Rope Trick
10. Spectral Force
11. Suggestion

LEVEL 4
1. Confusion
2. Illusory Stamina
3. Implant Emotion
4. Invisibility, Greater
5. Massmorph
6. Minor Creation
7. Phantasmal Killer
8. Phantasmal Monsters

LEVEL 5
1. Confusion, Greater
2. Major Creation
3. Maze
4. Phantasmal Door
5. Phantasmal Monsters, Greater
6. Project Image
7. Shadow Evocation
8. Summon Shadow

LEVEL 6
1. Conjure Animals
2. Phantasmal Monsters, Advanced
3. Shadow Evocation, Greater
4. Spectral Force, Permanent
5. Spectral Force, Programmed
6. Suggestion, Mass
7. True Seeing
8. Veil

LEVEL 7
1. Astral Spell
2. Limited Wish
3. Prismatic Spray
4. Prismatic Wall
5. Vision

Magic-User Spell List

LEVEL 1
1. Allure
2. Burning Hands
3. Charm Person
4. Comprehend Languages
5. Dancing Lights
6. Detect Magic
7. Enlarge
8. Erase
9. Feather Fall
10. Floating Disc
11. Hold Portal
12. Identify
13. Jarring Hand
14. Jump
15. Light
16. Magic Aura
17. Magic Missile

18. Manipulate Fire
19. Mending
20. Message
21. Protection from Evil
22. Read Languages
23. Read Magic
24. Scribe
25. Shield
26. Shocking Grasp
27. Sleep
28. Spider Climb
29. Summon Familiar
30. Unseen Servant
31. Ventriloquism

LEVEL 2
1. Amnesia
2. Arcane Lock
3. Auditory Illusion
4. Continual Light
5. Darkness Globe
6. Detect Evil
7. Detect Invisible
8. ESP
9. False Gold
10. False Trap
11. Invisibility
12. Knock
13. Levitate
14. Locate Object
15. Magic Mouth
16. Mirror Image
17. Phantasmal Force
18. Pyrotechnics
19. Ray of Enfeeblement
20. Rope Trick
21. Scare
22. Shatter
23. Stinking Cloud
24. Strength
25. Web

LEVEL 3
1. Blink
2. Clairaudience
3. Clairvoyance
4. Dispel Magic
5. Explosive Runes
6. Feign Death
7. Fire Ball
8. Flame Arrow
9. Fly
10. Gust of Wind
11. Haste (reversible)
12. Hold Person
13. Infravision
14. Invisibility 10′ radius
15. Lightning Bolt
16. Protection from Evil 10′ radius
17. Protection from Normal Missiles
18. Tiny Hut
19. Tongues
20. Suggestion
21. Summon Monster I
22. Water Breathing

LEVEL 4
1. Arcane Eye
2. Charm Monster
3. Confusion
4. Dimension Door
5. Enchant Arms
6. Extend Duration I
7. Fear
8. Fire Shield
9. Fire Trap
10. Flame Charm
11. Fumble

12. Globe of Invulnerability, Lesser
13. Hallucinatory Terrain
14. Ice Storm
15. Massmorph
16. Mnemonic Enhancer
17. Move Earth, lesser
18. Plant Growth
19. Polymorph Others
20. Polymorph Self
21. Remove Curse (reversible)
22. Summon Monster II
23. Wall of Fire
24. Wall of Ice

LEVEL 5
1. Animate Dead
2. Atmosphere Bubble
3. Cloudkill
4. Cone of Cold
5. Conjure Elemental
6. Contact Other Plane
7. Distort Distance
8. Extend Duration II
9. Faithful Hound
10. Feeblemind
11. Hold Monster
12. Interposing Hand
13. Magic Jar
14. Passwall
15. Secret Chest
16. Stone Shape
17. Telekinesis
18. Teleport
19. Transmute Rock to Mud
20. True Seeing
21. Wall of Force
22. Wall of Iron
23. Wall of Stone

LEVEL 6
1. Anti-Magic Shell
2. Arcane Window
3. Control Weather
4. Death Spell
5. Disintegrate
6. Dweomer of Rage
7. Extend Duration III
8. Forceful Hand
9. Freezing Sphere
10. Geas
11. Globe of Invulnerability
12. Guards and Wards
13. Invisible Stalker
14. Legend Lore
15. Lower Water
16. Monster Summoning IV
17. Move Earth
18. Part Water
19. Project Image
20. Reincarnate
21. Repulsion
22. Spiritwrath
23. Stone to Flesh

LEVEL 7
1. Charm Plants
2. Delayed Blast Fireball
3. Duo-Dimension
4. Grasping Hand
5. Instant Summons
6. Limited Wish
7. Mass Invisibility
8. Magic Sword
9. Phase Door
10. Power Word Stun
11. Reverse Gravity
12. Simulacrum
13. Statue

14. Summon Demon
15. Summon Monster V
16. Vanish

LEVEL 8
1. Antipathy/Sympathy
2. Clenched Fist
3. Clone
4. Glass Like Steel
5. Incendiary Cloud
6. Irresistible Dance
7. Mass Charm
8. Maze
9. Mind Blank
10. Permanency
11. Polymorph Any Object
12. Power Word Blind
13. Spell Resistance
14. Summon Monster VI
15. Symbol
16. Trap the Soul

LEVEL 9
1. Astral Projection
2. Crushing Hand
3. Gate
4. Imprisonment
5. Meteor Swarm
6. Power Word Kill
7. Prismatic Sphere
8. Shape Change
9. Summon Monster VII
10. Temporal Stasis
11. Time Stop
12. Wish

Monsters: Introduction

In *Microlite78*, the term "monster" can generally refer to any being other than the player characters. Monsters are listed in this section in an encyclopedic format. Each monster has certain characteristics, which are defined below. Though each monster listing can be considered to represent the "average" specimen of a particular creature, the GM can alter the abilities and power level of any creature to fit the situation. It is assumed that all monsters, except NPC humans, have infravision of 60'. The following terms are used to define the characteristics of monsters.

Number Encountered: This variable number represents the typical number of this type of monster that will appear together at one time if encountered on a dungeon level equal to the hit dice of the monster. For example, if a 4 HD creature has a Number Encountered listing of 1d8, then when this creature is encountered on the 4th level of a dungeon, 1d8 of the creatures will be encountered. The GM should alter the Number Encountered if the monster is encountered on a different labyrinth level. In general, the number should be reduced if the creature is encountered on a higher level, and increased if encountered on a lower level. These adjustments account for characters of higher level exploring deeper labyrinth levels, and lower level characters exploring higher (less depth) labyrinth levels.

A number range in parenthesis represents the number of monsters of a type that typically inhabits their "nest" or lair, or the number that will be encountered in a wilderness setting.

Alignment: All monsters will be lawful, neutral, or chaotic. Many monsters are either unintelligent or are simply unconcerned about law and chaos, and are considered neutral. Note that a monster must be intelligent to speak or understand its alignment language.

Movement: There are two listings under this category. The first represents a number in feet per turn that a creature may move. The second value provided in parentheses represents the monster's encounter movement, which are in feet per round. If two different rates are given, the additional movement will relate to movement of a different kind, which will be appropriate to the creature. A couple of possibilities include flying or swimming.

Armor Class: In game terms, the AC of a monster means the same thing as a character's AC. For monsters, this value reflects not only the creature's general agility but also its natural armor, from tough hide or a magical adjustment.

Hit Dice: This value is roughly equivalent to character level, but for monsters it always represents a number of hit points determined by this number of d8s. For example, a 2 HD monster will have 2d8 hit points. Sometimes a value is given as a "+" or "-", in which case this number is added or subtracted from the hit points rolled. A monster will have a minimum of 1 hp. Hit dice further reflect the attack ability of monsters. The hit dice number will be located on the Monster Attack table, and the number needed to hit different armor classes will be used for an encounter. Further, the number of hit dice a monster has is related to how many experience points the characters receive when the monster is killed. Refer to the Monster Experience Points table in Section 4.

Hit dice also are used to determine which labyrinth level the monster will be found on. A 2 HD monster will most typically be found on the second labyrinth level. As noted above, when monsters are found on a different labyrinth level their Number Encountered should be adjusted accordingly.

Attacks: This listing describes how many attacks are available to a monster, per round, and the nature of the attacks. These will be listed in the same order as the appropriate damage in the damage listing.

Damage: Damage is listed in the same order as attacks, and is represented by a number and kind of die that should be rolled,

just like weapon damage is rolled. Some monsters may in fact employ weapons. There are a number of special or unusual attacks that monsters can employ, and the effects of these are explained in greater detail below.

Acid: Some monsters employ acid. When acid successfully hits, it does damage because it has made contact with flesh. Once contact is made, acid does not need to make a new successful roll to hit in another round (unless otherwise noted). Most acid can be removed by rinsing it off with water or other non-flammable liquids (beer, wine). The acid breath attack employed by black dragons performs differently in that the acid does not remain active round to round, and damage is only suffered per attack. If armor is destroyed by acid, the character's AC should be adjusted to reflect having no armor.

Charge: In order to make a charge, a monster must have clear terrain and be able to run toward an opponent for 20 yards. The extra momentum of such an attack inflicts double the normal damage. Likewise, if a braced attack is prepared against a charging monster, such as a spear braced in the ground, a successful hit will deal double damage to a charging monster.

Charm: Some monsters are able to charm characters in a similar way as the spell *charm person*. The character receives a saving throw versus spells. However, when a monster charms a character, he is also confused and unable to use spells or magic items that require either commands or concentration. Like the effects of the spell, characters charmed by monsters will obey instructions so long as they are not directly harmful to the character. If the monster and charmed character cannot communicate due to a language barrier or some other situation, the charmed character will act in the interest of the monster, to protect it. Some charm effects have a duration, but if the monster is killed the effects will disappear.

Continuing Damage: Some monsters have attacks that, once successful, continue to deal damage on subsequent rounds without requiring further rolls to hit. Examples include the constrictive attack of a giant snake, or if a character is swallowed by a giant monster.

Dive: Some monsters capable of flight can attack by swooping in to do a dive attack. Opponents must be in open terrain for this attack to be effective. Like a charge, this attack deals double damage. If the roll to hit is 18 or greater and the flying monster is of sufficient size, it grasps on to the opponent and attempts to carry him away.

Energy Drain: Some monsters, especially undead, have an energy drain attack. No saving throw is permitted. This attack leaches experience levels from characters (or hit dice if used against other monsters). This effect can be reversed by the 7th level cleric spell *restoration*. Note that if a character is drained of a level, all abilities, including hit points, saving throws, etc., are affected as appropriate for the character of the new class level.

Paralysis: The paralysis attack of most monsters lasts 2d4 turns, and a saving throw versus paralysis is allowed. When a character is paralyzed, he collapses and is incapable of any movement whatsoever, including speaking or casting spells. Characters remain conscious and aware of their surroundings. The cleric spell *cure light wounds* can negate the paralysis, but no hit points are healed when the spell is used in this way. Paralyzed characters are very vulnerable to attack, and no roll to hit them is required.

Poison: One of the most dreaded attacks of some monsters is poison. A character exposed to the poison of a monster, unless otherwise noted, must succeed in a saving throw versus poison or be instantly killed. The 4th level cleric spell *neutralize poison* can be used to counter this effect.

Swallow Attack: Some monsters are capable of swallowing a character whole, and will ordinarily do so in an attack if a "20" is rolled to hit. Characters who are swallowed will suffer damage every round until they die, or until the monster is killed. If a character who has been swallowed has a sharp weapon, he may attack the monster from inside its belly with a to hit penalty of –4. Should a swallowed character die and remain in a monster's belly for 6 turns, he has been irrecoverably digested.

Trample: When a monster tramples, it stomps or throws its weight against an opponent to deal damage due to its immense bulk. This attack adds +4 to hit if the opponent is human-sized or smaller. Any monster capable of this attack will do so 3/4 of the time (1-3 on a d4), and the remaining times will employ any other forms of attack available to it. Large numbers (20 or greater) of normal sized animals may also attempt a trample attack, such as a herd of cattle. These kinds of trample attacks deal 1d20 hit points of damage.

Save: Like characters, monsters have saving throws. Monsters have saving throws that are the equivalent of a particular class and class level. Usually, this is the Fighter class, but it can be any class. Monsters that are unintelligent often save as a Fighter of a level equal to one-half of the monster's hit dice number, rounded up. The following abbreviations are used in the monster listings, and are followed by a number indicating which level of the class a monster saves as: Cleric, C; Fighter, F; Magic-User, MU; Thief, T; Dwarf, D; Elf, E; Halfling, H.

Morale: This is the number that the GM refers to when testing for morale. The GM will roll 2d6 according to the Morale Check optional rule in Section 5. Any monster that fails this check will attempt to flee or surrender.

Hoard Type: This listing refers to the Treasure Hoard Type of the monster, and will consist of a roman numeral. This roman numeral is cross-referenced on the Treasure Hoard Type table to determine the treasure that is found in the lair of a monster. If the treasure quantity is fairly small, a monster may have this on its person, but usually treasure is kept in a secure location.

XP: This abbreviation stands for experience points. It is the precalculated total for the monster, taking into account its HD and any special abilities. Note that if a monster has variable HD, this total reflects a monster with the lowest HD possible, and XP will need to be recalculated for more powerful monsters.

Abbreviations
In written adventures, when monsters are indicated, their characteristics are typically abbreviated in the following order and format: AL, alignment; MV, Movement; AC, armor class; HD; hit dice; #AT, number of attacks; DG, damage; SV, save; MR, morale.

For example:
AL N, MV 90', AC 6, HD 1, #AT 1, DG 1d4, SV F1, MR 7
Alignment is abbreviated as follows: L, light; N, neutral; D, dark.

Habitat Density (Optional)
In any habitat appropriate to a creature, a **habitat density** rank can be used to give an indication of the relative commonality of that creature, in the context of all available creatures that might be encountered. This value is most relevant when designing random encounter tables, as the probability corresponding to the ranks is considered when designing which proportion of encounters will result in any given specific creature encounter. Habitat density rank is idiosyncratic to the campaign world and specific region; therefore, no standard habitat density ranks are assigned to monsters. This should be done by the referee.

Habitat Density Ranks		
Rank	*Probability*	d00
Profuse	65%	01-65
Common	20%	66-85
Sparse	10%	86-95
Rare	5%	96-00

The referee creates a list of creatures that can be encountered in an environment. He then assigns each creature a habitat density rank appropriate for the game world, campaign, and specific area. A habitat might be as broad as "forest" or as

specific as "forest within 5 miles of the castle," depending on the scope and needs of the referee. The environment could be an entire dungeon level, or a portion of a dungeon level or sublevel. Refer to the *Microlite78 Plus* rules for examples of habitats and how to determine which HD of creatures are appropriate for a labyrinth level. On any given encounter table there will be a 65% chance of encountering *profuse* creatures. The chance of encountering any specific *profuse* creature is relative to how many profuse creatures are in that environment, and odds are divided evenly between them within that 65%.

There are various ways these encounter tables might be constructed. A more complicated method is to assign percentile points to each creature, accounting for the likelihood of encountering each creature within a habitat rank. For example, if there are 5 common creatures on a table, and since there is a 20% chance of encountering common creatures, each common creature would be assigned 4%. If there were 10 common creatures, they would each be assigned 2%.

Another method is to simply have a list of creatures for each environment divided into sections by density rank. Roll percentile dice on the habitat density ranks table when an encounter occurs. Then roll for a creature from your list, with an equal chance per creature.

Lair Encounter (Optional)

Since treasure hoards (except personal treasure Hoard Typees I-IV) will only be present in a creature's lair, and since the number of creatures encountered sometimes varies depending on whether they are found in their lair, guidelines can be helpful for determining whether a creature in a random encounter is in its lair. The guidelines presented here are broad and meant to be used as an easy way of determining lair encounters. This system could be made more complicated, with additional factors, and this is left to the preference of the Labyrinth Lord. Note that in the monster listings the number provided for *No. Enc.* is the number found in a labyrinth. The number in parentheses is the number of creatures encountered when in the wilderness *or* in a lair. It is important to note that not all creatures actually have lairs. Some always wander. If a creature has 0 (2d4) listed under number encountered, for example, the creature is never found in a labyrinth and when encountered in the wilderness it may or may not lair.

It is important for the referee to distinguish between creatures that do and do not have lairs. This is determined solely by the judgment of the referee. If a creature has a Hoard Type, then unless there are special circumstances it almost certainly has a lair somewhere to store that treasure. Of course, if a creature has no treasure and the number encountered is the same whether found in a labyrinth or wilderness/lair, then whether they have a lair might be irrelevant.

As a general rule, creatures encountered in the wilderness will be found in their lair a base 50% of the time. Creatures encountered in a labyrinth that lair there will be encountered in their lair a base 30% of the time. Modifiers can be applied to this base depending on the nature of the creature, at the discretion of the referee. Modifiers need not always be applied. See the following table for suggested modifiers based on characteristics of the monsters. These modifiers should generally *not* be cumulative; the larger modifier should be used.

Monster Traits	Modifier
Solitary	+10 to 30%
Extraplanar	+20 to 40%
Winged, avian	-20%
Pack animal	-25%
War-like, humanoid bands	-25%
Secretive, hides lair	-30%

Monster Listings

A

Aerial Servant

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	240' (80')
Armor Class:	16
Hit Dice:	16
Attacks:	1
Damage:	8d4
Save:	8
Morale:	10
Hoard Type:	None
XP:	3,300

Aerial servants are semi-intelligent creatures from the elemental plane of air that often roam the astral and ethereal planes. On those planes they have a vaguely visible form, but when on the material plane they are invisible. They normally are only found on the material plane as a result of being summoned by a cleric and commanded to perform some task, often being required to use their immense strength to carry objects or aid the summoner. They may carry 1,000+ pounds, and have an immense strength which they can use to hold a human-sized or smaller target immobile. To break free, the victim must have a STR of 18, and even then there is only a 50% chance to break away. Victims with STR of 19 or higher may escape with no roll. Aerial servants have keen senses, and are only surprised on 1-4 on a d6. An aerial servant that fails or is thwarted in its mission becomes insane and immediately returns to the caster who summoned it and tries to kill him.

Ankheg

No. Enc.:	1d6 (1d6)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	16
Hit Dice:	1d6+2
Attacks:	1
Damage:	3d6, +1d4
Save:	14
Morale:	9
Hoard Type:	XIX
XP:	80-2,800

The ankheg is a burrowing monster with a taste for fresh meat. It has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds, and has an insect-like exoskeleton. An ankheg burrows with legs and mandibles, and moves at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long. An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. In addition to bite damage, the ankheg has acidic, digestive saliva that inflicts an additional 1-4 hp damage each round. If desperate, the creature can produce an acid spray once per day that inflicts 8d4 hp damage, but this uses up the acidic saliva for a 24 hour period.

Ant, Giant

No. Enc.:	2d4 (4d6)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	16
Hit Dice:	4
Attacks:	1
Damage:	2d6
Save:	16
Morale:	7
Hoard Type:	VI
XP:	80

Giant ants are hardy and adaptable. Workers are about 6' long, but the queen may be immense. Giant ants eat almost anything, since they are omnivores, and will never retreat if defending the nest. They will tend to only have a small amount of treasure around, from past opponents, but in some rare instances giant ants will inexplicably mine precious metals. This occurs in about 30% of nests, and there will be as much as 1d10x1000 gold pieces worth of raw gold nuggets.

Ape

	Chimpanzee	*Gorilla*
No. Enc.:	1-4 (3d4)	1-4 (3d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	13	13
Hit Dice:	3	4+1
Attacks:	3	3
(2 claws, 1 bite)	(2 claws, 1 bite)	
Damage:	1d3/1d3/1d6	1d3/1d3/1d6
Save:	16	15
Morale:	9	8
Hoard Type:	None	None
XP:	50	80

	Albino	*Man-Eating*
No. Enc.:	1d6 (2d4)	2d4 (3d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	13	13
Hit Dice:	4	5
Attacks:	2 (2 claws)	3
(2 claws, 1 bite)		
Damage:	1d4/1d4	1d4/1d4/1d8
Save:	16	13
Morale:	7	10
Hoard Type:	None	XIX
XP:	80	350

Apes are distantly related to humans, and usually live in tropical wooded environments. They have different behaviors depending on the species, but deal powerful claw and bite attacks when threatened.

Chimpanzee: These apes are most closely related to humans, and are much more aggressive than gorillas. They may attack with very little provocation, and have a taste for meat.

Gorilla: Gorillas are larger than chimpanzees but less aggressive. They often fight only when threatened or to defend their territory. They are exclusively vegetarian.

Albino: Albino apes are adapted to living in a subterranean environment, only venturing to the surface to forage for food at night. As such, they have lost all pigment. Albino apes will vocalize and act aggressive if other creatures come near their lair, and may attack. In addition to two claw attacks, albino apes can throw rocks for 1d6 hit points of damage per round. Albino apes may occasional be found as pets to Neanderthals or Morlocks.

Man-Eating: Man-eating apes are related to chimpanzees, but are much fiercer, larger than gorillas, and have an insatiable desire to consume humanoid flesh. They attack with powerful claws and a bite, and if both claws hit the same target in the same round, the victim suffers an extra 1d8 hp damage. Man-eating apes are more intelligent than other apes (average INT 8), and have sharp senses that allow them to be surprised only on 1 in 1d6.

Astral Raiders

No. Enc.:	1-8 (3d12 in Astral lair)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	16
Hit Dice:	4
Attacks:	1
Damage:	1d6 or by weapon
Save:	14
Morale:	8
Hoard Type:	VII

From the depths of the Astral plane come the dreaded Astral Raiders, thin, emaciated beings that wield strange swords and even stranger powers. These sinister humanoids wear ornate and efficient armor and most will carry Crystal Swords (q.v.) with them. What they do on this plane is largely unknown and these creatures keep to themselves, although the Astral Raiders sometimes appear to be stranded or lost and will, at these times of apparent duress, work with wizards or others that might be able to get them back to the Astral Plane.

Astral Raiders have powers that can be considered spell-like abilities, although these powers seem to come from the mind alone. These powers are:

Astral Bolt: Twice per day an Astral Raider can project a mental blast at a target, if the victim of this power fails a save versus spells and spell like devices they suffer 1-6 hit points of damage. This power can be adjusted to 1d6 per level of the creature, assume a typically encountered Astral Raider is around the 4th level of experience.

Despair: Once per day an Astral Raider may attack by attempting to cause a sense of malaise or despair in any foe within 100 feet. Those who fail a save versus magic and magical devices are -1 to strike an Astral Raider.

Planar Travel: Two or more Astral Raiders can travel to another plane with concentration, yet four or more can do so with more precision. If a band of Astral Raiders is whittled down to a solitary creature, then the remaining individual is considered planebound and may not leave without the assistance of someone or something that can return him or her to the Astral plane.

Sustenance: If an Astral Raider concentrates for thirty minutes undisturbed he or she may somehow be able to function normally without food or drink for 1d6 days. This ability may only be used twice within a 30 day period of time.

Magic-User Astral Raiders are also sometimes encountered on the Prime Material plane and these are usually 4th-8th level in experience, with appropriate spells. The typical Astral Raiders will usually be the more martial type as described above.

Bands of Astral Raiders who routinely visit the Prime Material plane may have made pacts with different types of monsters (dragons, manticores, trolls, etc) and will often return to the lairs of these creatures as soon as they arrive for protection and information gathering purposes.

Axe Beak

No. Enc.:	1d6 (2d4)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	13
Hit Dice:	3
Attacks:	3 (2 claws, 1 bite)
Damage:	1d3/1d3/2d4
Save:	15
Morale:	8
Hoard Type:	None
XP:	50

The axe beak is a prehistoric flightless, carnivorous bird that resembles a 7' tall ostrich. It is an aggressive hunter and has a strong, thick neck and a sharp beak.

B

Baboon

	Normal	Higher
No. Enc.:	2d4 (1d4x10)	2d6 (5d6)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	12	13
Hit Dice:	1+1	2
Attacks:	1 (bite)	2 (bite, club)
Damage:	1d4	1d3/1d6
Save:	18	16
Morale:	7	8
Hoard Type:	None	VI
XP:	15	20

Baboons are powerful and aggressive primates adapted to life on the ground. They prefer open spaces but climb trees to find safe places to rest overnight. A typical baboon is the size of a big dog. Males can be 2 to 4 feet long and weigh as much as 90 pounds. When encountered as a large group, there will be 2d4 males that have +1 to damage. In these large groups, 50% of their total number are young that do not engage in combat.

Higher Baboon: Higher baboons are larger, more intelligent omnivores that have a higher tendency to hunt for meat. They bite, but also may use sticks as clubs. The higher baboon lives in packs like its smaller, less intelligent cousin, and are led by the biggest, strongest male. Higher baboons are aggressive, and are easily stimulated to fight.

Badger

	Normal	Giant
No. Enc.:	1d2 (1d4+1)	1d2 (1d4+1)
Alignment:	Neutral	Neutral
Movement:	60' (20')	60' (20')
Armor Class:	15	15
Hit Dice:	1+2	3
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d2/1d2/1d3	1d3/1d3/1d6
Save:	18	16
Morale:	8	8
Hoard Type:	None	None
XP:	15	50

The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. They move at half their normal movement when burrowing. An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds. Badgers attack with their sharp claws and teeth. If found in a group, it will consist of a mated pair and offspring.

Giant Badger: Giant badgers have the same habits as their smaller cousins, but are double their size.

Basilisk

No. Enc.:	1d6 (1d6)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	15
Hit Dice:	6 + 1
Attacks:	2 (bite, gaze)
Damage:	1d10/petrify
Save:	13
Morale:	9
Hoard Type:	XVII
XP:	570

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 10 feet long. Basilisks often live in dense woods or labyrinths. Any victim that either gazes directly at the basilisk or touches the

basilisk is required to make a saving throw versus petrify or he turns to stone. The only way a character may avoid meeting the basilisk's gaze when in combat is to look away or view the creature through a mirror. Looking away reduces attack rolls by −4, and attacking while viewing through a mirror has a penalty of −1. A basilisk is not immune to its own gaze, and if it sees itself in a mirror (roll 35% or less on d00) it must succeed in a saving throw versus petrify or it turns itself to stone.

Bat

	Normal	Giant
No. Enc.:	1d00 (1d00)	1d10 (1d10)
Alignment:	Neutral	Neutral
Movement:	9' (3')	30' (10')
Fly:	120' (40')	180' (60')
Armor Class:	13	13
Hit Dice:	1 hp	2
Attacks:	confuse	1 (bite)
Damage:	None	1d4
Save:	18	15
Morale:	6	8
Hoard Type:	None	None
XP:	6	20

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

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

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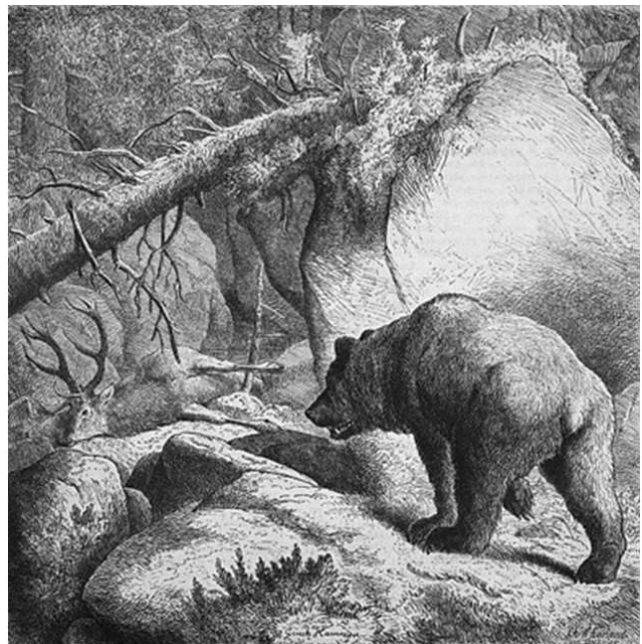
Bear

	Black	Grizzly
No. Enc.:	1d4 (1d4)	1 (1d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	13	13
Hit Dice:	4	5
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d3/1d3/1d6	1d3/1d3/1d6
Save:	16	16
Morale:	7	8
Hoard Type:	VI	VI
XP:	80	200

	Polar	Cave
No. Enc.:	1 (1d2)	1d2 (1d2)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	13	14
Hit Dice:	6	7
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d3/1d3/1d6	1d3/1d3/1d6
Save:	15	14
Morale:	8	9
Hoard Type:	VI	VII
XP:	320	440

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

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

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

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

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

Bee, Giant Killer

No. Enc.:	1d6 (5d6)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	12
Hit Dice:	1d4 hit points
Attacks:	1 (sting)
Damage:	1d3, see below
Save:	19
Morale:	9
Hoard Type:	None
XP:	7

Although many times larger, growing to a length of about 1', giant killer bees behave generally the same as their smaller aggressive cousins. Generally, the giant killer bees will attack any creature they encounter, especially if it is near their hive, which is an underground labyrinth of tunnels. They attack with a poisonous sting that requires a successful saving throw versus poison. Failure indicates death. A stinger always breaks off inside the victim, and if the victim survives the poison he suffers an additional 1 hp of damage per round until the stinger is removed. A bee that successfully strikes dies the following round from the trauma of losing its stinger. A character must spend 1 round to remove a stinger. A queen is guarded by 10 giant killer bees. Some of this number (3 + 1d6) will be larger than other giant killer bees, with 1 HD apiece. A queen is a much larger killer bee, with 2 HD. She may sting multiple times, because her stinger does not break off with a successful attack.

Beetle, Giant

	Fire	Spitting
No. Enc.:	1d8 (2d6)	1d8 (2d6)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	15	15
Hit Dice:	1 + 2	2
Attacks:	1 (bite)	1 (bite)
Damage:	2d4	1d6, see below
Save:	18	18
Morale:	7	8
Hoard Type:	None	None
XP:	15	38

	Carnivorous	Boring
No. Enc.:	1d6 (2d4)	3d6 (3d6)
Alignment:	Neutral	Neutral
Movement:	150' (50')	60' (20')
Armor Class:	16	16
Hit Dice:	3 + 1	5
Attacks:	1 (bite)	1 (bite)
Damage:	2d6	5d4
Save:	18	11
Morale:	9	7
Hoard Type:	VI	VIII
XP:	65	200

	Rhinoceros	Stag
No. Enc.:	1d6 (1d6)	2d6 (2d6)
Alignment:	Neutral	Neutral
Movement:	60' (20')	60' (20')
Armor Class:	17	16
Hit Dice:	12	7
Attacks:	2 (bite, horn)	3 (Bite, 2 horns)
Damage:	3d6/2d8	4d4/1d10/1d10
Save:	9	12
Morale:	8	8
Hoard Type:	IX	XXI
XP:	1,200	440

Fire Beetle: These subterranean, nocturnal beetles are about 2 ½' long. The fire beetle is so named for the light-producing organs it exhibits on its head and abdomen. They produce light within a 10' radius. Two of these organs are on the head, and one is on the abdomen. If removed from the corpse of the beetle they will continue to illuminate an area for 1d6 days.

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

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

Boring Beetle: These 9' long beetles live beneath the earth, where they cultivate and harvest various molds and fungi on rotting wood or vegetable matter they hoard underground. They have social behavior not unlike ants, where each beetle seems to intuitively understand its job.

Rhinoceros Beetle: These 12' long beetles have a 6' long horn, which they use as an effective weapon. Rhinoceros beetles feed primarily on leaves, plants, fruits, and other vegetation, but are territorial and will attack creatures when threatened.

Stag Beetle: These creatures are serious pests that greedily devour cultivated crops. A single beetle can strip an entire farm in short order. An adult giant stag beetle is about 10′ long, with 8′ long horns.

Black Pudding

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	60′ (20′)
Armor Class:	13
Hit Dice:	10
Attacks:	1
Damage:	3d8
Save:	9
Morale:	12
Hoard Type:	None
XP:	3,100

This black gooey mass slithers about in labyrinth corridors, eating anything in its path. It is typically 10′ to 30′ in diameter. It is capable of moving not just on the floor, but also on the wall and ceiling, and may compress itself through small fissures and under the cracks of doors. It digests through even metal and wood. A black pudding is only damaged by fire, but does take full damage from a flame tongue sword. If a black pudding is attacked with other weapons, it splits into more individuals of reduced mass. Every successful attack creates a smaller pudding that has 2 HD and deals 1d8 hit points of damage to opponents.

Blink Dog

No. Enc.:	1d6 (1d6)
Alignment:	Lawful
Movement:	120′ (40′)
Armor Class:	14
Hit Dice:	4
Attacks:	1 (bite)
Damage:	1d6
Save:	15
Morale:	6
Hoard Type:	XX
XP:	135

The blink dog is an intelligent canine that has a limited teleportation ability. Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information. Blink dogs hunt in packs, teleporting, or "blinking" out of one location and "blinking" in close to prey for their attack. They blink again immediately after their attack, and will appear 1d4x10 feet from the opponent. In this way, should a blink dog win initiative it will not be possible for an opponent to attack the blink dog with a hand weapon before it blinks away. Blink dogs never blink into the same space occupied by another object. When blink dogs flee, they simply blink away and fail to appear again.

Boar

	Ordinary	Giant
No. Enc.:	1d6 (1d6)	1d4 (1d4+1)
Alignment:	Neutral	Neutral
Movement:	150′ (50′)	120′ (40′)
Armor Class:	12	13
Hit Dice:	3	5
Attacks:	1 (tusk)	1 (tusk)
Damage:	2d4	3d4
Save:	16	13
Morale:	9	9
Hoard Type:	None	None
XP:	50	200

	Warthog	Demon
No. Enc.:	1d6 (1d6)	1d4 (1d4)
Alignment:	Neutral	Chaotic
Movement:	120′ (40′)	120′ (40′)
Boar:		180′ (60′)
Armor Class:	12	16 (10)
Hit Dice:	3+3	9
Attacks:	2	1 (gore or weapon)
Damage:	2d4/2d4	2d6, weapon
Save:	15	9
Morale:	9	10
Hoard Type:	None	XX
XP:	65	3,800

Ordinary: These cantankerous omnivores are generally encountered in wooded locations, but exist in many different geographic locations and climates. They do not generally initiate combat, but may do so to defend young, or if threatened.

Giant: These 30′ long giant cousins to ordinary boars are much more aggressive. They attack with little to no provocation, and crave the meat of humanoids. They are sometimes found with demon boars. There are rumors of a shaggy giant boar that is native to cold climates.
Warthog: These territorial, tropical relatives of boars are just as vicious and attack with two tusks. Males and females fight as equals, and when more than two are found the remainder are 1 or 2 HD young that deal 1d3 or 1d4+1 damage, respectively.

Demon: The demon boar is a more powerful and much more malicious variation of the wereboar. The demon boar delights in the taste of human meat, and will take residence and hunt near areas occupied by humans. In human form they are fat and grotesque; while in boar form they are immense. Like other lycanthropes, they can pass on their form of lycanthropy (refer to the lycanthrope monster listing), and are only damaged by magical or silver weapons. Demon boars have the innate ability to charm person in a manner similar to the spell, 3 times per day. Victims are allowed a saving throw versus spells with a −2 penalty. Demon boars have a 75% probability of having 1d3 charmed human thralls, who are unable to cast spells or use spell-like devices, due to being under mental domination. Demon boars, though powerful, will usually attempt to catch opponents by surprise.

Brain Eater

No. Enc.:	1 (1d3)
Alignment:	Chaotic
Movement:	120′ (40′)
Armor Class:	14
Hit Dice:	9
Attacks:	1
Damage:	mouth tentacles (special), or weapon, or Psi Blast (special)
Save:	11
Morale:	9
Hoard Type:	III, IV, IX, XXI

The brain eater is a sinister, much feared denizen of the underworld. Its head resembles an octopus, with a round mouth lined with four large suckered tentacles, and four small, slime dripping tentacles. Its body is humanoid, but it has four fingers on each hand, all of the same approximate size with no distinguishable thumb. The tips of its fingers have retractable, hollow claw-like talons. It wears clothing, but its visible hide reveals metallic green and copper colored, swirling patterned slimy skin.

The brain eater is very intelligent. It will often attack by stealth rather than full out assault. Brain eaters may attack with their mental mutations, or may engage in close combat. In close combat, a brain eater will attempt to grasp an opponent's head. Once grasped, the hollow claws will puncture the skull in 1d4 rounds and instantly suction the victim's brain into accessory stomachs within the brain eater's forearms. Each round the talons burrow, the victim suffers 1d6 damage. Once the slimy probes reach the brain, the victim is instantly killed. Brain eaters have psionic abilities, among them the feared Psi Blast which does 8d6 damage (also causes confusion for 1d4 rounds) to all targets within a 30 foot cone. Save for half damage and no confusion.

Brain eaters live deep in the depths of the earth, often occupying dangerous underground ruins or deep, expansive

caves. They will usually have 3d20 Neanderthal slaves, which they breed as slaves for excavating their dwellings and using for other unspeakable tastes.

It is rumored that brain eaters come from some other, distant world, which may not be impossible due to their ability to *plane shift*. Others have said that brain lashers have control of alien technologies, which they wield to further their goals of domination, power, and enslavement.

Brownie

No. Enc.:	4d4 (4d4)
Alignment:	Lawful
Movement:	120' (40')
Armor Class:	16
Hit Dice:	1d4 hp
Attacks:	1 (weapon)
Damage:	1d3
Save:	17
Morale:	7
Hoard Type:	X, XI, XIII
XP:	12

A brownie is a timid, quiet fey creature that prefers to live only among its own kind. Most brownies dwell in pastoral areas untouched by civilization, such as deep forests and wild lands far from other creatures. Brownies are rarely over 18 inches tall. Their hair is always some earth tone such as brown, gray, or tawny. Though timid, brownies are generally friendly and are handy at fixing objects, repairing or mending clothing, and other such tasks. They may decide to help (50%) Lawful characters if approached gently. Most brownies prefer green or otherwise brightly colored clothing. Brownies are magically inclined beings, and can cast the following spells one time per day: confusion, continual light, dancing lights, dimension door, mirror image, protection from evil, and ventriloquism. Brownies speak common, elven, pixie, halfling, and sprite. Brownies may be distant relatives of pixies and halflings, but this has never been proven.

Brownies as familiars: The magic-user is granted an effective DEX of 18. In addition, the magic-user receives +2 to all saving throws, and is never surprised.

Bugbear

No. Enc.:	2d4 (5d4)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	14
Hit Dice:	3 + 1
Attacks:	1 (weapon)
Damage:	2d4 or weapon + 1
Save:	16
Morale:	9
Hoard Type:	XXI
XP:	100

These large, hairy cousins of goblins are quite strong, and receive a +1 to damage when they employ weapons. Despite their bulk, they are deceptively stealthy, and will surprise opponents 50% of the time.

Bulette

No. Enc.:	1d2 (1d2)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	21 (13)
Hit Dice:	9
Attacks:	3 (2 claws, bite) or 4 (4 claws)
Damage:	4d12/2d6/3d6 or 3d6/3d6/3d6/3d6
Save:	12
Morale:	9
Hoard Type:	None
XP:	1,000

Also known as the landshark, the bulette is a terrifying predator that lives only to eat. It is a 10' tall and 12' long monstrosity. A bulette attacks anything it regards as edible, choosing the

easiest or closest prey first. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). When burrowing underground, a landshark can detect prey from vibrations and moves at 30' (10'). When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack with 2 claws and a bite. If particularly threatened, it can leap out of the earth and additionally attack with its hind limbs, for 3d6 hp damage each. In this manner they will attack with all four limbs at once. This creature has a vulnerable under side (AC 13) which is exposed if the bulette comes to the surface to attack with all limbs.

