

Microlite81

Advanced

**OGL20 Rules for Tabletop Fantasy Roleplaying Campaigns
with Old School (B/X and 1e) Flair**

Version 1.0 Silver



Special Thanks to Our Sponsors

The author would like to thank the following individuals who sponsored the production of *Microlite81* by making donations to the RetroRoleplaying Cancer Fund to help pay the huge cancer bills treating my wife's Stage 3 Oral Cancer without insurance ran up.

Bronze Donors: Kenneth Bailey, Rob Baseel, Isaac Boekelheide, Jason Decker, Pascal Furlan, Nathan Harwell, Sean McKeon, Sandra Misse, Alex Muscar, Thomas Simmons

Copper Donors: August Beirmont, Stacey Conover, Silas Crowe, Dennis Davis, Chris Harvey, Tom Hayes, Michael Julius, J.E. Leems, Tom Lewis, Juan Lopez, Marianne Marlow, Brian Marstella, Chad Nal, Joseph Nelson, Keith Nelson, Brennan O'Brien, Peter Reynolds, Bertel Robbins, Ed Roberts, Brett Slocum, Harold Smith, Scott Sutherland, George Taylor, Lisann Towwer, Don Turner, Harald Wagener

Silver Donors: Gabriel Barrenechea, Chris Brandon, Timothy Brannan, Alistair Caunt, Marion Hill, John Lockard, Oliver Korpilla, John Lee, Olivier Lefebvre, Allan MacKenzie, Jonathan Mayo, Lloyd Rasmussen, John Seabury

Gold Donors: Penelope Anders, Sebastian Dietz, Brian Isikoff, Helen Perez, Nelson Singer, Steven Wales

Electrum Donors: Robert Gibson, Ralph Williams

Platinum Donors: Bill Morrison

And thirty-five additional donors who wish to remain anonymous.

Art Credits

All art is in the public domain.

John Batten: 16

Luigi Castellani: Front Cover, 21, 33, 56, 71, 162, 165, 170, 175, 181, 182, 188, 191

Nate Furman: 6

Earl Geier: 2, 19, 49, 75, 96

David L. Johnson: Back Cover, 26, 37, 38, 135, 156, 178, 184

Andrew Krahne: 187

Ian MacLean: 50, 58, 143, 153, 154, 169

Joyce Maureira: 4, 59, 185, 190

Miguel Santos: 17, 158

From Celtic Myths: 28, 36, 92, 96

From Creatures in Art: 125, 144

From Mythical Monsters: 117, 138, 150

Medieval Clip Art: 7, 12, 16, 35, 40, 55, 98, 112, 113, 114, 116, 149, 151, 159, 161, 164

Microlite81 Advanced

Version 1.0 Silver (November 23, 2015)

Copyright © 2015 Randall S Stuke

Special Thanks to the Sunday Game Crew for Playtesting

Contents

INTRODUCTION	1
<i>Versions of Microlite81</i>	1
<i>What is a Role-Playing Game?</i>	1
<i>How Do You Play?</i>	1
<i>What is "Old School" Play?</i>	2
<i>Styles of "Old School" Play</i>	3
CHARACTER CREATION	4
<i>Stats</i>	4
<i>Standard Classes</i>	4
<i>Optional Human Classes</i>	7
<i>Optional Non-Human Classes</i>	10
<i>Other Character Information</i>	13
<i>Class Special Abilities</i>	13
<i>Background</i>	15
<i>Alignment</i>	15
<i>Character Tagline (Optional)</i>	16
CORE RULES	17
STANDARD RULES SET	17
<i>Skills</i>	17
<i>Magic</i>	17
<i>Hit Points and Healing</i>	18
<i>Combat</i>	18
EXTENDED RULES SET	19
<i>Skills</i>	19
<i>Weapon Mastery</i>	19
<i>Magic</i>	20
<i>Hit Points and Healing</i>	20
<i>Combat</i>	21
COMMON RULES SET	23
<i>Saving Throws</i>	23
<i>Hirelings</i>	23
<i>Monsters</i>	23
<i>Experience Points</i>	23
<i>Level Advancement</i>	24
OPTIONAL RULES	24
<i>Stats</i>	24
<i>Advantages and Disadvantages</i>	24
<i>Character Goals and Personality Traits</i>	25
<i>Contest of Skills</i>	27
<i>Encumbrance</i>	27
<i>Individual Initiative</i>	27
<i>No Initiative</i>	27
<i>Overwhelming Opponents</i>	27
<i>Shield Wall</i>	28
<i>Climbing On Enemies</i>	28
<i>Simple Combat Maneuvers</i>	28
<i>Weapon Damage By Class</i>	28
<i>Armor for Everyone</i>	28
<i>Miniatures and Battle Maps</i>	29
<i>Energy Drain</i>	29
<i>Raise Dead Spell Expansion</i>	29
<i>Avoiding Save-or-"Die"</i>	29
<i>Traditional Experience for Treasure</i>	29

<i>Traditional Saving Throws</i>	30
<i>Item Saving Throws</i>	30
<i>Metamagic</i>	30
<i>Counterspells</i>	31
<i>Material Components</i>	31
<i>Fire-And-Forget Magic</i>	31
<i>Action Points</i>	32
<i>Fame</i>	32
<i>Sanity</i>	32
<i>Aspects</i>	32
<i>Psionics</i>	33
<i>Spirits</i>	35
<i>Deities and Divine Intervention</i>	36
<i>Science Fantasy</i>	37
WEAPONS AND EQUIPMENT	38
<i>Money</i>	38
<i>Equipment Packs</i>	38
<i>Standard Equipment List</i>	38
<i>Equipment Descriptions</i>	40
<i>Equipment Availability (Optional)</i>	44
<i>Hirelings, Henchmen, Mercenaries, and Specialists</i>	45
<i>Poison</i>	49
ADVENTURING	51
<i>B/X Conventions</i>	51
<i>Dungeon Exploration</i>	51
<i>Wilderness Exploration</i>	51
<i>Ocean Exploration</i>	53
<i>Encounter and Combat Example</i>	54
CREATING A STRONGHOLD	55
MAGICAL RESEARCH	56
<i>Researching Spells</i>	56
<i>Creating Magic Items</i>	57
MICROLITE81 SPELL LISTS	59
CLERIC SPELLS	59
DRUID SPELLS.....	65
ILLUSIONIST SPELLS.....	71
MAGIC-USER SPELLS	76
SPELL LISTS BY CLASS AND LEVEL	93
<i>Cleric Spell List</i>	93
<i>Druid Spell List</i>	93
<i>Illusionist Spell List</i>	94
<i>Magic-User Spell List</i>	94
MONSTERS	96
MONSTER LISTINGS	98
<i>A</i>	98
<i>B</i>	100
<i>C</i>	103
<i>D</i>	106
<i>E</i>	115
<i>F</i>	119
<i>G</i>	120
<i>H</i>	125
<i>I</i>	127

J.....	128
K.....	128
L.....	128
M.....	131
N.....	134
O.....	135
P.....	137
R.....	138
S.....	140
T.....	146
U.....	149
V.....	149
W.....	150
X.....	152
Y.....	152
Z.....	153
SAMPLE WANDERING MONSTER/DUNGEON STOCKING TABLES	154
MICROLITE81 TREASURE.....	156
DETERMINING TREASURE HORDES.....	156
<i>Random Treasure Generation</i>	156
<i>Planned Treasure Generation</i>	156
<i>How Much Treasure?</i>	156
MUNDANE TREASURE DESCRIPTIONS	156
<i>Scavenged Items</i>	156
<i>Gems</i>	157
<i>Jewelry</i>	157
<i>Special Treasures</i>	157
MAGICAL TREASURE	158
<i>Identifying and Using Magic Items</i>	158
<i>Magic Item Tables</i>	158
MAGIC ITEM DESCRIPTIONS	162
<i>Potions</i>	162
<i>Rings</i>	164
<i>Scrolls</i>	165
<i>Rods, Staves, and Wands</i>	166
<i>Miscellaneous Magic Items</i>	169
<i>Weapons, Armor, and Swords</i>	182
GAMEMASTER INFORMATION.....	187
DUNGEON DESIGN	187
<i>Dungeon Scenarios</i>	187
<i>Adventure Locations</i>	188
<i>Stocking the Dungeon</i>	188
<i>Traps</i>	188
<i>Unique Encounters</i>	189
<i>Finishing the Dungeon Design</i>	189
<i>Groups of NPCs</i>	189
WILDERNESS DESIGN	189
<i>Wandering Monsters</i>	190
<i>Wilderness Wandering Monsters</i>	190
ADVICE FOR THE GAMEMASTER	191
<i>Characters of Different Levels</i>	191
<i>Characters and Treasure</i>	191
<i>Character versus Player Knowledge</i>	191
<i>Character Wealth</i>	192
<i>Running a Game Without Skills</i>	192
<i>On Failure</i>	192

<i>Impossible Tasks</i>	192
<i>Gamemaster as Judge</i>	192
<i>Monsters and NPCs in Play</i>	193
<i>Random Rolls</i>	193
<i>Ruling Wishes</i>	193
<i>Stun and Paralysis</i>	193
<i>Vision</i>	193
<i>Invisibility</i>	193
<i>Potion Mixing</i>	193
<i>Humanoid Spell Casters</i>	194
<i>Adventures and Settings</i>	194
<i>Cosmology (Optional)</i>	194
<i>Making Magic Items Distinctive and Unique</i>	195
<i>Cumulative Magical Effects</i>	196
<i>Guidelines Not Rules</i>	196
OLD SCHOOL INTERNET RESOURCES	196
<i>Old-School Blogs</i>	196
<i>Major Old-School Forums</i>	196
<i>Old School Product</i>	196
MICROLITE81 TRADEMARK LICENSE	197
OPEN GAME LICENSE VERSION 1.0A	197

INTRODUCTION

Microlite81, 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 *Microlite81* games, however, is to recreate the style and feel of those two boxed sets ("B/X") published back in 1981.

The *Microlite81* rules are based on the two boxed sets (Basic and Expert) published in 1981, often referred to as B/X. The rules are not intended to be a clone of the B/X rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

While *Microlite81 Advanced* has more details than standard *Microlite81* or *Microlite81 Extended*, these rules still 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 may want to start by playing with someone who is familiar with how they work. These rules also assume that your Game Master (GM) is at least somewhat familiar with creating dungeons, wilderness areas, and running campaigns.

Versions of Microlite81

There are several versions of *Microlite81* available.

Microlite81: This version is intended to be fairly standard B/X converted to a *Microlite20*-based system. This version is the "standard" version of *Microlite81*.

Microlite81 Complete: This version is intended to be standard *Microlite81* with more complete descriptions of spells, monsters, and magic items and a few extras like an example of play which will hopefully make the game more friendly to players with less experience with old school gaming.

Microlite81 Expanded: This version is *Microlite81* with the author's house rules from the 1977-1983 era. Most of the house rules used in *Microlite74 Expanded* are also be used in *Microlite81 Expanded*, modified as needed to work with a system based on B/X instead of one based on Oe. A number of optional rules are also included.

Microlite81 Advanced: This is the version you are currently using. This version of *Microlite81* uses the spell lists, monsters, and treasure from the 1e (Advanced) version of the world's most popular fantasy RPG combined with author's house rules from the 1977-1983 era. There are a large number of optional rules: psionics, mutations, etc.

These systems are all variations on the basic *Microlite81* game and are referenced in this book as "*Microlite81*" unless it is necessary to refer to a specific version of the game.

What is a Role-Playing Game?

Role-playing games have been around since the mid 1970's. When they first started, they had their roots in war-gaming (moving model armies around in simulation of historical battles) and descriptions of roleplaying games would have used those war games, along with such childhood games as "Cops and Robbers" and "Cowboys and Indians" as reference points.

However, now that we're in the second decade of the 21st century, times – and cultural reference points – have changed.

For most people today, the term "role playing game" is usually found abbreviated to "RPG" and is usually preceded by the letters "C" (becoming "CRPG" or "Computer Role Playing Game") or "MMO" (becoming "MMORPG" or "Massively Multiplayer Online Role Playing Game").

In this genre of computer games, the player takes on the role of a character in an ongoing storyline – usually the main protagonist of the story. The game consists of trying to get the story to progress towards its climax, often involving combat and problem solving.

Table-top role-playing games like *Microlite81* have a similar basis, except that the game is controlled by a human Game Master rather than by a computer, and rather than the action taking place on a computer screen the action takes place in the imaginations of the players.

While this may sound like a step backwards at first glance, it is much more flexible and adaptable. On a CRPG, you are limited to telling the single story that the game designers wrote. You can't go "off the map". In a tabletop role-playing game, however, you are not limited to fixed stories. The Game Master and the players can between them create an infinite number of stories, limited only by their imaginations. The Game Master can create whatever scenarios and situations they want to, and the players are not constrained to only doing what has been anticipated.