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Camel

No. Enc.:	0 (2d4)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	12
Hit Dice:	2
Attacks:	2 (bite, hoof)
Damage:	1/1d4
Save:	18
Morale:	7
Hoard Type:	None
XP:	20

Camels are known for their ability to travel long distances without food or water, and they may travel for a period of 2 weeks without water if they are well hydrated to begin with. They are efficient at traveling in the desert, and will not suffer movement penalties in this terrain. Camels are temperamental, and are known to often kick or bite those who handle them. Camels can carry 300 lbs and move at their regular movement rate, and can carry up to 600 lbs. A mounted camel rider may not use a lance for a charge attack.

Carcass Scavenger

No. Enc.:	1d3 (1d3)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	12
Hit Dice:	3 + 1
Attacks:	8 (stingers)
Damage:	Paralysis
Save:	16
Morale:	9
Hoard Type:	XXI
XP:	135

The dreaded carcass scavenger is 4' tall and 9' long, and resembles a giant fat grub with multifaceted eyes, small legs, and with a head bearing 2' long insect-like feelers tipped with a poisonous stinger. It is also known as a Carcass Creeper. This creature is rumored to be a magical abomination created from a giant maggot. When the stingers strike an opponent, he must succeed in a saving throw versus paralysis or become paralyzed for 2d4 turns. If not faced with more opponents, the carcass scavenger will swallow the paralyzed character on the subsequent round. Paralysis may be cured with cure light wounds, but when used in this way it does not heal damage.

Cat, Large

	Mountain Lion	Panther
No. Enc.:	1d4 (1d4)	1d2 (1d6)
Alignment:	Neutral	Neutral
Movement:	150' (50')	210' (70')
Armor Class:	13	15
Hit Dice:	3 + 2	4
Attacks:	3 (2 claws, 1 bite)	
Damage:	1d3/1d3/1d6	1d4/1d4/1d8
Save:	16	16
Morale:	8	8
Hoard Type:	VI	VI
XP:	65	80

	Tiger	*Sabre-tooth Tiger*
No. Enc.:	1 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	150' (50')	150' (50')
Armor Class:	13	13
Hit Dice:	6	8
Attacks:	3	3
	(2 claws, 1 bite)	(2 claws, 1 bite)
Damage:	1d6/1d6/2d6	1d8/1d8/2d8
Save:	14	15
Morale:	9	10
Hoard Type:	VI	VII
XP:	570	560

	Lion
No. Enc.:	1d4 (1d8)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	13
Hit Dice:	5
Attacks:	3 (2 claws, 1 bite)
Damage:	1d4+1/1d4+1/1d10
Save:	14
Morale:	9
Hoard Type:	VI
XP:	200

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

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

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

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

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

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

Centaur

No. Enc.:	0 (2d10)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	14
Hit Dice:	4
Attacks:	3 (2 hooves, weapon)
Damage:	1d6/1d6, weapon
Save:	15
Morale:	8
Hoard Type:	XXII
XP:	80

Centaurs have the body and legs of horses, but the upper body of humans. They are reclusive beings, and live far from other humanoids in densely wooded sylvan settings. They are able to attack by kicking with two legs at a time, as well as attacking with a weapon. Centaurs avoid conflict, and males guard their communities. Usually, females and young do not fight, and will seek escape if combat occurs. Young are considered to be monsters of 2 HD for combat purposes, and they inflict 1d2/1d2, or weapon damage. If forced into combat, centaurs are unlikely to surrender.

Centipede, Giant

No. Enc.:	2d4 (1d8)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	10
Hit Dice:	1d4 hp
Attacks:	1 (bite)
Damage:	Poison
Save:	15
Morale:	7
Hoard Type:	None
XP:	6

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

Chimera

No. Enc.:	1d2 (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Fly:	180' (60')
Armor Class:	15
Hit Dice:	9
Attacks:	5 (2 claws, 3 heads, see below)
Damage:	1d3/1d3/2d4/2d4/3d4, see below
Save:	10
Morale:	9
Hoard Type:	XVII
XP:	1,700

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

Cockatrice

No. Enc.:	1d4 (1d8)
Alignment:	Neutral
Movement:	90' (30')
Fly:	180' (60')
Armor Class:	13
Hit Dice:	5
Attacks:	2 (beak, petrify)
Damage:	1d6, petrify
Save:	14
Morale:	7
Hoard Type:	XIX
XP:	350

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

Couatl

No. Enc.:	1d4 (1d4)
Alignment:	Lawful
Movement:	60' (20')
Fly:	180' (60')
Armor Class:	14
Hit Dice:	9
Attacks:	2 (bite, constrict)
Damage:	1d3/2d4
Save:	7
Morale:	8
Hoard Type:	XXI
XP:	3,100

A couatl is about 12 feet long, with a wingspan of about 15 feet. It resembles a giant feathered snake and weighs about 1,800 pounds. They are extremely intelligent, magical creatures. They attack with a poisonous bite (save versus poison or die), and constrict for 2d4 hp damage each round until either the couatl or victim is dead. Couatls may polymorph themselves at will. They have either the abilities of a 7th level cleric (40%), or a 5th level magic-user (40%), or both (20%). Couatls speak common, and with reptiles and avians.

Crab, Giant

No. Enc.:	1d2 (1d6)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	17
Hit Dice:	3
Attacks:	2 (pinchers)
Damage:	2d6/2d6
Save:	17
Morale:	7
Hoard Type:	None
XP:	50

These giant cousins to ordinary crabs are unintelligent, and merely exist to eat. They are found in any watery environment, and do not have to remain fully submerged. They can be found prowling along fresh or saltwater shores, marshes, and watery subterranean caves.

Crayfish, Giant

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	60' (20')
Swim:	120' (40')
Armor Class:	15
Hit Dice:	4 + 4
Attacks:	2 (claws)
Damage:	2d6/2d6
Save:	15
Morale:	9
Hoard Type:	None
XP:	140

Giant crayfish are 8' long, but otherwise look and behave much like their smaller relatives. They are laborious walkers but swim very fast. They may dart out at prey, surprising an opponent on 1-3 on 1d6. They attack with their immense pinchers.

Crocodile

	Ordinary Crocodile	Large Crocodile	Giant Crocodile
No. Enc.:	0 (1d8)	0 (1d4)	0 (1d3)
Alignment:	Neutral	Neutral	Neutral
Movement:	90' (30')	90' (30')	90' (30')
Swim:	90' (30')	90' (30')	90' (30')
Armor Class:	14	16	18
Hit Dice:	2	6	15
Attacks:	1	1	1
Damage:	1d8	2d8	3d8
Save:	16	14	12
Morale:	7	7	9
Hoard Type:	None	None	None
XP:	20	320	1,500

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

Cyclops

No. Enc.:	1 (1d4)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	14
Hit Dice:	13
Attacks:	1
Damage:	3d10
Save:	10
Morale:	9
Hoard Type:	XVIII + 5,000 gp
XP:	2,400

Cyclops average 20' tall, and are related to giants. They have one large eye centered on their face. They have reduced depth perception and suffer a –2 penalty to attack rolls. They employ large clubs as weapons, but also throw rocks up to 200' for 3d6 hit points of damage. A few cyclops have the ability to issue a curse one time per week (reverse of remove curse). Cyclops are loners, and generally live together in small numbers only on occasion. They typically keep flocks of sheep, and often cultivate grapes. They live in caves.

D

Demons

Demons are evil creatures of chaos. They are diverse in form and abilities, and although the ones presented here are mainly demon races, many unique demons exist as well. Demon lords are always unique. Demons primarily dwell in demon worlds within the planes of chaos, where wars frequently rage between demon lords or dark gods, with lower demons often used as fodder. Demons may also travel to the astral plane, the ethereal plane, and the plane of shadow. They are generally barred from entering the material plane unless summoned via a gate. All demons may only be destroyed permanently when on the planes of chaos; otherwise when their material form is destroyed their essence returns to chaos where it takes 100 years to form a new body, unless aided by a demon lord or summoned via a gate. The exception is lower order demons, which are permanently destroyed when killed on any plane.

Demons are true to their dark natures and do not respect or adhere to a formal chain of authority. As a consequence, the rule of demon worlds is by fear and violence, and is always in flux, with constant back stabbing and intrigue amongst the demon lords and higher servants.

However, despite the lack of a formal demon hierarchy, it is useful to divide them by general power level into lower order (1-4 HD), standard order (5-8 HD), higher order (9+ HD), and demon lord (21+ HD) ranks. Demon lords have the innate ability to "promote" demons of lower orders to higher orders, which generally means an increase in HD and other innate abilities. Through these means the less powerful demons serve their betters in hopes of becoming powerful in time.

Demons vary in their abilities and weakness, but have some abilities or immunities in common. All demons have the following common abilities:

Infravision (90')
Half damage from cold-based attacks
Half damage from electrical-based attacks
Half damage from fire-based attacks (all)
Half damage from gas-type attacks
Gate (varies in expression, not available to lower order demons)

Telepathy (allows all languages to be understood)
Teleport without error (not available to lower order demons)

Note that all demon spell-like abilities (unless otherwise noted) function at the minimum class level required to use the similar spell, or as the demon's HD in levels, whichever is higher. They are usable once each round.

Astarot (Demon Lord)

No. Enc.:	Unique
Alignment:	Chaotic
Movement:	150' (50')
Armor Class:	26
Hit Dice:	184 hp (23 HD)
Attacks:	3 (2 tentacles, tail)
Damage:	1d6/1d6/2d6
Save:	3
Morale:	12
Hoard Type:	VIII, IX, XXII
XP:	17,000

Astarot is the demon prince of reptiles and ophidians; he is 20' tall and covered in dark green scales and a 20' long whip-like tail. He has the legs of a lizard, two tentacles for arms, and three heads. His first central head is that of a snake, his right head a lizard, and the left head a baboon. Astarot may only be harmed by weapons of +2 or better. The snake head has a charm gaze (as charm person and charm monster, no saving throw) that affects creatures within 300'. The number of creatures affected is determined by their HD as follows: 3 HD or fewer, 1d10x10; 4-6 HD, 5d8; 7-9 HD, 3d8; 10-12 HD, 2d6; and 13+ HD, 1d4. Creatures with 15+ HD are entitled to a saving throw versus spells. The lizard head has a breath attack usable at will identical to the cone of cold from a wand of ice. The baboon has a fear gaze as the spell. Astarot's tail may lash out to attack for 2d6 hp damage. In addition, victims must save versus spell-like devices or have a body part wither as the staff of withering. Astarot's tentacles strike for 1d6 hp damage each. Each successful strike drains 1 level from the victim.

Astarot has the following spell-like abilities at will: clairvoyance, clairaudience, continual darkness, fear, detect invisible, detect magic, dispel magic, ESP, greater phantasmal force, levitate, polymorph self, read languages, read magic, suggestion, telekinesis (500 lbs. per head), wall of ice, and water breathing.

The following abilities are usable once per day: feeblemind, power word stun, project image, sticks to snakes, symbol, and gate (85% probability of success). One of the following demons will appear: vrock, hezrou, glabrezu, nalfeshnee, marilith, or balor.

Babau (Standard Order Demon)

No. Enc.:	1d3 (1d6)
Alignment:	Chaotic
Movement:	150' (50')
Armor Class:	22
Hit Dice:	7 + 10
Attacks:	3 (2 claws, horn) or 1 (weapon)
Damage:	1d4+1/1d4+1/2d4 or As weapon +4
Save:	11
Morale:	10
Hoard Type:	XXI
XP:	1,700

These 7' tall demons have ebony flesh that clings closely to their skeleton, appearing almost like a leathery corpse. They have a single curving horn that emerges from the back of their heads. Babau demons prefer to attack with weapons from a distance when possible, and have STR 19 which grants bonuses to attacks and damage with some weapons. A slimy red jelly coats the babau's skin when in combat, reducing damage by 50% from cutting and stabbing weapons. Babau suffer damage from ordinary weapons, and +2 damage from weapons of iron. These demons have the abilities of a thief of 9th level. Additionally, any creature within 20' that looks into a babau's glowing red eyes must succeed in a saving throw versus spells or be affected

as if from a ray of enfeeblement. They have the following spell-like abilities, usable at will: darkness 10' radius, dispel magic, fear (as the wand of fear, by touch), fly, levitate, polymorph self, and heat metal. In addition, a babau may gate (25% probability of success) another babau demon.

Balor (Standard Order Demon)

No. Enc.:	1d3 (1d6)
Alignment:	Chaotic
Movement:	60' (20')
Fly:	150' (50')
Armor Class:	21
Hit Dice:	8 + 7
Attacks:	1 (sword or whip)
Damage:	1d8+1 or 1d6 and 3d6 fire damage
Save:	8
Morale:	10
Hoard Type:	XXII
XP:	1,820

A balor stands about 12' tall. It has bat-like wings, horns, and its skin is usually dark red. Balors love to join battle armed with their +1 swords and whips. A balor's whip is a long, flexible weapon with many tails tipped with hooks, spikes, and balls. Victims are sometimes dragged toward the demon's body using the whip, to expose them to the flames emanating from a balor's hide. This deals an additional 3d6 hp damage. Balors are only affected by +1 weapons or better. They have the following spell-like abilities usable at will: detect invisibility, detect magic, dispel magic, fear (as the wand), pyrotechnics, read languages, read magic, suggestion, telekinesis (600 lbs.), and symbol (despair, fear, sleep, and stunning). In addition, a balor may gate (70% probability of success) a glabrezu (75%) or nalfeshnee demon (25%).

Glabrezu (Higher Order Demon)

No. Enc.:	1d3 (1d6)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	23
Hit Dice:	10
Attacks:	5 (2 pinchers, 2 claws, bite)
Damage:	2d6/2d6/1d3/1d3/1d4+1
Save:	10
Morale:	9
Hoard Type:	XXII
XP:	3,100

Glabrezu have penetrating violet eyes, and their skin color ranges from deep russet to pitch black. They have four arms. Their two primary arms have crab-like pinchers instead of hands, and they have two smaller human-like arms on their chests; the hands have wicked claws. Glabrezu have wolf-like heads with two goat-like horns. A glabrezu stands about 10' tall. They are susceptible to attacks from ordinary weapons. Glabrezu have the following spell-like abilities usable at will: darkness 10' radius, fear (as wand of fear), levitate, polymorph self, pyrotechnics, and telekinesis (400 lbs.). In addition, a glabrezu may gate (35% probability of success) a vrock, hezrou, or another glabrezu (determine randomly).

Hezrou (Higher Order Demon)

No. Enc.:	1d3 (1d6)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	21
Hit Dice:	9
Attacks:	3 (2 claws, bite)
Damage:	1d3/1d3/4d4
Save:	10
Morale:	10
Hoard Type:	XIV
XP:	3,100

A hezrou can walk both upright and on all fours, but it always fights standing up. It resembles an 8' tall toad, but for its human-like arms and large teeth. They covet human flesh. Hezrou are susceptible to ordinary weapons. Hezrou have the

following spell-like abilities, usable at will: darkness 10' radius, detect invisibility, fear (as wand of fear), levitate, and telekinesis (300 lbs.). In addition, a hezrou may gate (25% probability of success) another hezrou.

Juiblex (Demon Lord)

No. Enc.:	1 (Unique)
Alignment:	Chaotic
Movement:	30' (10')
Armor Class:	26
Hit Dice:	100 hp (21 HD)
Attacks:	1
Damage:	4d10
Save:	4
Morale:	10
Hoard Type:	X x 2, XII x 2
XP:	7,000

Jubilex is the ruler over all slimes, oozes, jellies, and other disgusting and foul ooze-like creatures. Known by some as the Faceless Lord, his home is a demon world in the planes of chaos. It is a steaming, bubbling lair of putrid ooze and slime pits that are constantly shifting and changing at his whim. Even the other demonic rulers loathe to journey here. He is constantly attended by and surrounded with all sorts of slimes and oozes (1d4 of at least 4 types). When confronted, he usually takes the form of a 10' tall column of bubbling and squirting ooze. This being resembles a red-eyed large bubbling mass of greenish black and foul-smelling liquid. Ooze, slime, and pus constantly squirt and seep from its form. In combat he lashes out with a slimy pseudopod, dealing 4d10 acid damage. Once per 10 rounds he may employ a slime spittle up to 150' away with a 30' diameter area of effect that has both the effects of contact with green slime and ochre jelly. Juiblex regenerates 2 hp each round. He may only be affected by +2 weapons or better. Juiblex has the following spell-like abilities, usable at will: cause disease, charm monster, circle of cold (10' radius, 5d6 cold damage), darkness 15' radius, detect invisibility, dispel magic, ESP, fear (as the wand of fear), fly, hold monster, invisibility 10' radius, locate object, phase door, project image, putrefy food and water, and telekinesis (1,500 lbs.). He may gate (75% probability of success) 1d4 hezrou demons. In addition, Juiblex can utter unholy word one time per day.

Marilith (Standard Order Demon)

No. Enc.:	1d3 (1d6)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	25
Hit Dice:	7 + 6
Attacks:	7 (6 weapon, constrict)
Damage:	As weapon/2d4
Save:	11
Morale:	9
Hoard Type:	XVII
XP:	1,700

These female demons have a six-armed human-like body and the lower body of a snake. They stand 7' tall and measure 20' from head to tip of tail. A marilith usually holds a longsword in each of its six hands and wears many bangles and jewels. They may attack with their six arms and with their tails to constrict all in the same round. Mariliths are only affected by +1 weapons or better. They have the following spell-like abilities, usable at will: charm person, darkness 10' radius, detect invisibility, levitate, polymorph self, project image, pyrotechnics, and read languages. In addition, a marilith may gate (75% probability of success) a vrock, hezrou, glabrezu, nalfeshnee or balor demon (determine randomly).

Nalfeshnee (Higher Order Demon)

No. Enc.:	1d3 (1d6)
Alignment:	Chaotic
Movement:	90' (30')
Fly:	120' (40')
Armor Class:	20
Hit Dice:	11
Attacks:	3 (2 claws, bite)
Damage:	1d4/1d4/2d4
Save:	8
Morale:	10
Hoard Type:	XVIII
XP:	4,400

These 10' tall demons have the torso and arms of an ape, with the head and legs of a boar. They have small but functional feathered wings. Nalfeshnee are unaffected by ordinary weapons. In combat, they attack with their claws and bite, or employ one of the following spell-like abilities at will: darkness 10' radius, detect magic, dispel magic, fear (as wand of fear), illusion (as the wand of illusion), levitate, polymorph self, project image, read languages, symbol (despair and fear), and telekinesis (500 lbs.). In addition, a nalfeshnee may gate (65% probability of success) a vrock, hezrou, glabrezu, or nalfeshnee demon (determine randomly).

Orcus (Demon Lord)

No. Enc.:	1 (Unique)
Alignment:	Chaotic
Movement:	90' (30')
Fly:	180' (60')
Armor Class:	25
Hit Dice:	125 hp (22 HD)
Attacks:	2 (fists and tail)
Damage:	2d6+1/2d4 + poison
Save:	5
Morale:	10
Hoard Type:	VIII, IX, XII
XP:	13,000

Orcus is the Prince of the Undead, and it is said that he alone created the first undead that walked the worlds. This demonic humanoid is squat, bloated, and stands 15' tall. His goat-like head sports large, spiraling ram-like horns. His legs are covered in thick brown fur and end in hooves. Large powerful arms wield a wicked skull-tipped wand. Two large, black, bat-like wings protrude from his back and a long, snake-like tail, tipped with a sharpened barb, trails behind it. Orcus is one of the most powerful of all demon lords. From his great bone palace he fights a never-ending war against rival demon lords that spans several smoldering and stinking demon worlds.

In combat Orcus may deal powerful blows with his fists that deal 2d6+1 hp damage per hit. He may use a poisonous tail attack that deals 2d4 hp damage and victims must save versus poison or die. If Orcus uses a weapon, his immense strength grants him +4 to hit and +5 to damage. Orcus is affected only by +3 weapons or better. He has the following spell-like abilities, usable at will: animate dead, charm person, clairaudience, clairvoyance, continual darkness, detect invisibility, detect magic, dispel magic, ESP, illusion (as the wand of illusion), lightning bolt (12d6 damage), polymorph any object, polymorph self, project image, pyrotechnics, read languages, read magic, shape change, speak with dead, suggestion, telekinesis (1,200 lbs.), and wall of fire. Once per day Orcus may use the following spell-like abilities: feeblemind, symbol (any), and time stop. In addition, Orcus may gate (85% probability of success) a marilith, glabrezu, vrock, hezrou, or nalfeshnee demon. As the Demon Lord of Undead, Orcus may summon undead as a monster summoning spell. He may bring forth either 4d12 skeletons, 4d8 zombies, 5d6 ghasts, or 2d4 vampires. Wand of Orcus: This powerful, wicked device instantly kills all mortals dealt a blow. It has many other powers or spell-like abilities, to be determined by the GM.

Quasit (Lower Order Demon)

No. Enc.:	1 (0)
Alignment:	Chaotic
Movement:	150' (50')
Armor Class:	17
Hit Dice:	3
Attacks:	3 (2 claws, bite)
Damage:	1d2/1d2/1d4
Save:	16
Morale:	10
Hoard Type:	XI x 2
XP:	95

In its natural form, a quasit is a small demonic creature that stands about 1 ½' tall. They often serve more powerful demons, but are most commonly encountered as familiars to dark magic-users. Quasits take no damage from non-magical weapons, except those of iron. In addition, they do not suffer damage from fire, cold, or electrical-based attacks. They regenerate 1 hp per round. Quasits save versus magical effects as a F7. They attack with claws and a bite. Victims of the claw attacks must save versus poison or lose 1 point of DEX for 2d6 rounds, for each successful attack. Quasits have the following spell-like abilities: detect good, detect magic, invisibility, and polymorph self (limited to the form of a bat, giant centipede, toad, or wolf). In addition, 1 time per day a quasit may induce fear (as the spell, except that its area is a 30' radius).

Quasits as familiars: When a quasit familiar is within 10' of its master, the magic-user functions as if 1 level higher and regenerates 1 hp per round. Conversely, if the quasit is more than a mile away from the magic-user, the master functions as if 1 level lower than normal. However, if not more than one mile apart, a quasit is able to communicate via telepathy with the magic-user, and he may perceive the surroundings of the quasit through all of its senses, including 60' infravision. A quasit may commune for its master 1 time per week, and is allowed 1d4+2 questions. If a quasit familiar is killed, the master loses 4 levels permanently.

Succubus/Incubus (Standard Order Demon)

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	120' (40')
Fly:	180' (60')
Armor Class:	19
Hit Dice:	6
Attacks:	2 (claws)
Damage:	1d3/1d3
Save:	11
Morale:	7
Hoard Type:	XI, XIV, XV
XP:	1,320

Succubae and incubi resemble very attractive human women and men, respectively, save for their bat-like wings. They avoid each other and do not normally lair with others of their kind. Rather, when not in the realms of chaos they haunt the material plane in search of humans to tempt. They are able to drain a mortal of a level if lured into some act of passion, or by simply planting a kiss on the victim. Otherwise, succubae and incubi may attack with deceptively formidable claws. They are not susceptible to damage by ordinary weapons. Succubae and incubi have the following spell-like abilities usable at will: charm person, clairaudience, ESP, ethereal form (as the oil of etherealness), shape change, and suggestion. In addition, a succubus or incubus may gate (65% probability of success) a balor demon or attempt to gate (5% probability of success) a demon lord.

Vrock (Standard Order Demon)

No. Enc.:	1d3 (1d6)
Alignment:	Chaotic
Movement:	120' (40')
Fly:	180' (60')
Armor Class:	19
Hit Dice:	8
Attacks:	5 (2 claws, 2 rear claws, beak)
Damage:	1d4/1d4/1d8/1d8/1d6
Save:	12
Morale:	11
Hoard Type:	XXI
XP:	2,060

These demons resemble 8' tall humanoid vultures. They are susceptible to damage from ordinary weapons. In combat they may attack with all five attacks if airborne, or 2 claws and a bite if on the ground. Vrocks have the following spell-like abilities usable at will: darkness 10' radius, detect invisibility, and telekinesis (200lbs.). In addition, a vrock may gate (10% probability of success) a vrock demon.

Devils

Devils are evil creatures from the plane of order. Though they are light, they support the ideals of law through domination and foul acts. They respect lightness, but a twisted form that is heavily infused with treachery and deceit. They adhere to an order of command with arch-devils at the top of the hierarchy. Particularly powerful arch-devils rule their own domain on the plane of order (a kind of demi-plane), and sometimes encroach upon the plane of balance. Devils are divided into three main types, lesser, greater, and arch-devils. Arch-devils, like demon lords, are unique beings. The lesser and greater devils belong to devilish races, and arch-devils may promote individuals that transform into a new race until they work their way toward becoming an arch-devil (a rare event). There is overlap in the power of lesser and greater devils, with some of the most powerful lesser devils being more powerful than the less powerful of the greater devils. However, this is the price of promotion and ambition in the devil hierarchy, and some lesser devils choose to remain of lower rank to bask in this power. There are many more arch-devils and devilish races than are detailed here, and the GM should create new beings as the need arises.

Devils may travel through the plane of order freely. They may also venture to the astral plane, the plane of balance, and the plane of beasts. They may not enter other planes unless summoned via a gate or some similar means. If arch-devils or higher devils are killed on another plane, their essence is transported to the plane of order where it reforms in 20 years. Lesser devils killed on any plane are destroyed forever, and

arch-devils and greater devils killed on the plane of order are permanently destroyed.

Different arch-devils or devil races have varying powers. All lesser devils are susceptible to damage from ordinary weapons. Greater devils and arch-devils may only be harmed by magical weapons or weapons made of silver. All devils have the following abilities, spell-like abilities, or damage resistance in common. Note that spell-like abilities, unless otherwise noted, are usable at the rate of one ability per round:

Charm person
Half damage from cold-based attacks
Half damage from gas-based effects
Immunity to fire-based attacks (both magical and non-magical)
Infravision (90′)
Know alignment
Phantasmal force
Suggestion
Teleport without error
Gate (varies in expression)
Telepathy (allows all languages to be understood)

Amon (Arch-devil)

No. Enc.:	1 (Unique)
Alignment:	Chaotic
Movement:	180′ (60′)
Armor Class:	21
Hit Dice:	132 hp (22 HD)
Attacks:	1 (weapon or bite)
Damage:	As weapon +4 or 3d4
Save:	3
Morale:	10
Hoard Type:	XII, XVI
XP:	13,000

This wolf-headed humanoid stands 9′ tall. His fur is brownish-black and his eyes and teeth are yellow. His great clawed hands are brownish in color and covered in shaggy fur. Amon is a vassal in service to Geryon, commanding no less than 3 legions of bone devils. Amon wields a +4 mace. He can also bite in the same round for 3d4 hp damage. Amon is only harmed by +3 or better weapons. Amon is very strong (STR 19), receiving +3 to hit and +4 to damage in melee combat. He regenerates 1 hp per round Amon has the following spell-like abilities, usable at will: animate dead, charm monster, detect invisibility, detect magic, dispel magic, fear (as the spell), fly, geas, know alignment, polymorph self, produce flame, read languages, read magic, suggestion, teleportation, wall of ice, and limited wish (for another being only). In addition, one time per day he may employ symbol of hopelessness and gate (60% probability of success) 1d4 bone devils. He is able to summon all wolves in a 1 mile radius, and control them to do his will.

Bael (Arch-devil)

No. Enc.:	1 (Unique)
Alignment:	Chaotic
Movement:	120′ (40′)
Armor Class:	22
Hit Dice:	110 hp (21 HD)
Attacks:	2
Damage:	As weapon + 6
Save:	4
Morale:	10
Hoard Type:	XII, XVI
XP:	11,000

Bael is an 8′ tall diabolical-looking golden-skinned humanoid with bovine head features, large round eyes of black, a large nose, wolf-like upright ears, and a large mouth lined with razor-sharp teeth. Tiny forward-curving horns protrude from his forehead. He wears bronze chainmail and wields a +2 morningstar, which telescopes up to 8′ long. He regenerates at the rate of 1 hp per round. Bael has the following spell-like abilities, usable at will: alter self, animate dead, cause serious wounds, detect invisibility, detect magic, dispel magic, fear aura 20′ radius (as the spell), invisibility, know alignment, pyrotechnics, produce fire, read languages, suggestion,

teleportation, wind walk, and limited wish (other being only). Bael may use symbol of stunning one time per day, and shape change two times per day. He may also gate (65% probability of success) 1d4 barbed devils.

Barbed (Lesser devil)

No. Enc.:	1d2 (3d4)
Alignment:	Chaotic
Movement:	120′ (40′)
Armor Class:	19
Hit Dice:	8
Attacks:	3 (2 claws, tail)
Damage:	2d4/2d4/3d4
Save:	12
Morale:	10
Hoard Type:	None
XP:	2,560

Barbed devils are 7′ tall humanoids, and are covered in spikes and horns. These creatures are often employed by arch-devils as guards and soldiers. They make particularly good sentries, and they have keen senses and cannot be surprised. They can attack each round with their clawed and barbed hands, or their spiked tail. A victim of any of these attacks must save versus spells or be affected by fear (as the wand of fear). In addition, barbed devils have the following spell-like abilities, usable at will: hold person, produce flame, pyrotechnics, and gate (35% probability of success) a barbed devil.

Bone (Lesser devil)

No. Enc.:	1d2 (2d4)
Alignment:	Chaotic
Movement:	150′ (50′)
Armor Class:	20
Hit Dice:	9
Attacks:	1 (hook or tail)
Damage:	3d4 or 2d4 + STR drain
Save:	11
Morale:	10
Hoard Type:	None
XP:	3,100

These 9′ tall devils have tight-clinging skin, giving them a skeletal appearance, and they have a scorpion-like tail. Bone devils hate all other creatures and attack ruthlessly. They are able to see with ultraviolet vision. They strike with a special curved, barbed spear for 3d4 hp damage. On a successful attack there is a 50% probability the victim is caught in the hooked weapon. A bone devil attacks caught victims with its scorpion-like tail for 2d4 hp damage, and victims must save verses poison or lose 1d4 STR for 2d6 rounds. In addition, bone devils have the following spell-like abilities, usable at will: detect invisibility, fear aura 5′ radius (as the fear spell), fly, invisibility, phantasmal force, and gate (40% probability of success) a bone devil. In addition, bone devils may create a wall of ice once per day.

Erinyes (Lesser devil)

No. Enc.:	1d3 (4d4)
Alignment:	Chaotic
Movement:	60′ (20′)
Fly:	210′ (70′)
Armor Class:	17
Hit Dice:	6 + 5
Attacks:	1
Damage:	2d4
Save:	13
Morale:	10
Hoard Type:	X
XP:	1,280

Unlike most other devils, erinyes appear attractive to humans, resembling very comely women or men, but they have larged black feathered wings. They are a very common form of devil, and are often used as scouts within the plane of order and in other planes. Erinyes are also tasked with capturing evil people

from the material plane, to take them back to the plane of order to be transformed into lemures. They attack with a dagger that deals 2d4 damage, and victims must save versus poison or be paralyzed for 1d6 rounds. In addition, erinyes have a rope of entanglement. Erinyes have the following spell-like abilities, usable at will: detect invisibility, fear (was the wand of fear), invisibility, know alignment, locate object, polymorph self, produce flame, and gate (30% probability of success) an erinyes.

Geryon (Arch-devil)

No. Enc.:	1 (Unique)
Alignment:	Chaotic
Movement:	60' (20')
Fly:	180' (60')
Armor Class:	22
Hit Dice:	135 hp (23 HD)
Attacks:	3 (2 claws, sting)
Damage:	3d6/3d6/2d4
Save:	3
Morale:	10
Hoard Type:	X, XV
XP:	13,000

Geryon is a towering 10' tall and 30' long arch-devil. He has the upper torso of a humanoid with paw-like hands, blue-furred arms, dark hair, piercing black eyes, and the lower torso of a massive black and gold banded snake. Geryon, the Great Serpent, rules a large demi-plane on the plane of order. His fortress, a large iron citadel located in the heart of a great city, is situated at the center of his domain. Geryon attacks with massive, powerful claws and his poisonous sting. Victims of the sting must save versus poison with a -4 penalty or die. Geryon is only affected by +2 or better weapons. He has the following spell-like abilities, usable at will: charm person, detect invisibility, dispel magic, geas, fear (as the spell), ice storm, invisibility, light, locate object, raise dead, read languages, read magic, shape change, wall of ice, and wish (for another being). One time per day he may utter an unholy word and employ a symbol of pain. Geryon may also gate an ice devil (45% probability of success) or (60% probability of success) 1d2 bone devils. Finally, Geryon has a bull's horn that is usable one time per week. It summons 5d4 minotaurs that will do his bidding unto death.

Horned (Greater devil)

No. Enc.:	1d2 (1d4+1)
Alignment:	Chaotic
Movement:	90' (30')
Fly:	180' (60')
Armor Class:	24
Hit Dice:	5 + 5
Attacks:	4 (2 claws, bite, tail) or 1 (weapon)
Damage:	1d4/1d4/1d4+1/1d3 or 2d6
Save:	10
Morale:	9
Hoard Type:	XIV
XP:	1,260

Horned devils are 9' tall, scaly, and have reptilian wings. If unarmed they attack using their claws, bite, and tail all in the same round. Horned devils are only affected by +1 or better weapons. Their tail inflicts 1d3 hp damage, but it causes an infernal wound that must be bound or it continues to openly bleed, dealing an extra 1 hp of damage each turn and can only be healed by magical means. They may also wield a large spiked chain that deals 2d6 hp damage. Victims must save versus spells or be stunned for a number of rounds equal to the damage dealt. Horned devils have the following spell-like abilities, usable at will: detect magic, ESP, fear aura 5' radius (as the fear spell), phantasmal force, produce flame, pyrotechnics, and gate (55% probability of success) a horned devil. In addition, horned devils may create a wall of fire once per day. This effect deals three times the normal damage.

Imp (Lesser Devil)

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	60' (20')
Fly:	180' (60')
Armor Class:	17
Hit Dice:	2 + 2
Attacks:	1 (tail)
Damage:	1d4
Save:	15
Morale:	8
Hoard Type:	XIII
XP:	83

These 2' tall devils are blue-skinned and have bat-like wings, small horns, and a barbed tail. These creatures are created from lemures. They attack with a poisonous tail that deals 1d4 hp damage and victims must save versus poison or die. Imps may polymorph self into any of the following forms: large spider, raven, giant rat, and boar. Only magical weapons, or weapons made of silver, harm imps. Imps regenerate 1 hp per round. Imps save against all magical effects as if they have 7 HD. Imps have the following spell-like powers, usable at will: detect good, detect magic, and invisibility. One time per day they may make a suggestion.

Imps as familiars: So long as the imp and the magic-user are within 1 mile, the magic-user may access all of the imp's senses, including 90' infravision, and operates as if 1 level higher. If they are further than 1 mile apart, the magic-user operates as if 1 level lower. When they are within 10' if one another the magic-user receives +2 to save against all magical effects. In addition, he regenerates 1 hp per round. If an imp familiar dies, the magic-user loses 4 levels. Imps may use commune once per week, allowing 6 questions.

Ice (Greater devil)

No. Enc.:	1 (1d4)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	23
Hit Dice:	11
Attacks:	4 (2 claws, mandibles, tail) or 1 (weapon)
Damage:	1d4/1d4/1d4/3d4 or 2d6 + paralyzation
Save:	9
Morale:	11
Hoard Type:	X, XI
XP:	4,800

These 12' tall devils have a humanoid/insectoid body with multifaceted eyes and powerful mandibles on a mantis-like head. They live in an icy demi-plane within the plane of order. Ice devils have ultraviolet vision, and regenerate 1 hp per round, and are only affected by +2 or better weapons. They attack with their claws, mandibles, and a barbed tail. They also have spears that inflict 2d6 hp damage and victims must save versus paralyzation or be afflicted with such numbing cold they are slowed for 3d6 rounds. Ice devils have the following spell-like abilities, usable at will: detect invisibility, detect magic, fear aura 10' radius (as the fear spell), fly, polymorph self, wall of ice, and gate (60% probability of success) an ice devil.

Lemure

No. Enc.:	0 (5d6)
Alignment:	Chaotic
Movement:	30' (10')
Armor Class:	12
Hit Dice:	3
Attacks:	1 (claws)
Damage:	1d4
Save:	16
Morale:	6
Hoard Type:	None
XP:	95

These sagging, 5' tall humanoid creatures are pathetic slaves of the devilish hordes. They were evil humans, but have been transformed into the lowest of the devils. Lemures are mindless

and cannot communicate, but they are sensitive to telepathic messages from other devils, typically obeying a devil's mental commands. They are often used as fodder in battles, and as slaves for labor. They regenerate 1 hp per round. They have the same immunities as undead, and cannot be permanently killed except by holy materials such as holy water. Certain rare lemures develop a sinister intellect, and these beings may be promoted to higher devilish ranks.

Pit Fiend (Greater devil)

No. Enc.:	1 (1d3)
Alignment:	Chaotic
Movement:	60' (20')
Fly:	150' (50')
Armor Class:	22
Hit Dice:	13
Attacks:	2 (weapons) or 1 (tail)
Damage:	1d6+6/1d6+6 or 2d4
Save:	7
Morale:	10
Hoard Type:	II, X
XP:	5,100

Pit fiends are 12' tall, bat-winged and red-skinned devils. They are very high ranked in devilish society, and particularly cunning pit fiends have been known to ascend to arch-devil status. They wield two swords with scythe-like tips that deal 1d6+6 hp damage each. They may also attack with their constricting tail that deals 2d4 hp damage each round. Pit fiends regenerate 2 hp per round, and are only affected by +2 or better weapons. They have the following spell-like abilities, usable at will: detect invisibility, detect magic, hold person, polymorph self, produce flame, pyrotechnics, and wall of fire. Once per day pit fiends can either gate another it fiend (65% probability of success) or 1d3 barbed devils (70% probability of success). Also, once per day pit fiends may use symbol of pain.

Djinni

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	90' (30')
Fly:	240' (80')
Armor Class:	14
Hit Dice:	7 + 1
Attacks:	1 (fist), see below
Damage:	2d8/2d6
Save:	12
Morale:	12
Hoard Type:	None
XP:	1,700

Although they look like taller, majestic humans, djinn are actually an intelligent kind of air elemental. Djinn may only be affected by magic and magical weapons. Djinn have several spell-like abilities, and they can use each of them 3 times a day. They have four creation abilities, including create food and water (cast as a cleric of 7th level), create temporary objects of metal (the softer the metal the longer it lasts, gold lasts 24 hours while iron lasts 1 round, and 100 lbs maximum), create permanent goods (items made of wood, rope, and other kinds of softer goods of 100 lbs maximum), and create illusion (as phantasmal force, but the effect is permanent until touched or dispelled). Djinn can also take on a gaseous form or make themselves invisible.

Finally, djinn can assume the form of a whirlwind after 5 rounds of preparation. It has a 10' diameter at its base, is 70' high, and is 20' in diameter at its top end. When in whirlwind form, the djinn may move 120' (40'). The whirlwind deals 2d6 hit points of damage to all beings that it contacts. Beings with 2 or fewer HD must make a saving throw versus death or are thrown 10' away.

A djinn may also attack with powerful punches that inflict 2d8 hit points of damage. Djinn are very strong, and are able to transport 600 lbs easily. They may transport a maximum of 1,200 lbs for a period of 3 turns. However, after this period a djinni will have to spend 1 full turn resting.

Dog

	War	Wild
No. Enc.:	0 (0)	4d4 (4d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	150' (50')
Armor Class:	13	12
Hit Dice:	2 + 2	1 + 1
Attacks:	1	1
Damage:	2d4	1d4
Save:	17	18
Morale:	11	7
Hoard Type:	None	None
XP:	35	15

War: These dogs are bred and trained for combat. They will follow the commands of their owner, and likely will fight to the death. War dogs are sometimes equipped with leather armor.

Wild: Wild dogs are feral dogs that have taken up a pack lifestyle and tend to live on the outskirts of human society, either in the country or in the slums of towns.

Doppelganger

No. Enc.:	1d6 (1d6)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	14
Hit Dice:	4
Attacks:	1
Damage:	1d12
Save:	15
Morale:	10
Hoard Type:	XVIII
XP:	190

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. They can imitate the shape of a humanoid up to 7' tall. In its natural form, the creature is 5 ½' tall and looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance. Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. They will often try to kill the person they imitate, so to then attack a group by surprise. Doppelgangers revert to their natural forms when slain. They are immune to the effects of charm and sleep spells.

Dragon

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

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

Dragon Breath Weapons: Dragons are able to produce a powerful attack with a breath weapon. Dragons' breath attacks deal a number of hp damage equal to their total number of hp

when the attack occurs (not necessarily their maximum hp). The classic breath attack is the fire from a "fire-breathing dragon," but different dragons breathe different kinds of effects. All breath weapons are usable 3 times per day. Unless the situation prevents it, dragons will tend to use their breath weapon as their initial attack when confronted with combat. Dragons will use their breath weapons about 50% of the time on all subsequent rounds of combat, and if the breath weapon is not employed they will attack with two claws and a bite attack.

A dragon's breath attack can have one of three potential shapes, cloud shaped, cone shaped, and linear. All cloud-shaped breath effects occupy an area that is 20' high, 50' long, and 40' wide. Cone-shaped effects begin with a width of 2', and spread out in a cone shape to a variable maximum length, but the terminal end of a cone is always 30' wide. Linear breath attacks have the same 5' width for their entire lengths (100'). All creatures that find themselves the victims of a breath attack may attempt a saving throw versus breath attack. Success indicates that only half of the normal hit point damage is done. Dragons are immune to the effects of their own breath attack, as well as the same kind of breath attack from other dragons. They are further immune to ordinary instances of a similar nature to their attack. For instance, a gold dragon is immune to all ordinary fire and the fire breath of all other dragons. However, dragons will sustain half damage from magical based attacks that are similar to the nature of their breath attacks. A blue dragon, for instance, will not suffer damage from a natural lightning strike, but will suffer half damage from spell lightning bolt.

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

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

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

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

	Black	Blue
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Chaotic	Neutral
Movement:	90' (30')	90' (30')
Fly:	240' (80')	240' (80')
Armor Class:	17	19
Hit Dice:	7	9
Attacks:	--- 3 or 1 (2 claws, 1 bite, or breath) ---	
Damage:	1d4+1/	1d6+1/
	1d4+1/	1d6+1/
	2d10	3d10
Save:	10	8
Morale:	8	9
Hoard Type:	XV	XV
XP:	1,490	3,100

	Gold	Green
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Lawful	Chaotic
Movement:	90' (30')	90' (30')
Fly:	240' (80')	240' (80')
Armor Class:	21	18
Hit Dice:	11	8
Attacks:	--- 3 or 1 (2 claws, 1 bite, or breath) ---	
Damage:	2d4/2d4/	
	6d6	
Save:	6	9
Morale:	10	9
Hoard Type:	XV	XV
XP:	3,600	2,060

	Red	White
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Chaotic	Neutral
Movement:	90' (30')	90' (30')
Fly:	240' (80')	240' (80')
Armor Class:	20	16
Hit Dice:	10	6
Attacks:	--- 3 or 1 (2 claws, 1 bite, or breath) ---	
Damage:		
Save:	7	11
Morale:	10	8
Hoard Type:	XV	XV
XP:	3,100	1,070

	Sea
No. Enc.:	0 (1d4)
Alignment:	Neutral
Movement:	180' (60')
Fly:	(swim and fly)
Armor Class:	18
Hit Dice:	8
Attacks:	
Damage:	
Save:	10
Morale:	9
Hoard Type:	XV
XP:	2,060

	Brass	Bronze
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Lawful	Lawful
Movement:	120' (40')	90' (30')
Fly:	240' (80')	240' (80')
Armor Class:	2	0
Hit Dice:	7	9
Attacks:	---3 or 1 (2 claws, 1 bite, or breathe)---	
Damage:	1d4/1d4/4d4	1d6/1d6/4d6
Save:	10	8
Morale:	9	9
Hoard Type:	XV	XV
XP:	1,490	3,100

	Copper	*Silver*
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Lawful	Lawful
Movement:	90' (30')	90' (30')
Fly:	240' (80')	240' (80')
Armor Class:	1	-1
Hit Dice:	8	10
Attacks:	---3 or 1 (2 claws, 1 bite, or breathe)---	
Damage:	1d4/1d4/5d4	1d6/1d6/5d6
Save:	9	7
Morale:	9	10
Hoard Type:	XV	XV
XP:	2,060	3,100

Dragon Color	Habitat	Probability Asleep	Probability of Speech
Black	Marshes and Swamps	40%	30%
Blue	Plains and Deserts	20%	40%
Brass	Deserts	50%	30%
Bronze	Lakes and Seas	25%	60%
Copper	Rocky, Arid	40%	45%
Gold	All	5%	100%
Green	Wooded	30%	30%
Red	Mountainous	10%	50%
Silver	Mountainous	15%	75%
White	Cold	50%	10%
Sea	Ocean	40%	20%

Dragon Color	Breathe Range, Shape, and Type	Spells Available Level			
		1	2	3	4
Black	60' long, 5' wide, linear, acid	5	-	-	-
Blue	100' long, 5' wide, linear, lightning	5	4	-	-
Brass	70' long, 20' wide, cone, *sleep* 50' wide, 40' long, cloud, *fear*	3	2	-	-
Bronze	100' long, 5' wide, linear, lightning 20' long, 30' wide, cloud, *repulsion*	2	2	1	-
Copper	60' long, 5' wide, linear, acid 30' long, 20' wide, cloud, *slow*	3	2	-	-
Gold	90' long, 30' wide, cone, fire 50' long, 40' wide, cloud, chlorine gas	5	5	4	-
Green	50' long, 40' wide, cloud, chlorine gas	4	3	-	-
Red	90' long, 30' wide, cone, fire	4	4	3	
Silver	80' long, 30' wide, cone, cold 50' wide, 40' long, cloud, *paralyze*	2	2	2	1
White	80' long, 30' wide, cone, cold	4	-	-	-
Sea	20' diameter gob, poison spittle	4	3	-	-

Metallic Dragons: Many metallic dragons have two breathe weapons. For example, a gold dragon is able to breathe chlorine gas as a green dragon and fire as a red dragon, but nonetheless can utilize a breath attack only 3 times per day. In addition, all gold and silver dragons are able to polymorph themselves into any animal or humanoid form at will.

Sea Dragons: The breath attack of a sea dragon is a giant 20' diameter gob of poisonous spittle. A victim struck must save versus breath attack or die. Note that this poison is no longer potent 1 round after the breath attack is made. These dragons stay almost exclusively in the water, but may glide over the surface of water for a duration of 6 rounds. These dragons live in underwater caverns, where they hoard treasure from sunken vessels. They will never be found asleep above water.

Dragon, Chromatic

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	60' (20')
Fly:	180' (60')
Armor Class:	19
Hit Dice:	16 hp per head, 8 HD for the body (18 HD)
Attacks:	6 (5 bites, tail)
Damage:	As head/1d6+poison
Save:	3
Morale:	10
Hoard Type:	XV x4
XP:	5,250

Rumors abound of a type of a powerful all-female race of dark (and possibly demonic) dragons that spawn all other dragons of chaos or evil bent. A chromatic dragon is 60' long and has one head type of each of the following dragons: black, blue, green, red, and white. Each head may bite in a round, dealing damage equivalent to that dragon's bite damage. In addition, each head may deliver the appropriate breath weapon type, one per round, once per day. Each head may cast 2 spells a day of the spell level indicated below:

Head Type	Spell Level
Black	1st level
Blue	2nd level
Green	3rd level
Red	4th level spells
White	5th level spells

These creatures also attack with a stinger-tipped tail for 1d6 damage. Victims must additionally save versus poison or die. Each of the chromatic dragon's heads can suffer 16 hp damage before becoming lifeless, but they regenerate in 24 hours. If all heads are destroyed or the body is injured to 0 hp the dragon dies. Chromatic dragons are 90% likely per head color to have

one adult dragon of that type present as a companion. Only three known chromatic dragons are thought to be still living, Lahamu, Kishar, and Damgul.

Dragon Turtle

No. Enc.:	0 (1)
Alignment:	Chaotic
Movement:	30' (10')
Swim:	90' (30')
Armor Class:	21
Hit Dice:	30
Attacks:	3 (2 claws, bite)
Damage:	1d8/1d8/1d6x10
Save:	3
Morale:	10
Hoard Type:	XV
XP:	9,500

This fearsome, massive beast is a magical hybrid of dragon and giant turtle. It has the large shell of a turtle, but the arms, legs, head, and tail of a dragon. Its rough, deep green shell is much the same color as the deep water the monster favors, and the silver highlights that line the shell resemble light dancing on open water. The turtle's legs, tail, and head are a lighter green, flecked with golden highlights. The lair of these creatures will always be below water in submerged caverns. They hoard wealth from ships that have sunk to the bottom of the sea. Dragon turtles have powerful claw and bite attacks, but also have a breath weapon that is usable 3 times per day. The breath weapon is a hot blistering steam cloud that is 90' long and 30' wide. Hit points of damage inflicted is equal to the dragon turtle's current hit points, and a victim may save versus breath attack for half damage.

Dragonne

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	150' (50')
Fly:	90' (30')
Armor Class:	17
Hit Dice:	9
Attacks:	3 or 1 (2 claws, bite or roar)
Damage:	1d8/1d8/3d6
Save:	12
Morale:	9
Hoard Type:	IX, XX, VIII
XP:	2,800

A dragonne has the head of a lion and the body of a brass dragon. It possesses huge claws and fangs, and large eyes, usually the color of its brass scales. A dragonne is about 12' long and weighs about 700 pounds. A dragonne's wings are useful only for short flights, carrying the creature for 1 to 3 turns at a time. Nevertheless, it uses its wings effectively in battle. If opponents attempt to charge or encircle it, the dragonne simply takes to the air and finds a more defensible position. A dragonne can loose a devastating roar. All creatures except dragonnes within 120' must succeed in a save versus paralyze or suffer weakness. Those within 30' are deafened. These effects last 2d6 rounds.

Dryad

No. Enc.:	0 (1d6)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	14
Hit Dice:	2
Attacks:	Charm
Damage:	0
Save:	17
Morale:	6
Hoard Type:	XIX
XP:	29

Shy, intelligent, and resolute, dryads are as elusive as they are alluring. A dryad's delicate features are much like a female elf's, though her flesh is the color of bark, and her hair is the color of a canopy of leaves that changes color with the seasons.

Although they are generally solitary, up to six dryads have been encountered in one place on rare occasions. A dryad is united by spirit to a particular tree, and if this tree is ever killed the dryad will be killed as well. Dryads may physically join with their trees, effectively disappearing. A dryad may not venture more than 240' from her tree, or she will die after 1 turn. Dryads have the innate ability to charm person. They will sometimes use this ability if threatened, or if they take a particular liking to an individual. A victim must succeed in a saving throw versus spells, or he goes to the dryad's tree and disappears within it. Any individual who does this is lost forever. Dryads acquire treasure from past victims or infatuations, and store it at the base of their trees, underground below the roots.

Dwarf

No. Enc.:	1d6 (5d8)
Alignment:	Lawful, Neutral
Movement:	60' (20')
Armor Class:	15
Hit Dice:	1
Attacks:	1 (weapon)
Damage:	1d8 or weapon
Save:	16
Morale:	8
Hoard Type:	XVI
XP:	10

This monster listing is for the typical NPC dwarf. Dwarves favor earth tones in their clothing and prefer simple and functional garb. Their skin can be very dark, but it is always some shade of tan or brown. Hair color can be black, gray, or brown. Dwarves average 4 feet tall and weigh as much as adult humans. When encountered in a group of 20 or more, one leader will be present, whose level will be determined by rolling 1d6+2. This leader may possess items of magic, with a probability equal to 5% per level of the leader per type of magic item, except for rods, wands, and staves, or scrolls. In the presence of a leader, dwarves have morale of 10 rather than 8. Goblins are the most reviled creatures to dwarves; dwarves will attack goblins first and ask questions later.

Dwarf, Duergar

No. Enc.:	2d4 (1d00+100)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	15
Hit Dice:	1 + 2
Attacks:	1 (weapon)
Damage:	As weapon
Save:	16
Morale:	8
Hoard Type:	VI, XX
XP:	21

Sometimes called gray dwarves, these evil beings dwell in the underworld. Most duergar are bald (even the females), and they dress in drab clothing that is designed to blend into stone. Duergar have 120' infravision, and suffer a -2 penalty to hit in bright light or sunlight. They war with other dwarves, even allying with other underworld creatures from time to time. In a group of duergar, 25% of their number will be 2nd level fighters. In a group of 10 or more, there will be a 4th or 5th level fighter. Deurgars are most usually armed with crossbows, short swords, and/or light picks. There is a 25% chance each will be wearing plate armor. Duergar are very silent, and surprise opponents on 1-3 on 1d6. They have the same saving throw bonuses as other dwarves, but are completely immune to poison and paralysis. In their lair, there will be an additional number of young equal to 10% of the adults. In addition, there is a 75% chance the lair will have 1d4x100 slaves, consisting of morlocks, dwarves, deep elves, orcs, goblins, kobolds, or sometimes other humanoids. Duergar speak their own language, dwarven, and the gesture language of drow.

E

Eagle, Giant

No. Enc.:	1d6 (1d20)
Alignment:	Neutral
Movement:	30' (10')
Fly:	480' (120')
Armor Class:	12
Hit Dice:	4
Attacks:	3 (2 claws, bite)
Damage:	1d6/1d6/2d6
Save:	16
Morale:	8
Hoard Type:	XI, XXII (no coins)
XP:	80

The grand, giant eagles have a 20' wingspan. They nest on large cliffs or other out of the way rocky areas. Their eyesight is so finely honed that during the day they are impossible to surprise. In addition to their normal claw and beak attacks, giant eagles may use a dive attack that deals 2d6 damage per claw, with no beak attack possible. They may instead opt to carry away prey, and can carry up to 200 lbs. at half their normal movement. When a nest is encountered there is a 60% chance that there are 1d4 young, otherwise there are a like number of eggs. Giant eagles are intelligent, and have a kind fondness for elves and dwarves.

Ear Seeker

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	10' (3')
Armor Class:	10
Hit Dice:	1 hp
Attacks:	See below
Damage:	See below
Save:	18
Morale:	N/A
Hoard Type:	None
XP:	5

These small insect-like creatures spend most of their lives eating decaying wood and living in the bark of fallen trees or similar environments. However, at the end of their lives they seek a warm-blooded host to lay eggs. They will try to crawl into an orifice or cavity, such as the opening to the ears, where they deposit 1d8+8 eggs. The parent exits the body and dies. Meanwhile the eggs hatch in 4d6 hours and proceed to consume flesh. There is only a 10% chance of the host's survival. The spell cure disease may be used to rid a host of the parasites.
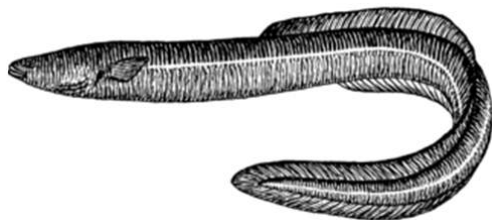
Eel

	Electric	Giant
No. Enc.:	1d3 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	90' (30)
Armor Class:	10	13
Hit Dice:	2	5
Attacks:	1 (bite)	1 (bite)
Damage:	1d4	3d6
Save:	17	14
Morale:	7	8
Hoard Type:	None	None
XP:	29	200

Sea

No. Enc.:	1d6x10
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	11
Hit Dice:	1 – 1
Attacks:	1 (bite)
Damage:	1
Save:	18
Morale:	7
Hoard Type:	X, XII, XIII
XP:	6

Eels are aquatic creatures that usually only attack when provoked.

Electric: Once per turn an electric eel may emit an electrical discharge in a 15' radius. The attack deals 3d8 damage to all beings within 5', and 2d8 to those between 5' and 10', and 1d8 beyond that to the maximum range. These eels are 9' long.

Giant: This giant 20' long cousin to normal eels lack an electrical attack.

Sea: These 6' long eels have bodies shaped like sea weed. They live in large colonies, inhabiting small networks of tunnels (6" or 8" in diameter) with open access to water. They have larger chambers deeper in rock, which they decorate with shiny riches. These eels attack with a poisonous bite that deals only 1 hp damage, but victims must save versus poison or die.

Efreeti

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	90' (30')
Fly:	240' (80')
Armor Class:	16
Hit Dice:	10
Attacks:	1
Damage:	2d8
Save:	9
Morale:	12
Hoard Type:	None
XP:	4,500

Although they look like giant, demonic beings, efreet are actually an intelligent kind of fire elemental. They may only be affected by magic and magical weapons. Efreet have several spell-like abilities, and they can use each of them 3 times a day. They have four creation abilities, including create food and water (cast as a cleric of 7th level), create temporary objects of metal (the softer the metal the longer it lasts, gold lasts 24 hours while iron lasts 1 round, and 100 lbs maximum), create permanent goods (items made of wood, rope, and other kinds of softer goods of 100 lbs maximum), and create illusion (as phantasmal force, but the effect is permanent until touched or dispelled). Efreet can also make themselves invisible and make a wall of fire. They can become a flame pillar that inflicts 1d8 hit points of damage, and ignites combustible materials that are within 5'. This form may only be maintained by an efreeti for 3 rounds.

Efreet resent being summoned, and though they must serve for 101 days when properly compelled, they will attempt to twist the meaning of their orders and obey them to the letter. Efreet are enemies of Djinn, and will try to destroy them when encountered.

Elemental

	Air	*Earth*
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	-	60' (20)'
Fly:	360' (120')	
Armor Class:	17/19/21	17/19/21
Hit Dice:	8/12/16	8/12/16
Attacks:	See below	See below
Damage:	---- 1d8 or 2d8 or 3d8 ----	
Save:	----- 13 or 11 or 8 -----	
Morale:	10	10
Hoard Type:	None	None
XP:	--- 1,570/2,800/3,300 ---	

	Fire	*Water*
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	120' (40')'	60' (20')
Swim:		180' (60')
Armor Class:	17/19/21	17/19/21
Hit Dice:	8/12/16	8/12/16
Attacks:	See below	See below
Damage:	---- 1d8 or 2d8 or 3d8 ----	
Save:	----- 13 or 11 or 8 -----	
Morale:	10	10
Hoard Type:	None	None
XP:	--- 1,570/2,800/3,300 ---	

Elementals are living beings made up of one of the four primary elements. They may be summoned in three different ways, and any time an elemental is summoned the summoner must spend complete concentration directing the elemental. Elementals will leave when dispelled, destroyed, or ordered to by the summoner. If the summoner stops concentrating or loses concentration due to being struck or taking other actions, the elemental will attack him and anyone in-between it and the summoner. Only magic and magical weapons can harm elementals.

There are three different power levels of elementals, and the type present will be determined by the means used to summon them. Any elemental summoned with a staff is the weakest of the three, having AC 2, HD 8, and DG 1d8. Any elemental summoned with other miscellaneous magic items has AC 0, HD 12, and DG 2d8. Elementals summoned with a spell have AC –2, HD 16, and DG 3d8.

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

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

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

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

Elephant

No. Enc.:	0 (1d20)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	14
Hit Dice:	9
Attacks:	2 or 1 (2 tusks or trample)
Damage:	2d4/2d4 or 4d8
Save:	10
Morale:	8
Hoard Type:	None
XP:	2,400

Massive herbivores of tropical lands, elephants are unpredictable creatures, but nevertheless are sometimes used as mounts or beasts of burden. If elephants have enough distance between them and a foe, they will commit to a charge to score double damage with their tusks. When in close combat, they may attempt to attack with tusks or attempt to trample, preferring to trample with a roll of 1-3 on 1d4. Elephants have a +4 to their attack roll when attempting to trample an opponent that is smaller or approximately equal to the size of a human. Although elephants do not keep treasure, the ivory from tusks is valuable and each tusk is worth 1d6x100 gp.

Elf

No. Enc.:	1d4 (2d12)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	15
Hit Dice:	1 + 1
Attacks:	1 (weapon)
Damage:	1d8 or weapon
Save:	17
Morale:	8
Hoard Type:	XVIII
XP:	15

This monster listing is for the typical NPC elf. Elves average 5 feet tall and are slight of build. They prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest. When encountered in a group of 20 or more, one leader will be present, whose level will be determined by rolling 1d6+1. This leader may possess items of magic, with a probability equal to 5% per level of the leader per type of magic item. In the presence of a leader, elves have morale of 10 rather than 8.

Elf, Deep

No. Enc.:	1d10 (4d12)
Alignment:	Neutral (evil)
Movement:	120' (40')
Armor Class:	14
Hit Dice:	1
Attacks:	1 (weapon)
Damage:	As weapon
Save:	17
Morale:	7
Hoard Type:	XX
XP:	10

Deep elves are a degenerate race of subterranean elves, and are all albinos. It is said they followed an evolutionary path of savagery, as opposed to drow which retained sophisticated culture. They have 90' infravision, and suffer -2 to hit when in sunlight or other bright light. In a village there will be a leader that is a 3rd level fighter with 12 hp. In addition, there will be a 1st level magic-user. Deep elves are hated enemies of morlocks, and constantly war with them for territory. Deep elves are sometimes enslaved by drow, and horribly abused by them because they are viewed as weak and inferior.

Elf, Drow

No. Enc.:	2d4 (5d10)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	15
Hit Dice:	2
Attacks:	1 or 2 (weapon)
Damage:	As weapon
Save:	16
Morale:	10
Hoard Type:	V x 5, XI x 2
XP:	38

Also known as dark elves, drow are a depraved and evil demon-worshipping subterranean offshoot. White is the most common hair color among drow, with ebony skin and eyes a vivid red. Like other elves, they tend to be 5' tall and slight of build. They have 120' infravision, and if abruptly exposed to light are blinded for 1 rounds. In addition, when in bright light including sunlight they suffer -2 to hit and -2 to DEX. Drow have keen hearing and are surprised only on 1 on 1d8; they always move silently with 90% efficiency. Drow typically attack with short swords or afar with darts which are coated with poison. Victims must save versus poison at -4 or fall unconscious for 1d4 turns. Drow can use the following spell-like abilities once per day: dancing lights, darkness, and faerie fire. All drow save versus magical effects with a +2. In addition, drow of 4th level or higher have the following spell-like abilities once per day: detect magic, know alignment, and levitate. Finally, female drow are more powerful than males, and once per day have the abilities of clairvoyance, detect lie, dispel magic, and suggestion. In a group of 10 or more, a male 3rd level fighter will be present.

In a group of 20 or more, a female cleric/fighter of 6th level will be present. If more than 30 are encountered, a female cleric/fighter of 7th or 8th level will be present, and a male fighter/magic-user of 4th or 5th level will be present. There is a 5% chance per level that a drow has a magic item.

Ettin

No. Enc.:	1d2 (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	16
Hit Dice:	10
Attacks:	2 (club, club)
Damage:	2d8/3d6
Save:	12
Morale:	9
Hoard Type:	XIX
XP:	1,700

Ettins are dirty creatures that wear tattered skins and often use wicked weapons, such as barbed clubs. They share some affinity to orcs, witnessed in their pig-like faces. Ettins are large, nocturnal creatures that live below ground. They have two heads, each of which controls one arm. The right side is slightly dominant, and can cause 3d6 damage whereas the left can inflict 2d8. Ettins are seldom surprised (1 on 1d6) because one head or the other is usually keeping watch.

Eye, Floating

No. Enc.:	1d12 (1d12)
Alignment:	Neutral
Movement:	300' (100')
Armor Class:	10
Hit Dice:	1d4 hp
Attacks:	0
Damage:	0
Save:	18
Morale:	6
Hoard Type:	None
XP:	6

These bizarre fish are 1' long and transparent except for their single large eye. Creatures looking at the eye must succeed in a saving throw versus paralyzation or be hypnotized (stunned) and unable to move. There are always large aquatic predators near floating eyes, ready to attack the prey. The floating eyes then feed on fallen morsels.

Eye of the Deep

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	14
Hit Dice:	10-12
Attacks:	3 (2 claws, bite)
Damage:	2d4/2d4/1d6
Save:	10
Morale:	8
Hoard Type:	X
XP:	3,800

These aggressive, evil intentioned creatures have the bodies of 5' wide orbs dominated by a central eye and large serrated mouth. The eye of the deep is thought to be a distant relative of the eye of terror, for its appearance is that of said creature. Hundreds of small seaweed-like bristles hang from the bottom of its body. Two large crab-like pincers protrude from its body, and two long, thin eyestalks sprout from the top of its orb. Eyes of the deep are typically found only in the deepest parts of the ocean, where they float slowly, searching for prey. They attack using eye rays, and then they grasp an opponent with pincer-like claws and subject victims to a bite attack. Each of the creature's eye stalks can produce a magical ray once per round. The creature can aim both of its eye rays in any direction. The eyes have the following powers:

Hold Person: Left eye—the target must succeed on a saving throw versus spells or be affected as though by the spell. An eye of the deep will use this ray early in a fight so as to disable its opponents.

Hold Monster: Right eye—the target must succeed on saving throw versus spells or be affected. This is used in the same manner as the hold person ray.

Phantasmal Force: By combining the rays of both eyes, the eye of the deep can replicate the spell phantasmal force.

Stun: An eye of the deep's central eye can, once per round, produce a cone of stunning energy extending straight ahead from its front to a range of 30', with a 20' diameter at the terminal end. Creatures in the area must succeed on a saving throw roll versus paralyze or be stunned for 2d4 rounds.

Eye, Tentacled

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	15 (tentacles 14)
Hit Dice:	14-16
Attacks:	8 or 1 (tentacles or bite)
Damage:	1d8 per tentacle or 2d6
Save:	10
Morale:	10
Hoard Type:	VII, IX, XIV
XP:	4,200

Sages believe the tentacled eye is a very distant relative of the horrible eye of terror. These creatures have 15' wide orb-like bodies, a large tooth-filled mouth, and three elephantine legs. Their bodies are covered with eyes, and they may not be surprised. They have a disturbingly incongruent canine-like nose, and eight octopus-like tentacles. Tentacled eyes may attack any single opponent with 4 tentacles at a time, and may divide attacks so that they can attack up to 8 opponents, one for each tentacle, each round. Each tentacle is massive and deals 1d8 crushing damage. A successful hit means the victim is entangled and will suffer an additional 1d8 damage per round until either the tentacle is severed or the creature is killed.

Tentacles may be attacked individually, and have an AC of 5 and 2d6+4 hp. A tentacle regenerates in 2d4 days. Creatures being constricted attack with a -2 penalty to hit. The tentacled eye may also pull constricted creatures toward its mouth, where it

bites for 2d6 hp damage. Victims must succeed in a saving throw versus poison or become living husks with dead brains, waiting to be completely devoured. Curative spells cannot cure this condition, but if a victim is fully dead a raise dead or resurrection spell will revive him normally.

Eye of Terror

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	19 (body), 17 (central eye), 16 (eye stalks)
Hit Dice:	10-12
Attacks:	3 (2 tentacles, bite)
Damage:	1d6/1d6/2d4
Save:	8
Morale:	9
Hoard Type:	VII, IX, XIV
XP:	7,300

These highly intelligent cave or labyrinth dwelling evil cousins to eyes of the deep likewise have the bodies of 5' wide orbs dominated by a central eye and large serrated mouth. However, rather than bristles, hundreds of small tentacles hang from the bottom of its body. Instead of pinchers, eyes of terror have two 3' long tentacles ending in a spiked squid-like sucker appendage that can grasp like a hand. These appendages can slap opponents for 1d6 hp damage, and victims must save versus poison or die. The eye of terror moves around with a permanently active form of levitation. The central eye possesses 30% of the creature's total hp and has an independent AC of 2. Each eyestalk has AC 3 and 1d6+8 hp. Destroyed eyestalks regenerate in seven days. In addition to the central eye, each of the eye of terror's eight eyestalks have a special power. Note that these creatures may use four eyestalks and the central eye at the same time against opponents directly in front of the eye of terror. If there are additional attackers from other directions, other eyes may be employed against them as well. The eyes have the following powers:

Central Eye: Flesh to stone cone ray, 30' long and 20' diameter at the terminal end.
Eye 1:   Slow as the spell
Eye 2:   Polymorph other as the spell
Eye 3:   Hold monster as the spell
Eye 4:   Sleep as the spell
Eye 5:   Hold person as the spell
Eye 6:   Stun ray, 40' long, as the power word, stun spell
Eye 7:   Telekinesis as the spell
Eye 8:   Feeblemind as the spell

F

Ferret, Giant

No. Enc.:	1d8 (1d12)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	14
Hit Dice:	1 + 1
Attacks:	1 (bite)
Damage:	1d8
Save:	18
Morale:	8
Hoard Type:	None
XP:	15

Giant ferrets are much like their smaller kin, but average 3' long. They are often trained to hunt giant vermin, but their temperamental personalities make them dangerous, as they occasionally turn on their masters.

Fish, Giant

	Catfish	Piranha
No. Enc.:	0 (1d2)	0 (2d4)
Alignment:	Neutral	Neutral
Movement:	-	-
Swim:	90' (30')	150' (50')
Armor Class:	15	13
Hit Dice:	8 + 3	3 + 3
Attacks:	5 (bite, 4 feelers)	1 (bite)
Damage:	2d8/1d4 (each 1d8 Feeler)	
Save:	15	16
Morale:	8	7
Hoard Type:	None	None
XP:	620	65

	Rockfish	Sturgeon
No. Enc.:	0 (2d4)	0 (1)
Alignment:	Neutral	Neutral
Movement:	-	-
Swim:	180' (60')	180' (60')
Armor Class:	12	19
Hit Dice:	5 + 5	10 + 2
Attacks:	4 (spines)	1 (bite)
Damage:	1d4x4 (each 2d10 spine), poison	
Save:	15	14
Morale:	8	9
Hoard Type:	None	None
XP:	460	1,700

Giant Catfish: These scaleless, ash-colored fish are both predators and scavengers. They can attack with their whisker-like feelers and a bite. The giant catfish reaches a length of about 15'.

Giant Piranha: These giant fish live in warm, moving water, and can reach a length of 5'. They will attack nearly anything that moves, and if blood is scented they will feed at a feverish pace, never having to check for morale. Note that as many as 8 giant piranhas may attack a single victim at a time.

Giant Rockfish: These giant fish are passive but deadly. They closely resemble the rocky sea surface that they call home, and blend in well since there is only a 30% chance that an observer will recognize the fish is present. The giant rockfish will attack if threatened, and its deadly spines are also poisonous, requiring a saving throw versus poison, or the victim dies. Should a being touch a rockfish due to mistaking it for its surroundings, it is struck by all four spines with no attack roll required.

Giant Sturgeon: These immense gray scaly fish can reach a length of 30'. If their attack roll is equal to or greater than 18, a victim is swallowed. A being that is swallowed takes 2d6 hit points of damage per round inside the giant sturgeon's belly. In addition, if a victim does not succeed in a saving throw versus paralyze, he is paralyzed. Otherwise, he may attack the sturgeon from the inside with a –4 to the attack roll versus an effective AC 7.

Flightless Bird

No. Enc.:	2d10 (2d10)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	12
Hit Dice:	1-3
Attacks:	1 (bite or claws)
Damage:	1d4 or 2d4
Save:	17
Morale:	8
Hoard Type:	None
XP:	10, 20, 50

This category of animal includes large flightless birds ranging in size from the smallest, the rhea, to the emu, and to the largest, the ostrich (with correspondingly higher HD).

Fly, Giant Carnivorous

No. Enc.:	1d6 (2d6)
Alignment:	Neutral
Movement:	90′ (30′)
Fly:	180′ (60′)
Armor Class:	13
Hit Dice:	2
Attacks:	1 (bite)
Damage:	1d8
Save:	18
Morale:	8
Hoard Type:	VI
XP:	29

The dreaded giant carnivorous fly is 3′ long. They have markings that make them appear similar to giant killer bees. The giant carnivorous fly preys upon these bees, and is immune to their poisonous sting. However, they also prey upon animals and humanoids. These giant flies skulk in shadows, waiting for victims, and surprise on 1-4 on 1d6. These carnivorous flies sometimes jump to a distance of 30′ to attack. They attack by biting victims with their formidable mandibles.

Frog, Giant

	Giant	Killer
No. Enc.:	5d8 (5d8)	3d6
Alignment:	Neutral	Neutral
Movement:	30′ (10′)	60′ (20′)
Swim:	90′ (30′)	120′ (40′)
Armor Class:	12	11
Hit Dice:	1-3	1 + 4
Attacks:	1 (bite)	3 (2 claws, bite)
Damage:	1d3, 1d6, 2d4	1d2/1d2/1d4+1
Save:	16	18
Morale:	7	7
Hoard Type:	None	None
XP:	13, 29, 65	21

	Poisonous
No. Enc.:	2d6
Alignment:	Neutral
Movement:	30′ (10′)
Swim:	90′ (30′)
Armor Class:	11
Hit Dice:	1
Attacks:	1
Damage:	1
Save:	18
Morale:	7
Hoard Type:	None
XP:	13

Giant: Giant frogs inhabit swamps, rivers, lakes, ponds or other bodies of water. Three different sizes are categorized here, 2′ long and 50 lbs. (1 HD), 4′ long and 150 lbs (2 HD), and 6′ long and 250 lbs (3 HD). Much like their giant toad cousins, giant frogs blend into their environment, surprising opponents on 1-4 on 1d6. Giant frogs can leap 180′ (60′) and attack the same round. They often attack by extending their immensely long tongues that are three times as long as their bodies, to strike with +4 on the attack roll. If the victim fails to attack the tongue before the next round, he is drawn to the mouth of the frog and bitten for an amount of damage dependent on the frog's size. If the victim weighs more than the frog but not twice as much, he may attack the tongue an additional time before being dragged. Victims weighing more than twice the weight of the frog are nor dragged. In addition to these attacks, giant frogs have a swallow attack, and are able to swallow human-sized opponents or smaller. Swallowed creatures suffer 1d6 damage from digestion per round.

Killer: Killer frogs are 2′ long and attack with vicious claws and a bite. They crave human flesh, and attack with no provocation.

Poisonous: These 1′ long frogs are not aggressive, but attack if provoked. Its bite is poisonous, as is its skin from merely a touch. Victims exposed to the poison must save versus poison with a +4 bonus or die.

Fungi, Violet

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	10′ (3′)
Armor Class:	12
Hit Dice:	3
Attacks:	1-4
Damage:	See below
Save:	15
Morale:	8
Hoard Type:	None
XP:	80

Violet fungi are 4′ to 7′ tall, resemble shriekers, and are often found growing among them. A violet fungi's coloration ranges from purple overall to dull gray or violet covered with purple spots. A violet fungus flails about with its 1d4 tentacles at living creatures that come within its reach of 1′ to 4′ per tentacle. The tentacles ooze a rot-inducing slime, causing a victim to save versus poison or after one round rot into a corpse. If the spell cure disease is cast on the round immediately after the attack, the effect is avoided.

G

Gargoyle

No. Enc.:	1d6 (2d4)
Alignment:	Chaotic
Movement:	90′ (30′)
Fly:	150′ (50′)
Armor Class:	14
Hit Dice:	4
Attacks:	4 (2 claws, bite, horn)
Damage:	1d3/1d3/1d6/1d4
Save:	15
Morale:	11
Hoard Type:	XX
XP:	500

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

Gas Spore

No. Enc.:	1d3 (1d3)
Alignment:	Neutral
Movement:	30′ (10′)
Armor Class:	10
Hit Dice:	1 hp
Attacks:	1
Damage:	See below
Save:	19
Morale:	12
Hoard Type:	None
XP:	6

From a distance greater than 10′, the gas spore is 90% likely to be mistaken for an eye of terror. There is a 30% chance of mistaking the spore for an eye of terror even when up close. The gas spore is actually a fungus, and is not related to the eye of terror, but it resembles one most uncannily. When a gas spore contacts a living creature, it injects poisonous rhizomes into the foe and the gas spore drops dead. After just one round, the rhizomes grow in the whole victim's body. An infected creature dies in 24 hours and 2d4 gas spores emerge from its body. A cure disease spell cast on an affected creature before it dies destroys the rhizomes. If a gas spore is struck for a single point of damage, it explodes in a violent blast of gas that deals 6d6 points of damage to all creatures within a 30′ radius. A successful save versus wands reduces the damage by half.

Gelatinous Cube

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	11
Hit Dice:	4
Attacks:	1
Damage:	2d4 + see below
Save:	15
Morale:	12
Hoard Type:	VII
XP:	245

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

Ghast

No. Enc.:	1d6 (1d6)
Alignment:	Chaotic
Movement:	150' (50')
Armor Class:	15
Hit Dice:	4
Attacks:	3 (2 claws, bite)
Damage:	1d4/1d4/1d8
Save:	16
Morale:	9
Hoard Type:	VIII, IX, XI, XXI
XP:	190

These despicable undead creatures resemble ghouls, and are often found with them. However, ghasts are much more powerful. Their bite induces paralysis for 2d4 turns unless a successful saving throw versus paralyze is made; this paralysis is potent even to elves. In addition, ghasts have a horrible rotting stench, and any beings within 10' must save versus poison or become horribly sick and vomiting, suffering -2 to hit in combat. Ghasts represent such a powerful evil that protection from evil is ineffective against them unless combined with powdered iron. Cold iron weapons deal twice normal damage against ghasts.

Ghoul

No. Enc.:	1d6 (2d8)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	13
Hit Dice:	2 (turn as 3 HD)
Attacks:	3 (2 claws, bite)
Damage:	1d3/1d3/1d3 + see below
Save:	17
Morale:	9
Hoard Type:	XXI
XP:	47

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

helpless bodies at leisure. All humans slain by ghouls rise again in 24 hours as ghouls, unless the spell bless is cast upon their bodies. Ghouls are turned on the Turning Undead Table as undead of 3 HD, but the amount turned is calculated normally for 2 HD undead.

Ghost

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	19 (11)
Hit Dice:	10
Attacks:	1
Damage:	See below
Save:	11
Morale:	10
Hoard Type:	IX, XIX
XP:	3,100

These incorporeal, ethereal beings are the animated spirits of horribly evil humans. In life their evil was so great as to attract otherworldly attention, and the powers preserved their being as ghosts after death. Ghosts are so terrifying that any being seeing one ages 10 years and flees as with a fear spell for 2d6 turns. A save versus spells negates the effect. The divine confidence belonging to clerics of 6th level or higher makes them immune. Beings of 8 HD or levels receive a +2 bonus to save. Ghosts usually attack via magic jar within a range of 60'. Ghosts may be attacked directly, whether physically or by spell, only by beings that are also ethereal or on the ethereal plane. If attacked on the ethereal plane ghosts have an AC of 8. A ghost may also partially materialize and attack a victim physically. A successful attack ages a victim by 1d4x10 years. Beings killed in this manner may not be reincarnated, raised or resurrected.

Giant

	Hill	Stone	Frost
No. Enc.:	1d4 (2d4)	1d2 (1d6)	1d2 (1d4)
Alignment:	Chaotic	Neutral	Chaotic
Movement:	120' (40')	120' (40')	120' (40')
Armor Class:	15	15	15
Hit Dice:	8	9	10 + 1
Attacks:	1	1	1
Damage:	2d8	3d6	4d6
Save:	12	10	8
Morale:	8	9	9
Hoard Type:	------- XVIII + 5,000 gp -------		
XP:	560	1,700	1,700

	Fire	Cloud	Storm
No. Enc.:	1d2 (1d3)	1d2 (1d3)	1 (1d3)
Alignment:	Chaotic	Neutral	Lawful
Movement:	120' (40')	120' (40')	150' (50')
Armor Class:	15	15	17
Hit Dice:	11 + 2	12 + 3	15
Attacks:	1	1	1 + see below
Damage:	5d6	6d6	8d6
Save:	7	6	3
Morale:	9	10	10
Hoard Type:	------- XVIII + 5,000 gp -------		
XP:	2,000	2,000	3,300

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

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

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

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

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

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

Gnoll

No. Enc.:	1d6 (3d6)
Alignment:	Chaotic
Movement:	90′ (30′)
Armor Class:	14
Hit Dice:	2
Attacks:	1 (weapon)
Damage:	2d4 or weapon +1
Save:	17
Morale:	8
Hoard Type:	XIX
XP:	47

Gnolls are hyena-headed, dark humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish-brown fur. A

gnoll is a nocturnal carnivore, preferring intelligent creatures for food because they scream more, though gnolls themselves are not particularly intelligent. Gnolls use a variety of weapons, and receive a +1 to damage due to their high strength. In any group of 20 gnolls, there is a leader who has 16 hit points and is considered to have 3 HD for attack purposes.