If they want their characters to do something, they don't have to simply hope that some designer wrote it into the game. They simply tell the Game Master what their character is trying to do and the Game Master can improvise in a way that a computer never could (although the rules and guidelines in this book cover most common situations so that they can be handled in a consistent manner).

The other main difference between a table-top role-playing game and a CRPG is the social aspect. Although many CRPGs allow the player to control a whole party of characters rather than just a single one, they are still largely solitary affairs. Table-top roleplaying games are generally designed for groups of players to play together and *Microlite81* is no exception. Although it can be played with only a single player and a Game Master, it plays best with 3-8 players playing together, each controlling a single character. Interaction between the characters controlled by the different players, as well as non-scripted interaction between the characters controlled by players and characters controlled by the Game Master, is one of the chief elements of a table-top role-playing game.

How Do You Play?

Before starting, one person will decide to be the Game Master. That person is responsible for establishing a setting for the game (either creating their own or using a published one). The other players create characters that live in that setting. The characters have a set of abilities which represent their capabilities; for example how strong they are or what sort of magic they are capable of using.

Then, normal play consists of the Game Master describing the situation that the characters find themselves in, and the players responding by telling the Game Master what their characters are doing.

In many situations, this is all that is required, but to provide structure and consistency to the game, this book provides rules covering what characters can do in various situations.

Additionally, many situations involve random factors, where a character has a chance of successfully doing something (which may vary depending on their abilities) rather than being automatically successful or relying on the Game Master's whim; for example, when fighting with monsters.

In these situations, the rules tell you which type of dice to roll and how to interpret the results.

What is “Old School” Play?

While *Microlite81* 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.

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 middle character 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 *Microlite81* -- 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 *Microlite81*. 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. *Microlite81* 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 like *Microlite81*, 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 *Microlite81* 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. *Microlite81* 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 *Microlite81*, 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 expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional 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” by 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 than 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.

CHARACTER CREATION

Stats

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

Strength measures your character's muscle and physical power as well as your character's health and stamina.

Dexterity measures hand-eye coordination, agility, reflexes, and balance.

Mind is a measure of a PC's formal education, knowledge, willpower, perception and intuition. It is not, however, a measure of how smart the PC is – as a PC's wit and cleverness are that of the player. For NPCs and monsters, however, this stat is also a measure of raw intelligence.

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This stat represents actual strength of personality, not merely how one is perceived by others in a particular social setting.

Roll 3d6, Total the 3 dice and allocate to one of the stats. Repeat for remaining stats.

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

Standard Classes

The Fighter, Magic-User, Cleric and Thief classes are available to humans. Non-humans (elves, dwarves, and halflings) each have their own class. Characters normally begin at Level 1 (unless directed otherwise by the GM). Humans may reach a maximum level of 14, Dwarves may reach a maximum of level 12, Elves a maximum of level 10, and Halflings a maximum of level 8. Abbreviations: PCB – Physical Combat Bonus; MCB – Magical Combat Bonus; FB – Fighter Bonus; Mem – Memory Slots; XP – Minimum Experience Points Required (to reach level).

Dwarves are fierce warriors. Prime Requisite: STR. Requirements: none.

Weapons and Armor: Dwarves may use any kind of armor or weapon and may use shields. Due to their height, they cannot wield large weapons over 4 feet in length (except axes and hammers), specifically two-handed swords, pole arms, and longbows.

Class Abilities: +4 to magic saves; note slanting passages, traps, shifting/false walls and new/hidden 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.

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

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



MICROLITE81 ADVANCED 1.0 SILVER

- 5 -

Experience Base: 2200/120000.

Dwarf Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	14	0
2	2d8	+0/+0	+1	0	13	2200
3	3d8	+1/+0	+1	0	12	4400
4	4d8	+2/+1	+1	0	11	8800
5	5d8	+3/+1	+2	0	10	17600
6	6d8	+4/+1	+2	0	9	35200
7	7d8	+5/+1	+2	0	8	70000
8	8d8	+5/+2	+2	0	7	140000
9	9d8	+6/+2	+3	0	7	260000
10	9d8+3	+7/+2	+3	0	6	380000
11	9d8+6	+7/+3	+3	0	6	500000
12	9d8+9	+8/+3	+3	0	5	620000

Elves are warrior mages. Prime Requisite: MIND. Requirements: none.

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

Class Abilities: +2 to hit and damage goblinoid monsters; speak languages of elves, orcs, hobgoblins, and gnomes. Elves can cast arcane spells – either magic-user or illusionist spells as selected when the character is created.

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

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

Stronghold: Elves can establish a stronghold in a natural setting, such as a forest or glen, when they reach the 9th level. Rather than impose upon nature, this keep must blend seamlessly with it. Because of the elven connection to nature, within 5 miles of the stronghold all ordinary animals will be kind and helpful to elves. This helpfulness includes the ability to warn of dangers and pass information, or even messages to others nearby. However, in exchange, an elven ruler must always defend the animals within this territory. Elven rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of elven stock may be hired.

Experience Base: 4000/200000.

Elf Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	1	17	0
2	2d6	+0/+0	+1	2	16	4000
3	3d6	+1/+1	+1	3	15	8000
4	4d6	+2/+2	+1	4	14	16000
5	5d6	+3/+3	+2	5	13	32000
6	6d6	+4/+4	+2	6	12	64000
7	7d6	+5/+5	+2	7	10	130000
8	8d6	+5/+5	+2	8	9	280000
9	9d6	+6/+6	+2	9	8	480000
10	9d6+2	+7/+7	+3	10	7	680000

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. 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	1d8	+0/+0	+1	0	14	0
2	2d8	+0/+0	+1	0	13	2000
3	3d8	+1/+0	+1	0	12	4000
4	4d8	+2/+1	+2	0	11	8000
5	5d8	+3/+1	+2	0	10	16000
6	6d8	+4/+1	+2	0	9	32000
7	7d8	+5/+1	+3	0	8	65000
8	8d8	+5/+2	+3	0	7	130000
9	9d8	+6/+2	+3	0	7	250000
10	9d8+2	+7/+2	+4	0	6	370000
11	9d8+4	+7/+3	+4	0	6	490000
12	9d8+6	+8/+3	+4	0	5	610000
13	9d8+8	+8/+4	+5	0	5	730000
14	9d8+10	+8/+5	+5	0	4	850000

Halflings are a humanoid race about half the height of a human. They make excellent warrior-scouts. Prime Requisite: DEX. Requirements: none.

Weapons and Armor: Halflings who can wear light or medium armor, use shields, and use any light or medium weapon. Due to their stature, they must wield medium weapons with two hands and they cannot use a long bow.

Class Abilities: +4 to magic saves; +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). They can move silently outdoors.

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

Stronghold: When a halfling reaches level 8, he can build a stronghold. These strongholds will be in serene, beautiful valleys and halflings will come from great distances to settle there. The character becomes the sheriff of the people (their leader) and must rule them wisely and well.

Experience Base: 1800/-.

Halfling Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	0	15	0
2	2d6	+0/+0	+1	0	14	1800
3	3d6	+1/+0	+1	0	13	3600
4	4d6	+2/+1	+2	0	12	7200
5	5d6	+3/+1	+2	0	11	14400
6	6d6	+4/+1	+2	0	10	28800
7	7d6	+5/+1	+3	0	8	60000
8	8d6	+5/+2	+3	0	6	120000



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. 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	160000
9	9d4	+2/+6	+0	9	7	310000
10	9d4+1	+2/+7	+0	10	6	460000
11	9d4+2	+3/+7	+0	12	6	610000
12	9d4+3	+3/+8	+0	14	5	760000
13	9d4+4	+4/+8	+0	17	5	910000
14	9d4+5	+5/+8	+0	20	5	1060000

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	1d6	+0/+0	+0	0	15	0
2	2d6	+0/+0	+0	1	14	1500
3	3d6	+0/+0	+0	2	13	3000
4	4d6	+1/+1	+0	3	12	6000
5	5d6	+1/+1	+0	4	11	12000
6	6d6	+2/+2	+0	5	10	24000
7	7d6	+2/+2	+0	6	9	50000
8	8d6	+2/+2	+0	7	8	100000
9	9d6	+3/+3	+0	8	7	200000
10	9d6+1	+3/+3	+0	9	7	300000
11	9d6+2	+4/+4	+0	10	6	400000
12	9d6+3	+5/+5	+0	12	6	500000
13	9d6+4	+6/+6	+0	14	5	600000
14	9d6+5	+6/+6	+0	16	5	700000

Thieves are sneaks and trouble-shooters who specialize at infiltration and obtaining items from others through nefarious means. Prime Requisite: DEX. 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	1d4	+0/+0	+0	0	15	0
2	2d4	+0/+0	+0	0	14	1250
3	3d4	+0/+0	+0	0	13	2500
4	4d4	+1/+1	+0	0	12	5000
5	5d4	+1/+1	+0	0	11	10000
6	6d4	+2/+2	+0	0	10	20000
7	7d4	+2/+2	+0	0	9	40000
8	8d4	+2/+2	+0	0	8	80000
9	9d4	+3/+3	+0	0	8	180000
10	9d4+1	+3/+3	+0	0	7	280000
11	9d4+2	+4/+4	+0	0	7	380000
12	9d4+3	+5/+5	+0	0	6	480000
13	9d4+4	+6/+6	+0	0	6	580000
14	9d4+5	+6/+6	+0	0	5	680000



Optional Human Classes

The following classes are not suitable for all campaigns but may be used if the GM allows. Unless otherwise noted, these classes are only available to humans.

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: none.

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.

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	+1	0	16	0
2	2d6	+0/+0	+1	0	14	1700
3	3d6	+1/+0	+1	0	13	3400
4	4d6	+2/+1	+1	0	12	6800
5	5d6	+2/+1	+2	0	11	13600
6	6d6	+3/+1	+2	0	10	27200
7	7d6	+3/+1	+2	0	9	55000
8	8d6	+4/+2	+2	0	8	110000
9	9d6	+4/+2	+3	0	7	230000
10	9d6+2	+5/+2	+3	0	7	350000
11	9d6+4	+5/+3	+3	0	6	470000
12	9d6+6	+6/+3	+3	0	6	590000
13	9d6+8	+6/+4	+4	0	5	710000
14	9d6+10	+7/+5	+4	0	5	830000

Barbarians are tough, hardy warriors from cultures outside of the civilized world. Some barbarians live on the edge of true savagery, while others hail from rich cultures with epic poetry and weapons of steel, but all share an outlander's mix of contempt and awe for the grand tapestry of civilization. There are three types of barbarians: northern, plains, and jungle. Prime Requisite: STR. Requirements: none.

Weapons and Armor: Barbarians may use light or medium armor and may use shields. They have a limited selection of weapons depending on their regional origin (northern, plains, jungle). Northern barbarians: battle axe, club, dagger, great axe, hand axe, short bow, spear, sword, two-handed sword, war hammer. Plains barbarians: composite bow, dagger, hand axe, javelin, lance, net, sling, short sword (scimitar), spear, whip. Jungle barbarians: bola, club, dart, dagger, hand axe, javelin, net, short bow, short sword, spear.

Class Abilities: Barbarians have a +1 bonus to initiative and surprise rolls. Barbarians can deal massive damage either via melee or missile weapons as selected when the character is generated, adding double their Fighter Bonus (instead of just their Fighter Bonus) to all damage done with the selected type of weapon. Barbarians have a savage resilience that allows them to withstand body point damage and still function normally: they only suffer the -1 to all attack, success, saving, and similar rolls (also to strike speed) for every three points of body damage suffered (instead of every two points). Northern barbarians are experts at climbing. Plains barbarians are experts at riding. Jungle barbarians are experts in survival.

Battlefield Prowess: At 5th level, a barbarian 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 barbarian.

Stronghold: At level 9 a barbarian can build or claim a chieftain's hall and seek to rule on the strength of his axe. When the barbarian establishes his hall, 1d4+1x10 mercenaries and 1d6 barbarians of 1st-3rd level seeking plunder and rapine will join his service. If hired, they must be paid standard rates for mercenaries. Barbarians' halls are otherwise identical to fighters' castles.

Experience Base: 2600/120000.

Barbarian Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	14	0
2	2d8	+0/+0	+1	0	13	2600
3	3d8	+1/+0	+1	0	12	5200
4	4d8	+2/+1	+2	0	11	10400
5	5d8	+3/+1	+2	0	10	20800
6	6d8	+4/+1	+2	0	9	41600
7	7d8	+5/+1	+3	0	8	85000
8	8d8	+5/+2	+3	0	7	170000
9	9d8	+6/+2	+3	0	7	290000
10	9d8+2	+7/+2	+4	0	6	410000
11	9d8+4	+7/+3	+4	0	6	530000
12	9d8+6	+8/+3	+4	0	5	650000
13	9d8+8	+8/+4	+5	0	5	770000
14	9d8+10	+8/+5	+5	0	4	890000

Bards remember and recite the sagas and songs of history, mythology, and successful adventurers. Most bards are content to recite the deeds of others, but some bold few participate in the dangers themselves and become inspiring heroes in their own right. Prime Requisite: CHR. Requirements: none.