Gnome

No. Enc.:	1d8 (5d8)
Alignment:	Lawful, Neutral
Movement:	60′ (20′)
Armor Class:	14
Hit Dice:	1
Attacks:	1 (weapon)
Damage:	1d6 or weapon
Save:	17
Morale:	8
Hoard Type:	XX
XP:	10

Gnomes stand 3′ to 3 ½′ tall and are slighter of build than dwarves. Their skin color ranges from dark tan to woody brown, their hair is fair, noses large, and their eyes can be any shade of blue. Gnome males prefer long beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry. These cousins to dwarves share many of their likes, and often live in vast mines looking for precious metals and gems. Their tendency to underground life has granted them extended infravision to 90′. They have a fondness for contraptions, and often employ crossbows and fight hand-to-hand with war hammers. Gnomes have a particular hatred for kobolds, but are none too fond of goblins. Dwarves, however, are treated as welcome relatives.

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

Goblin

No. Enc.:	2d4 (6d10)
Alignment:	Chaotic
Movement:	60′ (20′)
Armor Class:	13
Hit Dice:	1 - 1
Attacks:	1 (weapon)
Damage:	1d6 or weapon
Save:	18
Morale:	7
Hoard Type:	III (XX)
XP:	5

A goblin stands 3′ to 3 ½′ tall. Its eyes are usually dull and glazed, varying in color from red to yellow. Their eyes sometimes flicker red in the dark. A goblin′s skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. They spend most of their days underground, and as such suffer a –1 penalty to all attack rolls when in full sunlight. They have a longer range of infravision, to 90′. Goblins are archenemies of dwarves, who they hate above all other humanoids, followed closely by their distaste for gnomes.

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

morale score of 9. The goblin lair always has more treasure (Hoard Type XX), and there is equally more treasure when encountering goblins in the wilderness.

Golem

	Amber	Bone
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	180' (60')	120' (40')
Armor Class:	13	17
Hit Dice:	10	8
Attacks:	3 (2 claws, bite)	4 (weapons)
Damage:	2d6/2d6/2d10	weapon type
Save:	13	14
Morale:	12	12
Hoard Type:	None	None
XP:	3,100	2,065

	Bronze	Wood
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	240' (80')	120' (40')
Armor Class:	19	12
Hit Dice:	20	2 + 2
Attacks:	1 (fist)	1 (fist)
Damage:	3d10, see below	1d8
Save:	10	18
Morale:	12	12
Hoard Type:	None	None
XP:	4,250	59

	Clay	Flesh
No. Enc.:	1 (0)	1 (0)
Alignment:	Neutral	Neutral
Movement:	60' (20')	90' (30')
Armor Class:	12	10
Hit Dice:	11 9	
Attacks:	1 (fist)	2 (fists)
Damage:	3d10	2d8/2d8
Save:	9	7
Morale:	12	12
Hoard Type:	None	None
XP:	3,000	2,400

	Iron	Stone
No. Enc.:	1 (0)	1 (0)
Alignment:	Neutral	Neutral
Movement:	60' (20')	60' (20')
Armor Class:	16	14
Hit Dice:	18	14
Attacks:	1 (fist)	1 (fist)
Damage:	4d10	3d8
Save:	6	8
Morale:	12	12
Hoard Type:	None	None
XP:	5,250	4,200

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

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

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

fire, or cold-based attacks.

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

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

Clay Golem: These golems are constructed from clay, and are usually humanoids approximately 8' tall. Their powerful fists deal 3d10 damage, which can only be magically healed by a cleric of at least 17th level. Sharp weapons are ineffective against clay golems. Only blunt magical weapons cause damage. Further, only the following spells affect clay golems: disintegrate acts as a slow spell, and deals only 1d12 hp damage; earthquake cast on the golem halts it in its tracks for one turn and deals 5d10 hp damage; move earth pushes a clay golem backwards by 120' and deals 3d12 hp damage.

Flesh Golem: A flesh golem is not an undead creature, though it is sometimes mistaken for one since it is typically cobbled together from various deceased humanoid body parts. Flesh golems are immensely powerful, and can automatically break down most doors. They are able to deal 1 shp of damage to a reinforced door or structure for every 3 rounds of attacking it. Ordinary weapons of any kind are ineffective against flesh golems. Likewise, all spells are ineffective except heat and cold-based spells, which act to slow flesh golems for 2d6 rounds. However, all electrical-based attacks actually repair damage to flesh golems at a rate of 1 hp per 1 HD of damage that would otherwise have been afflicted.

Iron Golem: These 12' tall iron beings are immensely powerful, and can deal 1 shp of damage per round. In addition to smashing with powerful fists, these golems have a poisonous gas breathe attack that affects a 10' cubed area in front of the golem. Creatures within the area must save versus poison or die. Only weapons at least +3 or better can damage iron golems. Spells are ineffective, except for lightning bolt, which acts to slow the golem for 3 rounds. Fire-based magical attacks actually repair damage to an iron golem at the rate of 1 hp per 1 hp damage that would otherwise have been inflicted.

Stone Golem: Stone golems have powerful fists that can deal 1 shp every other round. In addition, stone golems can cast slow at an opponent within 10' every other round. Only weapons at least +2 or better can damage stone golems. Spells are ineffective, except for rock to mud, which acts to slow the golem for 2d6 rounds. Mud to rock repairs all damage a stone golem has suffered. If stone to flesh is cast on the golem, it becomes susceptible to all normal attacks for 1 full round.

Gorgon

No. Enc.:	1d2 (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	17
Hit Dice:	8
Attacks:	1 (gore or breath)
Damage:	2d6 or petrify
Save:	11
Morale:	8
Hoard Type:	XVIII
XP:	1,060

The gorgon resembles a large bull with red scales. A typical gorgon stands over 6 feet tall at the shoulder and measures 8 feet from snout to tail. It weighs about 4,000 pounds. Gorgons are nothing if not aggressive. They attack opponents on sight, attempting to gore or petrify them. If a gorgon gets a running

start to charge it may gore with its horns for double damage. Gorgons have a breath attack that is a gas cloud 10' wide and 60' long. Any creature caught in this cloud must succeed in a saving throw versus petrify or turn to stone. A gorgon is unaffected by its own breath attack. Gorgons live on hills and prairies.

Gray Ooze

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	10' (3')
Armor Class:	11
Hit Dice:	3
Attacks:	1
Damage:	2d8
Save:	16
Morale:	12
Hoard Type:	None
XP:	80

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

Gray Worm

No. Enc.:	1d3 (1d3)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	13
Hit Dice:	6
Attacks:	1 (bite)
Damage:	1d8
Save:	14
Morale:	9
Hoard Type:	XXI
XP:	570

These large, 30' long gray worms attack with wide tooth-rimmed mouths. Gray worms are able to swallow prey whole (swallow attack) on an attack roll of 19 or 20. Any opponent who is swallowed whole suffers 1d8 hit points of damage every round, and this continues until either the gray worm is killed or until the opponent dies. The cramped quarters inside the belly of the worm prevent attack from the inside by any weapon except a dagger. Attacking a gray worm from inside its belly is difficult, and the attacker suffers a -4 penalty.

Green Slime

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	3' (1')
Armor Class:	NA, no roll needed
Hit Dice:	2
Attacks:	1
Damage:	See below
Save:	18
Morale:	12
Hoard Type:	None
XP:	38

This animate, viscous green slime feeds on plants, animals, and metals, including weapons and armor, but does not digest stone. Green slime senses movements through subtle vibrations, and will drop from high places onto victims to feed, or will cling to an opponent who steps on it. Once covering a victim, green slime will digest all clothing and armor in 6 rounds. The slime feeds so quickly that after this period, in only 1d4

rounds after contacting an animal's (or character's!) bare skin, the slime will completely digest it, creating more slime in its place. No magical revival is possible for a victim as nothing material of the victim remains. Green slime is impervious to most attacks, but is susceptible to fire. The slime clings in such a way to make scraping it off ineffective. Note that if green slime is burned while it is on a character, the damage from the fire is divided evenly between the slime and the character. Green slime is killed instantly by a cure disease spell.

Griffon

No. Enc.:	0 (2d8)
Alignment:	Neutral
Movement:	120' (40')
Fly:	360' (120')
Armor Class:	14
Hit Dice:	7
Attacks:	3 (2 claws, bite)
Damage:	1d4/1d4/2d8
Save:	12
Morale:	8
Hoard Type:	XVIII
XP:	440

Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. While their rear body is that of a lion, their front legs, head, and wings are from a giant eagle. The broad, golden wings emerge from the creature's back and span 25' or more. A griffon weighs about 500 pounds. Griffons are fierce hunters with a taste for horse flesh. If a horse is within 120' of a griffon, the griffon will automatically attack if it fails a morale check. Griffons are intensely protective of their young, and will attack any being that comes near. Griffon eggs or young may be captured to be raised and trained as mounts.

Groaning Spirit (Banshee)

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	150' (50')
Armor Class:	19
Hit Dice:	7
Attacks:	1
Damage:	1d8
Save:	12
Morale:	10
Hoard Type:	XXII
XP:	1,490

This translucent figure resembles a beautiful elven female with delicate features. The groaning spirit is the malevolent spirit of a female elf that is found haunting swamps, fens, moors, and other desolate places. Groaning spirits hate the living and seek to destroy whomever they meet. A groaning spirit appears as a translucent image of her former self. A groaning spirit's primary attack is her keening, which may be employed 1 time per 24 hours, but only at night. Any being within 30' when the spirit keens must save versus spells or die. If a creature survives the keening attack, the groaning spirit attacks with her incorporeal chill touch. The chill touch deals 1d8 cold damage. Further, just the sight of a groaning spirit requires a successful save versus spells or the observer is affected with fear. Since these creatures are undead, they are immune to sleep and charm related magic. Groaning spirits are susceptible to exorcism, which destroys them.

H

Halfling

No. Enc.:	3d6 (5d8)
Alignment:	Lawful
Movement:	90' (30')
Armor Class:	12
Hit Dice:	1 - 1
Attacks:	1 (weapon)
Damage:	1d6 or weapon
Save:	16
Morale:	7
Hoard Type:	VII (XXI)
XP:	5

This monster listing is for the typical NPC halfling. Halflings stand about 3 feet tall. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen. Halflings prefer simple, comfortable, and practical clothes. Unlike members of most races, they prefer actual comfort to shows of wealth. Typical halfling villages may have a population as small as 30 and up to 300 (3 x 1d10 x 10).

Every village has one leader, whose level will be determined by rolling 1d6+1. A village will also have a militia consisting of 5d4 individuals of 2 HD each. The Hoard Type XXI represents the amount of treasure present if encountering halflings in the wilderness.

Harpy

No. Enc.:	1d6 (2d4)
Alignment:	Chaotic
Movement:	60' (20')
Fly:	150' (50')
Armor Class:	12
Hit Dice:	3
Attacks:	3 (2 claws, weapon, see below)
Damage:	1d4/1d4/1d6, see below
Save:	16
Morale:	7
Hoard Type:	XX
XP:	80

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

Hawk

	Ordinary	Giant
No. Enc.:	0 (1d6)	0 (1d3)
Alignment:	Neutral	Neutral
Movement:		
Fly:	480' (160')	450' (150')
Armor Class:	11	13
Hit Dice:	1d4 hit points	3 + 3
Attacks:	1	1
Damage:	1d2	1d6
Save:	18	16
Morale:	7	8
Hoard Type:	None	None
XP:	5	65

These predatory birds often glide through the air watching for prey on the ground. They attack, initially, with a swoop that inflicts double damage if the opponent is surprised.

Ordinary Hawks: These creatures are similar to eagles but slightly smaller: 1 to 2 feet long, with wingspans of 6 feet or less.

Giant Hawks: Giant hawks may be 3 to 5 feet long, and are capable of attacking larger prey of roughly human-sized or smaller. Any being as small as a halfling may be grabbed and taken away.

Hell Hound

No. Enc.:	2d4 (2d4)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	15
Hit Dice:	3 to 7
Attacks:	1 (bite or breath)
Damage:	1d6 or see below
Save:	16 to 12
Morale:	9
Hoard Type:	XX
XP:	80/190/500/820/1,140

Hell hounds are sly and intelligent. They are roughly the size of dire wolves, with red to red-brown fur. They are immune to the effects of all non-magical fire. These demonic hounds favor hot environments, and may be found around volcanic activity, or with other creatures that prefer hot environments. They commonly take up residence in labyrinths. Hellhounds will bite 70% of the time for 1d6 hit points damage, or breath fire 30% of the time. The fire breath attack deals 1d6 hit points of damage per hit die the attacking hell hound possesses. A successful saving throw versus breath attack reduces the damage by half. Hell hounds will save as Fighters equal in level to their hit die. They have an imperfect ability to detect invisibility to a range of 60', with a 75% probability of detection.

Herd Animals

No. Enc.:	0 (3d10)
Alignment:	Neutral
Movement:	240' (80')
Armor Class:	12
Hit Dice:	1 to 4
Attacks:	1 (butt)
Damage:	1d4, 1d6, or 1d8
Save:	18 to 17
Morale:	5
Hoard Type:	None
XP:	10/20/50/80

Herd animals may be any of several kinds of animals that live in herds and are primarily grazing animals. Region and climate will determine which specific kind of grazing herd animal is encountered. The following are some typical kinds and their relative toughness: antelope, deer, and goats (1 or 2 HD, 1d4 butt); caribou, cattle, and oxen (3 HD, 1d6 butt); buffalo, elk and moose (4 HD, 1d8 butt). Usually only the males have horns or antlers, and may attack by butting an opponent. In any large group of herd animals there are 4 females or young for every 1 male. Note that adult males typically have 1d4 hit points more than the normal amount, and all young have half the standard adult hit points. In most cases herd animals will flee from predators. Males will occasionally fight to protect the females and young.

Hippocampus

No. Enc.:	2d4 (2d4)
Alignment:	Lawful
Movement:	240' (80')
Armor Class:	14
Hit Dice:	4
Attacks:	1
Damage:	1d4
Save:	16
Morale:	8
Hoard Type:	None
XP:	200

This strange creature appears to be half horse and half fish. The front half resembles a sleek stallion with a flowing mane and long, sleek legs ending in wide fins rather than hooves. The hindquarters are that of a great fish. Its body is covered in fine scales in the fore parts and large scales elsewhere. Hippocampi scales vary in color from ivory to deep green, with shades of blue and silver. Aquatic races often tame these animals, and they make fine steeds, for they are strong, swift, and very intelligent. A hippocampus is about 8 feet long and weighs about 600 pounds. Hippocampi speak their own language.

Hippogriff

No. Enc.:	0 (2d8)
Alignment:	Neutral
Movement:	180' (60')
Fly:	360' (120')
Armor Class:	14
Hit Dice:	3 + 1
Attacks:	3 (2 claws, bite)
Damage:	1d6/1d6/1d10
Save:	16
Morale:	8
Hoard Type:	None
XP:	65

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. They have the fore body and heads of giant eagles and the hindquarters of horses. Voracious omnivores, hippogriffs will hunt humanoids as readily as any other meal. They have a particular taste for pegasi meat. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds. Hippogriffs typically nest high in the mountains. If captured when young, they can be trained as mounts.

Hobgoblin

No. Enc.:	1d6 (4d6)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	13
Hit Dice:	1 + 1
Attacks:	1 (weapon)
Damage:	1d8 or weapon
Save:	18
Morale:	8
Hoard Type:	XIX
XP:	15

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

Homunculus

No. Enc.:	1 (0)
Alignment:	See below
Movement:	60' (20')
Fly:	180' (60')
Armor Class:	13
Hit Dice:	2
Attacks:	1 (bite)
Damage:	1d3
Save:	As creator
Morale:	11
Hoard Type:	None
XP:	38

A homunculus is a miniature 1 ½' tall servant created by a magic-user. These creatures are weak combatants but make effective spies, messengers, and scouts. A homunculus's creator determines its precise features, but they are always humanoid and have bat-like wings. Homunculi are little more than tools designed to carry out assigned tasks. They are extensions of their creators, sharing the same alignment and basic nature. A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus may attack by bite, and a victim must save versus spells or sleep for 5d6 turns. It knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 500'. A homunculus never travels beyond this range willingly, though it can be removed forcibly. If this occurs, the creature does everything in its power to regain contact with its master. An attack that destroys a homunculus deals 2d10 points of damage to its master. If the creature's master is slain, the homunculus also dies, and its body swiftly melts away into a pool of ichor. A homunculus is shaped from a mixture of clay, minerals, magical herbs, and one pint of the creator's own blood. The materials cost 2d4x100 gp. After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. The following spells must be cast on the body during the ritual: arcane eye, ESP, and mending.

Horse

	Riding	War	Draft
No. Enc.:	0 (1d10x10)	0	0
Alignment:	Neutral	Neutral	Neutral
Movement:	240' (80')	120' (40')	90' (30')
Armor Class:	12	12	12
Hit Dice:	2	3	3
Attacks:	2 (2 hooves)	2 (2 hooves)	None
Damage:	1d4/1d4	1d6/1d6	None
Save:	17	16	16
Morale:	7	9	6
Hoard Type:	None	None	None
XP:	20	50	50

Riding Horse: Riding horses are smaller than other horses, and built for speed and long-distance travel. Wild horses are the equivalent of riding horses. Horses can carry up to 300 lbs and move at full movement, and they can carry a maximum of 600 lbs and have movement halved.

War Horse: These horses have been bred to be strong and sturdy in combat, and will not bolt from fright as easily. These horses are meant for shorter distance travel. The rider of a war horse may attack with a charge, getting double damage with a lance. A war horse can only run in this kind of attack, but in subsequent close attacks the horse and rider may attack simultaneously. War horses can carry up to 400 lbs and move at full movement, and they can carry a maximum of 800 lbs and have movement halved.

Draft Horse: This horse breed is the largest of all, and is bred to be a big, strong laborer. Draft horses can carry up to 450 lbs and move at full movement, and they can carry a maximum of 900 lbs and have movement halved. They do not engage in combat, but run away if attacked or threatened.

Hydra

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	14
Hit Dice:	5 to 12
Attacks:	As head number
Damage:	1d10 per head
Save:	15 to 11
Morale:	9
Hoard Type:	XXI
XP:	As HD

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

Aquatic Hydra: The aquatic hydra is a variation of the standard hydra. It has all of the same characteristics and abilities, but has fins rather than legs and lives under water.

The GM may create other variations of hydra. Some possibilities include hydra that can breathe fire for 8 hit points of damage per head, or bites that have poisonous venom.

Hyena

	Normal	*Giant*
No. Enc.:	2d6 (2d6)	2d4 (2d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	12	12
Hit Dice:	3	5
Attacks:	1 (bite)	1 (bite)
Damage:	2d4	3d4
Save:	17	15
Morale:	9	9
Hoard Type:	None	None
XP:	50	200

Hyenas are very aggressive pack animals that do not give up on hunting prey easily. They have fierce bites, and devour almost all of a carcass since they are capable of digesting most bone.

I

Insect Swarm

No. Enc.:	1 swarm (3 swarms)
Alignment:	Neutral
Movement:	30' (10')
Fly:	60' (20')
Armor Class:	12
Hit Dice:	2 to 4
Attacks:	1
Damage:	2 hit points
Save:	18
Morale:	11
Hoard Type:	None
XP:	29/65/135

An insect swarm is a large swarm of small insects, such as bees, ants, wasps, spiders, and other small biting and stinging bugs that may crawl or fly. A swarm may attack to protect a nest, or because they are stimulated by a smell, a light, or some other thing. Characters may become engulfed in an insect swarm; a swarm is generally treated as a 10'x30' cloud of insects. A swarm does not need to roll to hit, and inflicts 2 hp of damage to any character engulfed. Double damage is dealt to characters wearing no armor. Although swarms do not sustain damage from weapons, a character may wave a weapon around to encourage the swarm to back off. If a character removes himself from a swarm, insects will be clinging to him and deal damage for 3 rounds. A character may flee into a body of water, in which case any clinging insects will die after inflicting damage one round. Any swarm that has been aggravated by suffering damage will chase a fleeing character. If a character flees from a swarm and is able to leave its line of sight, the swarm will not be able to pursue.

Fire, such as that from a torch, does 1d4 hit points damage to an insect swarm. Other fire-based and cold-based attacks will also damage a swarm, and a sleep spell will cause the entire swarm to go dormant. Smoke may be used to ward off a swarm.

Invisible Stalker

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	16
Hit Dice:	8
Attacks:	1
Damage:	4d4
Save:	8
Morale:	12
Hoard Type:	None
XP:	215

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

J

Jackal

No. Enc.:	1d6 (2d4)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	12
Hit Dice:	1d4 hp
Attacks:	1 (bite)
Damage:	1d2
Save:	18
Morale:	7
Hoard Type:	None
XP:	5

These canines are small, cowardly scavengers. They avoid direct conflict, and are fast runners.

Jackalwere

No. Enc.:	1d4 (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	15
Hit Dice:	4
Attacks:	1 (bite or weapon)
Damage:	2d4 or weapon
Save:	15
Morale:	9
Hoard Type:	XXII
XP:	190

These creatures are jackals that may take the form of a human and an intermediate, jackal-man form which they often use for combat. They have a powerful bite that inflicts 2d4 hp damage, and a gaze attack that requires a save versus spells or the victim is affected by sleep. Jackalweres are only harmed by weapons of +1 or better, and iron.

K

Kobold

No. Enc.:	4d4 (6d10)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	12
Hit Dice:	1d4 hit points
Attacks:	1 (weapon)
Damage:	1d4 or weapon -1
Save:	18
Morale:	6
Hoard Type:	I (XIII)
XP:	5

Kobolds are short, dog-like humanoids with cowardly and sadistic tendencies. A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2 ½' tall. Kobolds live exclusively underground, and have an extended infravision to 90'. A kobold chief is an exceptional kobold, who attacks like a monster of 2 HD with 9 hit points. A kobold chief is always accompanied by a loyal bodyguard, totaling 1d6 individuals. Each bodyguard has 6 hit points, and attack as monsters with 1 + 1 HD. All kobolds in the presence of the kobold chief have a morale score of 8. The kobold lair always has more treasure (Hoard Type XIII), and there is equally more treasure when encountering kobolds in the wilderness.

L

Lamia

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	240' (80')
Armor Class:	16
Hit Dice:	9
Attacks:	1 (weapon)
Damage:	1d6
Save:	11
Morale:	9
Hoard Type:	XXII
XP:	4,500

These highly dangerous creatures resemble women from the torso up, but have a centaur-like lower body that may resemble any beast or even a combination of beasts. They are often found in ruins and labyrinths, waiting for unsuspecting adventurers. Though a lamia is powerful and dangerous in close combat, it has no stomach for a fair fight. It uses its illusion ability (as the wand once per day) to lure adventurers into perilous situations. In addition, lamias have the following spell-like abilities usable once per day: charm person, mirror image, and suggestion. Finally, lamias may drain 1 point of WIS merely by touching an opponent, and when a victim reaches WIS 3 he becomes completely obedient to the lamia. Lamias feast on the blood and flesh of humanoids. They speak common and their alignment tongue.

Lammasu

No. Enc.:	2d4 (2d4)
Alignment:	Lawful
Movement:	120' (40')
Fly:	240' (80')
Armor Class:	13
Hit Dice:	7 + 7
Attacks:	2 (2 claws)
Damage:	1d6/1d6
Save:	11
Morale:	9
Hoard Type:	VIII, IX, X,
XP:	1,300

These good, benevolent creatures have the bodies of lions, large feathered wings, and human-like faces. A typical lammasu is about 8' long. They are not by nature aggressive or violent, and may aid good beings in times of need. If forced to attack, a lammasu attacks with spells or its razor-sharp claws. It almost always enters combat if it observes a good creature being threatened by evil. A lammasu casts cleric spells, and can choose spells from the cleric spell list as follows: 1st level, 4; 2nd level, 3; 3rd level, 2; 4th level, 1. When casting any cure spell, lammasu may heal twice the normal amount. Further, 1 out of 10 of these creatures may use holy word. Finally, all lammasu constantly radiate protection from evil 10' radius, which is twice as effective as the normal spell.

Leech, Giant

No. Enc.:	0 (1d4)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	12
Hit Dice:	6
Attacks:	1 (drain blood)
Damage:	1d6
Save:	17
Morale:	10
Hoard Type:	None
XP:	570

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

Leprechaun

|	
No. Enc.:	1 (1d20)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	11
Hit Dice:	1d4+1 hp
Attacks:	0
Damage:	None
Save:	16
Morale:	6
Hoard Type:	XVII
XP:	7

These small, 2' tall sylvan beings are as mischievous as they are elusive, and have a strong taste for wine. It is rumored that leprechauns are descended from halflings and pixies. They tend to live in vibrant, lush woods or other out of the way beautiful settings. They have such developed hearing that they are never surprised. Leprechauns do not physically attack, but have the following spell-like abilities usable at will: invisibility, phantasmal force, polymorph any object (non-living), and ventriloquism. These creatures delight in stealing valuable objects, and can do so with 75% proficiency. They are 25% likely to discard stolen items per turn if chased.

Should a leprechaun be captured, he will use his powers of illusion and polymorphing, and any other means at his disposal, to trick a captor so as not to give away treasure.

Lich

No. Enc.:	1 (1)
Alignment:	Neutral (evil)
Movement:	60' (20')
Armor Class:	19
Hit Dice:	12+
Attacks:	1 (cold touch)
Damage:	1d10 cold damage
Save:	7-
Morale:	9
Hoard Type:	XXII
XP:	4,400

A lich is an undead magic-user of at least 18th level (and possibly multiclassed) who has used its magical powers and a phylactery to unnaturally extend its life. It is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets. A lich usually lives in a secluded keep or deep in a labyrinth, where it conducts magical research. Its powerful undead nature grants it a better natural AC and HD than a typical magic-user. Liches are only vulnerable to attack by creatures of 6 HD or more (or creatures of a magical nature), magical attack forms, and they are unaffected by non-magical weapons. In addition to having undead immunity to charm and sleep, liches are immune to the following spells or forms of damage: cold-based and electrical-based attacks, death spells, enfeeblement, polymorph, and any effects that cause insanity. A lich may attack by spell, or with a cold touch attack that deals 1d10 hp damage. Victims must also save versus paralyze or become paralyzed permanently, unless magically cured. Finally, all beings with 4 or fewer HD that see a lich will be affected with fear, and no saving throw is permitted.
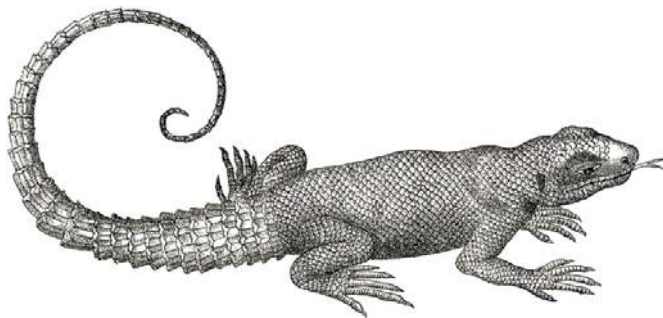
Lizard, Giant

	Draco	Gecko
No. Enc.:	1d4 (1d8)	1d6 (1d10)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Fly:	210' (70')	-
Armor Class:	14	14
Hit Dice:	4 + 2	3 + 1
Attacks:	1 (bite)	1 (bite)
Damage:	1d10	1d8
Save:	16	17
Morale:	7	7
Hoard Type:	VI	VI
XP:	215	100

	Horned Chameleon	Tuatara
No. Enc.:	1d3 (1d6)	1d2 (1d4)
Alignment:	Neutral	Neutral
Movement:	120' (40')	90' (30')
Armor Class:	17	15
Hit Dice:	5	6
Attacks:	2 (bite, horn)	3 (2 claws, bite)
Damage:	2d4/1d6	1d4/1d4/2d6
Save:	16	15
Morale:	7	6
Hoard Type:	VI	VII
XP:	800	570

Giant Draco Lizard: The giant draco has a length of 6', and is capable of gliding in the air due to large skin flaps below its limbs. Although they live primarily above ground, they do occasionally venture underground to seek shelter or look for a meal.

Giant Gecko: The nocturnal giant gecko has a length of 5'. Giant geckos, like their smaller cousins, are adept at walking sheer cliffs, and even upside down. This ability allows them to spring upon unwary prey from above.

Giant Horned Chameleon: The immense 7' giant horned chameleon can surprise its prey, despite its bulk, due to its uncanny ability to take on the color, appearance, and texture of its local surroundings. A victim will be surprised on a surprise check roll of 1-5 on 1d6. The giant horned chameleon has three special attacks. The first is its sticky tongue, which can lash out to a distance of 5'. If this attack succeeds, the victim is immediately yanked back to the chameleon's mouth and bitten without the need for another attack roll, for 2d4 hit points of damage. The second special attack available to the chameleon is its large horns, which inflict 1d6 hit points of damage. Lastly, the chameleon may, on a successful attack, knock down an opponent by lashing out with its tail. The opponent may not attack the same round this occurs.

Giant Tuatara Lizard: This giant leathery skinned 8' carnivorous lizard has formidable spikes that run the length of its dorsal side. The iguana-like giant tuatara has infravision to 90' when it lowers a special membrane-like eyelid over each of its eyes.

Lizardfolk

No. Enc.:	2d4 (6d6)
Alignment:	Neutral
Movement:	60' (20')
Swim:	120' (40')
Armor Class:	14
Hit Dice:	2 + 1
Attacks:	1 (weapon)
Damage:	1d6 + 1 or weapon + 1
Save:	17
Morale:	12
Hoard Type:	XIX
XP:	47

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

Locathah

No. Enc.:	3d4 (2d10x10)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	13
Hit Dice:	2
Attacks:	1 (weapon)
Damage:	As weapon
Save:	16
Morale:	9
Hoard Type:	XXII
XP:	20

Although humanoid in shape, locathahs are clearly more fish than human. They live in large complexes carved from undersea cliffs. The average locathah stands 5 feet tall. Females and males look very much alike, although the former can be recognized by the two ochre stripes marking their egg sacs. If 30 or more are encountered, one will be a 4 HD leader accompanied by 1d4 3 HD captains. In a group of over 100, the chief (5 HD) will be present along with 4d4 guards of 3 HD. Locathahs use giant eels as mounts, and will always be mounted when encountered. In any group, 20% of locathahs have lances, and the remaining fish-men are armed with tridents and crossbows, or nets and short swords.

Locust, Subterranean

No. Enc.:	2d10 (1d10)
Alignment:	Neutral
Movement:	60' (20')
Fly:	180' (60')
Armor Class:	15
Hit Dice:	2
Attacks:	1 (bite, slam, spit)
Damage:	1d2/1d4/see below
Save:	16
Morale:	5
Hoard Type:	None
XP:	38

Subterranean locusts resemble giant 2' or 3' long grasshoppers, and are the color of stone. They primarily eat plants and all kinds of fungus that grows underground, and are immune to the effects of yellow mold and other poisons. Subterranean locusts are prone to panic, and will typically jump up to 60' away if they sense a disturbance. This haphazard sudden flight, however, can be in any direction. They will accidentally flee in the direction of the group half the time, and on a successful attack roll inflict 1d4 hit points of damage by slamming into a creature. A locust does not stay to fight, but flees in such an instance.

Sometimes, if the locust is attacked, it will create a high-pitched whine that can gain the attention of other monsters in a labyrinth (20%). If forced into combat, the locusts may produce a brown, sticky spit that they propel to 10' away. This attack must succeed against an AC of 9, because its effects take place even if the spittle does not bypass armor. If struck, the opponent must succeed in a saving throw versus poison, or becomes incapacitated due to the horrible smell of the spittle. This lasts for 1 turn, before the opponent becomes immune to the odor. The spittle must be rinsed off or any creature that comes to within 5' of a spit-soaked creature is subject to a saving throw versus poison, and failure indicates the creature is wracked with vomiting.

Lurker Above

No. Enc.:	1 (1d4)
Alignment:	Neutral
Movement:	10' (3')
Fly:	90' (30')
Armor Class:	13
Hit Dice:	10
Attacks:	1
Damage:	1d6
Save:	9
Morale:	12
Hoard Type:	XXI
XP:	1,700

This black manta ray-like creature has a 20' wingspan. Its body is black, with gray on its underbelly. The lurker above is a subterranean carnivore that preys on any living creatures that enter its territory. It is able to hover or fly due to its light body, which is filled with many cavities of a buoyant gas. Lurkers surprise on 1-4 on 1d6. They descend from a ceiling and inflict 1d6 hp crushing damage. In 1d4+1 rounds, any being under the lurker dies of suffocation. Creatures in this predicament may attack the lurker from beneath, but only using short swords or daggers, and then only if they were wielded when the creature became enveloped.

Lycanthrope

	Werebear	Wereboar	Wererat
No. Enc.:	1d4 (1d4)	1d4 (2d4)	1d8 (2d6)
Alignment:	Neutral	Neutral	Chaotic
Movement:	120' (40')	150' (50')	120' (40')
Armor Class:	17 (11)	15 (10)	15 (10)
Hit Dice:	6	4 + 1	3
Attacks:	3 (2 claws, bite)	1 (tusk bite)	1 (bite or weapon)
Damage:	2d4/2d4/2d8	2d6	1d4 or weapon
Save:	12	15	16
Morale:	10	9	8
Hoard Type:	XX	XX	XX
XP:	1,070	365	95

	Weretiger	Werewolf
No. Enc.:	1d4 (1d4)	1d6 (2d6)
Alignment:	Neutral	Chaotic
Movement:	150' (50')	180' (60')
Armor Class:	16 (10)	16 (10)
Hit Dice:	5	4
Attacks:	3 (2 claws, bite)	1 (bite)
Damage:	1d6/1d6/2d6	2d4
Save:	14	15
Morale:	9	8
Hoard Type:	XX	XX
XP:	650	190

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

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

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

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

hit points of damage.

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

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

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

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

M

Manticore

No. Enc.:	1d2 (1d4)
Alignment:	Chaotic
Movement:	120' (40')
Fly:	180' (60')
Armor Class:	15
Hit Dice:	6 + 1
Attacks:	3 (2 claws, bite) or 1 (spikes)
Damage:	1d4/1d4/2d4 or see below
Save:	13
Morale:	9
Hoard Type:	XIX
XP:	980

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

Mastodon

No. Enc.:	0 (2d8)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	16
Hit Dice:	15
Attacks:	2 (tusks) or 1 (trample)
Damage:	2d6/2d6/ or 4d8
Save:	14
Morale:	8
Hoard Type:	None
XP:	3,300

Mastodons are prehistoric cousins to elephants, but are adapted to colder climates and have a thick coat of shaggy hair. If mastodons have enough distance between them and a foe, they will commit to a charge to score double damage with their tusks. When in close combat, they may attempt to attack with tusks or attempt to trample, preferring to trample with a roll of 1-3 on 1d4. Mastodons have a +4 to their attack roll when attempting to trample an opponent that is smaller or approximately equal in

the size of a human. Although mastodons do not keep treasure, the ivory from their tusks is valuable and each tusk is worth 2d4x100 gp.

Medusa

No. Enc.:	1d3 (1d4)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	11
Hit Dice:	4
Attacks:	1 (snakebite or special)
Damage:	1d6, poison
Save:	13
Morale:	8
Hoard Type:	XVII
XP:	245

Medusa are indistinguishable from human women, except that they have vicious snakes on their heads rather than hair. They may attempt to disguise themselves with a hooded robe, only to suddenly reveal their true nature. Any character that looks at a medusa must succeed in a saving throw versus petrify, or he turns to stone. A character may gaze at a medusa through a mirror to avoid this effect. However, a medusa that sees her own reflection will need to succeed in a saving throw versus petrify or become stone herself. Medusa may also attack with their snake hair, which inflicts 1d6 hit points of damage on a successful attack roll. In addition, a victim must succeed in a saving throw versus poison or die after 1 turn. Any character that engages in combat with a medusa while shielding his eyes attacks with a penalty of −4, and the medusa receives a bonus of +2 to hit. All medusa have a bonus of +2 to saving throws versus spells.

Men

	Berserker	*Brigand*
No. Enc.:	1d6 (3d10)	0 (1d4x10)
Alignment:	Neutral	Chaotic
Movement:	120' (40')	120' (40'))
Armor Class:	12	Armor type
Hit Dice:	1+1	1
Attacks:	1	1
Damage:	--- 1d6 or weapon type ---	
Save:	16	17
Morale:	NA	8
Hoard Type:	I (XXI)	XXII
XP:	21	10

	Merchant	*Nomad*
No. Enc.:	0 (1d20)	0 (1d4x10)
Alignment:	Neutral	Neutral
Movement:	90' (30')	120' (40')
Armor Class:	14	Armor type
Hit Dice:	1	1
Attacks:	1	1
Damage:	---- 1d6 or weapon type ---	
Save:	18	17
Morale:	Varies	8
Hoard Type:	XXII	XXII
XP:	10	10

	Pirate
No. Enc.:	0 (see below)
Alignment:	Neutral or Chaotic
Movement:	120' (40')
Armor Class:	Armor type
Hit Dice:	1
Attacks:	1
Damage:	1d6 or weapon type
Save:	17
Morale:	6
Hoard Type:	XXII

The men here are all considered 1st level fighters. Individuals of greater level will typically lead them. The Hoard Typees provided indicate treasure found in camps or lairs, except for the case of merchants.

Berserker: These fighters are engulfed in a battle rage whenever they fight any humanoid. This determination gives them a +2 to their attack value, and they will battle until killed, without a morale check.

Brigand: These men are criminals who have banded together under the shared interest of stealing and pillaging. Half of all brigands encountered are armed with a short sword and short bow, and wear leather armor and a shield. The other half is better equipped with long swords, chain mail, a shield, and will have riding horses.

There is one fighter of 2nd level per 20 brigands. There is one fighter of 4th level per 40 brigands. These leaders are equipped with long swords, lances, plate armor, and mounted on war horses equipped with barding.

Bandit camps will have 5d6x10 inhabitants. They will have a fighter of 9th level as a leader, and there will be a fighter of 5th level per 50 men. An 8th level cleric may be present in a camp (1-3 on 1d10). There is also a probability that a magic-user of 8+1d2 level will be present (roll 1-5 on 1d10).

Merchant: These men trade goods, sometimes over great distances. They will all be mounted and will have additional pack animals (1d12). Animal types will be appropriate to the terrain. Every merchant caravan has a fighter of 5th level as a guard. For every five merchants encountered, the following additional guards will be present: fighters, 1st level (20); fighters, 2nd or 3rd level (2). All guards are armed with various swords, crossbows, daggers, and wear chain mail armor.

Nomad: Nomads are tribal people that live off the land and by animal husbandry. They follow game and seasonal foods by living in temporary camps of tents or simple structures. Per 25 nomads, a fighter of 2nd level will be present as a leader. Per 40 nomads, a fighter of 4th level will be present as a leader. Nomads can have any kind of armor or hand weapon. All are mounted, and half of their number will have bows, while the other half have lances.

The typical tribal camp will have 5d6x10 inhabitants. They will have a fighter of 8th level as a leader, and there will be a fighter of 5th level per 100 men. A 9th level cleric may be present in a camp (1-5 on 1d10). There is also a probability that a magic-user of 8th level will be present (roll 1 on 1d4). Nomads often trade with people they encounter. Their lifestyle brings them into contact and clashes with other humanoids.

Pirate: A pirate fleet may be found on any body of water, whether lake, sea, or river. The fleet size depends on the water vessel. Riverboat fleets number 1d8 ships, longship fleets number 1d4 ships, fleets of small galleys number 1d4, and any fleet of galleys larger than "small" size, and any fleet of sailing ships, number 1d3. The crew number is determined by the ship crew requirements described in Section 5.

There is one fighter of 4th level per 30 pirates, and one fighter of 5th level per 50 pirates. Per 300 pirates, one fighter of 8th level will be present. Any horde of 300 or greater is led by a Pirate King (fighter of 11th level). In a group this large the Pirate King may employ a magic-user of 8+1d2 level (roll 1-15 on 1d20).

Pirates are armed with any sword and leather armor. Some (40%) are also armed with crossbows.

Pirates raid ships and coastal towns. They may dock in lawless cities that trade with pirates. Pirates often hide their treasure in remote locations, and a leader may have a map to such a location. Any group of pirates may have 1d4 hostages who they have ransomed.

Merfolk

No. Enc.:	0 (1d20)
Alignment:	Neutral
Movement:	
Swim:	120' (40')
Armor Class:	13
Hit Dice:	1 to 4
Attacks:	1
Damage:	1d6 or weapon type
Save:	16
Morale:	8
Hoard Type:	XXII
XP:	20

These legendary beings have fish-like bodies from the waist down, and have human torsos, arms, and heads. They use weapons that are convenient in water, including daggers, spears, and tridents. These creatures live exclusively in large bodies of water. They may occasionally trade fish and other sea bounty to human villages, but generally they keep to themselves. Merfolk villages generally have a population of 1d3x100 individuals. A leader will be present in any group of 10 merfolk, and the leader has 2 HD. An exceptional leader will be present in any group of 50 merfolk, and the exceptional leader has 4 HD. These leaders save as a fighter level equal to their HD number. The GM may choose some sea creatures that act as guards for merfolk communities.

Mimic

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	12
Hit Dice:	7-10
Attacks:	1
Damage:	3d4
Save:	12
Morale:	8
Hoard Type:	None
XP:	790

A mimic can have almost any dimensions, but usually is not more than 10' long. These creatures are able to take the form of inanimate objects made of wood and/or stone, such as doors, statues, etc. Younger mimics (7-8 HD) are more intelligent, can speak, and may negotiate with adventurers if it is made worthwhile. Older mimics (9-10 HD) have grown ancient and senile, attacking with only the interest of consuming flesh. Mimics attack when a being touches them. The being is held attached to the mimic with a glue-like substance, and the mimic bludgeons with an emergent pseudopod for 3d4 hp damage. The more intelligent mimics speak their own language, common, and their alignment tongue.

Minotaur

No. Enc.:	1d6 (1d8)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	13
Hit Dice:	6
Attacks:	2 or 1 (gore, bite, or weapon)
Damage:	1d6/1d6 or weapon
Save:	13
Morale:	12
Hoard Type:	XX
XP:	820

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

Morlock

No. Enc.:	1d12 (5d10)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	11
Hit Dice:	1
Attacks:	1 (weapon)
Damage:	As weapon
Save:	17
Morale:	9
Hoard Type:	XX
XP:	5

Morlocks are a degenerate race of subterranean humans. They are all albinos, and have developed a carnivorous diet that favors the meat of other humanoids. They only venture to the surface at night, and if caught in the daylight they suffer an attack penalty of –2. Their subterranean existence has given them 90' infravision. These foul degenerate people wield any sort of weapon, but favor spears and swords. Morlocks lair deep within caverns or labyrinths, where a typical "village" will have a population of 5d10 individuals. In this community, there is usually a stronger individual in charge, who is treated as a 3 HD monster, saves as a fighter of 3rd level, and has 12 hit points. Morlocks are enemies of Neanderthals, dwarves, and gnomes, but they sometimes join groups of orcs and goblins. Like Neanderthals, morlocks sometimes tame albino apes.

Mule

No. Enc.:	1d8 (2d6)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	12
Hit Dice:	2
Attacks:	1 (kick or bite)
Damage:	1d4 or 1d3
Save:	17
Morale:	8
Hoard Type:	None
XP:	20

Mules are a hybrid of a donkey and a horse. Mules are notoriously ornery, and may attack if particularly provoked. They can carry 200 lbs comfortably, and may carry a maximum of 400 lbs. In the latter case, movement rate is reduced to 60' per turn. At the GM's discretion, a mule may be taken into the depths of a labyrinth to aid in transporting equipment or treasure, so long as conditions allow.

Mummy

No. Enc.:	1d4 (1d12)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	16
Hit Dice:	5 + 1
Attacks:	1
Damage:	1d12, disease
Save:	13
Morale:	12
Hoard Type:	XIX
XP:	860

Mummies are preserved undead corpses animated through the auspices of dark desert gods best forgotten. They haunt old tombs and lost ruins. These undead are so fearsome that any being seeing one must succeed in a saving throw versus paralyze or become paralyzed with dread. This affect passes if the mummy leaves the victims range of vision, or if the mummy engages in combat. When a mummy successfully strikes a victim, the victim suffers 1d12 hit points of damage and contracts mummy rot. Mummy rot is a powerful curse, not a natural disease. When under the effects of the curse, characters are unable to receive the benefits of any form of magical healing. Characters heal naturally at 1/10th the normal rate. This magical disease may be removed with the spell remove curse. Like other undead, mummies are unaffected by charm, sleep, or hold spells. Further, mummies may only be harmed by magical weapons, spells, and fire-based attacks.

N

Naga

	Guardian	Spirit
No. Enc.:	1d2 (0)	1d3 (0)
Alignment:	Lawful	Chaotic
Movement:	150' (50')	120' (40')
Armor Class:	16	15
Hit Dice:	11 or 12	9 or 10
Attacks:	2 (bite, constrict)	1 (bite)
Damage:	1d6/2d4	1d3
Save:	7	9
Morale:	11	8
Hoard Type:	XXII	VIII, XXI
XP:	2,800	2,400

	Water
No. Enc.:	1d4 (0)
Alignment:	Neutral
Movement:	90' (30)
Swim:	180' (60')
Armor Class:	14
Hit Dice:	7 or 8
Attacks:	1 (bite)
Damage:	1d4
Save:	11
Morale:	8
Hoard Type:	XIX
XP:	1,140

These creatures have large snake bodies, with human heads. They vary in temperament by type, but all are highly intelligent and magical.

Guardian: These 20' long creatures are honorable, brass scaled, and are often charged with the task of guarding a location to protect a treasure or to make sure an evil remains locked away. They may bite and constrict a victim in the same round. They also have poisonous spittle with a 30' range, and struck victims must save versus poison or die. Guardian nagas may cast spells as a 6th level cleric.

Spirit: Spirit nagas are 15' long, black scaled, and unredeemable in their refined evil. They lurk in labyrinths and ruins, awaiting adventurers to make prey. They attack with a poisonous bite that deals 1d3 hp damage, and victims must save versus poison or die. In addition, these creatures have a charm gaze, and victims must save versus paralyze or be indefinitely under the effect of the charm. These creatures have the spell-casting abilities of a 3rd level magic-user and a 2nd level cleric.

Water: Water nagas have blue-green scales, and live in lakes, ponds, or even deep pools above or below ground. They are generally solitary and unconcerned with the affairs of others. Like other nagas, their bite is poisonous and victims must save versus poison or die. Water nagas have the spell-casting ability of 5th level magic-users.

Neanderthal

No. Enc.:	1d10 (4d10)
Alignment:	Lawful
Movement:	120' (40')
Armor Class:	11
Hit Dice:	2
Attacks:	1 (weapon)
Damage:	2d4 or weapon
Save:	17
Morale:	7
Hoard Type:	XX
XP:	20

These demi-humans are cousins to humans. They often are assumed to be brutish, due to their large brow ridges, receding chins, and slightly shorter, denser bodies. However, though they

live a primitive lifestyle, they are as intelligent as humans. Neanderthals typically attack with spears and weapons with stone blades. A Neanderthal band usually consists of 1d4x10 individuals. Neanderthals are led by only the strongest of their kind, and the typical leader has 6 HD. The lair will often have albino apes as trained pets and guardians. Neanderthals revere cave bears, and will hunt them for rites of passage and religious purposes. They despise kobolds, goblins, and morlocks, but enjoy the company of gnomes and dwarves.

Night Hag

No. Enc.:	1 (1)
Alignment:	Neutral (evil)
Movement:	90' (30')
Armor Class:	10
Hit Dice:	8
Attacks:	1
Damage:	2d6
Save:	11
Morale:	8
Hoard Type:	None
XP:	1,560

Night hags come from other dark planes of existence, and are viewed by some to be demons. They appear to be human females, but have long talons that deal 2d6 hp damage and have hideously ugly faces. They attack light creatures on sight if the odds of success seem favorable. A night hag has the following spell-like abilities usable at will: detect good, know alignment, polymorph self, sleep (affects up to 12th level beings). They may use the following spell-like abilities 3 times per day: magic missile (2d8 hp damage) and ray of enfeeblement. A night hag can become ethereal at will.

Night hags may visit the dreams of individuals by using a special periapt known as a heartstone. The hag takes ethereal form and hovers over the victim. Once a hag invades the victim's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and permanently loses 1 point of CON upon awakening. This process may be repeated nightly until a victim reaches 0 CON and dies. If this happens, the hag returns to her home plane with the victim's soul, and the victim may not be raised, resurrected, or reincarnated.

Nightmare

No. Enc.:	1 (0)
Alignment:	Chaotic
Movement:	150' (50')
Fly:	360' (120')
Armor Class:	23
Hit Dice:	6 + 6
Attacks:	3 (bite, 2 hooves)
Damage:	2d4/1d6+4/1d6+4
Save:	13
Morale:	10
Hoard Type:	None
XP:	980

These infernal horses are used as mounts by demons and night hags, or by intelligent and powerful undead. They have jet black hide and glowing hooves. These creatures can fly at will, and assume ethereal form whenever they choose, and often travel the astral plane. In addition to a powerful bite and flaming hooves, nightmares may attack by breathing a cloud of hot, smoky gas at an opponent. The victim must save versus breath attacks or become choked and blinded by the vapor, suffering a -2 penalty to attack and damage rolls for 1d4+2 rounds.

Nixie

No. Enc.:	0 (2d20)
Alignment:	Neutral
Movement:	
Swim:	120' (40')
Armor Class:	12
Hit Dice:	1
Attacks:	1
Damage:	1d4
Save:	16
Morale:	6
Hoard Type:	XXI
XP:	16

Nixies are related to dryads, but are water beings that are 3' tall and appear as beautiful elf-like women with greenish, bluish, or green-gray skin color. They typically live in any permanent body of water, such as a lake, large pond, or river. When 10 nixies are together in one place, they may pool their magical energy to cast a charm spell on a character. The victim is allowed a saving throw versus spells, and if this is failed the character is taken into the watery domain of the nixies where he will serve them for 12 months. Nixies are able to cast water breathing on a character, and the effects last for 24 hours per casting. Nixies attack with very small weapons. Nixies have the ability to summon a giant fish (bass) for protection. The giant bass has the following characteristics: AL N, MV 120' (40'), AC 7, HD 2, #AT 1, DG 1d6, SV F1, ML 8.

Nymph

No. Enc.:	0 (1d4)
Alignment:	Neutral (good)
Movement:	120' (40')
Armor Class:	10
Hit Dice:	3
Attacks:	0
Damage:	None
Save:	15
Morale:	6
Hoard Type:	IX, XI x 10
XP:	80

Nymphs are stunningly beautiful female fey creatures that closely resemble elven women. They live in a variety of temperate sylvan settings, far from civilization. They have the ability to dimension door 1 time per day. Their appearance is so striking that anyone who lays eyes on a nymph must save versus spells or become permanently blind. If the nymph is nude, a failed save means death. Nymphs have the spell-casting abilities of a 7th level druid. They have their own language and speak common.

O

Ochre Jelly

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	11
Hit Dice:	14
Attacks:	1
Damage:	2d6
Save:	13
Morale:	12
Hoard Type:	None
XP:	500

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

ochre jelly will divide into 1d4+1 littler amoebas with 2 HD each. These smaller jellies deal 1d6 hit points of damage.

Octopus, Giant

No. Enc.:	0 (1d2)
Alignment:	Neutral
Movement:	-
Swim:	90' (30')
Armor Class:	12
Hit Dice:	8
Attacks:	8 (tentacles) or 1 (bite)
Damage:	1d3 (per tentacle)/1d6
Save:	11
Morale:	7
Hoard Type:	None
XP:	2,060

These creatures are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers. They live in temperate or tropical ocean waters. Tentacles constrict victims when they successfully attack, and deal 1d3 hit points of damage each per successive rounds. For each tentacle that is constricting a victim, the victim suffers a cumulative attack penalty of −1. For instance, if four tentacles are constricting a character, he suffers −4 to hit. A tentacle can be cut off if a total of 6 hit points or more of damage is dealt with one blow. A giant octopus may swim away if it is losing an encounter, and it will spray a 40' radius cloud of black ink to obscure its escape. The giant octopus is able to move at its normal movement x3 when fleeing.

Ogre

No. Enc.:	1d6 (2d6)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	14
Hit Dice:	4 + 1
Attacks:	1 (club)
Damage:	1d10
Save:	15
Morale:	10
Hoard Type:	XX + 1,000 gp
XP:	215

Adult ogres stand 9 to 10 feet tall, and resemble big brutish humans. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor. Ogres despise Neanderthals and will attempt to destroy them when encountered. Ogres usually live under rock shelters, or in caves, and will venture into labyrinths. When ogres are found away from their lair they will have sacks containing 1d6x100 gp.

Ogre Mage

No. Enc.:	1d6 (1d6)
Alignment:	Chaotic
Movement:	90' (30')
Fly:	150' (50')
Armor Class:	15
Hit Dice:	5 + 2
Attacks:	1
Damage:	1d12
Save:	13
Morale:	9
Hoard Type:	IX, XVII
XP:	660

The ogre mage is a more intelligent and dangerous variety of its mundane cousin. An ogre mage stands about 10' tall. Its skin varies in color from light green to light blue, and its hair is black or very dark brown. Ogre mages favor loose, comfortable clothing and lightweight armor. Ogre mages rely on their spell-like abilities, resorting to physical combat only when necessary. They can fly for 12 turns, and have the following spell-like abilities at will: darkness 10' radius, invisibility, and polymorph self (from 4' to 12' tall). Once per day ogre magi may use the following abilities: charm person, gaseous form, sleep, and a cone of cold (as the wand of ice for 8d6 damage). An ogre mage regenerates 1 hp per round. When found in their lair, there is a 60% chance that 2d6 slaves are present. Ogre mages speak their own language, ogre, troll, common and their alignment tongue.

Orc

No. Enc.:	2d4 (1d6x10)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	13
Hit Dice:	1
Attacks:	1 (weapon)
Damage:	1d6 or weapon
Save:	16
Morale:	8
Hoard Type:	XIX
XP:	10

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

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

Orcs are socially organized around warring tribes, which have repulsive names like the "Vile Eye" tribe or the "Bloody Skull" tribe. Tribes seldom work together unless united under strong (and fear inducing) leadership. Any tribe has a roughly equal number of males and females, with as many children as there are adults. The orc tribal chief fights as a monster with 4 HD and has 15 hit points. He will be very strong, having a weapon damage roll bonus of +2. There is a 60% chance that any tribe consisting of 20 or more orcs will have an ogre present. There is a 10% chance that a tribe of 20 or more orcs has a troll present.

Otyugh

	Standard	Advanced
No. Enc.:	1 (2)	1 (1)
Alignment:	Neutral	Neutral
Movement:	60' (20')	60' (20')
Armor Class:	16	19
Hit Dice:	6-8 9-12	
Attacks:	3 (2 tentacles, bite)	3 (2 tentacles, bite)
Damage:	1d8/1d8/1d4+1	2d6/2d6/2d4
Save:	15	12
Morale:	10	9
Hoard Type:	See below	See below
XP:	820; 1,140; 1,560	2,400; 2,800

A typical standard or advanced otyugh has a body 8' in diameter. Both kinds have a short pseudopod extending from their thick hides, which is covered in eyes. This prevents them from being surprised.

Standard: An otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden, eating carrion or left over kills from predators. Otyughs slash opponents with their barbed tentacles for 1d8 hp damage each, and their mouths deal a hideous bite from which the victim must save versus poison or contract a rotting disease that inflicts 1d3 hp damage per day. These creatures have a low intelligence, but have a unique language and can communicate telepathically. They keep no treasure of their own, but may partner with other monsters and help guard treasure in exchange for leftovers.

Advanced: Advanced otyughs are more aggressive, more powerful relatives of standard otyughs. They are much more intelligent.

Owl, Giant

No. Enc.:	1d4+1 (1d4+1)
Alignment:	Neutral
Movement:	30' (10')
Fly:	180' (60')
Armor Class:	13
Hit Dice:	4
Attacks:	3 (2 talons, beak)
Damage:	2d4/2d4/1d4+1
Save:	15
Morale:	8
Hoard Type:	XI x 5, XXII (magic only)
XP:	80

Giant owls are nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with good creatures. A typical giant owl stands about 9' tall, has a wingspan of up to 20', and resembles its smaller cousins in nearly every way except size. Giant owls have a language of their own, and often speak common. In a lair there is a 25% chance of finding 1d4 eggs, and a 25% chance of finding 1d4 chicks. Eggs and young are very valuable, as they can be raised and trained as companions.

Owl Bear

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	14
Hit Dice:	5
Attacks:	3 (2claws, bite)
Damage:	1d8/1d8/1d8
Save:	14
Morale:	9
Hoard Type:	XX
XP:	350

Having the head of a giant owl and the body of a bear, owl bears are rumored to be a magical hybrid created for an unfathomably dark purpose. Their coats range in color from brown-black to yellowish brown; their beaks are a dull ivory color. A full-grown male can stand as tall as 8 feet and weigh up to 1,500 pounds. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes. They are mean spirited carnivores. Just like bears, an owl bear may hug an opponent for 2d8 hit points of damage if it successfully hits with both paws in the same round. Owl bears are known to live in wooded areas, and are equally likely to take residence in caves or labyrinths.

P

Pegasus

No. Enc.:	0 (1d12)
Alignment:	Lawful
Movement:	240' (80')
Fly:	480' (160')
Armor Class:	13
Hit Dice:	2 + 2
Attacks:	2 (hooves)
Damage:	1d6/1d6
Save:	16
Morale:	8
Hoard Type:	None
XP:	47

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. If young pegasi are tamed they can be used as mounts, but pegasi will only cooperate with light characters. Pegasi avoid hippogriffs, which are their predators.

Phase Tiger

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	15
Hit Dice:	6
Attacks:	2 (tentacles)
Damage:	2d4/2d4
Save:	14
Morale:	8
Hoard Type:	XIX
XP:	570

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

Piercer

No. Enc.:	3d6 (3d6)
Alignment:	Neutral
Movement:	10' (3')
Armor Class:	16
Hit Dice:	1-4
Attacks:	1
Damage:	1d6 per HD
Save:	16
Morale:	10
Hoard Type:	None
XP:	10, 20, 50, 80

These creatures are specially adapted to cavernous environments, as they perfectly resemble stalactites. When they sense body heat or movement, they drop from a cavern ceiling to impale and eat a victim. The largest ones are 6' long, and the smallest are 1' long.

Pixie

No. Enc.:	2d4 (1d4x10)
Alignment:	Neutral
Movement:	90' (30')
Fly:	180' (60')
Armor Class:	16
Hit Dice:	1
Attacks:	1 (dagger)
Damage:	1d4
Save:	14
Morale:	7
Hoard Type:	III + IV
XP:	16

These 1' or 2' tall cousins to elves have wings like an insect's. These wings are relatively weak, and a pixie must spend 1 turn on its feet for each 3 turns spent flying. Pixies are naturally invisible, but may choose to become visible at will. The spell detect invisibility will reveal their presence. Pixie invisibility is unlike the spell of the same name in that a pixie may act freely, including attacking, without becoming visible. Because of this advantage, a pixie will have surprise on its opponent. An opponent cannot attack a pixie during the first round they are engaged in combat, but in the second round an opponent may strike due to hearing the pixie and otherwise having some idea where it might be as it moves. Attacks made against an invisible pixie are rolled with a penalty of −2.

Pseudo-dragon

No. Enc.:	1 (1)
Alignment:	Neutral (good)
Movement:	60' (20')
Fly:	240' (80')
Armor Class:	17
Hit Dice:	2
Attacks:	1 (bite or tail)
Damage:	1d3 or poison
Save:	15
Morale:	7
Hoard Type:	XI x 10
XP:	38

These intelligent dragon-like creatures are at most 2' long, and live in temperate climates. They frequently take residence in labyrinths, or in secluded wilderness locales. Although by nature they are rust brown in color, they have the ability to blend into their surroundings, rendering them undetectable 80% of the time. They may attack with a bite, but prefer to use their whip-like tails that attack with +4 to hit. Victims take no damage, but must save versus poison or fall into a state like feign death for 1d6 days. However, unlike the spell, victims are unaware of their surroundings. There is a 25% chance that when the duration is up the victim dies. Psuedo-dragons are able to see invisible creatures or objects. They receive +4 to all saving throws versus magic, and can confer this bonus to another creature if they are touching. Pseudo-dragons are telepathic, and are able to grant clairaudience and clairvoyance centered on themselves, to another being within 240'.

Pterodactyl

	Pterodactyl	Pteranodon
No. Enc.:	0 (2d4)	0 (1d4)
Alignment:	Neutral	Neutral
Movement:	-	-
Fly:	180' (60')	240' (120')
Armor Class:	12	13
Hit Dice:	1	5
Attacks:	1 (bite)	1 (bite)
Damage:	1d3	1d12
Save:	18	15
Morale:	7	8
Hoard Type:	None	VII
XP:	13	350

These prehistoric winged reptiles are usually found in warm or tropical environments.

Pterodactyl: These large winged reptiles have wings that span 7 to 10 feet. They glide through the air, watching for prey on the ground. They typically attack small animals, or beings up to the size of a halfling. They have been known to attack larger beings if they are particularly famished.
Pteranodon: This winged reptile is a giant version of the pterodactyl, and has wings that can span up to 50'. They attack larger animals, including human-sized individuals.

Purple Worm

No. Enc.:	1d2 (1d4)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	13
Hit Dice:	15
Attacks:	2 (bite, sting)
Damage:	2d8/1d8, poison
Save:	4
Morale:	10
Hoard Type:	XIX
XP:	3,300

The body of a mature purple worm is 10' in diameter and 100' long or more. The creature has a poisonous stinger in its tail. These dreaded purple monstrosities burrow underground, only surfacing to consume unsuspecting prey. They may attack with both a bite and their stinging tail in 1 round. Anyone stung by the tail must also succeed in a saving throw versus poison or die. If a purple worm's bite attack roll is at least 4 higher that

the roll needed to hit (or a 20 is rolled), a victim is swallowed. A being that is swallowed takes 3d6 hit points of damage per round inside the purple worm's belly. The damage stops when either the character dies or the worm is killed. When a purple worm is found below the earth, it is usually from inside one of its tunnels. In this case the tunnel may only be as wide as the worm, preventing it from attacking with both attacks in the same round.

R

Rakshasa

No. Enc.:	1d4 (1d4)
Alignment:	Chaotic
Movement:	150' (50')
Armor Class:	23
Hit Dice:	7
Attacks:	3 (2 claws, bite)
Damage:	1d3/1d3/1d4+1
Save:	12
Morale:	9
Hoard Type:	XVIII
XP:	1,840

These creatures are said to be a kind of demon. They have bodies resembling humans, but for their deadly claws and the head of a large cat, either a tiger, lion, or panther. Rakshasas are man-eaters, preferring the flesh of humans and dwarves. They have the spell-like abilities ESP and change self, which they often use in combination to assume an agreeable form to a potential victim. These creatures have the spell casting abilities of 1st level clerics and 3rd level magic-users. Rakshasas are unaffected by normal weapons, and suffer 50% damage from weapons that are +1, +2, or +3. In addition, they are immune to the effects of all spells save those of 9th level. When multiple Rakshasas are encountered there is 1 male with up to 3 females.

Rat

	Ordinary	Giant
No. Enc.:	5d10 (2d10)	3d6 (3d10)
Alignment:	Neutral	Neutral
Movement:	60' (20')	120' (40')
Swim:	30' (10')	60' (20')
Armor Class:	10	12
Hit Dice:	1 hit point	1d4 hit points
Attacks:	1 (bite, per group)	1 (bite)
Damage:	1d6, disease	1d3, disease
Save:	18	16
Morale:	5	8
Hoard Type:	XI	XX
XP:	6	6

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

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

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

Woolly Rhinoceros: The woolly rhino is a prehistoric rhino that is larger and covered in a dense, coarse hair.

Remorhaz

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	19, belly 16, head 17
Hit Dice:	7-14
Attacks:	1 (bite)
Damage:	6d6
Save:	14 - 10
Morale:	10
Hoard Type:	XVIII
XP:	1,140

A remorhaz is a whitish-blue in color multilegged lizard-like creature that pulses with a reddish glow from the heat its body produces. The creature is 20' long with 7 HD, 24' long with 8 HD, 28' long with 9 HD, and so on. Remorhazes hide under snow and ice until they hear movement above them, then attack from below and surprise prey. Once at the surface, they rear to attack, exposing their more vulnerable bellies. When these creatures are 8 HD or more, they are large enough to have a swallow attack in addition to their normally powerful bites. Swallowed victims are killed immediately because of the extreme heat within these creatures' innards. When in combat, the remorhaz's backside heats to an infernally hot temperature. Any non-magical weapons touching their bodies melt immediately, and magical items must make saving throws. If a being touches the hot hide it suffers 1d10x100 hp damage.

Rhagodessa, Giant

No. Enc.:	1d4 (1d6)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	14
Hit Dice:	4 + 2
Attacks:	1 (leg or bite)
Damage:	0 or 2d8
Save:	16
Morale:	9
Hoard Type:	VI
XP:	215

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

Rhinoceros

	Ordinary	Woolly
No. Enc.:	0 (1d12)	0 (1d8)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	14	15
Hit Dice:	6	8
Attacks:	1 (butt or trample)	1 (butt or trample)
Damage:	2d4 or 2d8	2d6 or 2d12
Save:	17	15
Morale:	6	6
Hoard Type:	None	None
XP:	570	1,060

The rhinoceros is infamous for its bad temper and willingness to charge intruders. They deal double damage after charging. A herd of these beasts will stampede if threatened, in any direction to be determined randomly.

Roc

	Small	Large	Giant
No. Enc.:	0 (1d12)	0 (1d8)	0 (1)
Alignment:	Lawful	Lawful	Lawful
Movement:	60' (20')	60' (20')	60' (20')
Fly:	480' (160')	480' (160')	480' (160')
Armor Class:	15	17	19
Hit Dice:	6	12	36
Attacks:	----------- 3 (2 claws, bite) ------------		
Damage:	1d4+1/1d4+1 2d6	1d8/1d8/ 2d10	3d6/3d6/ 8d6
Save:	15	11	7
Morale:	8	9	10
Hoard Type:	XIV	XIV	XIV
XP:	320	1,200	6,750

Rocs are powerful creatures living in high elevations and warm environments. They look somewhat like huge eagles. Their immense appetites accompany the great size of rocs, as rocs will frequently consume large mammals including horses and cattle. Rocs hunt much like eagles, swooping down on their meal and striking it with immense claws. When a roc nest is encountered, there is a 50% probability that 1d6 eggs or 1d4 young are present. Rocs fight to the death to defend their young. If eggs or chicks are captured, they can be trained as mounts. If a dark being encounters a roc, the roc will have a penalty of -2 to reaction checks, and a neutral being imposes a –1 penalty. This is due to the light nature of rocs, and their preference for dealing with other light creatures.

Roper

No. Enc.:	1d3 (1d3)
Alignment:	Chaotic
Movement:	30' (10')
Armor Class:	19
Hit Dice:	10-12
Attacks:	1
Damage:	5d4
Save:	11
Morale:	8
Hoard Type:	V x 2
XP:	2,400

A roper stands some 9' tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. A roper's coloration and temperature change to match the features of the surrounding cave. A roper hunts by standing very still and imitating a stalagmite. This tactic often allows it to attack with surprise. When prey comes within reach, it lashes out with one of its six rope-like strands to a distance of up to 50'. If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the opponent to the roper's immense mouth, in 10' increments per round. In addition, the victim suffers from weakness for 1d4 rounds. A character must succeed in a force doors check in order to break away from a roper's strand. Ropers suffer only 50% damage from cold-based attacks, and are immune to electrical-based attacks. However, fire is disagreeable to them and they suffer -4 to save versus fire-based attacks.

Rot Grub

No. Enc.:	0 (5d4)
Alignment:	Neutral
Movement:	10' (2')
Armor Class:	10
Hit Dice:	1 hit point
Attacks:	See below
Damage:	See below
Save:	19
Morale:	Not applicable
Hoard Type:	None
XP:	5

Although rot grubs can be found in animal waste and other foul refuse, they prefer to consume tissue that is still alive. Upon contact with a living being, rot grubs will begin to vigorously burrow deep into the body. Fire must be applied to the site of contact at once in order to prevent the rot grubs from burrowing further. This application of flame inflicts 1d6 hit points of damage per instance. If not stopped immediately, within 1d3x10 minutes the rot grubs will find the heart and kill their victim. The spell cure disease will destroy the rot grubs in a victim's body.

Rust Monster

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	17
Hit Dice:	5
Attacks:	1
Damage:	See below
Save:	14
Morale:	7
Hoard Type:	None
XP:	500

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

S

Sahuagin

No. Enc.:	4d4 (3d4x10)
Alignment:	Chaotic
Movement:	120' (40')
Swim:	240' (80')
Armor Class:	14
Hit Dice:	2 + 2
Attacks:	3, 5 (2 or for claws, bite) or 1 (by weapon)
Damage:	1d2/1d2/1d2/1d2/1d4 or As weapon
Save:	16
Morale:	8
Hoard Type:	V, XI + XV
XP:	47

Sahuagin are irredeemably evil fish-like humanoids that worship infernal forces. Most feature green coloration, darker along the back and lighter on the belly. Many have dark stripes, bands, or spots, but these tend to fade with age. An adult male sahuagin stands roughly 6' tall. They only live in saltwater, and may dwell in shallow waters near shore or in very deep locations far at sea. They have kingdoms under the waves that ape human societal structures. Sahuagin typically fight with tridents and nets (50%) or daggers, spears, and crossbows (25%). If unarmed, they attack with 2 claws and a bite when on shore, or 2 claws, 2 foot rakes, and a bite when under water. These creatures travel in bands led by a 4 HD chief. When 10 or more are encountered, there will be a 3 HD guard per 10 sahuagin in the group. When found in their lair, half of the sahuagin will be 2 HD females, and 25% are 1 HD hatchlings. There will be 2d4x10 eggs. In their

lairs there will be a 9 HD baron. There is a 10% per 10 sahuagin encountered that there is a 5th to 8th level cleric and 1d4 4th level cleric assistants. In addition, in the lair there is a 5% chance a prince will be present, along with 2d4 chieftains of 3 HD and 3d10 2 HD concubines. When a prince is present there will always be clerics present as mentioned above. Lairs are typically guarded by 2d4 sharks, or 4d4 if a prince is present. Sahuagin often take human prisoners under the sea, where they are subject to unspeakable tortures.

Salamander

	Flame	Frost
No. Enc.:	1d4+1 (2d4)	1d3 (1d3)
Alignment:	Neutral	Chaotic
Movement:	120' (40')	120' (40')
Armor Class:	17	16
Hit Dice:	8	12
Attacks:	3 (2 claws, bite)	5 (4 claws, bite)
Damage:	1d4/1d4/1d8	1d6 (each claw)/2d6
Save:	12	9
Morale:	8	9
Hoard Type:	XVII	XVIII
XP:	2,060	3,600

Flame Salamander: The flame salamander is a kind of intelligent fire elemental. It has a lizard-like appearance, with red scales and four limbs. It reaches a length of 12' to 16'. Scorching heat emanates from the flame salamander, and all creatures within 20' who are susceptible to fire damage receive 1d8 hit points of damage per round. Flame salamanders are unharmed by all fire-based damage and non-magical weapons. They are unaffected by sleep or charm spells. These creatures often live in the molten lava of volcanoes, or otherwise in very hot and arid regions.

Frost Salamander: The frost salamander resembles a flame salamander, except that it has six limbs and is white or bluish white. It attacks with its front four claws and a bite. Bone-chilling cold emanates from the frost salamander, and all creatures within 20' that are susceptible to cold damage receive 1d8 hit points of damage per round. Frost salamanders are unharmed by all cold-based damage and non-magical weapons. They are unaffected by sleep or charm spells. These creatures prefer to live in icy and cold regions.

These two forms of salamander are natural enemies. They despise one another and will always fight if in the same vicinity.

Satyr

No. Enc.:	2d4 (2d4)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	14
Hit Dice:	5
Attacks:	1 (horns)
Damage:	2d4
Save:	14
Morale:	7
Hoard Type:	IX, XVIII
XP:	350

A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. They live carefree lifestyles in isolated sylvan settings, where they enjoy good wine and seducing dryads, nymphs, and elven women. Satyrs avoid combat, but when forced they attack with their horns. There is a 25% chance that a satyr has a magical weapon. In any group of satyrs, one member has a set of magical pipes only usable by their kind. It has the effects of charm, sleep, and fear for beings within 60' who fail a save versus spells. If the save succeeds, that being cannot be affected by the same pipes again. Satyrs can be 90% invisible in wilderness settings, and their keen senses make them surprised only on a 1 on 1d6. Satyrs speak their own language, elven, and common.

Scorpion, Giant

No. Enc.:	1d6 (1d6)
Alignment:	Chaotic
Movement:	150′ (50′)
Armor Class:	17
Hit Dice:	4
Attacks:	3 (2 claws, sting)
Damage:	1d10/1d10/1d4, poison
Save:	15
Morale:	11
Hoard Type:	VII
XP:	190

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

Sea Hag

No. Enc.:	1d4 (1d4)
Alignment:	Chaotic
Movement:	150′ (50′)
Armor Class:	12
Hit Dice:	3
Attacks:	1 (weapon)
Damage:	1d4 (dagger)
Save:	14
Morale:	7
Hoard Type:	XIV
XP:	95

This race of vile females lives in shallow fresh or saltwater areas. They consume humanoid flesh, and to that end they have a gaze that will instantly kill a victim within 30′ that fails a save versus poison (usable 3 times per day)
. These creatures are so hideous that any being looking at one must save versus magic or lose 50% of his STR for 1d6 turns.

Sea Serpent

	Normal	Giant
No. Enc.:	0 (2d6)	1 (1)
Alignment:	Neutral	Neutral
Movement:		
Swim:	150′ (50′)	250′(100′)
Armor Class:	14	17
Hit Dice:	6	30
Attacks:	1 (bite or constrict)	1 (bite or constrict)
Damage:	2d6 or see below	4d6 or see below
Save:	14	3
Morale:	8	7
Hoard Type:	None	None
XP:	570	

Sailors dread sea serpents. Small serpents are immense, 30′ long snake-like sea beasts that will attack ships that are 30′ long or smaller. It wraps its serpentine body around ships to constrict for 1d10 structural hit points of damage each round. When attacking creatures or characters it attacks with a bite that deals 2d6 hit points of damage. Giant serpents are also known as Sea

Terrors and gigantic, 120′ long snake-like sea beasts that will attack ships that are 100′ long or smaller. It wraps its serpentine body around ships to constrict for 4d6 structural hit points of damage each round. When attacking creatures or characters it attacks with a bite that deals 4d6 hit points of damage and can swallow up to human-sized creatures whole.

Shadow

No. Enc.:	1d8 (1d12)
Alignment:	Chaotic
Movement:	90′ (30′)
Armor Class:	12
Hit Dice:	2 + 2
Attacks:	1
Damage:	1d4, special
Save:	16
Morale:	12
Hoard Type:	XVII
XP:	83

Although shadows seem to resemble ghosts, since they have no corporeal body and resemble shadows, but they are not truly undead creatures. As a consequence, shadows are not susceptible to the cleric ability to turn undead. Shadows may only be struck with magical weapons. However, like undead, shadows are unaffected by charm or sleep spells. Shadows are very silent and difficult to observe. They will surprise on a surprise check roll of 1-5 on 1d6. When a shadow successfully attacks an opponent, the victim suffers 1d4 hit points of damage, and 1 point of STR is drained for 8 turns. Should a being be drained to STR 0, it permanently transforms into a shadow.

Shambling Mound

No. Enc.:	1d3 (1d3)
Alignment:	Neutral
Movement:	60′ (20′)
Armor Class:	19
Hit Dice:	8-11
Attacks:	2
Damage:	2d8/2d8
Save:	12
Morale:	12
Hoard Type:	VIII, IX, XIV
XP:	1,820

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants. A shambler's brain and sensory organs are located in its upper body, buried deep within its slimy dense trunk. A shambler's body has an 8′ girth and is about 6′ tall when the creature stands erect. These creatures batter opponents with two huge, arm-like appendages. If both hit in the same round, a victim has been grabbed and it will be smothered to death by the shambler's abundant mucus in 2d4 rounds. The victim can only get free if the shambler is killed. Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler grants it 1 HD (the creature actually grows). In addition, fire-based attacks do not harm it. Cold-based attacks do half damage, or no damage if the shambler succeeds in a saving throw. Weapons deal half damage. However, since shamblers are intelligent plant creatures they are susceptible to spells that affect plants.

Shark

	Bull	Mako
No. Enc.:	0 (3d6)	0 (2d6)
Alignment:	Neutral	Neutral
Movement:	-	-
Swim:	180′ (60′)	180′ (60′)
Armor Class:	15	15
Hit Dice:	2	4
Attacks:	1 (bite)	1 (bite)
Damage:	2d4	2d6
Save:	18	17
Morale:	7	7
Hoard Type:	None	None
XP:	29	135

	Great White	*Giant*
No. Enc.:	0 (1d4)	0 (1d3)
Alignment:	Neutral	Neutral
Movement:	-	-
Swim:	180' (60')	180' (60')
Armor Class:	15	14
Hit Dice:	8	10-15
Attacks:	1 (bite)	1 (bite)
Damage:	2d10	4d4 (10-11 HD)
		5d4 (12-13 HD),
		6d4 (14-15 HD)
Save:	16	12
Morale:	7	10
Hoard Type:	None	None
XP:	1,060	1,070

Sharks are some of the most efficient hunters of the sea. Although they are not very intelligent, they are cunning. As soon as sharks sense blood in the water (to a range of 300') they become furious feeders and will fight to the death with no check for morale.

Bull Shark: Bull sharks are brown and reach a length of 8'.

Mako Shark: These giant 15' sharks will attack large prey. They are tan or gray.

Great White Shark: This immense shark can reach lengths exceeding 30'. They are silvery-gray with white bellies. These sharks are vicious, and may attack boats that are half their length.

Giant Shark: These giant sharks are 25' to 50' long, but are otherwise much like their smaller cousins. Giant sharks have a swallow attack. A swallowed victim will die in 6 rounds unless the shark is killed before that time.