Weapons and Armor: Bards may use light armor and light weapons but may not use shields.

Class Abilities: Bards can sing, recite poetry, or play a group of instruments in a skilled manner. The bard chooses the type of performance that his character knows. Instrument groups include stringed instruments, percussion instruments, brass instruments, and woodwind instruments. Their study of ancient annals and legends, allows bards to decipher occult runes, remember ancient history, identify historic artifacts, and similar tasks.

Inspire Courage: By reciting heroic lays and epic poems, bards can inspire courage. This requires a minute or two of oration before a battle, and grants the bard's allies within a 50' radius a +1 bonus to attack throws, damage rolls, morale rolls (for monsters or NPCs allied with the caster), and saving throws against magical fear. The bonus lasts for 10 minutes. A bard can inspire courage in any given character once per day per class level.

Dabble in the Arcane: Their study of ancient annals and legends allows bards to attempt to use wands, staves, and other magic items only useable by mages. At 1st level, the bard must make a

roll of 18+ on 1d20 or the attempt backfires in some negative manner (GM's discretion). The roll required reduces by 2 per level, to a minimum of 3+.

Read Languages: At 4th Level, a bard 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 bard cannot attempt to read that document again until he gains a new level.

Stronghold: At level 9 a bard may build a hall and 2d6 assassin apprentices of 1st level will come to work with the character.

Experience Base: 1400/120000.

Bard Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d4	+0/+0	+0	0	15	0
2	2d4	+0/+0	+0	0	14	1400
3	3d4	+0/+0	+0	0	13	2800
4	4d4	+1/+1	+0	0	12	5600
5	5d4	+1/+1	+0	0	11	11200
6	6d4	+2/+2	+0	0	10	22400
7	7d4	+2/+2	+0	0	9	45000
8	8d4	+2/+2	+0	0	8	90000
9	9d4	+3/+3	+0	0	8	210000
10	9d4+2	+3/+3	+0	0	7	320000
11	9d4+4	+4/+4	+0	0	7	440000
12	9d4+6	+5/+5	+0	0	6	560000
13	9d4+8	+6/+6	+0	0	6	680000
14	9d4+10	+6/+6	+0	0	5	900000

Druids have pledged their lives to serve a Nature (and its deity the Earth Mother). Prime Requisite: CHR. Requirements: none.

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 staves 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	1d6	+0/+0	+0	0	15	0
2	2d6	+0/+0	+0	1	14	2000
3	3d6	+0/+0	+0	2	13	4000
4	4d6	+1/+1	+0	3	12	8000
5	5d6	+1/+1	+0	4	11	16000
6	6d6	+2/+2	+0	5	10	32000
7	7d6	+2/+2	+0	6	9	65000
8	8d6	+2/+2	+0	7	8	130000
9	9d6	+3/+3	+0	8	7	250000
10	9d6+1	+3/+3	+0	9	7	370000
11	9d6+2	+4/+4	+0	10	6	490000
12	9d6+3	+5/+5	+0	12	6	610000
13	9d6+4	+6/+6	+0	14	5	730000
14	9d6+5	+6/+6	+0	16	5	850000

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: none. 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 staves. 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	160000
9	9d4	+2/+6	+0	9	7	310000
10	9d4+1	+2/+7	+0	10	6	460000
11	9d4+2	+3/+7	+0	12	6	610000
12	9d4+3	+3/+8	+0	14	5	760000
13	9d4+4	+4/+8	+0	17	5	910000
14	9d4+5	+5/+8	+0	20	5	1060000

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: 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: 1850/120000.

Paladin Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	0	14	0
2	2d6	+0/+0	+1	0	13	1850
3	3d6	+1/+0	+1	0	12	3700
4	4d6	+2/+1	+1	0	11	7400
5	5d6	+2/+1	+2	0	10	14800
6	6d6	+3/+1	+2	0	9	29600
7	7d6	+3/+1	+2	0	8	60000
8	8d6	+4/+2	+2	0	7	120000
9	9d6	+4/+2	+3	0	7	240000
10	9d6+2	+5/+2	+3	0	6	360000
11	9d6+4	+5/+3	+3	0	6	480000
12	9d6+6	+6/+3	+3	0	5	600000
13	9d6+8	+6/+4	+4	0	5	720000
14	9d6+10	+7/+5	+4	0	4	840000

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: none.

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	1d6	+0/+0	+1	0	14	0
2	2d6	+0/+0	+1	0	13	2000
3	3d6	+1/+0	+1	0	12	4000
4	4d6	+2/+1	+1	0	11	8000
5	5d6	+2/+1	+1	0	10	16000
6	6d6	+3/+1	+1	0	9	32000
7	7d6	+3/+1	+2	0	8	65000
8	8d6	+4/+2	+2	0	7	130000
9	9d6	+4/+2	+2	0	7	250000
10	9d6+2	+5/+2	+2	0	6	370000
11	9d6+4	+5/+3	+2	0	6	490000
12	9d6+6	+6/+3	+3	0	5	610000
13	9d6+8	+6/+4	+3	0	5	730000
14	9d6+10	+7/+5	+3	0	4	850000

Warlords are warriors trained to lead in combat. Any fighter is able to lead others in battle but warlords specialize in battle leadership. Prime Requisite: STR. Requirements: CHR 9+.

Weapons and Armor: Warlords may use light or medium armor and may use shields. They may use any weapon.

Class Abilities: When leading a group of hirelings under their command, the hirelings subtract the warlord's fighter bonus in any morale checks and add one-half the warlord's fighter bonus (round up) to their attack and damage rolls. Warlords are expert at riding and at small unit tactics.

Battlefield Prowess: At 5th level, a warlord inspires those organized units (mercenary companies, etc.) under his direct command. Any organized military units under the command of the warlord have a +1 bonus to their morale. At 10th level, this bonus becomes +2.

Inspiration: Warlords are able to inspire allies during combat by battle cries and shouting encouragement. Only allies who can clearly hear the warlord are affected by these abilities. Each of these abilities may only be used once per combat (and cannot be used again until the warlord has rested for at least one turn (10 minutes). The effects of these abilities do not stack under any circumstances.

- **Inspire Courage:** Warlords can use their action to grant all allies who can hear them +2 bonus to saves against charm and fear effects and a +2 bonus on attack and weapon damage rolls for a number of rounds equal to twice his Fighter Bonus. Using this ability costs the Warlord 3 hit points.
- **Inspire Greatness:** Warlords of at least 5th level can use their action to inspire greatness in a single willing ally who can hear them. The ally gains 12 (plus twice the target's Constitution modifier) temporary hit points, a +2 bonus on attack rolls, and a +2 bonus to saves against charm and fear effects for a number of rounds equal to twice the Warlord's Fighter Bonus. Using this ability costs the Warlord 5 hit points.
- **Inspire Derring-Do:** Warlords of at least 9th level can use their action to inspire daring-do in a single willing ally who can hear them. The ally gains a +4 bonus to their AC and all saving throws for a number of rounds equal to twice the Warlord's Fighter Bonus. Using this ability costs the Warlord 7 hit points.

- **Inspire Heroism:** Warlords of at least 11th level can use their action to inspire heroism in a single willing ally who can hear them. The ally gains the effects of a Heroism potion for a number of rounds equal to the Warlord's Fighter Bonus. Using this ability costs the Warlord 10 hit points.

Mercenary Unit: At level 9 a warlord can raise a mercenary unit from a friendly populated area. The Warrior must spend 2d4 days doing nothing but spreading the word in the local region and rallying interest. On the morning following his efforts, the Warrior will have gathered together a fighting force of (his level + CHA bonus) x 10 men-at-arms. The GM may increase or decrease this number by up to 50% to reflect the population of the area. The warlord is responsible for food and supplies for these men, and they will follow him so long as they are treated well. A warlord may only have one such mercenary unit at a time.

Stronghold: At level 12 a warlord may build a fortress in the borderlands or wilderness. The fortress will also attract settlers over time and they will look to the warlord for leadership.

Experience Base: 2200/120000.

Warlord Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	0	14	0
2	2d6	+0/+0	+1	0	13	2200
3	3d6	+1/+0	+1	0	12	4400
4	4d6	+2/+1	+1	0	11	8800
5	5d6	+2/+1	+2	0	10	17600
6	6d6	+3/+1	+2	0	9	35200
7	7d6	+3/+1	+2	0	8	70000
8	8d6	+4/+2	+2	0	8	140000
9	9d6	+4/+2	+3	0	7	260000
10	9d6+2	+5/+2	+3	0	7	380000
11	9d6+4	+5/+3	+3	0	6	500000
12	9d6+6	+6/+3	+3	0	6	620000
13	9d6+8	+6/+4	+4	0	5	740000
14	9d6+10	+7/+5	+4	0	5	860000

Optional Non-Human Classes

The following classes are not suitable for all campaigns but may be used if the GM allows. These classes represent non-human races.

Dragonborn are scaly, quasi-reptilian humanoids that claim descent from dragons-- a claim corroborated by the fact that they are found in the same colors (though usually more muted, earthy shades) as the various known species of dragon, and by the fact that many of them share a breath weapon with the dragons they closely resemble. Dragonborn tend to be about six feet tall and weigh over 200 lbs. Dragonborn are often very proud, serious and humorless, but exude a predatory confidence. Prime Requisite: STR. Requirements: none.

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

Class Abilities: Dragonborn are covered in thick but flexible scales that give them a -2(+2) bonus to their AC. Dragonborn speak the languages of dragons, kobolds, orcs, and goblins.

Breath Weapon: All dragonborn have a breath weapon similar to that of a dragon which deals 1d6 points of damage per point of Fighter Bonus, to a maximum of 4d6 damage, along either a cone 40 feet long and 20 feet wide at its far end (if fire or cold), a 20-foot diameter cloud (if toxic gas), or a 60-foot line (if lightning or acid). A successful saving throw against Dragon Breath reduces the damage by half. The type of is determined by the dragonborn's color (just as for dragons). A dragonborn's color can

be determined randomly by the GM or selected by the player (subject to GM approval). Using his breath weapon costs a dragonborn 5 HP for the first use in an hour, additional uses within an hour cost 10 HP each. A dragonborn may use his breath weapon a maximum number of times a day equal to his Fighter Bonus. A dragonborn gains a +2 bonus to any saving throws against damage of the same type as their breath weapon.

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

Stronghold: Dragonborn can establish a stronghold in a natural setting, suitable to a dragon of their color, when they reach the 9th level. Dragonborn rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of dragonborn stock may be hired.

Experience Base: 2500/150000.

Dragonborn Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	14	0
2	2d8	+0/+0	+1	0	13	2500
3	3d8	+1/+0	+1	0	12	5000
4	4d8	+2/+1	+2	0	11	10000
5	5d8	+3/+1	+2	0	10	20000
6	6d8	+4/+1	+2	0	9	40000
7	7d8	+5/+1	+3	0	8	80000
8	8d8	+5/+2	+3	0	7	160000
9	9d8	+6/+2	+3	0	7	310000
10	9d8+2	+7/+2	+4	0	6	460000
11	9d8+4	+7/+3	+4	0	6	610000

Half-Ogres: Half-Ogres are creatures born of a union between a human and an ogre. These relationships are often born of the slaughter and carnal desire of marauding ogre tribes. When the half-ogre is born, it is a beastly, inhuman creature that is often cast off by its own parents. Humans regard them as terrible monsters and ogres consider them weak and inferior. The rare few who survive to adulthood find that they have no place in society. As such, they take easily to the life of an adventurer, where they can live on the road and earn their way in the world by the inborn strength given to them by their monstrous parent. Half-ogres typically stand eight feet tall and weigh between 350 and 450 pounds. They are heavily muscled and often have sloped foreheads and ruddy colored skin. Prime Requisite: STR. Requirements: STR must be 11 or higher.

Weapons and Armor: Half-Ogres can wield any melee weapon. They can wield two-handed melee weapons one-handed with no penalties, however, they use very small weapons (such as daggers and darts) with a -2 to hit. For ranged weapons, Half-Ogres are limited to heavy crossbows and long bows. However, they can use any thrown weapon. While they can wear any armor, armor must be specially created for a Half-Ogre at 150% of the normal cost.

Thick Hide: Half-Ogres have a naturally thick hide and because of this they receive +1 to their armor class.

Thrown Stones: Half-Ogres can throw large stones in combat. These stones have a range as a javelin and do 2d6 points of damage (3d6 at 6th level, 4d6 at 12th level, plus the ogre's Strength modifier. Ogres begin play with 3d4 such stones, which they typically keep in a belt pouch. When an ogre wishes to gather more of these stones, they must travel into the wilderness in search of them. Such a search takes 4 hours of time and yields 1d4 suitable stones.

Warlord: At 9th level a Half Ogre becomes known as a warlord. Their prowess in battle and reputation for violence draws the attention of 2d6 fighters or half-ogres. In addition, 1d4 ogres will

actually come into their service. All of these followers are chaotic in alignment and will expect their new master to lead them in raids on villages and local farming communities. A half-ogre who does not engage in such activity regularly may find his followers will turn against him unless he rules with an iron fist.

Experience Base: 2400/140000.

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d10	+0/+0	+1	0	14	0
2	2d10	+0/+0	+1	0	13	2400
3	3d10	+1/+0	+1	0	12	4800
4	4d10	+2/+1	+1	0	11	9600
5	5d10	+3/+1	+2	0	10	19200
6	6d10	+4/+1	+2	0	9	38400
7	7d10	+5/+1	+2	0	8	75000
8	8d10	+5/+2	+2	0	7	150000
9	9d10	+6/+2	+3	0	7	290000
10	9d10+3	+7/+2	+3	0	6	430000
11	9d10+6	+7/+3	+3	0	6	570000
12	9d10+9	+8/+3	+3	0	5	710000

Tieflings are the descendants of nobles of a decadent human empire that entered into a series of alliances (both military and marital) with the forces of Chaos. They resemble devilish humanoids with an aristocratic bearing, and often have reddish, gray, or stark white skin, horns, and tails. Some have cloven hooves for feet. Tieflings tend to be about the same height (not counting their horns) and weight as humans. Prime Requisite: STR and MIND. Requirements: MIND must be 9 or higher.

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

Class Abilities: Tieflings can see 60 feet in the dark and are immune to the effects of fear. Tieflings can cast arcane (magic user) spells as a magic-user, but cannot learn spells higher than 4th level. Tieflings may hide in shadows, move silently, and backstab as a thief of the same level provided they are not wearing medium or heavy armor. Inherently Chaotic monsters remember the old pacts made between them and the first tieflings and so apply a +2 bonus to their reaction rolls and a -2 penalty to saving throws against any *Charm* spells the tiefling uses against them.

Magical Research: At 7th level, a tiefling is able to research spells, scribe scrolls, and brew potions. When a tiefling reaches the 10th level, he is able to create spells and magic items.

Stronghold: When a tiefling reaches level 9, he can build a stronghold. These strongholds will be in remote areas and tieflings will come from great distances to settle there. These settlers will look to the character as their leader.

Experience Base: 4000/200000.

Tiefling Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d6	+0/+0	+1	1	17	0
2	2d6	+0/+0	+1	2	16	4000
3	3d6	+1/+1	+1	3	15	8000
4	4d6	+2/+2	+1	4	14	16000
5	5d6	+3/+3	+2	5	13	32000
6	6d6	+4/+4	+2	6	12	64000
7	7d6	+5/+5	+2	7	10	130000
8	8d6	+5/+5	+2	8	9	280000
9	9d6	+6/+6	+2	9	8	480000
10	9d6+2	+7/+7	+3	10	7	680000

Warforged are artificially-constructed beings made of a wooden, leather, and metal frame covered in armor-like steel plates, brought to life by means of magical and alchemical processes.

They were created for a war that has since been consigned to history, and in the intervening years the secret of their creation has been lost. Despite their artificial appearances, warforged are self-aware and are often surprisingly "human" in their outlook. With the war they were built to fight gone, many turn to adventuring in hopes of finding a new purpose in life.

Apart from the color of their eyes and a serial rune on the crown of their heads, all warforged look essentially alike to human eyes, though some paint identifying markings upon themselves. A warforged stands six feet tall and weighs 275 pounds. Although their bulky, somewhat angular appearance suggests masculinity to human eyes, most warforged are not strongly concerned with gender (though they have no problem going along with whatever gender others are comfortable assigning them). Prime Requisite: STR. Requirements: none.

Weapons and Armor: Warforged may use any kind of armor or weapon and may use shields. As they are already covered in armor-like plates of metal, any armor they wear must be specially-fitted and costs twice as much.

Class Abilities: Warforged are covered in sturdy metal plating that grants them a -2(+2) bonus to their armor class. Although they have souls and are alive, warforged are immune to the effects of disease and poison, and have no need to eat, drink, sleep, or breathe (however poison gas such as the breath weapons of green dragons is still dangerous to them because it is corrosive to their organic components). Warforged have minds and souls and can therefore be *charmed*, *held*, or raised from the dead. While warforged do not need to sleep, they must meditate to recover hit points.

Restrictions: Due of their wooden-and-metal construction, magical effects involving metal or wood affect them. For example, a rust monster may use their feelers to consume a warforged's plating and other metal components, dealing 2d6 damage per round and negating their armor bonus. Warforged always count as holding a metal object for purposes of *Heat Metal* spells, *Turn Wood* repels them on a failed save, and *Metal to Wood* reduces their AC bonus by 1.

Healing: Warforged do not heal body points on their own and receive only half the normal effect of healing magic, but they can be repaired by any skilled armorer with access to a forge with one hour of work per point of damage suffered.

Stronghold: When a warforged reaches level 9, he has the option of creating a stronghold that will attract warforged from far and wide. Warforged rulers can hire members of other races in the capacity of retainers or specialists, but only warforged soldiers may be hired.

Experience Base: 2200/120000.

Warforged Advancement Table

Level	HP	PCB/MCB	FB	Mem	Save	XP
1	1d8	+0/+0	+1	0	14	0
2	2d8	+0/+0	+1	0	13	2200
3	3d8	+1/+0	+1	0	12	4400
4	4d8	+2/+1	+1	0	11	8800
5	5d8	+3/+1	+2	0	10	17600
6	6d8	+4/+1	+2	0	9	35200
7	7d8	+5/+1	+2	0	8	70000
8	8d8	+5/+2	+2	0	7	140000
9	9d8	+6/+2	+3	0	7	260000
10	9d8+3	+7/+2	+3	0	6	380000



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 (12000 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, Dwarves, Elves, Halflings, and Warforged (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, Dwarves, Elves, Halflings, and Warforged may select one special ability from the following list at levels 3, 6, 9, 12, and 14. Each special ability may only be selected once.

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

Elf/Illusionist/Magic-User/Tiefling 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, elves, and tieflings.

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, they 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-user's 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-user's 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.

Complex Alignment (Optional): People familiar with the "advanced" version of the world's most popular fantasy roleplaying game will notice that the standard 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. Nonetheless, what follows is a presentation of alignments that incorporates good and evil. This system may optionally be used instead of Basic Alignment for PCs or NPCs, and

may be assigned to monsters as the Gamemaster 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. If the Complex Alignment system is in use, virtues and vices are selected based on the Good-Evil axis. Players can select virtues and vices not on the list with GM approval.

Virtues

Academic
Austere
Bold
Cheerful
Compassionate
Courageous
Daring
Determined
Fair
Faithful
Friendly
Generous
Gregarious
Honest
Hopeful
Industrious
Just
Kind
Patriotic
Thoughtful
Thrifty

Vices

Arrogant
Bigoted
Capricious
Cowardly
Egoistical
Fearful
Hateful
Hidebound
Impulsive
Insensitive
Lazy
Manipulative
Miserly
Petty
Power Hungry
Rude
Self-Centered
Spendthrift
Stubborn
Thoughtless
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.





CORE RULES

There are two sets of Core Rules: the Standard Rules Set and the Extended Rules Set. The GM should choose either the Standard Rules or the Extended Rules for the campaign. Rules in the Common Rules section are used in both cases. The Standard Rules are less complex and closer to the original B/X rules. The Extended Rules are more complex and incorporate some of the house rules the designer used in B/X games.

Standard Rules Set

Skills

There are no skills in Microlite81. 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. If the GM decides a random success chance is truly needed he may resolve the situation with a roll of his choice (such as an attribute roll or a saving throw) or he may call for one of the following rolls:

Primary Skill Roll: $1d20 + \text{Stat Bonus} + \text{Class Level}$ if the character is attempting something directly related to their class, such as using class abilities.

Secondary Skill Roll: $1d20 + \text{Stat Bonus} + (\text{Class Level}/2, \text{round up})$ if the character is attempting something only loosely related to their class.

Minor Skill Roll: $1d20 + \text{Stat Bonus} + (\text{Class Level}/3, \text{round down})$ if the character is attempting something not really related to their class.

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 with a Difficulty Class below Legendary. Suggested Difficulty Classes: Easy - 8, Normal - 12, Hard - 16, Difficult - 20, Very Difficult - 24, Legendary - 28, Unbelievable - 32, Nearly Impossible - 36.

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).

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 Elf 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. Clerics 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).

A Magic-User, Elf, or Cleric can memorize up to his memory limit ("Mem" on the appropriate Level Advancement Table) in spells at one time. A Magic-User or Elf requires his spell book and one hour of time to change the spells he has memorized. Clerics simply need one hour of quiet meditation to change their spell selection.

Casting Cost: Direct casting a spell of any kind costs Hit Points as shown on the following table:

Spell Level	1	2	3	4	5	6
HP Cost	2	3	5	7	8	10

This loss *cannot* be healed magically but is recovered after 8 hours rest.

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.

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. Characters casting spells in combat must remain stationary.

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 HP reach 0, the character is unconscious and near death. Further damage directly reduces STR. If STR reaches 0, the character is dead. Hit points should be thought of as a combination fatigue from dodging and parrying to reduce the actual effect of hits and taking minor damage from hits.

Healing: All characters recover hit points lost due to wounds and damage at a rate equal to one-half their level (round up) in hit points per night of rest. (In addition, Magic-Users and Clerics recover all hit points lost due to spell casting with a night's rest.) If a character has lost strength due to wounds, no hit points are recovered, but the character regains lost strength at the rate equal to their STR Bonus (minimum of 1 point regained) per full day of rest.

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.

Initiative: Each side rolls a d6 (reroll ties). High roll wins initiative. The combat order is: 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. This ends a combat round. If the combat continues, roll initiative again and repeat.

Actions: Combat is very abstract. Each combat round lasts 10 seconds 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 (especially for characters with a non-zero Fighter Bonus). Drawing a weapon, speaking or similar activities are "free" and do not count as an action.

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 opponent takes damage and can move no further that round.

Attack Rolls: Add attack bonus to d20 roll. A natural roll of 1 always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage.

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.

Fighting classes can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead if wielding a light weapon. Fighting classes can wield 2 light weapons and attack with both in a round (making one attack roll at -2). Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

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.

Helpless Targets: Regardless of attack throw and AC, all attacks on sleeping, paralyzed, or otherwise helpless targets automatically hit. If the attacker is not engaged by any other opponents, the helpless target can be automatically slain (if desired). Otherwise, a standard damage roll is made.

Combat Maneuvers: Attacker may describe a special effect he wishes to impose on a target before rolling to hit. Unless the GM rules the maneuver impossible, a critical hit means the special effect happens instead of damage characters with a non-zero Fighter Bonus may do normal damage as well on a critical). A normal hit means the target may decide (before damage is rolled) to either accept the special effect or to take the damage from the attack. If the attacker has a non-zero Fighter Bonus and is a higher level than the target, the target must make a successful saving throw to reject the special effect. Possible maneuvers include: disarm, knock down, push back (up to STR feet), switch positions, slip past, steal an obvious and accessible item from the target, etc. GM Notes: Non-intelligent and low intelligence monsters will normally accept the maneuver rather than damage. Average intelligence and better monsters may choose damage over the maneuver effects if accepted the effects will obviously kill or incapacitate them or if they make a morale check.

Fighter Bonus: Dwarves, elves, fighters, and halflings have a non-zero Fighter Bonus. They may add their Fighter Bonus to their attack and damage rolls (both melee and missile).

Cleaving (optional): If a character with a non-zero Fighter Bonus (or a monster) kills or incapacitates an opponent with a melee or missile attack, the character may immediately make another attack (with the same weapon) against another opponent within 5 feet of the target he has just dropped. The maximum number of melee attacks the character can make in one round is equal to his level (hit dice for monsters). If using a missile weapons, a character is limited to a maximum of 2 additional cleave with arbalest or crossbow, 3 with longbow, and 4 with composite bow, shortbow, sling, or thrown darts, daggers, or javelins.

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 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 its magical AC bonus when it does so, becoming a non-magical shield if its magical AC bonus is reduced to zero. *Option:* Non-magical wooden shields made from a particular expensive wood (e.g. Rowan wood) can be used up in this manner for a successful save versus any spell. Such shields are only available one-third of the time and cost 10 times as much as a regular wooden shield.

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.



Extended Rules Set

Skills

There are no skills in Microlite81. 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.

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" may 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.

Weapon Mastery

There are three levels of Weapon Mastery: Good at (a specific weapon), Expert at (a specific weapon) and Master at (a specific weapon). Naturally you have to already be "good at" a specific weapon before you can become "expert at" that specific weapon and you have to be "expert at" a specific weapon before you can become "master at" that specific weapon.

Classes with a non-zero Fighter Bonus select a Weapon Mastery at 1st level and all odd-numbered levels. Classes with a zero Fighter Bonus can only gain a level of Weapon Mastery by selecting it in place of a regular talent at even-numbered levels.