Shrew, Giant

No. Enc.:	1d4 (1d8)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	15
Hit Dice:	1
Attacks:	2 (bite)
Damage:	1d6/1d6
Save:	18
Morale:	10
Hoard Type:	None
XP:	19

Giant shrews are rodents, and in some ways resemble giant rats. However, shrews have slightly longer snouts and are burrowing animals with reduced eyesight. They can jump up to 5'. Giant shrews are able to echolocate in a fashion not unlike bats, by emitting small squeaks. With this kind of "vision" they are able to see 60', and this may be blocked with the spell silence 15' radius. A deafened (and thus blinded) giant shrew has an effective AC of 8 and suffers a –4 penalty to attack rolls. Giant shrews are insectivores, and are highly territorial. They will attack trespassers, and are extremely fast. They automatically have initiative on the first round of combat, and have a bonus of +1 on the second round. Giant shrews are fearsome, vicious fighters and they are extremely intimidating. Any opponent with 3 HD or fewer must succeed in a saving throw versus death or flee.

Shrieker

No. Enc.:	1d8 (0)
Alignment:	Neutral
Movement:	9' (3')
Armor Class:	12
Hit Dice:	3
Attacks:	See below
Damage:	See below
Save:	16
Morale:	12
Hoard Type:	None
XP:	65

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

Skeleton

No. Enc.:	3d4 (3d10)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	12
Hit Dice:	1
Attacks:	1
Damage:	1d6 or weapon
Save:	18
Morale:	12
Hoard Type:	None
XP:	13

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

Slithering Tracker

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	14
Hit Dice:	5
Attacks:	0
Damage:	None
Save:	13
Morale:	10
Hoard Type:	XX
XP:	500

This creature looks like a long, thin transparent protoplasm, almost snake-like in form. It is an amorphous and transparent creature that inhabits dark underground areas of the world. It blends so well with the environment that it can only be seen 5% of the time. Unlike other oozes, the slithering tracker does not feed on organic matter. It survives by devouring living creatures. A typical slithering tracker is 3' long. It generally does not attack victims immediately, but instead follows them until they go to sleep. Then it contacts a victim's skin, and if the victim fails a save versus paralyze then the creatures poisonous slime paralyzes the victim permanently. The slithering tracker then engulfs the victim and digests it in 6 turns.

Slug, Giant

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	11
Hit Dice:	12
Attacks:	1 (bite)
Damage:	1d12
Save:	11
Morale:	10
Hoard Type:	None
XP:	2,000

Giant slugs are larger, much stronger versions of normal slugs. They are pale gray in color with a dull white underbelly. They have a single pair of long, thin tentacles or antennae. The giant slug uses them to sense brightness, heat, and to smell. A typical giant slug is 20' long but can grow to twice that length. Its

squishy flexible body allows it to squeeze into relatively narrow corridors, though it may be in such a way as to prevent turning. A large slime trail marks the ground as it moves. Giant slugs are found in moist or wet environments such as swamps, marshes, rain forests, and dungeons. They are both scavengers and predators feeding on both plants and animals. Giant slugs are nocturnal creatures and spend the daylight hours away from the heat of the sun. Giant slugs may attack with a bite, but they often employ their highly dangerous acid spittle to a range of 60'. If struck, a victim suffers 5d8 hp acid damage. Giant slugs are only harmed by sharp weapons or magical blunt weapons (magical value deals damage only).

Snake

	Spitting Cobra	Pit Viper	Sea Snake
No. Enc.:	1d6 (1d6)	1d8 (1d8)	1d8 (1d8)
Alignment:	Neutral	Neutral	Neutral
Movement:	90' (30')	90' (30')	90' (30')
Armor Class:	12	13	13
Hit Dice:	1	2	3
Attacks:	1 (bite or spit)	1 (bite)	1 (bite)
Damage:	1d3, poison	1d4, poison	1, poison
Save:	18	18	17
Morale:	7	7	7
Hoard Type:	None	None	None
XP:	13	38	65

	Giant Python	Giant Rattler
No. Enc.:	1d3 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	90' (30')	120' (40')
Armor Class:	13	14
Hit Dice:	5	4
Attacks:	2	2 (bite)
	(bite, constrict)	
Damage:	1d4/2d8	1d4, poison
Save:	15	16
Morale:	8	8
Hoard Type:	VI	VI
XP:	350	135

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

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

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

Sea Snake: These 6' long aquatic snakes are extremely poisonous and aggressive. Their bites do very little damage, but like other venomous snakes, a victim must succeed in a saving throw versus poison or die after 1d4 + 2 turns. There is a 50% probability that a victim, if unaware of the snake's presence, will not realize he has been bitten. The poison from a sea snake is particularly potent, and the spell neutralize poison is ineffective 25% of the time.

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

Giant Rattlesnake: These snakes are extremely quick, and bite twice per round. One bite occurs at the beginning of the round, and another at the end of the round. The bite is venomous, and

a victim must succeed in a saving throw versus poison, or die 1d6 turns later. The giant rattlesnake is 10' long, carnivorous, and will hunt large mammals.

Spectre

No. Enc.:	1d4 (1d8)
Alignment:	Chaotic
Movement:	150' (50')
Fly:	300' (100')
Armor Class:	17
Hit Dice:	6
Attacks:	1 (touch)
Damage:	1d8, drain level
Save:	10
Morale:	11
Hoard Type:	XVIII
XP:	1,070

A spectre is an undead creature that looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. A spectre is roughly human-sized and is weightless. These powerful undead are unharmed by ordinary weapons, including weapons made of silver. Being similar to all undead, they share an immunity to charm, hold, and sleep spells. The most dreaded attack of the spectre is its life draining ability. When a victim is struck, it suffers 1d8 hit points of damage and loses 2 experience levels or 2 HD. Note that characters drained of levels must also reduce other characteristics associated with their class and level. After being drained of levels, a character will have the minimum number of experience points for the level he is reduced to. Should a character reach level 0, he dies and will become a spectre in 24 hours. The new spectre is under the command of the spectre that killed him.

Sphinx

	Androsphinx	Criosphinx
No. Enc.:	1 (1)	1d4 (1d4)
Alignment:	Lawful	Neutral
Movement:	180' (60')	120' (40')
Fly:	300' (100')	240' (80')
Armor Class:	21	19
Hit Dice:	12	10
Attacks:	2 (claws)	3 (2 claws, head butt)
Damage:	2d6/2d6	2d4/2d4/3d6
Save:	7	9
Morale:	9	9
Hoard Type:	XVI	XVIII
XP:	3,600	1,700

	Gynasphinx	Hieracosphinx
No. Enc.:	1 (1)	1d6 (1d6)
Alignment:	Neutral	Chaotic
Movement:	150' (50')	90' (30')
Fly:	240' (80')	360' (120')
Armor Class:	20	18
Hit Dice:	8	9
Attacks:	2 (claws)	3 (2 claws, beak)
Damage:	2d4/2d4	2d4/2d4/1d10
Save:	13	11
Morale:	9	10
Hoard Type:	X, XIV	XVIII
XP:	1,560	1,700

Sphinxes are enigmatic creatures with great, feathery wings and leonine bodies. All sphinxes are territorial, but the more intelligent ones can differentiate between deliberate intrusion and temporary or inadvertent trespass.

Androsphinx: These male sphinxes are 8' tall and have heads that combine the characteristics of a human and a lion. They generally attack with their large claws, but also have the spell casting ability of a 6th level cleric. Three times per day an androsphinx can let loose a mighty roar that can be heard for miles. It will usually only emit these roars if it becomes exceedingly angry. The effects of each roar are different. For the 1st roar, creatures within 360' must save versus spells or be affected as a wand of fear for 3 turns. For the second roar, all creatures smaller than ogres within 30' are rendered deaf for 2d6 rounds. Within 20' creatures must save versus petrification or be paralyzed for 1d4 rounds. If it roars a third time, all those within 240' must succeed in a save versus spells or reduce 2d4 points of STR for 2d4 rounds. In addition, any creature smaller than an ogre within 30' will be thrown to the ground. If thrown to the ground, a creature must save versus breath attacks or be stunned for 2d6 rounds. If the creature is not knocked down it suffers 2d8 hp damage instead. The force of this roar is so great that it breaks any stone or crystalline object within 30'. Androsphinxes despise gynosphinxes, and only deal with them for the purposes of reproduction.

Criosphinx: These crafty creatures have the head of a ram, and covet wealth. They are always male, and average 7' tall. They often attempt to trick wealth from other creatures. They attack with two claws and a head butt.

Gynosphinx: These sphinxes are the female counterparts of androsphinxes, and are 7' tall. They value wealth, and have been known to aid adventurers for a price. They have the following spell-like abilities usable 1 time per day: clairaudience, clairvoyance, detect invisibility, detect magic, dispel magic, read languages, read magic, remove curse, legend lore, and locate object. Every week they may use all forms of symbol once each. In addition to taking payment from adventurers in the form of treasure, they value knowledge, literature, and above all knowledge of the whereabouts of an androsphinx.

Hieracosphinx: These evil sphinxes have the head of an eagle, and attack with claws and a beak each round. They are 7' tall. Much like other sphinxes, hieracosphinxes covet treasure. They sometimes enter the service of powerful and evil creatures, often as steeds or guards.

Spider, Giant

	Black Widow	Crab Spider	Tarantula
No. Enc.:	1d3 (1d3)	1d4 (1d4)	1d3 (1d3)
Alignment:	Neutral	Neutral	Neutral
Movement:	60' (20')	120' (40')	120' (40')
Web:	120' (40')	None	None
Armor Class:	13	12	14
Hit Dice:	3	2	4
Attacks:	1 (bite)	1 (bite)	1 (bite)
Damage:	2d6, poison	1d8, poison	1d8, poison
Save:	17	18	17
Morale:	8	7	8
Hoard Type:	VI	VI	VI
XP:	80	38	135

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

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

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

Spider, Phase

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	60' (20')
On web:	150' (50')
Armor Class:	12
Hit Dice:	5 + 5
Attacks:	1 (bite)
Damage:	1d6
Save:	14
Morale:	8
Hoard Type:	XVIII
XP:	660

These 8' long giant spiders attack with a poisonous bite. Victims must succeed in a saving throw versus poison or die. Phase spiders are difficult opponents, since they spend most of the time out of phase, and invulnerable to attack except by creatures capable of affecting beings on the ethereal plane. If the spell phase door is cast on a phase spider it cannot phase out again for 7 rounds. The webs of this spider are very sticky, and it takes a creature with 18 STR or higher 1 round to break out. If STR is 17, it takes 2 rounds. The webs burn easily, as with a web spell.

Sprite

No. Enc.:	3d6
Alignment:	Neutral
Movement:	60' (20')
Fly:	180' (60')
Armor Class:	14
Hit Dice:	1d4 hit points
Attacks:	1 (spell)
Damage:	See below
Save:	16
Morale:	7
Hoard Type:	IV
XP:	6

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

Squid, Giant

No. Enc.:	0 (1d4)
Alignment:	Neutral
Movement:	-
Swim:	120' (40')
Armor Class:	12
Hit Dice:	6
Attacks:	9 (8 tentacles, bite)
Damage:	1d4 (all tentacles)/1d10
Save:	14
Morale:	7 (9)
Hoard Type:	VII
XP:	1,070

These voracious free-swimming mollusks are fairly aggressive creatures, and can have bodies more than 20 feet long. They attack almost anything they meet. They have 2 large tentacles and 8 small tentacles. The larger ones are used to wrap around entire ships, dealing 1d10 structural hit points of constriction damage. When constricting a ship the squid will also attack with its great beak for an extra 2 points of structural hit point damage for each round. Smaller tentacles are used to grasp smaller creatures on ships or near water. These tentacles constrict victims when they successfully attack, and deal 1d4 hit points of damage each per successive rounds. They also may attack with their beak for 1d10 points of damage. A smaller tentacle can be cut off if a total of 6 hit points or more of damage is dealt with one blow, while a larger one requires a minimum of 10 hp damage. A giant squid may swim away if it is losing an encounter, and it will spray a 30' radius cloud of black ink to obscure its escape.

Statue, Animated

	Crystal	Stone	Iron
No. Enc.:	1d6 (1d6)	1d3 (1d3)	1d4 (1d4)
Alignment:	Lawful	Chaotic	Neutral
Movement:	90' (30')	60' (20')	30' (10')
Armor Class:	15	15	15
Hit Dice:	3	5	4
Attacks:	2 (fists)	2 (fists)	2 (fists)
Damage:	1d6/1d6	2d6/2d6	1d8/1d8
Save:	14	12	13
Morale:	11	11	11
Hoard Type:	None	None	None
XP:	65	500	190

Animated statues are statues of ordinarily inorganic, inanimate material given life by powerful magic-users. These statues may be used to guard locations, and unless they engage in some form of movement they will appear to be normal statues. The GM may create animate statues composed of additional materials, using the above three examples as guidelines. These statues often appear humanoid, but may be statues of any type and size. Animate statues are immune to the effects of sleep spells.

Crystal: These animate statues are composed of crystals, often quartz.

Stone: These statues appear to be made simply of some kind of stone, but inside the statue there is a large pocket of molten lava. This statue does not usually attack with fists, but projects lava through the tips of its fingers to inflict 2d6 hit points of burning damage.

Iron: When ordinary, metal, non-magical weapons strike an animate iron statue the attacker must succeed in a saving throw versus spells. Otherwise, the weapon becomes lodged in the statue, and can only be retrieved by killing the statue.
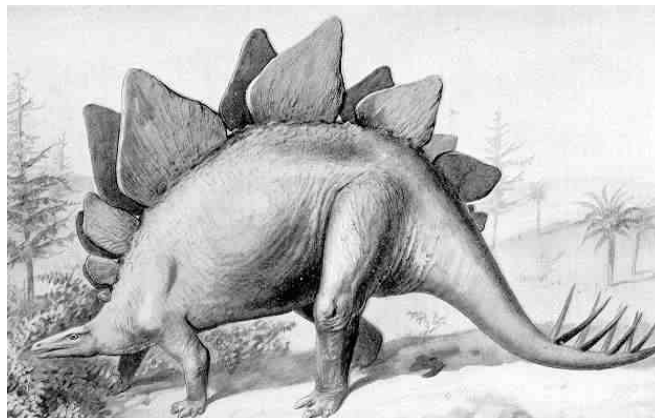
Stegosaurus

No. Enc.:	0 (1d4)
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	16
Hit Dice:	11
Attacks:	1 (tail or trample)
Damage:	2d8 or 2d6
Save:	15
Morale:	7
Hoard Type:	None
XP:	1,200

These prehistoric herbivore reptiles are very large, and have a strip of hard plates that runs along their spine. Their tails are powerful weapons, which have four large spikes on their ends. This creature will most often be encountered in warm, tropical or sub-tropical environments.

Stirge

No. Enc.:	1d10 (3d12)
Alignment:	Neutral
Movement:	30' (10')
Fly:	180' (60')
Armor Class:	12
Hit Dice:	1
Attacks:	1
Damage:	1d3
Save:	18
Morale:	9
Hoard Type:	XI
XP:	16

This monster looks something like an anteater with feathers. A stirge's coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. The long proboscis is pink at the tip, fading to gray at its base. A stirge's body is about 1 foot long, with a wingspan of about 2 feet. It weighs about 1 pound. A stirge uses its long proboscis to penetrate a victim, latch on, and drain its blood. When a stirge attacks an opponent for the first time, its quick speed grants it a bonus of +2 to hit. A successful attack deals 1d3 points of damage from blood sucking, and thereafter each round the stirge has latched to an opponent and

sucks 1d3 hit points of damage worth of blood every round. A stirge will remain attached to a victim until the victim dies, or until the stirge is killed.

Strangle Weed

No. Enc.:	3d4 (3d4)
Alignment:	Neutral
Movement:	None
Armor Class:	13
Hit Dice:	2-4
Attacks:	1
Damage:	See below
Save:	15
Morale:	NA
Hoard Type:	I, II, III, IV, V, XI, XIV
XP:	29

This mass of writhing vines and leaves looks like a large patch of seaweed. Several long fronds protrude from the center of it, and it is 12' wide. It attacks by grappling its foe and then squeezing it. Slain creatures are digested by the strangle weed. The strangle weed is dark green and slightly slimy, with 3d4 fronds, each about 10' long, protruding from its main body. Strangle weed lies still until prey comes near. It then lashes out with its fronds, attempting to grapple its foes. Grappled foes are squeezed until they die. Each frond has an effective STR of 4d4. A victim has a 10% chance of breaking free for each point of STR he has above that of the frond's STR. More than one frond may entangle a victim, 1 frond per round with a successful attack. Multiple fronds combine STR. If the fronds have more STR than the victim, the victim suffers 1 hp crushing damage per point of STR the fronds have above the victim's. Creatures caught in the fronds may attack with -2 to hit. A subterranean version of the strangle weed is believed to exist, though encounters with it are very rare. It is whitish-green and is found in underground pools, stagnant water, and the like.

T

Throghrin

No. Enc.:	1d6 (1d10)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	13
Hit Dice:	3
Attacks:	2 or 1 (2 claws or weapon)
Damage:	1d3/1d3 or weapon
Save:	14
Morale:	10
Hoard Type:	XX
XP:	80

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

Tick, Giant

No. Enc.:	3d4 (3d4)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	16
Hit Dice:	2-4
Attacks:	1
Damage:	1d4
Save:	16
Morale:	8
Hoard Type:	None
XP:	29

These creatures are 1' to 3' long, and attack with a bite. If

successful, they have attached themselves and drain 1d6 hp damage worth of blood each round thereafter, until they have drained an equivalent of blood equal to their maximum hp total. Giant ticks do not let go of a victim unless burned, killed, or suffocated by submersion in water. In addition, all victims have a 50% probability of contracting a wasting disease that kills the victim in 2d4 days. The spell cure disease is effective in eliminating this illness.

Titan

No. Enc.:	1d2 (1d2)
Alignment:	Lawful
Movement:	210' (70') or 150' (50')
Armor Class:	17 to 22
Hit Dice:	17-22
Attacks:	1 (fist)
Damage:	7d6 or 8d6
Save:	3
Morale:	10
Hoard Type:	X, XI x 8, XVIII
XP:	4,250; 7,000

A titan resembles an 18' to 23' tall very attractive human. They are disposed toward good but are nonetheless creatures of chaos. Titans vary in strength, with the most powerful ones being larger. Roll to determine the power level of a titan when it is encountered:

Roll d6	AC	HD	Damage	Movement	Height
1	17	17	7d6	210' (70')	18'
2	18	18	7d6	210' (70')	19'
3	19	19	7d6	210' (70')	20'
4	20	20	7d6	210' (70')	21'
5	21	21	8d6	150' (50')	22'
6	22	22	8d6	150' (50')	23'

Titans attack with their powerful fists. In addition, they have the following spell-like abilities: invisibility, levitate (twice per day), and they can become ethereal (twice per day). Further, titans may use cleric and magic-user spells. Their highest spell level ability for each class is determined by rolling 1d4+3, and titans have access to 2 spells per spell level. Titans speak all giant languages, titan, common, and their alignment tongue.

Titanothere

No. Enc.:	0 (1d6)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	14
Hit Dice:	12
Attacks:	1 (butt or trample)
Damage:	2d6 or 2d8
Save:	15
Morale:	7
Hoard Type:	None
XP:	2,000

These creatures are prehistoric relatives of the rhinoceros. They have large, blunt-tipped horns rather than the sharp horns of rhinos, and can reach a height of 10' to 12'. Few creatures threaten these large beasts, and they are relatively peaceful herbivores. When they do attack, they are capable of a charge for double damage, and they may trample.

Toad, Giant

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	90' (30')
Armor Class:	12
Hit Dice:	2 + 2
Attacks:	1 (bite)
Damage:	1d4 + 1
Save:	18
Morale:	6
Hoard Type:	None
XP:	71

	Ice	*Poisonous*
No. Enc.:	1d4 (1d4)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	90' (30')	90' (30')
Armor Class:	15	12
Hit Dice:	5	2 + 2
Attacks:	1 (bite)	1 (bite)
Damage:	3d4	1d4 + 1
Save:	15	18
Morale:	7	6
Hoard Type:	XIV	None
XP:	500	59

These immense toads can grow to be as large as a wolf and weigh up to 250 lbs. They have the ability to alter the color of their warty hides to match that of the dim labyrinth corridors or dark forests they frequent. For this reason they will surprise a victim on a surprise check roll of 1-3 on 1d6. Giant toads have 15' long tongues, and on a successful hit they are able to yank any being the size of a dwarf or smaller toward their mouths for a bite attack. Victims no larger than a halfling may be swallowed on an attack roll of 20. Any creature swallowed will suffer 1d6 hit points of damage per round as the toad digests it.

Ice: These giant toads are 8' long and live in cold regions or deep within labyrinths. Giant ice toads have a swallow attack, and are capable of swallowing human sized opponents. They lash out with 20' long tongues, and on a successful attack may yank a victim to its mouth for a bite attack. Swallowed opponents suffer 1d6 hp damage per round they are in the toad's stomach, unless it is killed. In addition, once every 2 rounds a giant ice toad may emit an icy blast at all creatures within a 10' radius. All creatures susceptible to cold-based attacks suffer 3d6 hp damage.

Poisonous: Giant poisonous toads are in all ways identical to "ordinary" giant toads. They are the size of a wolf and can blend into their environments, surprising opponents on a 1-3 on 1d6. They have a 15' long tongue they attack with to yank opponents to their gaping mouths. A successful bite attack deals 1d4+1 hp damage and victims must save versus poison or die. Giant poisonous toads have a swallow attack that is effective against opponents the size of a dwarf or smaller. Swallowed opponents suffer 1d6 hp damage per round they are in the toad's stomach, unless it is killed.

Trapper

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	16
Hit Dice:	12
Attacks:	4+
Damage:	See below
Save:	13
Morale:	10
Hoard Type:	XVII
XP:	2,000

Trappers are thought to be distant relatives of the lurker above (see that entry). Unlike their relatives, however, trappers mimic the floor of a building, dungeon, or other structure and are 95% undetectable by visual inspection. By manipulating their body structure while covering the floor, trappers can form a box that resembles a small trunk or chest. This is usually enough to lure would-be-adventurers to their doom. A trapper waits until its prey is almost centered on its body near the "trunk" or "chest" before it strikes. It then quickly folds and wraps its body around its unsuspecting prey attempting to smother and squeeze it until it is dead. This deals 1d6 hp of crushing damage each round, and after the 6th round the prey is automatically smothered to death. Victims are incapable of attacking. Trappers suffer only half damage from cold or fire-based attacks, and no damage on a successful saving throw. They keep their treasure underneath them.

Treant

No. Enc.:	0 (1d8)
Alignment:	Lawful
Movement:	60' (20')
Armor Class:	17
Hit Dice:	8
Attacks:	2
Damage:	2d6/2d6
Save:	9
Morale:	6
Hoard Type:	XX
XP:	1,560

A treant is a mobile, intelligent tree-like creature. A treant is about 18' tall. Its leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree. For this reason, at a distance of more than 30 yards, a motionless treant cannot be distinguished from a normal tree. Because of their inconspicuous nature, beings are surprised on a surprise check roll of 1-3 on 1d6. Treants are very long lived, and as such they take few actions, including speaking, with any haste. They fear fire, and will be cautious if it is nearby. Treants have the ability to control 2 normal trees with a range of 60'. These animated trees will engage in combat with the same characteristics of a treant, and have movement of 30' (5'). Treants may stop or start animating news trees on any given round.

Triceratops

No. Enc.:	0 (1d4)
Alignment:	Neutral
Movement:	90' (30')
Armor Class:	17
Hit Dice:	11
Attacks:	1 (gore or trample)
Damage:	3d6
Save:	14
Morale:	8
Hoard Type:	None
XP:	1,200

These large, 12' high and 40' long prehistoric dinosaurs are herbivores, but very aggressive to those who come near. They live in grassy environments in sub-tropical and temperate regions. These creatures have three very large horns and a big bony plate on their skulls. Like other large animals, a triceratops may charge during the first round of combat to inflict double damage.

Triton

No. Enc.:	3d4 (2d6x10)
Alignment:	Neutral (good)
Movement:	150' (50') swim
Armor Class:	14
Hit Dice:	3
Attacks:	1 (weapon)
Damage:	As weapon
Save:	15
Morale:	7
Hoard Type:	VIII, IX, X, XIX
XP:	50

A triton has silvery skin that fades into silver-blue scales on the lower half of its body. It has two scaled "legs" ending in fins. Tritons' hair is deep blue or blue-green and they are about the same size and weight as a human. The reclusive tritons prefer to avoid combat, but they fiercely defend their homes. They attack with either melee or ranged weapons as the circumstances warrant. When encountered outside their lair, they are 90% likely to be mounted on friendly sea creatures such as hippocampi. In a group of 10 or more there will be a 5 HD leader, and in a group of 20 or more there will be an additional 7 HD leader. If more than 60 are encountered, a 9 HD chieftain will be present. In addition, for every 10 tritons encountered there is a 10% chance that 1d4x10% of their number are magic-users of a level determined for each one by rolling 1d6.

Troglodyte

No. Enc.:	1d8 (5d8)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	14
Hit Dice:	2
Attacks:	3 (2 claws, bite)
Damage:	1d4/1d4/1d4
Save:	17
Morale:	9
Hoard Type:	XXII
XP:	38

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

Troll

No. Enc.:	1d8 (1d8)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	15
Hit Dice:	6 + 3
Attacks:	3 (2 claws, bite)
Damage:	1d6/1d6/1d10
Save:	11
Morale:	10
Hoard Type:	XIX
XP:	600

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

Turtle, Giant

	Sea	Snapping
No. Enc.:	1d3 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	10' (3')	30' (10')
Swim:	150' (50')	120' (40'
Armor Class:	17	19
---- (head, flippers 14) ----		
Hit Dice:	15	10
Attacks:	1 (bite)	1 (bite)
Damage:	4d4	6d4
Save:	8	13
Morale:	6	9
Hoard Type:	None	None
XP:	1,500	1,700

Giant turtles are 40' in diameter. Their temperaments vary depending on type.

Sea: Giant sea turtles only fight if directly threatened or very hungry. They may capsize smaller vessels 90% of the time or larger vessels 10% of the time if they come to the surface directly under them.

Snapping: These giant turtles are extremely temperamental and aggressive. They live in bodies of fresh water or large rivers. They lie in wait for prey, extending their 10' long necks very suddenly to surprise on 1-4 on 1d6, and then snap at prey for 6d4 hp damage.

Tyrannosaurus Rex

No. Enc.:	0 (1)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	16
Hit Dice:	20
Attacks:	1 (bite)
Damage:	6d6
Save:	11
Morale:	11
Hoard Type:	VII x3
XP:	2,250

This large prehistoric carnivorous dinosaur is a fearsome predator. It is bipedal and can reach heights of 20'. It will hunt any creature that moves, but generally does not bother with prey smaller than a halfling.

U

Undead

The undead are a class of monsters that include spectres, zombies, skeletons, wights, wraiths, vampires, and others. These beings were alive at one time, but through foul magic or by dying at the hands of another undead type, these beings rise again as undead horrors. Most undead do not make a sound when moving. All such creatures are immune to the effects of poison. Further, they are unaffected by the spells charm person, sleep, or hold person.

Unicorn

No. Enc.:	1d6 (1d8)
Alignment:	Lawful
Movement:	240' (80')
Armor Class:	17
Hit Dice:	4
Attacks:	3 (2 hooves, horn)
Damage:	1d8/1d8/1d8
Save:	14
Morale:	7
Hoard Type:	None
XP:	135

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. All unicorns have a long, straight horn growing from the center of their foreheads. Males sport a white beard, and all unicorns'

coats are snow white. A typical adult unicorn is the size of a wild horse. These majestic creatures have the ability to teleport 1 time per day, along with a rider, up to 360'. A light, virtuous maiden may only approach these shy creatures.

V

Vampire

No. Enc.:	1d4 (1d6)
Alignment:	Chaotic
Movement:	120' (40')
Fly:	180' (60')
Armor Class:	17
Hit Dice:	7 to 9
Attacks:	1 (touch, see below)
Damage:	1d10, drain life energy
Save:	12 to 8
Morale:	11
Hoard Type:	XVII
XP:	3,150/5,060/7,300

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

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

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

Further, vampires have the innate ability to shape change into a large bat at will, which grants them flying movement. They can summon 1d10x10 bats or rats when underground. They can summon 3d6 wolves or 2d4 dire wolves when above. These creatures will arrive in 2d6 rounds. In addition, a vampire has a charm gaze (as the charm person spell) that takes effect if a victim peers into a vampire's eyes. The victim may attempt a saving throw versus spells with a penalty of -2.

Although these items do not actually cause harm or completely repel these creatures, vampires will draw back from a light holy symbol, a mirror, or garlic if they are presented with confidence. Garlic causes a vampire to cringe for 1d4 rounds, and a holy symbol or mirror will cause a vampire to take a position in which the item does not impede his or her progress or attack. A light holy symbol will affect a vampire no matter what its ethos was in life. Once a person becomes a vampire, he or she is a dark undead creature, and holy water will inflict 1d6+1 hit points of damage.

There are a few means by which a vampire may be destroyed. They take great damage from immersion in running water, and will be killed in 1 turn. In addition, if caught in sunlight a vampire must succeed in a saving throw versus death for each round exposed, or it will be completely turned to dust. Finally, a stake through the heart, coupled with decapitation, will destroy a vampire. Holy sacraments (such as wafers) must be placed in the mouth. Note that if a vampire is staked he or she will appear to die, but unless also decapitated the vampire will revive when the stake is removed.

Vampires create others of their kind by draining humans or

other humanoids of all life energy (they reach 0 level). The victim must be buried, and after 1 day he will arise as a vampire. The victim will retain abilities, including class abilities, which he had in life but will become a dark undead being. He will be a slave to the vampire that created him, but becomes free willed if the master is killed.

W

Wasp, Giant

No. Enc.:	1d20 (1d20+20)
Alignment:	Neutral
Movement:	60' (20')
Fly:	210' (70')
Armor Class:	15
Hit Dice:	4
Attacks:	2 (bite, sting)
Damage:	2d4/1d4
Save:	19
Morale:	10
Hoard Type:	XI x 15
XP:	135

These 3' long giant insects are incredibly aggressive and carnivorous. They create nests underground, usually in caverns or dug into the earth. Their nests are constructed of mud or paper. Giant wasps attack with a bite and a poisonous sting. Victims of the sting must succeed in a saving throw versus poison or be permanently paralyzed. Paralyzed victims are taken back to the nest where they are deposited to be devoured by hatching larvae. Victims are killed in this manner in 1d4+1 days. The spell neutralize poison can remove the paralyzation.

Weasel, Giant

No. Enc.:	1d4 (1d6)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	12
Hit Dice:	4 + 4
Attacks:	1 (bite)
Damage:	2d4
Save:	15
Morale:	8
Hoard Type:	VII
XP:	290

These 9' long creatures are brown, tan, or white. They are fierce hunters, and when they successfully attack with their bite they cling to the victim, sucking blood for 2d4 hit points of damage each round. They cannot be removed, and will cling until either the victim has dies or the weasel has been killed. These creatures can see in the dark with a limited 30' infravision, and have a very keen sense of smell that they use to track prey. These burrowing creatures live in the tunnels they create in the earth, and will sometimes venture or burrow into labyrinths.

Whale

	Killer	Narwhal
No. Enc.:	0 (1d6)	0 (1d4)
Alignment:	Neutral	Lawful
Movement:	240' (80')	180' (60')
Armor Class:	13	12
Hit Dice:	6	12
Attacks:	1 (bite)	2 (bite, horn)
Damage:	1d20	2d6/1d8
Save:	13	10
Morale:	10	8
Hoard Type:	VII	None
XP:	570	1,200

Sperm

No. Enc.:	0 (1d3)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	13
Hit Dice:	36
Attacks:	1 (bite)
Damage:	3d20
Save:	4
Morale:	7
Hoard Type:	VII
XP:	12,500

Killer Whale: These immense whales typically reach a length of 25'. They prefer colder waters of the north or extreme south. They prey on many different animals of the sea. They will swallow any creature of a size equal to or less than a halfling if their attack roll result is a 20. A creature that is swallowed suffers 1d6 hit points of damage each round, and drowns after 10 rounds.

Narwhal: These large whales typically reach a length of 15'. They prefer colder waters of the north or extreme south. They are highly intelligent and have a magic horn on their heads that resembles the horn of a unicorn. Some say that this horn, even when severed, will vibrate in the vicinity of dark or evilly intentioned creatures. Even if this rumor is false, the horns are valuable for their ivory, fetching 1d6x1,000 gp.

Sperm Whale: These gigantic whales typically reach a length of 60'. They will swallow any creature of a size equal to or less than a human if their attack roll result is at least 4 higher than the attack roll required to strike. A creature that is swallowed suffers 3d6 hit points of damage each round. When a sperm whale encounters a sea vessel, it usually (90%) leaves it undisturbed, but may decide to attack. A sperm whale can slam into a ship with its immense head, dealing 6d6 structural hit points of damage.

Wight

No. Enc.:	1d6 (1d8)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	14
Hit Dice:	3
Attacks:	1
Damage:	Drain life energy
Save:	16
Morale:	12
Hoard Type:	XXI
XP:	110

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

Will-O-Wisp

No. Enc.:	1 (1d3)
Alignment:	Chaotic
Movement:	180' (60')
Armor Class:	27
Hit Dice:	9
Attacks:	1
Damage:	2d8
Save:	10
Morale:	7
Hoard Type:	XVIII
XP:	3,100

Will-o'-wisps can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1' across, and its glowing body sheds a variable amount of light in order to confuse victims. They may become invisible for 2d4 round intervals. Will-o'-wisps usually avoid combat. They prefer to confuse and bewilder adventurers, luring them into morasses or other hazardous places where they feed on life energy as a victim dies in a trap or other hazard. When they are forced to fight, they let loose small electrical shocks that deal 2d8 hp damage. A will-o'-wisp is immune to most spells except magic missile, maze and protection from evil. However, these creatures are vulnerable to normal attacks. They are highly intelligent, and if reduced to only a few hit points they may negotiate with opponents for survival.

Wind Walker

No. Enc.:	1d3 (1d3)
Alignment:	Neutral
Movement:	150' (50')
Fly:	300' (100')
Armor Class:	12
Hit Dice:	6 + 3
Attacks:	1
Damage:	3d6
Save:	14
Morale:	9
Hoard Type:	XXII
XP:	680

Wind walkers are creatures from the elemental plane of air. When found on the material plane they live on high mountain peaks or deep within labyrinths. On occasion, a wind walker is encountered in the service of a cloud giant, storm giant, efreet, djinn, or other such creature. A wind walker's natural form is that of a roaring and whistling column of wind about 12' tall. No discernable features can be seen in the wind walker. A wind walker attacks by using the surrounding air to pummel its foes for 3d6 hp damage each round. Wind walkers can only be attacked by ethereal creatures or creatures capable of affecting the ethereal plane. A control weather spell instantly slays a wind walker if it fails a saving throw versus spells. A haste spell deals 1d6 points of damage per two caster levels (maximum 5d6) to a wind walker. In addition, a haste spell doubles the damage the wind walker deals with its wind blast attack. An ice storm spell deals no damage to a wind walker, but affects it as if by a fear spell for 1d4 rounds. A wind walker is affected normally by magical barriers.

Wolf

	Ordinary Wolf	Dire Wolf
No. Enc.:	2d6 (3d6)	1d4 (2d4)
Alignment:	Neutral	Neutral
Movement:	180' (60')	150' (50')
Armor Class:	12	13
Hit Dice:	2 + 2	4 + 1
Attacks:	1 (bite)	1 (bite)
Damage:	1d6	2d4
Save:	18	15
Morale:	8	8
Hoard Type:	None	None
XP:	35	140

	Winter
No. Enc.:	2d4 (2d4)
Alignment:	Neutral (evil)
Movement:	180' (60')
Armor Class:	5
Hit Dice:	6
Attacks:	1 (bite)
Damage:	2d4
Save:	13
Morale:	10
Hoard Type:	XIV
XP:	820

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

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

Winter Wolves: These intelligent and terrible 6′ long wolves live in cold environments. In addition to a bite attack, winter wolves have a frosty breath weapon that inflicts 6d4 hp damage to victims within 10′. A successful save versus breath attacks reduces damage by 50%. They suffer an extra +1 point of damage per die of fire damage, but they are immune to all cold-based attacks.

Wolverine

	Ordinary	*Giant*
No. Enc.:	1 (1d3)	1 (1d3)
Alignment:	Neutral	Neutral
Movement:	120′ (40′)	150′ (50′)
Armor Class:	14	15
Hit Dice:	3	4 + 4
Attacks:	3 (2 claws, bite)	3 (2 claws, bite)
Damage:	1d4/1d4/1d4+1	1d4+1/1d4+1/2d4
Save:	17	15
Morale:	10	11
Hoard Type:	None	None
XP:	80	290

These creatures are efficient and vicious hunters. They attack with +4 to hit. In addition to their claws and bite, wolverines may attack with a musk spray that affects victims within a 60′ long by 20′ wide area (half this area for ordinary wolverines). Victims must save versus poison or be blinded for 1d8 hours.

Wraith

No. Enc.:	1d4 (1d6)
Alignment:	Chaotic
Movement:	120′ (40′)
Fly:	240′ (80′)
Armor Class:	16
Hit Dice:	4
Attacks:	1 (touch)
Damage:	1d6, drain life energy
Save:	13
Morale:	12
Hoard Type:	XVIII
XP:	300

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

Wyvern

No. Enc.:	1d2 (1d6)
Alignment:	Chaotic
Movement:	90′ (30′)
Fly:	240′ (80′)
Armor Class:	16
Hit Dice:	7
Attacks:	2 (bite, sting)
Damage:	2d8/2d8, poison
Save:	11
Morale:	9
Hoard Type:	XVIII
XP:	1,140

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

X

Xorn

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	90′ (30′)
Armor Class:	21
Hit Dice :	7 + 7
Attacks:	4 (3 claws, bite)
Damage:	1d3/1d3/1d3/6d4
Save:	12
Morale:	10
Hoard Type:	XI x 3, XII, XIII, XXI
XP:	1,700

Xorns are about 5′ tall and are native to the elemental plane of earth. When on the material plane they live deep within labyrinths, where they feed on minerals. Xorns are able to blend in their environment, and can surprise opponents on 1-3 on 1d6. Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot digest meat. Xorns are indifferent to creatures of the material plane—with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. They can smell food up to 20′ away, and may ask adventurers to give them their precious metals. If refused, they will almost always (90%) attack to take it forcefully. Xorns are completely immune to fire or cold-based attacks. They suffer only half damage from electrical-based attacks, or no damage with a successful saving throw. The spells rock to mud and stone to flesh reduce a xorn to AC 8 for 1 round, and the xorn cannot attack as it transforms back to its original form. The spell move earth pushes a xorn backwards 30′ and stuns it for 1 round. A xorn can glide through stone, dirt, or almost any other sort of earth except metal after 1 round of preparation. A phase door spell cast on an area containing a burrowing xorn kills it instantly.

Y

Yellow Mold

No. Enc.:	1d4 (1d8)
Alignment:	Neutral
Movement:	0
Armor Class:	Always hit
Hit Dice:	2
Attacks:	Spores
Damage:	1d6, special
Save:	16
Morale:	Not applicable
Hoard Type:	None
XP:	38

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

Yeti

No. Enc.:	1d6 (2d4)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	13
Hit Dice:	4 + 4
Attacks:	2 (claws)
Damage:	1d6/1d6
Save:	14
Morale:	8
Hoard Type:	XX
XP:	38

These large, 9' tall hulking humanoids are covered in white, shaggy fur. Their hands end in filthy, razor-sharp claws. These creatures' heads are large and sport a wide round mouth filled with fangs. Yetis make their lairs in remote mountains and hills. They are fierce predators with ravenous appetites, dining on mountain goats, sheep, polar bears, and humanoids. They are particularly fond of human and elf flesh. A yeti attacks with its claws, and grabs an opponent to squeeze it against its frigid body with an attack roll of 20. This deals an extra 2d8 hp damage. Creatures within 30' that meet the eyes of a yeti must succeed on a saving throw versus paralyzation or stand paralyzed in fear for 3 rounds. Yeti are 30% invisible in a snowy environment if more than 30' away. Yetis suffer 50% extra damage from heat-based attacks. When found in their lair 50% of their number are females, with a 20% chance of 1d4+1 young.

Z

Zombie

No. Enc.:	2d4 (4d6)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	11
Hit Dice:	2
Attacks:	1 (weapon)
Damage:	1d8 or weapon
Save:	15
Morale:	12
Hoard Type:	None
XP:	29

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

Hoard Type Treasure Chart

Small Hoards (Individuals)

Hoard Type	CP	SP	EP	GP	PP	Gems	Jewelry	Magic
I	4d6	-	-	-	-	-	-	-
II	-	2d8+1	-	-	-	-	-	-
III	-	-	1d10+1	-	-	-	-	-
IV	-	-	-	1d8	-	-	-	-
V	-	-	-	-	1d6	-	-	-
VI	1d00 (70%)	1d00 (5%)	-	1d00 (5%)	-	1d6 (7%)	1d4 (3%)	1 (3%) any
VII	-	1d00 (15%)	1d00 (7%)	1d00 (8%)	1d00 (5%)	1d6 (15%)	1d4 (5%)	1 (7%) any

Larger Hoards (Lairs)

Hoard Type	CP x1000	SP x1000	EP x1000	GP x1000	PPx100	Gems	Jewelry	Magic
VIII	-	-	-	-	-	-	-	1d4 scrolls (45%)
IX	-	-	-	-	-	-	-	2d4 potions (45%)
X	-	-	-	1d8 (50%)	3d12 (40%)	2d8+4 (60%)	1d12 (40%)	-
XI	-	-	-	-	-	1d6 (40%)	-	-
XII	-	1d8 (25%)	1d4 (20%)	-	-	-	-	-
XIII	1d6 (25%)	1d4 (15%)	-	-	-	-	-	-
XIV	-	-	-	-	2d4 (30%)	1d12 (55%)	1d12 (45%)	1 (20%) any
XV	2d12 (25%)	1d00 (60%)	1d8x10 (40%)	1d4x10 (60%)	4d6 (30%)	1d8x10 (55%)	1d8x10 (45%)	6 (18%) any 4, 1 potion, 1 scroll
XVI	-	-	-	1d6x10 (55%)	1d4 (45%)	2d8 (30%)	1d10 (20%)	6 (30%) any 5, 1 scroll
XVII	-	3d6 (15%)	1d6 (25%)	2d6 (45%)	1d4 (25%)	4d6 (25%)	1d8 (10%)	5 (30%) any 3 (no weapons), 1 potions, 1 scroll
XVIII	2d6 (7%)	1d10 (35%)	1d6 (20%)	1d6 (30%)	-	1d8 (15%)	1d8 (10%)	4 (30%) any 3, 1 scroll
XIX	1d10 (10%)	1d10 (15%)	-	1d8 (55%)	-	1d6 (40%)	1d6 (40%)	4 (15%) any 2, 2 potions
XX	1d12 (25%)	1d6 (30%)	1d6 (15%)	-	-	1d6 (20%)	1d6 (20%)	2 (12%) any
XXI	1d10 (45%)	1d4 (25%)	1d4 (30%)	1d4 (20%)	-	1d8 (30%)	1d4 (20%)	1 (12%) armor, sword, or miscellaneous weapon
XXII	1d8 (30%)	1d4 (20%)	1d6 (25%)	1d12 (40%)	1d4 (20%)	5d8 (55%)	5d8 (45%)	3 (25%) any

Treasure will be found in monster lairs that exist in underground locations or in the wilderness. Sometimes treasure will be found unguarded, in which case it may be hidden in a secret location. Each monster has a listed Hoard Type, which indicates what kinds and quantities of treasure a monster might have. These values should be considered guidelines. Although monsters will tend to have a Horde Class that corresponds to their general strength, the GM should use discretion in distributing wealth and magic. If a result on the Horde Class Treasure Tables seems over powered, reduce the amount of treasure rolled. On any of these tables the GM may decide to choose specific quantities of treasure or specific magic items, depending on the situation. Not all treasure must be coins, gems, jewelry, or magic. A creative way to disperse treasure is to place valuable art, tapestries, sculptures, and the like that have a treasure value but must be appraised and sold to cash them in, or can be kept as decorations in the strongholds of the adventurers.

How to Roll for Treasure
The GM chooses the appropriate row in the Hoard Type Treasure Table, and for each column rolls the appropriate dice to determine whether certain treasure occurs, and if so in what quantity. When magic items are indicated, the GM can either choose appropriate items or roll on the Specific Items tables in the "Random Determination of Treasure" section of *Microlite74 Companion II: Treasure*.

Microlite78 Treasure

Here is a list of sample treasure items appropriate to a *Microlite78* campaign. Maps to possible hoards of such treasures are also a common treasure item. Of course, any magic item you like from the SRD can be used, but higher powered items may be too powerful for most Microlite78 games. This list is for GMs who want to select treasure themselves or generate their own lists of random treasure. See the Microlite78 Random Treasure section at the end of this Companion volume for a sample random system of treasure generation using the magic treasures listed in this section.

Money: 1 gold piece (gp) = 10 silver pieces (sp); 1 silver piece = 5 copper pieces (cp).
Gems: Most range in value from 10gp to 1000gp, with 50% of gems being worth about 100gp.
Magic Items: Most magic items in a swords & sorcery setting will be potions and scrolls. Spell Wands and magic weapons and armor will also be somewhat common. The other items in the lists below will normally be very rare: perhaps even created by ancient or lost civilizations whose method of creation has been lost.

Magic Item Descriptions:

Potions:
There is a 70% chance that a potion bottle holds 1 dose, otherwise 1d6 doses. A quick taste of a potion can be used to identify it without consuming a dose. There is a 5% that a potion has decayed with age and has become a potion of delusion (60% chance) or poison (40% chance). Useless otherwise noted, the effects of a dose will last 1d6+6 10 minute turns.

Most potions on the list below can be made by any arcane spellcaster who has the recipe for the potion and the materials and time, see the Potion Recipe scroll for more information. In addition to the potions listed here, those with the potion brewing talent can brew a large number of everyday potions (e.g. cures for specific diseases, antidotes for a specific natural poison, household cleaning potions, etc.). The brewer will know the specific formula for a specific everyday potion on a MIND-based skill roll. If he has the needed materials and brewing equipment, he may brew the everyday potion (succeeding on a MIND-based skill roll). The GM will set the time (generally ranging from a few hours to a week) and materials costs for everyday potions. Many everyday potions can be purchased at an apothecary.

Animal Control: The drinker may control one or more animals with a total hit dice of 3d6 or less. When the effect of the potion wears off, the animals will flee.

Antidote: The drinker becomes immune to all poisons of up to a specific strength for the duration of the potion. Poison from non-creature sources (e.g. a Potion of Poison) should be considered to be as if from a 7HD creature. The strength of the potion should be determined by rolling 1d10: 1-4 = Poison from 3HD creatures, 5-7 = Poison from 7HD creatures, 8-9 = Poison from 15HD creatures, 10 = All poison.

Blending: The drinker may change color to blend in with their surroundings. When hiding, the drinker will have a 90% chance to go unnoticed unless the viewer can see invisible creatures.

Bug Repellent: Any normal or giant bug (an insect, spider, scorpion, centipede, or other arthropod) will completely ignore the drinker unless magically controlled. If the bugs are magically controlled to attack the drinker, the drinker gets a +4 bonus to any saving throws against the controlling effect that allow the damage done by the insects to be reduced.

Clairaudience: While concentrating, the drinker may listen as if at any point within 60' of their current location.

Clairvoyance: While concentrating, the drinker may see as if at any point within 60′ of their current location.

Climbing: The drinker may walk on walls and ceilings as if a spider.

Defense: This potion only lasts 10 minutes. The drinker gets a bonus to their armor class based on the power of the potion. To determine the power of the potion, roll 1d10: 1-3 = +1, 4-5 = +2, 6-7 = +3, 8-9 = +4, 10 = +5.

Delusion: This potion will have no effect when drunk. However, if tasted, it will falsely give the taster the impression that it is another type of potion from this list. Multiple tasters will all get the same impression. A magical analysis of some type (spell or alchemical operation) will correctly identify this potion as one of Delusion rather than as the type it tastes like.

Diminution: The drinker shrinks down to 6″ in height. While in this state they cannot hurt creatures larger than 1′ tall with physical attacks, and have a 90% chance of being able to hide. If this potion is drunk while a Potion of Growth is in effect, they will simply cancel each other rather than making the drinker sick.

Dragon Control: The drinker of this potion can control up to three dragons of sub-adult or younger. The dragons do not get saving throws, but older dragons are not affected. Each potion of dragon control will only control one type of dragon. The controlled dragons will do anything that is commanded (other than suicidal commands) although they are not capable of casting spells. When the control ends, the dragons will become hostile to the drinker and will either flee or attack depending on their impression of the drinker's power. Roll 1d10 to see which type of dragon is affected: 1-2 = Black, 3-4 = Blue, 5-6 = Green, 7-8 = Red, 9-10 = White.

Dreamspeech: This potion only lasts for 10 minutes. The drinker can speak to one paralyzed, petrified or sleeping creature within 30′ (only one creature can be spoken with per potion) and can hear the responses of the creature via ESP. The drinker will automatically understand the language of the target, but the target is under no compulsion to speak the truth (or even respond at all) if they do not wish to.

Elasticity: This potion only lasts for 10 minutes. The drinker may stretch and deform themselves and their equipment to fit through gaps as small as 1″ and reach as far as 30′. The drinker cannot cast spells or attack while stretched, and items carried cannot be used or dropped unless they are in normal form. However, while stretched the drinker only takes half damage from blunt and bashing attacks.

ESP: This potion has the same effect at the spell of the same name.

Ethereality: This potion gives the drinker the ability to shift from the Prime Plane to the Ethereal Plane. The drinker may shift at any time before the potion's duration runs out, and may then spend up to 24 hours on the ethereal plane before shifting back. Once the drinker has shifted to the ethereal plane and back, the potion's duration immediately expires.

Fire Resistance: The drinker becomes immune to normal fire, gains a +2 bonus on all saving throws against fire or heat based attacks, and takes −1 point of damage per die (to a minimum of 1 point per die) from magical fire attacks.

Flying: This potion has the same effect as the Fly spell.

Freedom: The drinker is immune to paralysis and to all forms of Hold spell or effect.

Gaseous Form: The drinker's body transforms to a cloud of gas for up to 1 hour, causing all their equipment and carried items to fall to the floor. The drinker keeps control of their body, and can move through any non-airtight barrier. While in gaseous form, the drinker cannot attack, but has an armor class of −2 and can only be hit by magical weapons.

Giant Control: The user may control up to four giants of a certain type, but each one gets a saving throw. The giants will normally be hostile once control ends. To determine the type of giant affected, roll 1d6: 1 = Cloud, 2 = Fire, 3 = Frost, 4 = Hill, 5 = Stone, 6 = Storm.

Giant Strength: The drinker gains the strength of a giant, and can do double damage with melee weapons or throw large rocks (range: 60/130/200) for 3d6 damage. This potion does not stack with other strength enhancing items such as Gauntlets of Ogre Power.

Growth: The drinker grows to twice normal size, and be able to do double damage with melee attacks. If this potion is drunk while a Potion of Diminution is in effect, they will simply cancel each other rather than making the drinker sick.

Healing: This potion will either cure 1d3+1 body points of damage to the drinker or cure their paralysis. This potion has an instant effect, rather than a duration.

Heroism: The drinker will temporarily gain one or more levels as follows (roll 1d20):
Common Man (no class): +3 Fighter levels.
Fighting Classes: 1-8: +1 level, 9-14: +2 levels, 15-19: +3 levels 20: +4 levels
Specialist Classes: 1-12: +1 level, 13-19: +2 levels, 20: +3 levels
Arcane Classes: 1-19: +1 level, 20: +2 levels
All damage (including energy drains) is taken from the extra levels and hit points first. Spellcasters do not gain additional spellcasting ability.

Human Control: The drinker may control up to 6 levels of humans, similar to a Charm Person spell. The targets can only be controlled while within 60′ of the drinker, and the effect lasts only for the duration of the potion.

Invisibility: This potion has the same effect as the spell of the same name.

Invulnerability: The drinker gains a +2 bonus to armor class and all saving throws for the duration of the potion. If a second Potion of Invulnerability is drunk within a week, the only effect is sickness.

Levitation: This potion has the same effect as the spell of the same name.

Longevity: The drinker immediately becomes 10 years younger. The effect is an instant one rather than an ongoing one, and therefore cannot be dispelled. This potion will not reduce the age of the drinker below 15 years old.

Luck: This potion lasts only for 1 hour. The potion makes the drinker extremely lucky. The player of the drinking character may choose any one roll that they make on behalf of the drinking character within the duration and simply place the dice on the result of their choice rather than having to actually roll them.

Merging: This potion allows the drinker to merge other creatures into their own body. The drinker can merge up to seven other creatures, and both the drinker and the other creatures must be willing. Creatures simply step "into" the drinker and disappear along with their items and equipment. While merged with the drinker, the creatures do not take damage if the drinker is hit, and they cannot take any actions other than speaking. The merged creatures can step "out of" the drinker at any time.

Plant Control: The drinker may control all mundane plants and all plantlike creatures in a 30′x30′ area up to 60′ away. Mundane plants may entangle creatures in their area, but cannot otherwise attack.

Poison: This potion looks like any other, but it is poisonous. Anyone taking even a taste of the potion must save vs STR or die within 1d6 minutes. (Option: save vs Str or in a coma until poison is neutralized, lose 1d2 BP per day per day of coma.)

Polymorph Self: This potion has the same effect as the spell of the same name.

Sight: This potion lasts for 10 minutes. While this potion is in effect, the drinker can temporarily see despite any blindness conditions. Additionally, the drinker may see invisible things.

Speech: The drinker can understand all languages that they hear, and can respond in those same languages. This potion does not give the drinker the power to speak a language unless they first hear it spoken.

Speed: The drinker may move at double normal speed and attack twice per round.

Super Healing: This potion will either cure 2d3+3 body points of damage to the drinker. This potion has an instant effect, rather than a duration.

Treasure Finding: When the drinker concentrates, they can detect the distance and direction to the largest amount of treasure within 360'. The drinker gains no insight about the nature of the treasure or how to get to it.

Undead Control: The drinker can control up to 18HD in total of undead creatures of 9HD or less. The undead will be hostile when the duration ends.

Water Breathing: This potion lasts for four hours, and has the same effect as the spell of the same name.

Scrolls

Most scrolls contain spells and can only be used by arcane or divine casters although a few spell scrolls can be used by any intelligent being. Special scrolls (protection, etc.) can generally be used by anyone able to read them. Roll 1d20 to determine the type of scroll:
1-12: Spell Scroll (50% for Arcane Casters/50% chance for Divine casters); 13-15: Spell Scroll (Anyone); 16-20: Special.

Spell Scroll (Arcane Casters): These scrolls can only be used by arcane spellcasters. They contain 1d6 spells. Roll 1d20 to determine the level of each spell: 1-5: level 1; 6-10: level 2; 11-13: level3; 14-16: level 4; 17-18: level 5; 19: level 6; 20: level 7 or higher. Each spell may be cast once (or copied into a spellcaster's spell book) then it fades from the scroll.

Spell Scroll (Divine Casters): These scrolls can only be used by divine casters. They contain 1d6 spells. Roll 1d20 to determine the level of each spell: 1-5: level 1; 6-9: level 2; 10-12: level3; 13-15: level 4; 16-17: level 5; 18-19: level 6; 20: level 7 or higher. Each spell may be cast once (or copied into a spellcaster's spell book) then it fades from the scroll.

Protection from Demons: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Demons cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 20 minutes, or until someone inside the zone attacks a demon in hand-to-hand combat.

Protection from Drowning: All within a 10 foot radius of the reader gain the ability to breathe underwater (or similar non-harmful liquid) for 1 full day.

Protection from Elementals: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Elementals cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 30 minutes, or until someone inside the zone attacks an elemental in hand-to-hand combat.

Protection from Lycanthropes: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Lycanthropes cannot enter the zone, but can use missile and spell attacks against those inside the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks a lycanthrope in hand-to-hand combat.

Protection from Magic: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Mortal level magic (whether from spells or items) cannot enter or leave the zone. The zone lasts for 60 minutes, and can only be broken extremely powerful magic, like a wish.

Protection from Metal: Metal weapons or other items cannot harm or damage the reader for a period of 60 minutes.

Protection from Poison: Poison cannot harm the reader for a period of 6 hours, and any poison in already in his system is completely removed.

Protection from Undead: This scroll can only be used once. When read aloud, it produces a 10 foot radius zone of protection. Undead cannot enter the zone nor can they cause direct harm to those within the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks an undead in hand-to-hand combat.

Curse: Anyone who reads this scroll and who fails a save is cursed (GM's choice of effects) until a Remove Curse is successfully cast.

Special Ritual: This scroll contains a special ritual (see Ritual Magic) of the GM's design. The more powerful the ritual the more expensive and complex the ritual should be. Many such rituals should be black magic and require especially gruesome sacrifices.

Potion Recipe: This scroll contains a recipe for one of the potions listed in the above list specifying the materials and brewing procedure/time. Any spellcaster (or any non-caster with the Alchemy advantage) can follow the directions and brew the potion with a successful INT roll.

Wands and Staves

Most wands and all staves are magical devices that contain spell-like enchantments.

Wands are normally thin sticks around 18″ long. They can only be used by spellcasters (normally only arcane casters, but there are exceptions). A wand will hold 5d10 charges, and each time it is used one charge will be used up. Once all the charges are used up, a wand is simply a non-magical stick. Treat the effects produced a wand as if created by a 4th level caster.

Staves are the bigger cousins of wands. They are normally 5'-6' long, and made of wood. They can only be used by spellcasters (normally only arcane casters, but there are exceptions). Staves tend to be more versatile and powerful than wands, although they still use charges. A staff will have 10d10 charges when found, and each use of the staff may use one or more of these charges. Once all the charges are used up, a staff is simply a non-magical stick, even powers that do not use a charge fail. Treat the effects produced a staff as if created by a 5th level caster. A staff can be used in melee as if a quarterstaff.

Some wands, called spell wands, simply have a spell impressed on them. A spell caster able to cast the type of spell (arcane or divine) contained in the wand can use the wand to directly cast the spell it is impressed with regardless of the spell's level for the normal cost in HP

Most wands and staves can only be made if instructions for the specific special ritual needed are discovered. The more powerful the wand or staff the more costly in time and material the ritual. Certain wands and staves may only be available as relics of ancient or lost civilizations (GM option) as the method of creating them has been lost.

Spell Wand: A spell wand contains one spell that a spell caster using the wand can directly cast for the normal HP cost (and corruption point cost if the spell is black magic). Determine the level of spell and the spell impressed in the wand randomly. Spell level: 1-6: level 1, 7-12: level 2, 13-17: level 3, 16-17: level 4, 18: level 5, 19: level 6, 20: higher level (GM choice).

Wand of Cold: Each time a charge is expended, this wand creates a cone of cold, 60′ long and 30′ wide at the end. All creatures within the cone must take 6d6 damage.

Wand of Enemy Detection: This wand is usable by any spellcaster. Each time a charge is expended, all creatures with hostile intent towards the user within 60′ will glow as if on fire. This includes Invisible or hidden enemies; in which case the glow may give away their positions. The glow lasts for 10 minutes before fading.

Wand of Fear: Each time a charge is expended, this wand creates a cone of fear, 60′ long and 30′ wide at the end. All creatures within the cone must make a saving throw vs MIND or flee in terror for 5 minutes.

Wand of Fireballs: Each time a charge is expended, this wand creates a Fireball up to 240′ away. Anyone in the area of effect takes 6d6 damage. Save for half damage.

Wand of Illusion: Each time a charge is expended, this wand creates a Phantasmal Force as the spell of the same name. The caster must concentrate to maintain the illusion.

Wand of Lightning Bolts: Each time a charge is expended, this wand creates a Lightning Bolt up to 240′ away and then extending 60′ from that point. Anyone in the path of the lightning takes 6d6 damage. Save for half damage.

Wand of Magic Detection: This wand is usable by any spellcaster. Each time a charge is expended, all magical items and active spells within a 20′ radius will glow for 6 rounds (1 minute).

Wand of Metal Detection: Each time a charge is expended, the wand will point towards a type of metal named by the user if there is at least 1,000cn of it within 20′.

Wand of Negation: Each time a charge is expended, this wand will cancel the effects of another wand or staff. If the effect that is being negated is an effect with a duration, it will be negated for a single round.

Wand of Paralyzation: Each time a charge is expended, this wand creates a cone 60′ long and 30′ wide at the end. All creatures within the cone must make a saving throw or be paralyzed for 1 hour.

Wand of Polymorphing: Each time a charge is expended, this wand produces the effect of either a Polymorph Self on the user of the wand or a Polymorph Other on a target that the wand is pointed at. Unwilling targets may make a saving throw to avoid the effect.

Wand of Secret Door Detection: When this wand is activated, it will point the user towards all secret doors within 20′. This expends one charge per secret door revealed.

Wand of Wizardry: This wand holds a reservoir of hit points which the wielder can use to cast spells instead of (or in addition to) his own. This reservoir will hold 10d4 hit points. When the reservoir drops below 50% capacity, the wand will automatically use a charge and refill the next day (at dawn).

Wand of Trap Detection: When this wand is activated, it will point the user towards all traps within 20′. This expends one charge per trap revealed.

Staff of Cancellation: This staff may be used by any character, but may only be used once. When activated, it will permanently drain any magical item (except an artifact) that is touched by it of all power. The GM may require an attack roll to touch a magic item carried or worn by another creature, normally against armor class 10.

Staff of Dispelling: This staff is usable by any spellcaster. When the staff is used and a charge is expended, it will cast Dispel Magic as if by a 5th level caster, except with a range of only touch. The staff can be used to dispel magic items. When it is used against an item and a charge is expended it will automatically destroy any potion or scroll; and will cause any other magic item to temporarily cease working for 1d4 rounds. Note that magic weapons and armor still work as mundane weapons and armor even when their magical properties are temporarily suppressed.

Staff of Harming: This staff is usable by divine casters only. Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 1d6+1 damage to the creature in addition to the normal damage that the staff does. The wielder of the staff can also activate it as normal to use any of the following effects as if casting the reverse of the curing spells (using up a variable number of charges):
2 charges = Cause Blindness
2 charges = Cause Disease
3 charges = Cause Serious Wounds
4 charges = Create Poison

Staff of Healing: This staff is usable by divine casters only. The wielder may activate the staff to cure 1d2 body damage to a target. This does not use a charge, but each target can only be cured once per day by the staff. The staff can also be activated to cure other things, although this uses charges as follows:
1 charge = Cure Blindness
1 charge = Cure Disease
2 charges = Neutralize Poison
3 charges = Restoration

Staff of Power: This staff holds a reservoir of hit points which the wielder can use to cast spells instead of (or in addition to) his own. This reservoir will hold 10d10 hit points. When the reservoir drops below 50% capacity, the staff will automatically use a charge and refill the next day (at dawn).

Staff of Striking: Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 2d6 damage to the creature in addition to the normal damage that the staff does.

Staff of Withering: The wielder of the staff may activate the staff and expend a charge to touch a target and cause the target to make a saving throw or age 10 years. This staff does not work on undead.

Rings
Magical rings like those listed below are generally beyond the ability of current civilizations to create. They are the creations of ancient and/or lost civilizations.

A magical ring must be worn on a finger or thumb to operate, and a character can only wear one magical ring per hand. If a second ring is put on the same hand as an existing ring, neither ring will function (with the exception of a Ring of Weakness). Rings are usually either constant in effect or are activated by a "use item" action.

Animal Control: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Animal Control with the exception that the wearer only gets a single attempt to control creatures per use.

Delusion: This ring will appear to function as a different type of ring if an Analyze spell is used on it. Once the ring is worn, it will be completely nonfunctional, but cannot be removed without a Remove Curse being cast on it.

Djinn Summoning: Once per week, the wearer of this ring can summon a djinn, who will serve them for a day. If the djinn is

killed, the ring loses its magical power.

Ear: Three times per day this ring can be removed from its wearer's finger and placed against any surface. Until the wearer recovers the ring, they will be able to hear everything that happens around the ring as if their ear were in the ring's location.

Elemental Adaption: To determine the exact type of ring found, roll 1d100: 01-21 = Air, 22-42 = Earth, 43-63 = Fire, 64-84 = Water, 85-91 = Air and Water, 92-98 = Earth and Fire, 99-00 = All Elements.

The wearer of the ring is protected from environmental hazards in the elemental plane that matches the elemental alignment of the ring, and is able to breathe in those planes despite lack of air.

Fire Resistance: This ring makes its wearer immune to natural fire, gives a +2 bonus to all saving throws against magical fire, and reduces all magical fire damage done to the wearer by one point per die (to a minimum of one point per die).

Human Control: This ring bay be used once per turn. It acts as if the wearer had drunk a Potion of Human Control with the exception that the wearer only gets a single attempt to control people per use.

Invisibility: This ring may only be used once per turn. When activated it affects the wearer as if they had cast an Invisibility spell on themselves.

Life Protection: This ring will protect its wielder from 1d6 levels worth of energy drain. If overloaded (for example if it has only a single level of protection left and the wearer is drained two levels) then it will successfully protect the caster and then turn to dust. If it is exactly used up without being overloaded, it will become a Ring of Protection +1 once its levels of protection have been used up.

Memory: This ring can only be used by a spell caster. Once per day, the caster may activate it to recover one spell that they have cast within the previous ten minutes. That spell will be available for casting again as if freshly prepared.

Plant Control: This ring bay be used once per turn. It acts as if the wearer had drunk a Potion of Plant Control with the exception that the wearer only gets a single attempt to control creatures per use.

Protection: This ring gives a bonus to its wearer's armor class and to all saving throws equal to its magical bonus. If a character wears a Ring of Protection on both hands, only the larger of the two bonuses applies.

Quickness: Once per day, the wearer of this ring can move at double speed and take two actions per combat round for ten minutes.

Regeneration: The wearer of this ring will recover 1 hit point per ten minutes, and can slowly re-grow lost body parts. A limb will re-grow over the course of a week, whereas a finger or ear would re-grow over the course of a single day. This ring will not stop working when the wearer is on 0 hit points, and will not prevent the wearer from dying. It will also not heal damage from fire or acid (although will re-grow limbs lost to fire or acid).

Remedies: Once per day, this ring will duplicate the effect of a Cure Blindness, Cure Disease, Remove Curse or Neutralize Poison spell as if cast by a 6th level divine caster. The spell can be cast on the wearer or on a target that the wearer touches.

Safety: This ring acts like a Potion of Luck except that it has 1d4 charges and uses up a charge each time a die is placed instead of rolled. Once all the charges have been used up, this ring becomes non-magical.

Seeing: Once per day this ring enhances the character's sight for 30 minutes: a polymorphed creature or object will appear as it really is, superimposed with its present form. When looking at a person one may tell his alignment, class, level, and general intentions. One may also see invisible, displaced, ethereal and astral objects. Blindness is temporally "cured" when this ring is active.

Ring of Shooting Stars: Once per day, this ring can unleash 1d6 meteors that behave as the *Lightning Bolt* spell, but do 3d6 damage.

Spell Eating: This ring appears to Analyze spells to be a Ring of Spell Turning and operates as one. However, if the wearer of the ring casts a spell themselves, the ring immediate "eats" all the remaining prepared spells that the caster has. The ring can then no longer be removed except by the use of a Remove Curse cast by a 25th level caster. Once the curse has been activated, the wearer can prepare new spells as normal, but will lose them again when they next cast one.

Spell Storing: This ring will contain 1d6 different spells (determined randomly as if spells on a Spell Scroll) when found. The wearer of the ring can cast these spells once each, even if not a spell caster. The spells will always be cast as if by a caster of the minimum level needed to cast them, even if the wearer of the ring is a caster of higher level. Each spell can be recharged by having a spell caster cast it directly into the ring. The ring cannot "catch" spells generally cast at the wearer; the spells must be cast directly at the ring with the purpose of recharging it.

Spell Turning: Each day, this ring will reflect the first 2d6 spells (roll each day) cast at the wearer back at their casters. This only effects actual spells, not the spell-like powers of monsters or magic items. Once it has absorbed as many spells as it can, the ring has no other powers until the following day.

Survival: This ring will contain 1d100+100 charges when found. Each charge spent will allow the wearer to go for 24 hours without food and drink or for 1 hour without breathing. When the ring is down to its last five charges, it will turn black; and when it runs out of charges it will crumble to dust.

Telekinesis: This ring can be activated to produce an effect identical to the Telekinesis spell, capable of moving objects weighing up to 2,000cn.

Truth: Three times per day, this ring can be activated to telepathically warn its wearer whether a spoken statement that they have just heard is true in the opinion of the speaker. Note that there is a difference between the speaker being untruthful and the speaker merely being honestly wrong about something.

Truthfulness: This ring appears to be a Ring of Truth when examined with an Analyze spell, and will work as a Ring of Truth. However, once worn it cannot be removed except by a Remove Curse spell cast by a 26th level caster, and it compels its wearer to always speak the truth. The wearer may not knowingly lie while wearing the ring (but the ring doesn't prevent them from accidentally being wrong).

Truthlessness: This ring appears to be a Ring of Truth when examined with an Analyze spell, and will work as a Ring of Truth. However, once worn it cannot be removed except by a Remove Curse spell cast by a spellcaster of at least 12th level, and it compels its wearer to always speak lies. The wearer may not knowingly make any true statement while wearing the ring (but the ring does not prevent them from making a statement that is accidentally true if they genuinely don't know that it is).

Water Walking: This ring allows its wearer to walk on the surface of any liquid without sinking.

Weakness: 1d6 rounds after this ring is worn, it will immediately lower its wearer's strength score to 3. The ring cannot be

removed until it has had a Remove Curse spell cast on it.

Wishes: This ring will grant from one to four wishes (as the Wish spell) before crumbling into dust. To determine the number of wishes contained in the ring, roll 1d10: 1-4 = 1, 5-7 = 2, 8-9 = 3, 10 = 4.

X-Ray Vision: The wearer of this ring can see up to 30′ through stone or up to 60′ through wood. It cannot be used to see through metal. To use the ring, the wearer must stand still and concentrate and can view a 10′x10′ area per use. It takes 10 minutes to scan such an area, and the ring can only be used once per hour.

Ancient and Wondrous Items
Rings of power were not the only magic items produced in ancient times by civilizations all-but-forgotten today. Many wonderful magic items existed then. Most of these items are very rare today even if they were fairly common ages ago. Some of these items may be one of a kind or have never existed outside of legends. Like magic rings, the methods used to create these items are generally lost to the mists of time.

Amulet of Scrying Protection: This item protects its wearer from being scried on via a Crystal Ball, and makes them immune to all types of ESP.

Bag of Devouring: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5′x1′x1′ or smaller). Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn. However, any item left in the bag for more than two hours will vanish completely. This will not affect living creatures that are stuffed into the bag.

Bag of Holding: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000cn in weight, providing the items fit wholly within it (i.e. they are 5′x1′x1′ or smaller). Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn. Boat, Undersea: This boat can be operated as a fully functional skiff. However, when a command word is given, it will dive under the water while simultaneously radiating a Water Breathing effect that protects all passengers who are touching the boat. The pilot of the boat can control its movement underwater as if on the surface.

Boat, Folding: This is an ordinary wooden rowboat or sailboat, but when it is not immersed in water, it can be collapsed into a 6-inch cube with a button on one side. If the button is pressed, the boat opens up instantly.

Boots of Dancing: These boots function as Boots of Speed until such time as the wearer is in combat or attempting to flee from same. At that point the wearer will be unable to do anything but dance, effectively reducing her speed by half.

Boots of Leaping: The wearer of these boots can make leaps of up to 10′ vertically and up to 30′ horizontally.

Boots of Levitation: The wearer of these boots may Levitate as per the spell of the same name. There is no limit to the duration of the levitation. Boots of Speed: When travelling overland, the wearer of these boots travels at the speed of a riding horse. However, the wearer can only move at this speed for a single day and then must rest for a day.

Boots of Speed: By speaking the command word, these boots double the wearer's speed, but they require the wearer to rest for twice as long as they were used.

Bowl of Water Elementals: Once per day, this bowl can be filled with water and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice water elemental. Conjuring the elemental takes 10 minutes.

Bracers of Armor: These leather bracers can be worn by anyone, regardless of their training in armor. While worn, they confer a bonus to AC. Roll 1d6 when found: 1-3: +1 AC, 4-5: +2 AC, 6: +3 AC.

Brazier of Fire Elementals: Once per day, this brazier can be lit and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice fire elemental. Conjuring the elemental takes 10 minutes.

Broom of Flying: This broom will carry its owner through the air at a speed of 80′ per round. The owner of the broom must concentrate to move, and the broom will hover if the owner stops concentrating. The broom can also carry a passenger, but in this case its speed is reduced to 60′ per round.

Cape of Escape: Three times per day, the wearer of this cape can, with a flourish, teleport up to 60 feet, leaving behind a bank of smoke in his wake similar to the *Obscurement* spell.

Censer of Air Elementals: Once per day, this censer can be filled with incense and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice air elemental. Conjuring the elemental takes 10 minutes.

Chime of Time: This simple metal chime can be commanded to keep track of time. It will sound every hour until commanded to stop, and can be clearly heard within a 60′ radius. If the chime is in a Silence 15′ Radius spell when it is time to chime, it will automatically dispel the spell as it chimes. The chime can also be used like a hourglass. If commanded, it will slowly change color from one end to the other taking exactly one hour to do so.

Crystal Ball: A crystal ball is a scrying device that can only be used by a spellcaster. The crystal ball can be used three times per day to see any place or object that they desire; and a current image of that place or object will appear and last for 10 minutes. The clarity of the image will be based on the familiarity that the user has with the object or area.

Crystal Ball of Suggestion: This Crystal Ball is being watched by a malevolent intelligence, which will show the user what it wants her to see rather than what she wants to see. It will finish by casting *Suggestion* on the user.

Crystal Ball with Clairaudience: This works just as a normal Crystal Ball, except that by concentrating the user can hear what is going on at the far end as if through the ears of any living creature shown in the ball. Only a spellcaster can use this item.

Crystal Ball with ESP: This works just as a normal Crystal Ball, except that by concentrating the user can read the thoughts of the main subject of the vision if it is a living creature. Only a spellcaster can use this item.

Decanter of Endless Water: On command, this glass bottle pours out one gallon of clean water, either fresh or salty according to the user's wishes. A rare few have a second function, producing a gushing torrent of water on command.

Deck of Illusions: When thrown down, this deck of cards creates illusions equal to the *Phantasmal Forces* spell. The face cards (Jack, Queen, King, and Ace) instead produce *Spectral Forces*. Each card only functions once, becoming a normal (if finely made) playing card forever after.

Deck of Many Things: This special deck of cards has only 20 cards, but each has an amazing power. The owner and anyone else present may draw as many times as they wants, but the deck shuffles after every draw. When all the cards have been drawn or everyone has agreed to stop drawing, they reassemble and vanish, leaving only the sound of mischievous laughter. Sample effects: Placed under a geas, granted one wish, instantly killed, gain one level instantly, add one point to a single stat.

Displacer Cloak: This item makes the wearer appear to be 5′ from their actual position. This makes all attacks against the wearer take a −2 penalty to their to-hit rolls, and gives the wearer a +2 bonus to all saving throws.

Drums of Panic: These are a pair of large kettle drums. When played, they have no effect on creatures within 10′ of them, but creatures from 10′ to 240′ from them must make a saving throw vs MIND or flee in terror for 30 minutes.

Dust of Disappearance: When this dust is sprinkled over a creature or object, it becomes invisible as if under the spell *Invisibility* for 1 turn.

Dust of Appearance, when sprinkled, reveals any invisible creature or object within 5 feet of where it settles.

Efreeti Bottle: This 3′ tall heavy jug contains an efreeti. The stopper may be opened once per day, and the efreeti will come forth and serve the opener. If the efreeti is slain, the bottle becomes non-magical. The efreeti is reluctant to serve, and will do its best to use loopholes in the commands that it is given in order to cause harm to the owner of the bottle.

Egg of Wonder: This is a painted hollow eggshell. When dropped or thrown (up to 60′) it will break and an animal will emerge and grow to full size. For the next hour, the animal will obey the user of the egg then it will disappear. To determine the type of animal summoned, roll 1d12: 1 = Ape (Rock Baboon), 2 = Bat (Giant), 3 = Bear (Black), 4 = Bear (Grizzly), 5 = Boar, 6 = Cat (Mountain Lion), 7 = Cat (Panther), 8 = Ferret (Giant), 9 = Lizard (Giant Gecko), 10 = Lizard (Giant Draco), 11 = Snake (Racer), 12 = Wolf.

Elven Boots: These boots give their wearer a Move Silently ability of 75%, like a thief.

Elven Cloak: This cloak is just like a Ring of Invisibility except that its invisibility is not perfect. When the wearer is in the presence of creatures that might notice them, their faint outline will be seen if a 1 is rolled on 1d6.

Figurine of Wonder: This is a small carved statuette of an animal. It works like an *Egg of Wonder*, but when time runs out (or if it dies), rather than disappearing it turns back into a figurine. It always produces the same kind of animal, and it can be used once per week.

Flask of the Alchemist: This flask can be filled with one pint of any ordinary liquid. Additionally, it can be used to produce a single dose of 1d4+1 randomly-selected potions. This latter ability only works as many times per week as the number of different potions it can make.

Flask of Curses: When the wax seal on this bottle is broken, the one who broke it will be affected by a random curse.

Flying Carpet: This carpet will carry one passenger at a speed of 100′ per round, two at a speed of 80′ per round, three at a speed of 60′ per round, four at a speed of 40′ per round, or five at a speed of 20′ per round. The owner of the carpet must concentrate to make it move, and the carpet will hover in place if the owner stops concentrating.

Gauntlets of Ogre Power: The owner of these gauntlets has a strength of 18 while wearing the gauntlets, but taking them off return′s the owner′s strength back to its normal value.

Girdle of Giant Strength: Anyone who wears this girdle does double damage with whatever melee attacks they make.

Goggles of Infravision: While wearing these lenses, you can see in the dark as well as you can in light.

Hat of Disguise: Three times per day, the wearer of this hat can alter their appearance as *Change Self*, including their clothes.

Helm of Blindness: Anyone wearing this helmet is immediately made blind. The blindness cannot be cured until the helmet has been removed, and the helmet cannot be removed without a Remove Curse spell being cast on it.

Helm of Brilliance: At will, the wearer of this helm can cast *Light*. Three times per day, the wearer can cast *Wall of Fire*. Also, the wearer gains a +10 bonus to any saves against fire.

Helm of Reading: This helmet allows the wearer to read any language or cipher, and allows them to identify magical scrolls. However, it does not allow the wearer to use Spell Scrolls if they are not normally able to do so. This helmet is rather delicate, and has a 10% chance of being broken each time its wearer is struck in combat.

Helm of Telepathy: The wearer of this helmet can transmit their thoughts to any creature within 60′. The target creature will understand the thoughts of the wearer despite language differences. The wearer may also use the ESP spell to read the thoughts of others.

Helm of the Sea: While worn, this helmet allows the wearer to breathe and fight normally with any weapon she can use underwater, and grants her buoyancy enough to swim even if heavily armored.

Helm of Teleportation: This helm is only usable by arcane casters. The wearer of the helm may use the Teleport spell as often as they like to teleport themselves, with the normal chances of failure. The wearer may also use the helm to Teleport another creature (again, as if casting the spell). However, doing this discharges the helmet and it can no longer be used for any teleporting until it is recharged by having a Teleport spell cast into it.

Horn of Blasting: This horn can be blown once per ten minutes. When it is blown, it creates a cone of sound 100′ long and 20′ wide at the end. Everyone in the area must take 2d6 damage and make a saving throw vs STR or be deafened for ten minutes. Buildings and ships in the area of effect take 1d8 damage.