Only classes with a non-zero Fighter Bonus can reach the "Master at" level. Arcane casters (except Elves) can only reach the "Good at" level. No character can take a level of Weapon Mastery in a weapon he is unable to use because of class restrictions.

The effects of each level of Weapon Mastery are as follows:

Good at [Specific Weapon]: +2 to hit when wielding this specific weapon. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc. (Arcane Casters are only +1 to hit.)

Expert at [Specific Weapon]: +2 to hit when wielding this specific weapon. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc. Add +1 to damage for every two points you beat the number you need to hit on your attack roll. Critical Hit on a natural 19 or 20. Can hit beings that require a silver weapon to hit with a normal weapon.

Master at [Specific Weapon]: +3 to hit when wielding this specific weapon. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc. Add +1 to damage for every point you beat the number you need to hit on your attack roll. Critical Hit on a natural 18, 19, or 20. Critical hit does double normal body damage (or adds an extra die of damage on targets without body points). Can hit beings that require a silver or a magical weapon to hit with a normal weapon.

Specific Weapon means just at one specific type of weapon: a dagger, a short sword, a longbow, a sling, etc.

Fighters may instead elect to take Weapon Mastery in an entire class of weapons (one-handed swords, bows, thrown weapons, pole arms, etc.). The effects of Weapon Mastery for an entire class of weapons are less than for a specific weapon as shown below:

Good at [Weapon Class]: +1 to hit when wielding weapons of this general type.

Expert at [Weapon Class]: +1 to hit when wielding weapons of this general type. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc.

Master at [Weapon Class]: +1 to hit when wielding weapons of this general type. Roll damage as 1d2+2 (for 1d4), 1d3+3 (for 1d6), 1d4+4 (for 1d8), etc. Add +1 to damage for every two points you beat the number you need to hit on your attack roll. Critical Hit on a natural 19 or 20.

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 (including Elves, Illusionists, and Tiedlings) 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. 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).

A magic-using character can memorize up to his memory limit ("Mem" on the appropriate Level Advancement Table) in spells at one time. A Magic-User (including Elves, Illusionists, and Tiedlings) requires his spell book and one hour of time to change the spells he has memorized. Clerics and druids simply need one hour of quiet meditation to change their spell selection.

Casting Cost: Direct casting a spell of any kind costs Hit Points as shown on the following table:

Spell Level	1	2	3	4	5	6
HP Cost	2	3	5	7	8	10

Although there are ways to reduce the cost of casting spells, the casting cost cannot be reduced below 1 Hit Point.

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.

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. Characters casting spells in combat must remain stationary.

Ritual Magic: A spell-caster can perform ritual magic to cast spells of any level available to his class (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 an Adventurer has suffered gives a -1 to all attack, success, saving, and similar rolls (also to strike speed).

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 the standard 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 the standard 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 STR 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 is 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.

Initiative: Each side rolls a d6 (reroll ties). High roll wins initiative. The combat order is: 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. This ends a combat round. If the combat continues, roll initiative again and repeat.

Fighting Classes: A Fighting Class is a character class with a positive, non-zero Fighter Bonus. Examples: Dwarf, Elf, Fighter, Halfling. These classes may add their Fighter Bonus to their attack and damage rolls (both melee and missile).

Combat Stance: Any character able to act may select a combat stance. Any character who does not announce their combat stance when declaring their actions for the round is assumed to select the "Standard" Combat Stance. Combat Stances (and their effects) are *Full Defense* (Attack: no attack possible; AC: +2 bonus, +4 bonus with shield, +6 bonus with large shield), *Active Defense* (Attack: -2 penalty; AC: +1 bonus, +2 with shield), *Standard* (Attack: Normal; AC: Normal), *Active Attack* (Attack: +1 bonus; AC: -1 penalty), and *Full Attack* (Attack: +2 bonus; AC: -2 penalty). Spell casters casting a spell cannot select the Full Defense or Active Defense Stance.

Actions: Combat is very abstract. Each combat round lasts 10 seconds 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. Drawing a weapon, speaking or similar activities are "free" and do not count as an action.



Attack Rolls: Add attack bonus to d20 roll. A natural roll of 1 always misses, otherwise if the result is higher than your opponent's Armor Class (AC), it's a hit. A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage.

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.

Critical Hits: 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.

Critical Hit Special Effects (optional): When a Fighting Class character (or a monster, at the GM's option) has selected the Active Attack or Full Attack combat stance for a round and scores a critical hit in melee combat during that round, one of the following special effects may be imposed at the attacker's option:

- **Trip:** Target is knocked prone.
- **Disarm:** Target's weapon or shield is knocked away in a random direction a number of feet equal to half the damage you dealt.
- **Reposition:** Force your target to move to a new location of your choice, up to a number of feet equal to half the damage you dealt (plus attacker's STR bonus). Attacker may move with target if attacker desires.
- **Shield Slam:** If wielding a shield, bludgeon your target with it, dealing damage as a shield bash. Target is then forced back from you a number of feet equal to half the damage dealt by the original attack (plus the attacker's STR bonus).
- **Disorient:** Blow leaves your opponent off-guard. Until the end of his next turn, target is confused.
- **Hinder:** Target is briefly slowed, reducing his speed to five feet until the end of his next turn.

If the movement effect of Reposition or Shield Slam would force the target over a cliff, into a pool of dangerous liquid, or the like, the target gets a DEX save to stop safely at the edge.

Critical Miss Special Effects (optional): When a Fighter Class character (or a monster, at the GM's option) has selected the Active Defense or Full Defense combat stance for a round and an enemy attacking him during that round rolls a natural 1 on their attack roll, one of the following special effects may be imposed at the defender's option:

- **Counterattack:** You make a melee attack against your attacker. This is in addition to any other attacks you might make during the round.
- **Disengage:** You dart away from your attacker, moving up to your movement, but you cannot engage another by doing so.
- **Blind:** You spit, throw sand, or otherwise attack your enemy's eyes. Until the end of the next round, he is blinded.
- **Redirect Attack:** Your opponent's attack automatically strikes another creature of your choice within reach of your enemy's weapon.
- **Feint:** You quickly feign an attack against your foe. Until the end of his next turn, your enemy is has a negative modifier equal to your level to all actions.
- **Steal:** You pluck a small unprotected item--usually no more cumbersome than a weighty coin purse--from your foe.

Light Weapons: Fighting classes can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead if wielding a light weapon. Fighting classes can wield 2 light weapons and attack with both in a round (making one attack roll at -2). Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

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 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 its 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 zipped 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 as normal, if the attack roll is a hit, the player rolls 1d6. If he rolls his Fighter Bonus or less on the D6, the combat trick works. If the combat trick roll fails, the character still hits for normal damage.

Characters with a Fighter Bonus of zero, however, will only succeed with a combat trick if they roll at least a 20 on their attack roll (and the roll would hit the target). If they fail to at least roll a 20 and hit the target, both the combat trick and the attack fail.

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.

Common Rules Set

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.

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 of 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.

Monsters

See the Microlite81 Monster List or use the monster descriptions in any B/X game. To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, magic save = as fighter of level HD/2, all attack bonuses = level (maximum +15), damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases. 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

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

XP from Defeating Monsters: Each monster defeated is worth a base XP equal to the monster's hit dice squared multiplied by 5. If a monster has both hit dice and a character level the higher is used as "hit dice" in this formula. Many monsters have special abilities which make them more dangerous than their hit dice indicate. For each such special ability, add 50% (round down) of the monster's base XP. Example: A party defeats 3 Hippogriffs. Hippogriff has 3 hit dice and one special ability (flight), so each hippogriff is worth 67 XP for a total of 201 XP.

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 Found: At the end of an adventure, total the value of all non-magical treasure found during the adventure in gold pieces and divide it by two. 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). Example: A party of 5 player characters, 2 retainers, and 10 men-at-arms and other hirelings recovers 2400gp worth of treasure on their latest trip through the dungeon. 2400 divided by 2 gives 1200 XP from treasure. Each PC earns 172 XP from treasure founds, 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 by 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.

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.

Clerics and Magic-Users gain access to new spell levels at levels 3, 5, 7, 9, and (Magic-User only) 11. When a Magic-User gains access to a new spell level he gets one spell of the new level added to his spell books. The player may select the spell subject to GM veto.

Optional Rules

The following rules are optional. The GM decides which of these rules (if any) will be used.

Stats

Instead of rolling 3d6 and assigning the result to a stat, one of the following methods may be used.

Roll 4d6: Roll 4d6 then drop the lowest die, totaling the remaining 3 dice, assign the result to a stat. Repeat for remaining stats.

Roll 2d6+6: Roll 2d6, Total the 2 dice and add 6 to the result, then allocate to one of the stats. Repeat for remaining stats.

Point Buy (Average): Characters have 44 stat points. Assign these points to the character's stats with a minimum of 3 and a maximum of 18 in each stat.

Point Buy (Heroic): Characters have 52 stat points. Assign these points to the character's stats with a minimum of 3 and a maximum of 18 in each stat.

Array (Average): Assign 15 to one stat, 11 to two stats, and 7 to the remaining stat.

Array (Heroic): Assign 17 to one stat, 15 to another stat, and 13 to a third stat, and 11 to the remaining stat.

Notes for the GM: With the exception of the Point Buy (Average) and the Array (Average) options, these optional methods of determining character stats tend to produce characters with higher than average stats. Consider the effects on your campaign carefully before replacing the standard stat roll method with one of these.

Advantages and Disadvantages

Many players like to have characters that are mechanically different from other characters of their class. Backgrounds help provide this, but some campaigns may need more. Characters in such campaigns may be created with advantages and disadvantages that adjust the character's Experience Base. All advantages and disadvantages selected for a specific character must be approved by the GM as suitable the campaign, the style of play, and the specific character. Things that any characters should be able to try to do should never be allowed as advantages. The following are example advantages and disadvantages that may be used. These are only examples, you may wish to remove some of the ones listed that do not fit your campaign or style of play and/or add new ones tailored to your campaign.

Advantages: The following special abilities increase a character's abilities and powers at the cost of increasing the number of experience points a character needs to advance.

Alchemy: Alchemists can create potions with the effect of Arcane Spells. With access to water, ingredients (5 gp per use per Spell Level), and a successful roll of 1d20 + Magic Attack Bonus vs. a DC of 10 + (3 x Spell Level), an Alchemist can create potions for spells of a Spell Level up to 1/2 the Alchemist's Level (round up). Potions take 30 minutes per spell level to brew. These potions can be used up to 24 hours after their creation; creating a potion with no expiration adds (2 x Spell Level) to the DC. Each potion after the first created in a day adds +2 to the DC. Experience base modifier of +1000/+25000.

Ambidextrous: Characters are normally considered to be right or left-handed. Ambidextrous characters can use both hands equally

well, even at the same time. Experience base modifier of +100/+2500.

Danger Sense: The character has a sixth sense for danger. For an Experience Base modifier of +200/+5000, he can never be surprised.

Direction Sense: For an Experience Base modifier of +100/+2500, a character always knows which direction is which (e.g. which way is north). For an Experience Base modifier of +300/+7500, a character not only always knows which direction is which but can always retrace his path (e.g. return the way he came in in a maze).

Dual Class: The character has two character classes and advances in them simultaneously (i.e. Dual Class characters still only have one level). A Dual Class character's Experience Base is equal to the total of the Experience Bases for each class (e.g. the Experience Base for a Fighter/Magic-User would be +4500/+270000 – to which this advantage's Experience Base Modifier would be added). Dual Class characters combine the abilities and restrictions of both classes, taking the best in cases of conflict, except where ruled otherwise by the GM. Experience Base modifier of +1000/+25000.

Former Magic-User Apprentice: The character began training as a Magic-User or Illusionist but did not complete it. The character has the Magic-User special abilities (Arcane Blast and Minor Magic) but at a cost of 3 HP per use. He can create the needed wand, but doing so takes a full week instead of a few hours. If the ritual rules are used, the character can cast first and second level spells as rituals provided he has a readable written copy of the spell ritual. Experience Base modifier of +700/+17500.

Herbalism: Herbalists are familiar with the magical methods of selecting and preparing herbal elixirs, poultices, etc. with the effects of divine healing spells (effect level is listed in parenthesis): Cure Light Wounds (1), Gentle Repose (2), Cure Blindness (3), Cure Deafness (3), Cure Disease (3), Cure Serious Wounds (4), Neutralize Poison (5), Restoration (7). Successful creation requires access to water, ingredients (5 gp per use per effect level), and a successful roll of 1d20 + Magic Attack Bonus vs. a DC of 10 + (3 x Spell Level). Effects equal to 1/2 the herbalist's level (round up) can be created. Herbal creations may be used up to 24 hours after creation. Herbal creations affecting disease or poison must be created for a specific disease or poison. Experience base modifier of +700/+17500.

Photographic Memory: For an Experience Base modifier of +100/+2500, a character may remember details most would forget on a successful MIND save. For an Experience Base modifier of +300/+7500, a character can remember everything with true photographic detail on a successful MIND save.

Disadvantages: The following major hindrances to a character decrease the number of experience points a character needs to advance. However, the character's Experience Base can never go below 50% of his Experience Base without any disadvantages.

Frail: Character is unhealthy and weak of frame, subtracting 1 from the number of hit points gained at each level (minimum 0). Experience Base modifier of -100/-2500.

Hunted by Enemies: The character is hunted by some powerful person or group who want to do them ill. The Experience Base modifier is the total of the modifier for the hunter's power and how often the enemy has a hand in the character's adventures. Power: slightly more powerful than character -0/-0; much more powerful -200/-5000; extremely powerful -400/-10000. Frequency: 20% of game sessions -100/-2500; 40% of game sessions -200/-5000; 60% of game sessions -300/-7500.

Low Self-Esteem: Character has little self-confidence or self-worth, taking a -3 penalty on Presence saves. Experience Base modifier of -100/-2500.

Meager Fortitude: Character is sickly and weak of stomach, taking a -3 penalty on Fortitude saves. Experience Base modifier of -100/-2500.

Noncombatant: Character is relatively inept at melee combat; take a -2 penalty on all melee attack rolls. Experience Base modifier of -100/-2500.

Phobia: The character has a fear so strong it can overwhelm him. Mild phobias can be temporarily overcome with a MIND save. Severe phobias cannot be overcome. The Experience Base modifier is determined by how common the object of the fear is and the severity. Type of fear: Rare object/situation: -100/-2500; Uncommon object/situation: -200/-5000; Common object/situation: -300/-7500. Severity of Fear: Mild Fear: 1x; Severe fear: 2x.

Poor Reflexes: Character zigs when he should zag, taking a -3 penalty on Reflex saves. Experience Base modifier of -100/-2500.

Shaky: Character is relatively poor at ranged combat, taking a -2 penalty on all ranged attack rolls. Experience Base modifier of -100/-2500.

Unlucky: Your character just has bad luck, usually at the worst possible time. The GM will arbitrarily make something go wrong for the character each game session. This bad luck cannot kill the character outright, but just about anything else goes. Experience Base modifier of -300/-7500.

Unreactive: Character is slow to react to danger, taking a -4 penalty on initiative checks. Experience Base modifier of -100/-2500.

Vow: Your character has sworn an oath to do or not do something. The number of points it is worth is based on the amount of inconvenience the GM thinks it will cause the character during an average game session. Characters who break their vow during a session receive no XP for the session. Minor inconvenience: -100/-2500; Major inconvenience: -200/-5000; Great inconvenience: -300/-7500.

Vulnerable: Character is not good at defending himself, taking a -1 penalty to Armor Class. Experience Base modifier of -100/-2500.

Weak Will: Character is highly suggestible and easily duped; taking a -3 penalty on Will saves. Experience Base modifier of -100/-2500.

Notes for the GM: GMs should think carefully before allowing Advantages and Disadvantages into their game. While they can be a great way to create a special character, they can be a pain in play. This is especially true for disadvantages like "Hunted by Enemies" that actually create more work for the GM. If you decide to allow them, you need to carefully look over characters that use them to be sure that those taken actually make sense for the player's character concept and aren't just being used to min-max the character.

Character Goals and Personality Traits

The alignment system is a simple way to handle character "personalities" at a very simple level. While alignment is suitable for many types of campaigns, a more flexible system is needed for others. If this system is used, the GM will "enforce" it with Experience Point bonuses for using the character's goals and traits in play.

Character Goals: In order to individual characters, each player must select four goals from the list below and arrange them in order of importance to the character from first to fourth. Goals not on the list may be selected with prior GM approval. The GM may award bonus XP for goal achievements during a session. Characters can also earn points by helping their friends (fellow PCS and associated NPCs) achieve their goals, so long as their friends goals do not clash with their own goals. Players may change a goal or change the order of their goals during a campaign with GM approval.



Suggested Goals: (The player must select a particular aspect to stress for those marked with an asterisk)

Furtherance of Scholarly Studies*	History, linguistics, literature, etc.
Furtherance of Art*	Music, architecture, crafts, etc.
Furtherance of Science*	Astrology, engineering, etc.
Wealth	Accumulation of treasure or other wealth
Earthly Pleasures	Wine, women/men, drugs, etc.
Romance	True love
Power over Others	Political, religious, in criminal underworld, etc.
Fame	Personal renown far and wide
Rank*	On social scale or in institution like religion or military
Preservation of the Status Quo	Prevention of change (in government, religion, social system, etc.)
Preservation of Nature	
Preservation of Order	Prevention of breakdown of law and order
Comradeship	Establishment and maintenance of friendships
Risk Tasking	Taking physical, financial, or spiritual risks
Commercial Business	Setting up and running profitable businesses
Collecting*	Jewelry, antiques, weapons. Etc. (for pleasure of ownership, not for actual use)
Religious Service	Serving religions and Gods
Battle Glory	Winning renown in battle
Image Cultivation	Adopting a distinctive appearance and style to impress others
Freedom	Preservation of individual freedoms
Chivalry	Mercy, fairness, compassion
Honor	Duty to liege, family, friends, or own dignity
Mystic Power	Finding spells, magic items, etc. for own use
Patriotism	Acting in country's best interest
Discovery	Bringing new knowledge to own civilization
Experience Wonders	Travelling through strange lands, other planes, etc.
Intrigue	Political/Social secret scheming and plotting
Materialism	Spending money on displays of wealth: manors, castles, useless expensive items, etc.
Welfare of Others	
Responsibility	Desire to carry out duties, take care of charges, etc.
Expansion of Civilization	Into new lands, etc.
Wanton Destruction	Desire to destroy things for the pleasure of destroying
Cruelty	Desire to cause pain in others
Persecution of Evil	"Evil" as defined by your culture or religion
Competition	Desire to compete for competition's sake
Personal Feats	The "do it because it's there" spirit
Creation*	Make magic items, works of art, etc.
Self-Discipline	Controlling one's behavior and emotions
Trickery*	Thwarting authority, playing practical jokes, etc.

Character Personality Traits: In order to further individualize characters, players must select three of the following Personality Traits for their character. Personality Traits other than those listed

may be used with prior GM approval. Players should be careful not to select traits that they are not interested in playing or that strongly conflict with their goals or religion (unless that is what the player wants). Players should also try to avoid selecting conflicting Personal Traits for their characters. If such traits are selected (for example, the first two on the list below), the negative trait (passion for drink, in this case) is applied to the character while the positive trait is directed toward the behavior of others – which tends to make the character a hypocrite.

Suggested Personality Traits:

True passion for alcoholic beverages
Disapproves of drunken ways
True passion for gambling
Disapproves of gambling
Enjoy a good public brawl and will start one given a good reason
Disapproves of public brawling
True passion for members of the opposite sex
Disapproves of lewd and/or flirtatious behavior
Braggart who exaggerates his/her deeds
Modest about own deeds and disapproves of bragging
Gourmet who will not tolerate poor cuisine
Glutton who will eat just about anything and think it great
Rather crude and rough manners
Excellent manners, cannot tolerate bad manners
Will lie when it suits his/her needs
Truthful character who does not tolerate falsehood
Grasping and greedy
Miserly and begrudges spending money
Spendthrift whose money never lasts long
Tends to forgive (or forget) personal insults and injuries
Tends not to forgive or forget personal insults and injuries, and always tries to get even – sometime
Social snob who demands due respect from his/her social inferiors
Social egalitarian that places little worth in social class differences when a person has shown his/her worth
Character will not kill except in self-defense (and only after all else has been tried and has failed)
Sexist who belittles the abilities of the opposite sex.
Mild prejudice against a specific race or class (belittles their abilities)
Overconfident of own abilities
Little confidence in own abilities
Mild phobia
Always optimistic
Always pessimistic

Notes for the GM: Alignment (especially with the optional vices and virtues) is enough for many campaigns, but the systems here provide much finer control over character personality for those who want the fine control accompanied by mechanical effects that benefit a player who plays in character and penalize a player who does not.

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.

Notes for the GM: This is a simple system that can be used to resolve non-lethal competitions between characters (boxing matches, card games, poetry writing contests, etc.) It plays fairly fast but usually takes more than a single die roll for more suspense while taking into account differences in skill and level between characters.

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 character carrying more than 18 items is over-encumbered. *Option:* Adjust number of items for each encumbrance class by the character's STR bonus. One "item" roughly equals one "stone" of weight.

Notes for the GM: Tracking how much characters can carry can be a pain, however, it is necessary if you want to prevent characters from carting tons of treasure and equipment around. This system is abstract enough to be usable instead of ignored.

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.

Notes for the GM: This will slow down combat somewhat, especially if there are large numbers of NPCs and monsters. It is more realistic than standard group initiative.

No Initiative

Use Physical Combat Bonus (Attack Bonus for monsters) to determine attack order instead of rolling for initiative.

Notes for the GM: This will speed up combat by eliminating die rolls and will tend to standardize the combat sequence. It has no major effect on play, except making things less random.

Overwhelming Opponents

Each attacker beyond the first against the same target in the same round adds +1 to their attack rolls for each attacker before them. So, a second attack on the same target in the same round by a party member or monster would be at +1, a third attack at +2, etc.

Notes for the GM: This allows multiple creatures to wear down a more powerful target by overwhelming the target with many attackers. It adds a bit more realism to combat and allows large number of "nuisance" opponents to be a real threat. If you opt to use this rule, remember that opponents that are not within weapon reach of a target cannot attack. Therefore, you as GM must exercise common sense in applying this rule.

Shield Wall

Characters have and can use shields in battle can form a shield wall. Forming a shield wall grants each person in the wall (including hirelings) to automatically lose initiative in exchange for an additional +1 to AC per adjacent ally (so a max of +2) so long as they remain in formation.

Notes for the GM: This is a defensive option that will not overpower your games. Its low complexity too so it should not make combat more complex.

Climbing On Enemies

Instead of attempting to grapple with an enemy much larger than herself, a character may choose to attempt to climb up its body. While you are clinging to your opponent, you get a +2 bonus to all attacks made against it, and in most cases the only attack it can safely make against you is to attempt to shake or throw you off. In this event, make a reflex save to hang on. If you fail, you take falling damage appropriate to the height you fell from or distance you were thrown. At the GM's option, particularly huge monsters might offer a larger bonus in exchange for additional climbing. Large enough monsters that are possessed of hands, tentacles or other highly dextrous structures, might instead be able to grab and squeeze a creature that attempts to climb them, dealing an appropriate amount of automatic damage.

Notes for the GM: This is a Microlite81 version of a popular optional rule on old school blogs. It's a fun alternative to grappling.

Simple Combat Maneuvers

If the standard combat maneuvers rules seems too complex, substitute the following instead. Attacker may describe a special effect he wishes to impose on a target before rolling to hit. Unless the GM rules the maneuver impossible, the character rolls to hit normally. If successful, no damage is done, but the target suffers the special effect unless the target makes a saving throw. On a critical hit, the target does not get a saving throw. Possible maneuvers include: disarm, knock down, push back (up to STR feet), switch positions, slip past, steal an obvious and accessible item from the target, etc.

Notes for the GM: Some find the standard rule for combat maneuvers to be complex enough that people avoid doing anything that might invoke it. This rules are less complex.



Weapon Damage By Class

Characters of any class can use any weapon. However, because of different levels of training, the amount of damage a character can do with a given weapon varies the type of weapon and the wielder's class. The Weapon Damage Table below is used instead of any other weapon damage given in the rules.

Weapon Damage Table

Class Type	Light Wpn	Medium Wpn	Heavy Wpn
Fighting Class	1d6	1d8	1d10
Specialist Class	1d4	1d6	1d8
Arcane Class	1d4	1d4*	1d6**

*Arcane classes wielding a Quarterstaff using both hands do 1d6 damage.

**Arcane classes wielding a heavy weapon do so at -1 to hit.

Magic Weapons: A character only benefits from a magical hit or damage bonus on a weapon if the character's class is able to use the weapon under the standard class rules.

Notes for the GM: In some campaign worlds the weapon restrictions on classes make little sense. This optional rule allows any class to use any weapon but limits the damage a weapon does based on the amount of "weapons training" a class receives. A fighter wielding a two-handed sword will do more damage with it than a magic-user will because fighters train with them and magic-users don't.

Armor for Everyone

All character classes can wear armor; however, wearing armor has negative effects on the abilities of some classes. Armor Class in this system is Armor Class (AC) = Base Armor Class + DEX bonus + Armor bonus

Base Armor Class: Each class has a base armor class that is in effect anytime the character is conscious and not tied up to the point they can't move at all. This base armor class takes into account the character's combat training which allows him to dodge and parry blows.

Fighter -- Base AC of 14
 Paladin/Ranger -- Base AC of 13
 Cleric/Druid/Bard -- Base AC of 12
 Thief/Assassin -- Base AC of 11
 Magic-User/Illusionist -- Base AC of 10

Any character that is unconscious or heavily restrained has a Base AC of 10. Other classes should be slotted in on the level of the character that makes the most sense. ONLY the fighting man should get a Base AC of 14, however. Other fighter classes/subclasses should come in on the Paladin/Ranger line at best. The Monk is a special case, and still can't use armor as their training replaces it.