Horn of Valhalla: Once per day, this horn may be blown to summon the souls of 2d4 brave warriors, who fight alongside the one who blew it as Berserkers for one hour. Their weapons count as magical.

Horseshoes of Swiftness: Function as *Boots of Speed*, but can be attached to the feet of any horse, pony, donkey, or mule (including magical horse-like creatures such as pegasi). All four must be worn for it to work, but the horse will never throw a shoe while they are attached.

Hurricane Lamp: When this lamp is opened for the first time in a day, a hurricane of wind and rain emerge. Everyone within 30′ of the lamp is knocked to the floor for three rounds, and must make a saving throw vs. DEX to avoid having all loose items or items held or carried by them (including weapons, but not including clothing) is scattered throughout the area. Once the hurricane has ended, the lamp may be used as a Lamp of Long Burning, although the hurricane will reset each day and must be triggered again before the lamp can be used.

Incense of Miracles: This incense can burn for up to four hours. A cleric or druid who prepares spells while the incense is lit does so as if she were two levels higher, up to and including having the next level of spells.

Ioun Stone: Mined from the core of a dead star, there are eight kinds of ioun stone, each with different effects. When activated, they can slowly orbit around their owner's body if she so desires. Roll 1d8 to determine type: 1-Red (+1 to STR) 2-Orange (Reduce all damage by 1) 3-Yellow (+1 to DEX) 4-Green (User does not need to eat, drink, sleep, or breathe unless they want to) 5-Blue (+1 to MIND) 6-Purple (+1 to CHA) 7-White (Regenerate 1 BP/turn) 8-Prismatic (+1 to all d20 rolls)

Item of Delusion: Roll randomly on the table again. Although this is in all other respects a perfectly normal example of a similar item, whoever touches it is cursed to believe it is the indicated item despite all logical evidence to the contrary. (For instance an ordinary broomstick might be mistaken for a *Broom of Flying*).

Lamp of Long Burning: This lamp must be filled with oil and lit like any other lantern, but it will burn forever without using any of the oil that it contains. The lamp can be put out and re-lit repeatedly like any other lamp. If the lamp is ever completely submerged in water while lit, it will immediately stop working and lose its magical properties.

Loadstone of Weight: Whoever touches this heavy rock is unable to discard it until the curse is removed. 20% of these loadstones are also *items of delusion* that lead the bearer to believe that it is actually an enormous and valuable gemstone.

Medallion of ESP: This medallion allows the wearer to use the ESP spell at will, with a range as given in the item listing (either 30' or 90'). However, each time it is used, there is a 1 in 6 chance that instead of letting its wearer read minds, it will broadcast its all of its wearer's thoughts out loud for the next ten minutes.

Mirror of Life Trapping: If the owner of this mirror presents it to a creature of human size or smaller and activates it, the creature must make a saving throw vs. MIND or be sucked into the mirror, complete with everything they are wearing and carrying. The mirror can hold up to 20 creatures, who exist in a state of suspended animation while in the mirror, not needing food, drink or air and completely unable to take any actions.

Anyone looking into the mirror can see the reflections of the faces of all those trapped inside, and can wake any of them up temporarily to talk with them. No special communication powers are granted, so the viewer and victim need to share a common language to talk in. If the mirror is broken, all the creatures inside are instantly freed. However, the only way to free a single creature without breaking the mirror is to is a Wish spell.

Muzzle of Training: This muzzle will automatically reshape and resize itself to fit any creature with a mouth. When put on a creature and locked with a command word, the creature is magically prevented from biting, talking and casting spells; but it can still eat, drink and breathe normally. The owner of the muzzle can unlock it with a second command word, but otherwise it is locked with the equivalent of a Wizard Lock cast by a 6th level caster.

Nail, Finger: This appears to be a Nail of Pointing if checked with an Analyze spell. However, when someone tries to use it as such it will disappear. The next time that person tries to be unnoticed (by disguise, Invisibility or hiding), an illusion of a large glowing hand will appear above their head pointing them out. After that first instance, there is a 25% chance each time the person tries to go un-noticed that the hand will re-appear. This will continue to happen until the victim has a Remove Curse spell cast on them.

Nail of Pointing: This appears to be a simple 6" iron nail. Once per day, it can be commanded to point to a mundane (not magical or living) object, and for the next ten minutes the nail will point at the closest instance of that type of object (distance is irrelevant).

Ointment: This creamy white salve is normally found in small jars. To use the ointment, the whole jar must be applied to someone's skin. When the ointment is applied in this manner, it will have a random effect, rolled on 1d6: 1 = The user gets a +2 bonus to armor class and saving throws for the next ten minutes, 2 = The user is healed 2d6+2 points of damage, 3 = The user must make a saving throw vs. STR or die, 4 = The user takes 2d6 points of acid damage, 5 = The user is cured of all burn damage, whether magical or normal, 6 = The user's skin turns bright orange for the next 1d4 months.

Pouch of Security: If this large sack is stolen, it will shout "Help! I am being stolen!" in common repeatedly for the next hour. The sack's owner can command it to be quiet before the end of the duration.

Quill of Copying: When supplied with 1,000gp worth of rare inks, any spell user can command this quill to copy a Spell Scroll containing one or more spells of a type that they can cast onto a blank parchment. There is a 75% chance that the spells will be copied correctly, creating two identical Spell Scrolls, and a 25% chance that the quill will burst, becoming useless and depositing its ink over both parchments (both ruining the original and failing to make a copy).

Ring Gates: Anything that passes through one of these two silver hoops (assuming it can fit) comes out of the other gate, preserving its momentum as it does so. One gate is set with a sapphire, the other is set with a carnelian.

Rope of Climbing: On command, this 50' rope will wriggle along the ground like a snake, and even up walls and on ceilings. It can fasten itself onto any solid protrusion on a surface that it is climbing up, and will support up to 10,000cn of weight. A second command will cause the rope to loosen itself and re-coil.

Scarab of Protection: This charm has 2d6 charges. Each time a curse is placed on the wearer, it will immediately target the wearer with a Remove Curse as if by a 36th level caster. Each Remove Curse uses up one charge. Additionally, it will block any Finger of Death or Obliterate spell (the reverse of the Raise Dead and Raise Dead Fully spells) cast at the wearer; and this also uses up one charge. When the scarab has run out of charges, it crumbles to dust.

Ship, Flying: Anyone with skill at sailing can pilot this ship, which in the absence of wind (or when sailing into the wind) can magically prepare itself at around 15 miles per hour. Most flying ships are at Small Ships or Large Ships, but a few Galleys and Longships are known to exist.

Slate of Identification: This 3' square framed sheet of slate is used to identify magic items. The slate has ten charges per day, and is used by placing it on a horizontal surface and then placing a magic item on it. When activated, the slate will identify the magic item (if it has enough charges left to do so) and chalk writing will appear on the slate indicating type of magic item and what command words it has (if any). If asked to identify an artifact, the slate will shatter.

The slate is incapable of identifying cursed items, even those that fail to fool an Analyze spell (such as a Potion of Poison). If it is asked to identify a cursed item, the slate will identify it as being a random type of similar but useful item.

The number of charges needed to identify different types of item are: Potion = 2 charges, Scroll = 3 charges, Ammunition = 3 charges, Wand = 4 charges, Staff = 5 charges, Weapon = 6 charges, Armor or shield = 7 charges, Ring = 8 charges, Wondrous item = 9 charges.

Spoon of Sustenance: This wooden spoon, when placed in a bowl or pot and stirred three times, fills the container with bland-tasting but highly nutritious gruel, which can be flavored with magic.

Stone of Earth Elementals: Once per day, this stone can be buried in the earth and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice earth elemental. Conjuring the elemental takes 10 minutes.

Talisman of Travel: This talisman allows the wearer to cast either a Conjure Elemental or Summon Elemental spell in reverse. Instead of the spell summoning an elemental to the caster, the reversed spell will transport the caster to the elemental plane of their choice. While the caster continues to

wear the talisman, they are protected from environmental damage on the elemental plane, such as choking or burning, and can breathe normally.

Tome of the Archwizard: 75% of Tomes of the Archwizard contain every Magic-User spell ever invented. The rest contain every Illusionist Spell ever invented. Additionally, the book seems to have infinite pages for note-taking. Unlike other spellbooks, whoever possesses it is capable of reading the spells within (whether or not she can cast them) after one week of study.

Tome of Training: By spending one day studying the insights recorded in this book, a member of the indicated class instantly gains one level. Each Tome of Training only works once per reader.

Wheel of Floating: When put on a cart or wagon, this wheel will allow the cart to be pulled on the surface of water rather than sinking. A single Wheel of Floating will hold up a vehicle of up to 10,000cn in weight, with every additional Wheel of Floating adding 5,000cn to that weight. Although these wheels will keep the vehicle above water, they do not effect whatever animal or animals are pulling the vehicle.

Wheel, Square: This wheel is the size of a wagon or cart wheel, but is square rather than round. It cannot be used on normal terrain, but when fitted to a wagon or cart it will allow the cart to travel over desert or mountain as if being pulled along a road.

Magic Weapons and Armor
Basic magic weapons and armor can be made by any master weapon smith or master armorer, provided he or she has enough meteoric iron and time. A +1 item will take a full year to create. A +2 item will take 4 more years (total of 5 years). A +3 item is a lifework, requiring first creating a +2 item and doing 20 years additional work on it -- for a total of 25 years. +4 and +5 items are possible in theory but would be the work of generations of craftsmen as a +4 item would require 125 years to create and a +5 item 600 years to create, with the original/current craftsman's specially trained apprentice taking over the task -- if the chain of master training replacement gets broken, the item can no longer be successfully improved. Weapons can have a damage bonus as well. It takes 50% of the time listed above to enchant a magic weapon damage bonus. If a weapon is to have both a damage and a hit bonus, the damage bonus must be added first then the hit bonus – but the entire procedure must be one continuous enchantment operation.

Some magic weapons and armor have special powers such as the ability to shed light, better attack or damage certain types of creatures, magic effects similar to spells, etc. Learning to enchant such weapons takes years or research (or finding someone else's research notes and figuring them out). The exact powers that can be enchanted in this manner are up to the GM, but some of these rare abilities are listed below.

Wheel, Square: This wheel is the size of a wagon or cart wheel, but is square rather than round. It cannot be used on normal terrain, but when fitted to a wagon or cart it will allow the cart to travel over desert or mountain as if being pulled along a road.

Cursed Weapons: Until the curse is broken by a *Remove Curse* spell, the wielder of a cursed weapon cannot discard the weapon and cannot draw any other weapon unless they are already holding the cursed one.

Dancing Weapon/Shield: Weapon fights on its own within 30 feet of owner, as a +1 weapon during first round of combat, a +2 weapon during second round of combat, and a +3 weapon during third round of combat. Afterwards, its owner must direct it to sheathe itself or attack a new opponent or else it acts as an otherwise ordinary (i.e. non-dancing) +1 weapon for 24 hours. Dancing shields work similarly, but defend instead of attack.

Ethereal Armor: Wearer is able to become incorporeal and can only be hit by other incorporeal creatures such as wraiths. This ability functions 50 times.

Fire Brand: Weapon is covered in licking flames, dealing 1d6 extra fire damage on a hit. The flames shed light in a 30' radius.

Fiery Armor: Any creature that makes a melee attack against the wearer takes 1d3 fire damage if they hit.

Frost Brand: Weapon is always as cold as ice, dealing 1d6 extra cold damage on a hit. Also keeps rations fresh for longer due to refrigeration.

Intelligent weapon: 10% chance of being able to cast a random spell of level 1d3 1/day. Can communicate with owner, 1 in 4 chance of being able to talk. Some are petulant and act as a cursed weapon unless they get their way.

Armor of Invulnerability: The character is immune to critical hits (except by Vorpal weapons) and only hit by magic weapons.

Possessed Armor: Contains the ghost of a previous wearer, who may or may not be able to take the armor for a joyride when it's not being worn and may or may not be willing to cooperate with the new owner.

Vorpal Weapon: Only weapons with some sort of bladed edge can be Vorpal. On a critical hit, a vorpal weapon slices off the head of its target, so long as it has a head. Unless the target has another head or is something that doesn't rely on its head to survive, it dies instantly.

Random Determination of Treasure

This is a simple system for generating random treasure. This is only a sample. GMs should feel free to tweak this system for their needs or even replace it with a system of their own designed for their specific campaign.

Rolling randomly for treasure after the PCs have defeated monsters can produce a strange effect: magic items that the monsters could have used in the battle and logically should have used as the result of the battle would have been different. The best way to handle this is to roll treasure for planned encounters when you create the encounter. Of course, this is often not possible for unplanned encounters (wandering monsters, etc.). In such cases, there are a number of ways to handle it.

1) Ignore the problem and put the item rolled in the treasure. While easy, this is unrealistic.
2) Simply eliminate the item and do not roll another. Assume the monsters had one less item.
3) Reroll until you get an item that would not have been obviously useful in the encounter. This can take a lot of time if you keep rolling items that could have been used in the encounter.
4) Replace the item with a "treasure map" of some type leading to the item.
5) Allow the item, but in such a way that the monsters could not have used it in the encounter. Perhaps the item is well hidden in the encounter area and the monsters never found it (but the PCs might if they search for it). Perhaps the items needs to be activated with a command word the monsters did not know (and the PCs would have to discover somehow) or only activates for its bearer after some specific "ritual" has been performed (such as a magic weapon that appears completely normal until used to kill a specific type of monster).

Always remember that any system of random treasure determination, including this one, is meant to be the GM's servant, not the GM's master. The GM is never required to place treasure he does not want in the campaign or that would not realistically fit the situation/environment just because the treasure was rolled on the charts. In such cases, feel free to roll again.

Part 1: The Basic Formula

An individual monster has a base amount of treasure in its lair proportionate to its XP value, according to the following table.

Monster XP value	Base hoard size
1	15
2	25
3	40
4	65
5	100
6	165
7	270
8	430
9	700
10	1130
11	1830
12	2960
13	4790
14	7750
Each additional XP	150% the previous value

For the actual value of the hoard, multiply the base value by 1d4. For particularly ancient or wealthy monsters such as dragons, you might add 1 to the d4 roll, or even roll 1d6 instead. Monsters of animal intelligence that do not value treasure, or intelligent ones that have fallen on difficult times, might instead divide the hoard size by a similar amount, or even be treated as a much lower-level creature, if indeed they have any treasure at all. Random, unguarded treasure in a dungeon should generally correspond to the level of dungeon it is found on.

If you want the numbers to be a little more random, you can roll a d6 and a d10 for any number of digits, but not the highest place, adding the amount on the d10 if the d6 is odd and subtracting it if it is even.

Part 2: Specific Items

Now a monster *could* have all their treasure in just plain gold pieces, but where's the fun in that? No, they should have a variety of coins, valuables, and magical treasure. Use the following guidelines to spice up your treasure.

- d% of the treasure is gold. d% of the remainder is silver. Whatever is left is copper.
- If a treasure is worth less than 1000 GP, then for every 100 GP (rounded down), there is a 10% chance to substitute a roll on the Minor Treasures table for 100 GP of the money. If there is less than 100 GP, then there is a 1% chance for every 10 GP.
- If a treasure is worth less than 5000 GP, for each 1000 GP (rounded down), there is a 10% chance to substitute a roll on the Medium Treasures table for 1000 GP of the money and a 10% chance of 1d4 rolls on the Lesser Treasures table in addition to the money.
- For each 5000 GP (rounded down), there is a 10% chance to substitute a roll on the Major Treasures table for 5000 GP of the money, a 10% chance of 1d4 rolls on the Medium Treasures table in addition to the money, and a 40% chance of 2d6 rolls on the Minor Treasures table in addition to the money.

1d20	Minor Treasures	Medium Treasures	Major Treasures
1-12	Minor Gem or Jewel	Medium Gem or Jewel	Major Gem or Jewel
13-19	Minor Object of Art	Medium Object of Art	Major Object of Art
20	Minor Magic Item	Medium Magic Item	Major Magic Item

Gems and Jewelry Table

1d8	Minor Gems	Medium Gems	Major Gems
1	Polished stone or glass worth 1d6 GP	Tiny precious stone worth 1d100 GP	Tooth-sized precious stone worth 1d100x10 GP
2	Cheap jewelry worth 1d6 GP	Jewelry worth 1d100 GP	Princely jewelry worth 1d100x10
3	Tiny precious stone worth 1d100+25GP	Tooth-sized precious stone worth 1d6x200 GP	Eye-sized gem or jewelry worth 1d100x80 GP
4	Jewelry worth 1d100+25GP	Fine jewelry worth 1d6x200 GP	Royal jewelry worth 1d100x80 GP
5	Tooth-sized precious stone worth 1d100+75GP	Tooth-sized precious stone worth 1d6x300 GP	Fist-sized gem worth 1d100x120 GP
6	Jewelry worth 1d100+75GP	Fine jewelry worth 1d6x300 GP	Royal jewelry worth 1d100x120 GP
7	Tooth-sized precious stone worth 1d100x10GP	Eye-sized precious stone worth 1d100x100 GP	Head-sized precious stone worth 1d100x200 GP
8	Fine jewelry worth 1d100x10GP	Princely jewelry worth 1d100x100 GP	Unique jewelry worth 1d100x200 GP

Objects of Art Tables

1d4	Minor Art	Medium Art	Major Art
1	1d6 GP	1d100 GP	1d100x10 GP
2	1d100+25GP	1d6x200 GP	1d100x80 GP
3	1d100+75GP	1d6x300 GP	1d100x120 GP
4	1d100x10GP	1d100x100 GP	1d100x200 GP

If you want to describe a specific piece of jewelry or art, you can use the following tables:

Art Object Details

1d12	Kind of Art	Kind of Jewelry	Jewelry material
1	Carving/Scultpure/Idol/Holy symbol	Ring	Carved wood
2	Tapestry	Earrings	Carved bone/ivory
3	Book/scroll/poem	Bracelet	Clay
4	Furniture	Anklet	Copper
5	Urn/pottery	Necklace/chain	Brass/Tin
6	Painting/drawing	Pendant	Iron
7	Container (sarcophagus/box/theca)	Body piercing	Bronze
8	Fine vestments/hat/other article of clothing	Comb/hairpin	Silver
9	Fine musical instrument	Spectacles/monocle/magnifying glass	Electrum
10	Ceremonial weapon or armor	Belt/waist chain	Gold
11	Unusually fine normal item (pipe, lantern, cup, hourglass, mirror, etc)	Brooch/pin/cufflinks/cameo	Carved entirely from a big quartz/semiprecious stone
12	Musical score/libretto	Crown/Tiara/Circlet	Platinum/Mithril (Reroll if Minor Jewelry)

Magic Items Table

1d4	Minor Magic Item	Medium Magic Item	Major Magic Item
1	One random potion	3 random potions	6 random potions
2	Roll once on the Minor Scroll table	Roll once on the Medium Scroll table	Roll once on the Major Scroll table
3	Roll once on the Minor Arms and Armor table	Roll once on the Medium Arms and Armor table	Roll once on the Major Arms and Armor table
4	Roll once on the Minor Enchanted Items table	Roll once on the Medium Enchanted Items table	Roll once on the Major Enchanted Items table

Potions Table

Roll a d6. If it's odds, roll on potion table 1. If it's even roll on potion table 2

1d20	Potions 1	1d20	Potions 1 (cont.)	1d20	Potions 2	1d20	Potions 2 (cont.)
1	Animal Control	11	Dreamspeech	1	Growth	11	Plant Control
2	Antidote	12	Elasticity	2	Healing	12	Poison
3	Blending	13	ESP	3	Heroism	13	Polymorph Self
4	Bug-repellent	14	Ethereality	4	Human Control	14	Sight
5	Clairaudience OR Clairvoyance	15	Fire resistance	5	Invisibility	15	Speech
6	Climbing	16	Flying	6	Invulnerability	16	Speed
7	Defense	17	Freedom	7	Levitation	17	Super Healing
8	Delusion	18	Gaseous Form	8	Longevity	18	Treasure Finding
9	Diminution	19	Giant Control	9	Luck	19	Undead Control
10	Dragon Control	20	Giant Strength	10	Merging	20	Water Breathing

Scrolls Table

For scrolls, randomly determine the list the spells are selected from. Scrolls seldom have more than one kind of spell written on them.

1d10	Minor Scrolls	Medium Scrolls	Major Scrolls
1	1 spell, 1st level	1 spell, 1d6 level	5 spells, 1d6 level
2	1 spell, 1d3 level	2 spells, 1d4 level	6 spells, 1d6 level
3	2 spells, 1d2 level	2 spells, 1d6+1 level	7 spells, 1d6 level
4	3 spells, 1st level	5 spells, 1d3 level	8 spells, 1d6 level
5	Cursed scroll	Cursed Scroll	Cursed Scroll
6	Protection scroll (random)	Protection Scroll (random)	Protection Scroll (random)
7	Special Ritual	Special Ritual	Special Ritual
8	Potion Recipe	Potion Recipe	Potion Recipe
9	Spell scroll, anyone can use (reroll 1d4)	Spell scroll, anyone can use (reroll 1d4)	Spell scroll, anyone can use (reroll 1d4)
10	Treasure Map	Treasure Map	Treasure Map

Arms and Armor Table

1d8	Minor Arms	Medium Arms (1d6)	Major Arms
1	Ordinary weapon with special ability	+1 weapon with special ability	+2 weapon with special ability
2	+1 ranged weapon	+2 ranged weapon	+3 ranged weapon
3	+1 melee weapon	+2 melee weapon	+3 melee weapon
4	+1 shield	+2 shield	+3 shield
5	+1 armor	+2 armor	+3 armor
6	Cursed weapon	+2 melee weapon	Unusual Weapon
7	Cursed armor or shield		Unusual armor or shield
8	Mithril armor		Mithril armor, +1

Weapon, shield, and armor properties

1d8	Cursed	Special abilities	Unusual Weapons	Unusual Weapons 2	Unusual Armor
1	-1	+1 to damage	+1 weapon that destroys undead on a hit (4+ HD undead get a save)	+1d4-1 (minimum 0) Flame Brand (see note)	+4 Armor
2	"	"	+1 weapon returns if thrown	+1d4-1 (minimum 0) Frost Brand (see note)	+4 Shield
3	-2	"	+1 weapon, extra attack 1/round	+1d4-1 (minimum 0) dancing weapon (see note)	+5 Armor
4	"	"	+1 weapon, +2 vs. particular type of enemy	+1d3 intelligent weapon (see note)	+5 Shield
5	-3	"	+1 weapon, +4 vs. particular type of enemy	+1d3 Vorpal weapon	Armor of Arrow Deflection (+2 AC against missile weapons)
6	-1 to AC against ranged attacks	Sheds light, 15' radius	+2 weapon, +3 vs. particular type of enemy	+2 weapon, +5 in the hands of randomly-selected class	Dancing Shield
7	Wearer must make WILL save to avoid (odds) fleeing at the start of combat (evens) charging recklessly at enemies	Sheds light, 30' radius	+4 weapon	+1d3 Lifedrinker (Drains 1 level from opponent on hit)	+1d4-1 (minimum 0) Ethereal Armor (See note)
8	Drains 1 level from wielder	+4 damage against a particular kind of foe (dragons, giants, orcs, etc)	+5 weapon	+1d3, grants 1 wish	+1d4-1 (minimum 0) Firey Armor (See note)
9	Backbiter (deals half damage to wielder)	Heals wielder for 1d6 HP or 1d2 BP 1/day			+1d4-1 (minimum 0) Possessed Armor (See note)
10	1 in 4 chance of breaking when used	Charm Person 1/day			+1d4-1 (minimum 0) Invulnerability (See note)
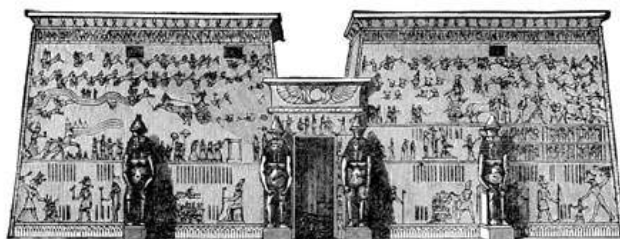
Enchanted Objects Table

1d20	Minor Enchanted Objects	1d20	Medium Enchanted Objects	1d20	Major Enchanted Objects
1	Minor Wand	1-2	Minor Wand	1-2	Major Wand
2	Minor Ring	3	Major Wand	3-4	Major Ring
3-20	Minor Wondrous Item	4-5	Minor Ring	5	Staff
		6	Major Ring	6-20	Major Wondrous Item
		7-20	Medium Wondrous Item		

Wands and Staves Table

1d6	Minor Wands	1d8	Major Wands 1	1d8	Major Wands 2	1d8	Staffs
1-2	Level 1 spell	1	Level 3 spell	1	Wand of Magic Detection	1	Staff of Cancellation
3-4	Level 2 spell	2	Level 4 Spell	2	Wand of Metal Detection	2	Staff of Dispelling
5-6	Level 3 spell	3	Wand of Cold	3	Wand of Negation	3	Staff of Dispelling
		4	Wand of Enemy Detection	4	Wand of Paralyzation	4	Staff of Harming
		5	Wand of Fear	5	Wand of Polymorphing	5	Staff of Healing
		6	Wand of Fireballs	6	Wand of Secret Door Detection	6	Staff of Power
		7	Wand of Illusion	7	Wand of Trap Detection	7	Staff of Striking
		8	Wand of Lightning Bolts	8	Wand of Wizardry	8	Staff of Withering

Rings Table

1d10	Minor Rings	Major Rings 1	Major Rings 2	Cursed
1	Animal Control	Djinn Summoning	Shooting Stars	Delusion
2	Cursed	Elemental Adaptation	Spell Storing	Spell Eating
3	Ear	Human Control	Spell Turning	Truthfulness
4	Fire Resistance	Life Protection	Survival	Truthlessness
5	Poison Resistance	Memory	Telekinesis	
6	Plant Control	Protection +3	Truth	
7	Protection +1	Quickness	Water Walking	
8	Protection +2	Regeneration	Weakness	
9		Remedies	Wishes	
10		Safety	X-Ray Vision	

Wondrous Items Table

1d20	Minor Wondrous Items	Medium Wondrous Items	Major Wondrous Items	Cursed
1	Bag of Holding	Amulet of Scrying Protection	1d4: 1-Bowl of Water Elementals, 2-Brazier of Fire Elementals 3-Censer of Air Elementals 4-Stone of Earth Elementals	Bag of Devouring
2	Boat, Folding	Boat, Underwater	Crystal ball (1d4: 1-2-Normal, 3-Clairaudience 4-ESP)	Boots of Dancing
3	Boots of (odds) Leaping/(evens) Speed*	Broom of Flying	Deck of Many Things	Crystal Ball of Suggestion
4	Boots of Levitation	Cape of Escape	Efreeti Bottle	Flask of Curses
5	Bracers of Armor	Deck of Illusions	Flask of the Alchemist	Helm of Blindness
6	Chime of Time	Displacer Cloak	Girdle of Giant Strength	Loadstone of Weight
7	Cursed Item	Drums of Panic	Helm of Brilliance	Nail, Finger
8	Decanter of Endless Waters	Figurine of Wonder	Helm of Teleportation	Item of Delusion
9	Dust of (odds) Appearance/(evens) Disappearance	Flying Carpet	Horn of Blasting	
10	Egg of Wonder	Gauntlets of Ogre Power	Hurricane Lamp	
11	Elven Boots	Goggles of Infravision	Incense of Miracles	
12	Elven Cloak	Hat of Disguise	Ioun Stone	
13	Horseshoes of Swiftness	Helm of Reading	Mirror of Life-Trapping	
14	Lamp of Long Burning	Helm of the Sea	Ring Gates	
15	Nail of Pointing	Horn of Valhalla	Ship, Flying	
16	Ointment	Medallion of ESP	Slate of Identification	
17	Pouch of Security	Muzzle of Training	Stone of True Seeing	
18	Rope of Climbing	Quill of Copying	Talisman of Travel	
19	Spoon of Sustenance	Scarab of Protection	Tome of the Archwizard	
20	Wheel, Square	Wheel, Floating	Tome of Training (1d4 1-Arcane classes 2-Fighting classes 3-Specialist classes that cast spells 4-Specialist classes without spells)	

A Personal Note on Microlite78

Microlite78 was created at the request of a RetroRoleplaying Cancer Fund donor who asked me if I could piece together parts of *Microlite74* to produce a complete single volume *Microlite78: First Edition Lite* and add a "few things" to make it more like the 1978 "First Edition" of the world's most popular fantasy roleplaying game. It would have been simple to toss the rules from *Microlite74 Extended* with the descriptions from *Companion II (Treasure)*, *Companion IV (Bestiary of Monsters)* and *Companion V (First Edition Spells)* together in one volume. However, the request is for a bit more: classes written up in more detail (as in *Microlite81*, including the more normal XP treatment) and some of the system altered a bit to make it more like 1e.

I agreed to do this on April 5, 2014. Unfortunately, five days later my wife's mother passed away and we spent the next ten months dealing with the funeral, moving into her house which my wife inherited, selling our Waco house, and remodeling the new house to deal with my wife's disabilities. This turned what should have been a one or two month *Microlite78* project into a project that will have taken about a year to complete. My apologies to everyone who has been waiting and waiting for *Microlite78: First Edition Lite* for far longer than they (or I) expected.

Notes on "Old School" Play

While Microlite78 is designed using tried and true "D20" systems filtered through the Microlite20 rules, it is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This section will give a brief overview of "old school" play.

What is "Old School" Play?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character's skills and abilities and the rules to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is different:

Heroic, not Superheroic: Old school play, especially at low to mid levels, is about fairly normal people put in situations where they can be heroes, not about extraordinary people doing things that would make a four-color comic book superhero proud – and at first level yet. Just like in the real world, the more a character improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level the more effort and time (and XP) it takes to advance to the next level.

Achievement, not Advancement. Many modern games are often all about what special feats, extra classes and special game mechanics the players wish to obtain for their characters as they increase in level. In old school games, a character's abilities are generally predetermined by his character class, so old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of character success.

No Skills: Unlike in most modern RPGs, there aren't any skills in Microlite78 -- not even the streamlined four skills of Microlite20. Players are intended to have their characters act like adventurers. So don't search your character sheet or the rules for the perfect solution in Microlite78. Instead, you just tell the GM what your character is trying to do. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

Limited Magic Items: Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale (and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create – often requiring rare ingredients that the characters must quest to find. Therefore characters are usually limited to the magic items they find in treasures or take from defeated enemies on adventures.

No Assumption of "Game Balance": Old style game sessions aren't about carefully balanced characters (who are all able to shine equally at all times) who only run into situations carefully designed by the GM to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party's current abilities or which will waste the party's resources for little gain can be avoided. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Microlite20 avoids this by having a fast-playing abstract combat system. Microlite78 takes this one step further, combat isn't intended to be the main source of fun in the game. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience – and monsters don't have to be killed to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. "Reality/Common Sense" as interpreted by the GM always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don't have a top and bottom (so prone penalties make no sense) and a 10 foot cube can't fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school

game, the GM ignores the rule because it makes no sense in the specific situation.

Forget "Rules Mastery": As some of the above differences have hinted, player skill in "old school" style games isn't about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. Microlite20 is designed to be rules light and Microlite78 tries to stress this even more by encouraging GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in the SRD or a stack of optional rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. GM rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll (terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the GM. They are just guidelines for the GM, not something written in stone that the GM must obey. If something herein does not work right in your campaign (or the GM just does not like a rule), the GM is well within his right to change it. Microlite78 is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

No Script Immunity: In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon's hoard.

Not Mentioned does not mean Prohibited: Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn't make much sense given that no set of rules could ever cover everything that characters might attempt to do in an adventure, it seems to be a very common way to view RPG rules. In an old school game like Microlite78, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the GM to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their GM instead of simply assuming it is prohibited because the rules do not mention it.

Styles of "Old School" Play
If you read some "old school" blogs, forums, and web sites, you might get the impression that there is only one "old school'" style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old "Tomb of Horrors" module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and make it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as "Killer GMs" (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor's Hammer to knock him out. Then I cut off his head with

my vorpal blade.") There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

Wargaming: This is probably the style old school rules were originally written for. The wargaming style of play is a competition between the player group and the GM. The GM sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure. Characters in pure wargaming campaigns often were considered expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things counterproductive to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside of the minis and board wargaming community, pure forms of the wargaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure wargaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investments made in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" be having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the GM has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more that single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the GM's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article "Aspects of Adventure Gaming" in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of "old school" play back in the "old school" days – not just the single style stressed in some "old school" blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the wargaming camp. Most successful campaigns back in "old school" days were a mixture of all four major styles – and a heaping helping of minor styles.

Advice for the New Old School Game Master
If you are comfortable running a rules-light game like standard Microlite20, you'll probably have no trouble running Microlite78 as you have already learned to run a game without having hundreds of pages of rules detailing how to handle every situation that might possibly arise in the game. You've learned

to just make a ruling that you think fits the situation and keep the game moving.

Running a Game Without Skills

The greatest change between Microlite20 and Microlite78 is the removal of all character skills. If you are used to just allowing players to just say "I'm searching the room. What do I find?" and make search skill roll or just say "I'll try to persuade the baron to loan us a catapult." and make a persuade skill roll, running without skill rolls is going to require as much change to your thinking as it will to your players' thinking.

First, you need to get your players to tell you what their characters are actually doing in the campaign world, instead of talking in terms of what skill they are using. Then you need to learn to listen to what they say and decide if there description of what they are doing a) would most likely solve the problem, b) wouldn't have a chance of solving the problem, c) might not immediately solve the problem but would provide more info that would help solve the problem, or d) would not definitely solve the problem but has a fair chance of doing so. Only option d would require a die roll.

Let's take checking a chest for traps as an example. Get the players to describe in general terms how they are going to check the chest for traps. Note general terms are enough; the idea is to see what the characters are doing, not to require them to describe every single muscle and eye movement they make. Having to "click on one exact pixel on the screen" to succeed is boring and frustrating in a computer game, the verbal equivalent of it is even more frustrating in a tabletop game. Don't fall into the trap of doing it as it turns players off fast.

Let's say a player says "I'll look the chest quickly over for obvious traps, paying special to the keyhole, clasp, and anything that looks out of the ordinary. I'm not touching it yet."

If the chest had a poison needle near the clasp or some holes for poison gas or needles to shoot out of, this should be enough for the character to notice it without a roll, even if he isn't a Rogue or the like. However, if the chest if set to explode (or shoot daggers out of the opening when opened, such a search is not going to discover the trap – again no matter what the character's class or background as such a trap isn't visible from the outside. If you are feeling generous, you might have a Rogue make roll and if she makes it tell her player that while she doesn't see a trap, something still doesn't seem right about the chest.

If the character had said he was then poking the chest with a pole instead of rushing to open it, he might hear something strange if the chest had the above-mentioned dagger trap. Of course, unless he is a Rogue or has some strange background, chances are he would not associate the noise with a trap, but rather just that there was something loose in the chest. Again, you might give a Rogue a roll, especially an experienced Rogue.

As this example shows, it really isn't hard – unless you choose to make it hard. It's just different. After a few sessions both you and your players will find that it really isn't as hard as it looks.

Some players, however, really want die rolls. Because of previous bad experiences with poor GMs, they just can't trust the GM enough to handle some decisions being made without die rolls. If your players are like this, you can use "skill" rolls as a safety net. The players will still have to describe what their character does to solve the problem just as above. Once the player describes what his character is doing, the GM calls for a class/background based "skill" roll as described in the skills section of these rules. The results are determined by your opinion as GM of the action described and the skill roll. There are basically two situations:

In the first case, you feel that the player has a good plan that should likely succeed. Therefore it will succeed regardless of the result of the roll, but how well it succeeds is determined by the skill roll. A failed skill roll is a minimal success; the character

succeeds, but just barely. A successful skill roll means the character's plan succeeds without any major hitches.

In the second case, either the player obviously knows less than his character does about the situation or just comes up with a bad idea that you feel is unlikely to work. You let the skill roll decide the result. A failed roll means the plan fails, while a successful roll means the plan somehow worked after all, but probably not perfectly.

Players who refuse to even try to come up with some type of rational statement about what their character is actually doing but just want to let the skill roll decide automatically fail.

Guidelines Not Rules

Finally, remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite78 so please change anything you do not like.

Adventures and Settings
There are a large number of adventures and campaign settings available for TSR editions of the world's most popular fantasy RPG. Playing copies of most of original adventures from TSR can be found on eBay for very low prices. TSR era adventures can be used with any pre-WOTC edition or retroclone with only very minor conversion.

There are also a large number of free and low cost adventures available in PDF format on the web. A good play to start looking for free adventures is on the Dragonsfoot forum web site (see the link under Old School Internet Resources below.

The best settings and adventures, however, are those you create yourself for your campaign. They don't need to be nearly as elaborate as those produced for use by others, let alone as fancy as those written for professional publication. Many 1e GM adventure location keys (including those of the game's original designers) were nothing but room/location numbers with something like "8 hobgoblins, leader has 20gp, trapdoor in floor hides skeleton with silver dagger (animates if dagger touched)" or "Small village, 27 families, 10 orc slaves, Headman: Mongar the Brown (Ftr 4th lvl, +1 sword) Mongar's wife, Rose is a 3rd lvl Cleric of Odin)." You can do that.

Microlite20 Notes
Microlite20 is a trimmed down sub-miniature version of the OGL 3.5 SRD. In its most basic form, Microlite20 has only two pages of rules but can be used with most fantasy OGL and d20 adventures and supplements with little or no conversion. Since M20 was published in 2006, many people who prefer rules-lite games have been using it for their d20 games and/or writing expansions, supplements and other material especially for M20. You can find out more about the original Microlite20 and find more variants like Microlite78 on the Microlite20 web site:
http://microlite20.net/

Retroroleplaying Web Site
The author of Microlite78 maintains a web site devoted to out of print and out of style tabletop roleplaying games. He is always willing to discuss and answer questions about Microlite78 in the Microlite78 board on the RetroRoleplaying forum.

Web Site: http://www.retroroleplaying.com/
Forum: http://www.retroroleplaying.com/forum/
Blog: http://blog.retroroleplaying.com/

Old School Internet Resources

Old-School Blogs
There are a lot of old-school blogs. Even a selection of just the ones I currently read regularly would fill up a page or two and would likely be out of date quickly. Fortunately, there is a great place to find old school RPG blogs -- the RPG Blog Network, check the Legacy D&D category:
http://www.rpgbloggers.com/

Major Old-School Forums
Dragonsfoot
Very large forum discussing 1e and earlier, related games like retro-clones, Hackmaster, and Castles & Crusades. Many people who worked for TSR in the early days post here. Many free downloads including Footprints magazine and adventures.
http://www.dragonsfoot.org/

Knights & Knaves Alehouse
Discussions of 0e and 1e.
http://knights-n-knaves.com/phpbb/

Original D&D Discussion
Mainly discussions of 0e. Home of Fight On! Magazine.
http://odd74.proboards76.com/

The Piazza: Old D&D Campaign Worlds
Discussions of old published campaign worlds including many no longer officially supported.
http://www.thepiazza.org.uk/bb/index.php

Old School Product
A number of publishers are producing new material for old school games (using the OGL and retro-clones for compatibility). Many of these products are available through Lulu's Old School Renaissance group. Some downloadable products are free.
http://stores.lulu.com/oldschoolren

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Microlite78
First Edition Lite

Microlite78 is a trimmed-down miniature version of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of *Microlite78* is do for First Edition (1e) what *Microlite74* did for the Original Edition (0e) to recreate the style and feel of the First Edition of the world's most popular fantasy roleplaying game published back in 1978 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite78* rules are based on the 1978 1e edition of the world's most popular fantasy roleplaying game with, some of the house rules the author used in the 1970s, and selected ideas from other roleplaying games. These rules are not intended to be a clone of the 1e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

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