Armor: Armor adds to the character's Base AC when worn. Armor may have side effects for some classes.

Light Armor: +1 to AC. Magic-Users and Illusionists cannot cast their highest level of spells known while wearing Light Armor.

Medium Armor: +2 to AC. Magic-Users and Illusionists cannot cast their two highest levels of spells known while wearing Medium Armor. Thief abilities are halved while wearing Medium Armor.

Heavy Armor: +3 to AC. Magic-Users and Illusionists cannot cast their three highest levels of spells known while wearing Heavy Armor. Thief abilities are unusable while wearing Heavy Armor.

Shield: +1 to AC, only when character is conscious and mobile. Magic-Users and Illusionists cannot cast their highest level of

spells known using a shield -- if they are using a shield and armor the shield adds 1 to the levels of spells they cannot use.

Examples: An unarmored average DEX fighting man is AC 14. The same fighting man in plate armor and using a shield would be AC 18.

An unarmored average DEX 10th level wizard would be AC 10 and could cast spells normally. If that tenth level wizard wears chainmail, she would be AC 12 but would not be able to cast any of her 4th or 5th level spells. A 1st through 4th level magic user wearing chainmail would not be able to cast any spells at all.

Wearing Armor affects Bards based on the type of magic they cast. If they use Illusionist magic, wearing armor reduces their ability to cast spells just as it does for magic-users or illusionists. If they use Druid magic, it has no effect on their ability to cast spells.

Notes for the GM: One thing that really seems to sit wrong with some players in early editions are the armor and weapons limitations on classes. Some players really want their magic-users to wield swords and wear armor. This optional armor system allows this while still trying to maintain the balance between classes.

Miniatures and Battle Maps

If you have miniature figures (about 1 inch or 25 to 28 mm tall) to represent the characters and their enemies and wish to use them to create more tactical battles, you will need a ruler or a battle map covered in spaces (squares, hexes or 1 inch measurements). One space equals 5 feet or 2 yards, and the average character and monster moves 6 spaces per turn even diagonally.

Small characters (like halflings or gnomes) move 5 spaces per turn, while characters wearing heavy armor (splint mail, banded mail, half-plate, full plate) move 1 space less each turn. On older-style maps, where one space equals 10 feet, the average character moves 3 spaces per turn.

Characters can move through the same space as another character or enemy, but cannot end movement in the same space as another figure. Attempting to move past an enemy (through the enemy space or a space next to an enemy) may trigger an opportunity attack. Rubble, darkness, heavy growth and other difficult terrain costs 2 spaces of movement per space moved by the character. Moving up and down is the same as moving horizontally (a character does not have to spend extra movement to climb or fly). Moving just 1 space is considered a "free" action, as long as the character does not move any farther that turn.

If there's a question whether a character could see an enemy to hit it, draw an imaginary straight line from the center of the attacker's space to the center of the target's space (or one of its spaces, if it takes up more than one space on the map). If there is no major obstacle or enemy in the path, the character can make the attack. Allies of the attacker do not block its path. Characters can attack through windows and other partial obstacles at a -2 penalty to hit.

To avoid calculating attack ranges each turn, melee attacks must be made against an enemy in a space adjacent to the character. Thrown and short-range weapon attacks can be made against an enemy up to 10 spaces away. Long-range weapon attacks can be made against an enemy up to 25 spaces away.

Notes for the GM: Combat in Microlite81 is not really intended to be played out with minis and battle maps. However, some groups will want to use them. These rules provide a simple system for those who wish to use it. GMs can make it more complex if their groups really want detailed, tactical combat.

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.

Notes for the GM: Some groups loathe level draining to the point they would rather lose a character than lose a level. These rules are somewhat less harsh.

Raise Dead Spell Expansion

As B/X does not have clerical spells higher than 5th level, the B/X cleric lacks a way to restore lost limbs or restore levels lost. If the GM wishes high level Microlite81 clerics to have these abilities, the simplest way to add them is to extend the clerical "Raise Dead" spell so it does one of four things when cast (caster's choice): 1) The standard raise dead function as described in the spell description. 2) Regrow one lost limb (or partially lost limb) to a single living target; the limb takes 1 day to regrow. 3) Restore one energy level lost within the last (level of caster) days to a single living target. 4) Completely heal a single living target of all damage (both hit point and STR damage).

The name of the spell could be changed to "Restore Life" if this optional rule is used.

Notes for the GM: This rule is optional only because it may seem to make things too easy compared to the original game. This optional rule is highly recommended by the author, however.

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.

Notes for the GM: Like level drains, some groups simply abhor "save or die/suck" effects. This rule will make them less severe without eliminating them completely, however, while it makes it easier for the characters to survive it also makes it easier for opponents to survive which may warp the "balance" of some encounters in published old school adventures.

Traditional Experience for Treasure

Traditionally, experience points were only given for treasure found in B/X 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 of 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).

Notes for the GM: This rule will probably make advancement a bit faster but will not really change the game much.

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 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+	8	3	8	4	6

Dwarf and Halfling Saving Throws

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

* Maximum for halflings

Elf Saving Throws

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

Fighter 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+	5	4	6	5	8

Magic-User 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+	12	9	9	9	8

Thief 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+	10	8	7	9	8

Notes for the GM: While many like the saving throw system used in Microlite81, some prefer a saving throw system closer to that used in B/X. This optional system is much closer to that used in B/X.

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.

Notes for the GM: Item saving throws are optional because they were a very unpopular part of 1e. However, without them, items tend to survive everything up to and including direct hits from fireballs and lightning bolts.

Metamagic

Magic-Users and Clerics may select one metamagic ability from this list at levels 3 and 6. A spell with metamagic abilities applied is cast at a higher HP cost: the standard HP cost for the spell plus the HP cost for all metamagic being applied to the spell. The GM has the final say as to what metamagic effects do or do not make sense to use with a particular spell. Multiple metamagic effects can be applied to a single spell; however, each metamagic effect after the first adds an additional +1 to the HP cost of the spell.

Empower Spell - All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell adds +4 to the HP cost of the base spell.

Enlarge Spell - You can alter a spell with a range of close, medium, or long to increase its range by 100%. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, are not affected. An enlarged spell adds +2 to the HP cost of the base spell.

Extend Spell - An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or

permanent is not affected. An extended spell adds +2 to the HP cost of the base spell.

Widen Spell - You can alter an area shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell adds +6 to the HP cost of the base spell.

Notes for the GM: These abilities ported in from 3e allow spell casters to manipulate the effects of some of their spells. This can make spell casters somewhat more interesting to play, but it can also make them much more powerful (especially in the hands of mini-maxing players). GMs should carefully consider the needs of their campaign and the types of players in their campaign before using the optional metamagic rules.

Counterspells

Arcane spell casters have the ability to disrupt other arcane casters by attempting to counter the spell. Casters can attempt to counter any type of arcane spell; however they get a -1 penalty when countering spells cast by a class different from their class.

The moment that a spell is cast, any caster within range (10 feet per level) and who has not yet acted that round may abandon their planned action to try to counter the spell. In order to succeed the countering caster must make a magic attack roll and beat a DC equal to 20 + (spell caster's level) at a cost of 3 + the level of the spell being countered in HP. Before rolling they may choose to use their magical energies to improve their chances of success: for each additional 2 HP spent (for each 3 HP spent if the caster is of a different class), their roll gains +1 bonus.

If a magic-user was casting a spell and stops doing so to counter a spell, the effect is the same as if the magic-user were hit in combat.

Notes for the GM: Counterspells make magic and combat more complex and can lengthen combat quite a bit. However, they add a new dimension to magical combat.

Material Components

Many spells are greatly facilitated by the odd bit of eye of newt, bat guano and sulphur, glass rods, holy incense or sacred mistletoe. Casting a spell with material components in hand reduces the HP cost of a spell as much again as does having an implement (to a minimum of 2).

Components for a 1st level spell cost 1 GP, for a 2nd level spell cost 5 GP, for a 3rd level spell cost 10 GP, for a 4th level spell cost 25 GP, for a 5th level spell cost 75 GP, and for a 6th level spell cost 250 GP. Some spells have components that cost a lot more, while some have comparatively cheap ones, so treat this amount as a fairly abstracted average.

Notes for the GM: This optional rule basically allows a caster to trade gold for a lower HP casting cost. GMs also may choose to require specific components to cast specific (powerful) spells.

Fire-And-Forget Magic

The B/X version 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 Microlite81 spell casting system using the following rules.

Both magic-users and clerics 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.

No Clerical Spell at First Level (Optional): To be true to the original B/X source material, first level clerics should not have any spells. To duplicate this, change the number of first level spells available to first level clerics to zero and the number available to second level clerics to one on the Cleric table below.

Number of Spells Prepared Per Day (Magic-Users/Elves):

Magic-User/ Elf Level	Spell Level					
	1	2	3	4	5	6
1	1					
2	2					
3	2	1				
4	2	2				
5	2	2	1			
6	2	2	2			
7	3	2	2	1		
8	3	3	2	2		
9	3	3	3	2	1	
10	3	3	3	3	2	
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	3
14	4	4	4	4	3	3

Number of Spells Prepared Per Day (Clerics):

Cleric Level	Spell Level				
	1	2	3	4	5
1	1				
2	2				
3	2	1			
4	3	2			
5	3	2	1		
6	3	3	2		
7	4	3	2	1	
8	4	3	3	2	
9	4	4	3	2	1
10	5	4	3	3	2
11	5	4	4	3	2
12	5	5	4	3	3
13	6	5	4	4	3
14	6	5	5	4	3

Notes for the GM: Some people don't think it is "old school" if Magic-Users and Clerics do not have to memorize their spells and forget them as they are cast. If you or your players fall into this category, these Fire-and-Forget magic rules are a drop-in replacement for the standard M81 magic system. They can also be used along with the standard magic system as a separate "mnemonic" school of magic from a different location or culture.

Action Points

All characters have 1 action point per character level. Actions points may be used to simulate a heroic effort by a character or to simulate a lucky break. Action Points recover 1 per day of total rest in safe surroundings.

Heroic Effort: Each action point spent on heroic effort allows the player to roll a 1d6 and adjust any single die roll affecting the character or made as a result of the character's actions in the character's favor by the amount rolled. The action point must be expended before the die roll to be adjusted is made.

Luck: Spending one action point for luck will cause a minor bit of good luck to come the character's way. Spending two action points for good luck will cause a major bit of good luck to come the character's way. In both cases, the GM decides exactly what the good luck is, but it should be helpful in a minor/major way to the character's immediate situation.

Shake Off Fatigue: Recover half your lost hit points instantly. This counts as an action.

Strike Now: The character can take his action right now instead of waiting for his normal strike speed position to come up. This cannot be used to cast a spell over 3rd level or if the character has taken a defensive Combat Stance for the round (Full Defense or Active Defense).

Notes for the GM: Action points are a way for players to avoid or lessen the effects of truly disastrous die rolls at critical points or to have something lucky/helpful happen by "chance." While some think they go against the "let the dice fall where they may" old school attitude (and to some extent they do), in reality they turn out to be just another very limited resource for players to manage, which is a very old school thing. If your players complain about bad rolls to the point they are annoyed with the game, adding action points might be something to consider.

Fame

A side-effect of adventuring is Fame: other people may recognize the character, even if he would rather not be recognized. Fame is rated from 0 to 10.

Gaining Fame: All character start with a Fame (FAM) of 0 and FAM never goes higher than 10. Each time a character goes on an adventure, the character adds 1 to his Adventure Total. When his Adventure Total is equal to (or greater than) his current FAM + 1, he rolls a d20 at the end of the adventure. If the roll is higher than his current FAM, his FAM increases by 1 and his Adventure Total is reset to zero.

Using Fame: Famous people might be recognized by others who see them, even if they do not wish to be. When the GM thinks a character might be recognized by a stranger, he rolls a D20. If the result is less than or equal to the character's Fame, the stranger correctly recognizes the character. If the character is disguised, the character will not be recognized. Characters who wish to be recognized may drop their name or the like and force a Fame roll.

Effects of Fame: Reaction to being recognized will vary depending on what the character has done. A mass murderer who is recognized will get a much different reaction than the famous general who saved the country from invasion, for example. If a character has been recognized, the GM may adjust NPC reactions accordingly.

Notes for the GM: Fame is an abstract way to track how "important" player characters are in the campaign. You may want to modify how Fame is gained and used based

on the needs of your campaign. NPCs can also be assigned Fame. If characters recognize them, they should be told a bit about them as the NPC's fame means that his life is not as private as he might like.

Sanity

All character start with a Sanity (SAN) of 0. To make a SAN roll, roll d20 + Mind bonus. If the result is greater than the character's current SAN, the roll is successful. If the roll is failed, the character suffers some type of overwhelming fear or temporary insanity. Roll on the following table:

1. Affected as if by a *Fear* spell for (d6 1-2: 1 turn 3: 2 turns 4: 3 turns 5: 1 hour 6: 1d8 rounds)
2. Affected as if by a *Confusion* spell for (d6 1-3: 1d10 rounds 4: 1d6 turns 5: 1d6 hours 6: One full day)
3. Catatonic with despair (cannot attack, speak, or cast spells and must be led around by allies) for (d6 1-2: 1 round 3-4: 1 turn 5: 1 day 6: 1 week)
4. Afflicted with horrible maniacal laughter making it impossible to attack or cast spells for 1d4 rounds
5. Faints out of shock for 2d6 rounds
6. Going to be okay, but noticeably shaken up

When characters see or experience something mind-shattering, their SAN may increase. For a mild experience, roll 1d2-1 and add the result to the character's SAN. For a major experience, roll 1d3-1 and add the result to the character's SAN. For a truly terrible experience (like encountering terrible deities of madness), roll 1d4-1 and add the result to the character's SAN. If a character's SAN total ever surpasses 20 + MIND bonus, the character is totally and permanently insane (and becomes an NPC). Small SAN reductions can come from defeating SAN roll causing situations or from special spells and/or rituals.

Notes for the GM: Sanity is generally only included in campaigns which feature eldritch horrors whose mere existence can warp the mind.

Aspects

Aspects are non-mechanical parts of a Character that a player wants to mechanically influence the game. An epithet, quote, relationship, possession, or anything else can be an Aspect. Characters start with one Aspect in the 1st Level and gain an additional aspect every 3rd level (at level 4, 7 10, etc.). For each Aspect, a player gets an Aspect Point (often measured with a poker chip or other counter) at the beginning of each session. At any time during the session, the player may invoke an Aspect prior to any die roll by describing how it comes into play and spending an Aspect Point, thereby gaining a +4 to the roll. The GM may also invoke a Character's Aspect (called a "compel") for a -4 to the roll. The player may refuse a compel at the cost of one Aspect Point; if the player accepts a compel, he gains one Aspect Point.

Notes for the GM: Aspects are popular feature from another RPG. This rule allows the limited use of aspects in Microlite81 without allowing them to take over the game or to have the silly effects (for example, being pitch black in the middle of the night has no effect on events unless someone spends a point to invoke the "darkness" aspect as is true in some games which use aspects).



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 psionics 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 goes 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. Each ability a character can manifest immediately (from first level) adds +100/+2500 to the character Experience Base. For example, a character who can manifest 8 psionic abilities adds +800/+20000 to his Experience base.

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.

Notes for the GM: Psionics were one of the least used and poorest described abilities in Oe and in 1e. While the Oe and 1e systems can be made to work, neither work well. This psionics system therefore has been made to have similar abilities and power levels to the Oe psionics system, but the implementation is much different. Few campaigns will need psionics, but the system is here for those (like one of the author's) that do.



Spirits

Spirits of many types occupy the spirit plane. These spirits can be summoned to the material world and even bound by intelligent material beings. When a spirit is encountered it will generally either attack or flee. If a spirit attacks, the spirit rolls a d20 and adds its power. The material being makes a magic attack roll. The higher roll wins and does the difference between the rolls in spirit damage. Spirit damage reduces a spirit's power, but just accumulates in a physical being. If the spirit's power reaches zero it loses the combat and may be bound (if the defender wishes and knows how). If the material being takes a total of 20 points of spirit damage from a specific spirit, it is unconscious and may be possessed by the attacking spirit (becoming a NPC until the spirit is exorcised).

Spirits have names, personalities, intelligence, power, and may have special powers that they can manifest if they possess a body or are bound.

Intelligence: 2d6+6

Power: Weak: 2d6; Average: 2d6+6; Above Average: 2d6+12;

Strong: 2d6+18; Powerful: 2d6+24;

Languages: Spirits know one language for each point of intelligence above 10.

Powers: Spirits may have a number of supernatural powers that they can manifest if they possess a body or can be forced to manifest on command if they are bound. Some spirits may also take physical form to act as combatants in service of their binder. If bound by a spell-caster, their Power points may be used by their binder as HP to cast spells. They regenerate daily.

Spirit Powers:

d20 Roll Number of Powers

1-6	1 lesser
7-10	2 lesser
11-13	2 lesser, 1 greater
14-16	3 lesser
17-18	3 lesser, 1 greater
19	2 greater
20	3 greater

Lesser Spirit Powers:

d20 Roll Power

1-2	Charm Person 1/day
3-4	Crystal Ball 3/day
5-6	Cure Light Wounds 3/day
7-8	Inflict Light Wounds 3/day
9-10	Knock 1/day
11-12	Light or Dark 1/day
13-14	Telekinesis, 10 pounds, 3/day
15-16	Purify or Putrefy Food and Drink 1/day
17	Read Languages 3/day
18	Read Magic 3/day
19	Speak with Animals 3/day
20	Take physical form 1 hour/day; AC 12, HD 2

Greater Powers:

d20 Roll Power

1	Animate Dead, 2d6 undead, 1/week
2-3	Contact Other Plane 1/week
4	Cure Serious Wounds 2/day
5	Dimensional Door 1/day
6	Dispel Magic, 1/day
7-8	Fly for 1 hour/day
9	Hold monster 1/day
10	Invisibility 1/day
11-12	Levitate, 1 turn duration, 3/day
13-14	Phantasmal Force, 1/day
15	Protection from Normal Missiles 1/day
16-17	Remove Curse 1/day
18-19	Take physical form 1 hour/day; AC 14, HD 5+2, Move 6
20	Telekinesis, 100 pounds, 1/day

Ego Conflicts: Each spirit will have an ego equal to its intelligence +1 for every lesser power and +5 for every greater power. The Ego of a material being is equal to its intelligence + charisma + level. A possessed being may try once per day to throw out a possessing spirit, however, its ego for future attempts falls by one for every unsuccessful attempt. Ego conflict is resolved by each side rolling 1d20 and adding their Ego, higher result wins. If a bound spirit's ego is greater than his binder's ego, the spirit may elect to restart spirit combat in an attempt to break its binding.

Binding Spirits: Members of spell-casting classes automatically know how to bind spirits they defeat in spirit combat once they reach 3rd level. Other classes cannot bind spirits but may be given a spirit bound to an object by another person. Binding a Spirit costs 15 HP and causes the spirit to invisibly hover around the binder. Binding a spirit to an object requires a non-magical item and costs 25 HP. A spirit bound to an item may be given to another person as the spirit treats the owner of the item it is bound to as its binder. If the item is severely damaged or destroyed, the spirit is freed. A spirit who is not bound to an item is freed immediately upon his binder's death.

Notes for the GM: These rules are not appropriate for most campaigns; however, they make campaigns set in certain types of primitive/limited magic settings possible. GMs may also use these rules to represent the powers of shamen for tribes of humanoid monsters like orcs and goblins. GMs should feel free to create their own tables of spirit powers to reflect their campaign world.

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 character's 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 must 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 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 3rd level. If the character's deity is a Minor Deity, the maximum level of Divine Spells the character has access to is 4th level. If the character's deity is a Major or Greater Deity, the maximum level of Divine Spells the character has access to is 5th 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.

Notes for the GM: Divine Intervention gives characters an expensive way to try to get themselves out of extremely bad situations by paying for a miracle. It doesn't work all that often (especially for lower level characters), but when it does it is often a memorable moment in the campaign. Note that successful divine intervention need not be splashy and obviously "deities acting in the world" if that is not suitable for the campaign. The spell options allow easy customization of deities so that each deity has a somewhat unique list of spells. The optional conversion rules make it easy to stop characters from switching deities depending on their current needs.



Science Fantasy

Some GMs like to set their campaigns in science fantasy settings, perhaps a Sword and Planet setting like Barsroom or an "After the Holocaust" setting when a fantasy world is built on the ruin of an ancient technological civilization. These types of setting were not uncommon in the 1970s and early 1980s. The optional rules in this section will be useful for such settings.

Radiation: Areas of radiation do horrible damage and can cause mutations in those affected. Merely being in an area of radiation causes damage unless a FORT save is made. A new save must be made every hour. Radiation does both Hit Point damage equal to the damage rolled and Body Point Damage equal to the number of dice rolled. Those affected by Radiation are allowed a second FORT save to avoid the Body Point damage. Those who take Body Point damage must roll a d20 against the mutation chance for the level of radiation in the area, a roll over the listed "Mutation Chance" means that the being will develop a random mutation or defect in 1d20 days.

Radiation Level	Effects
Low Level	Save Modifier: 0 Damage: 3d6 Mutation Chance: 19
Medium Level	Save Modifier: -4 Damage: 5d6 Mutation Chance: 18
High Level	Save Modifier: -8 Damage: 8d6 Mutation Chance: 17

Mutations: The following random tables can be used to determine mutations of beings mutated by radiation or can be applied to animals and monsters to create radiation mutated species. Roll 1d20. A roll of 1-4 means a defect; any other roll is a regular mutation. Some mutations have to be activated each time they are used. Activation costs 5 HP.

Random Mutation Table:

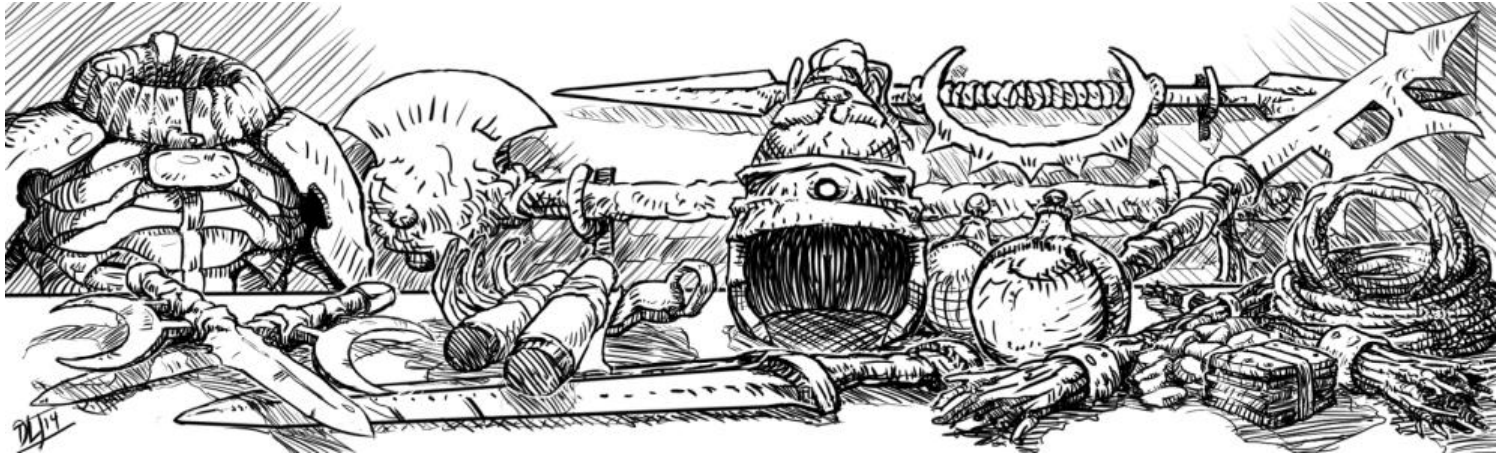
d10	Mutation Description
1	Amazing Stat - +1d6 to one stat: 1-5 STR, 6-10 DEX, 11-15 MIND, 16-20 CHA
2	Amazing Defense - +1d6 to AC
3	Tougher - +2 Hit Points per level
4	Immunity - Takes no damage from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Radiation, 6 Electricity, 7 Sonic, 8 Psionic
5	Better Senses - One sense is vastly superior 1 Sight, 2 Hearing, 3 Smell, 4 Low light (30'), 5 Thermal (30'), 6 Blindsense (30')
6	Melee Weapon - Natural melee weapon that inflicts 1d8+STR mod; alternatively, player may opt to take this as an activated touch based healing ability instead (1d8 + Mind mod)
7	Ranged Weapon - Natural ranged attack that inflicts 1d8 damage up to 30'; source: 1 Fire, 2 Cold, 3 Acid, 4-6 Normal physical damage. Activation required.
8	Psionic Attack - Mental attack that inflicts 1d8+Mind bonus up to 30'; source: 1 Fire vs. AC, 2 Cold vs. AC, 3 Sonic vs. AC, 4 Elec. vs. AC, 5 Psionic vs. MD, 6 Empathy (no damage, ready & manipulate emotions, 7 Telepathy (no damage, read thoughts/mental comm.), 8 Illusion (no damage, audio and visual illusions only the target can see). Activation required.
9	Special Mutation - 1 Extra Arms (hold extra weapons or shields), 2 Bigger (use med. Weapons as light and 2-hnd as med.), 3 Prescient (+1 surprise, +4 initiative, 4 Aquatic (gills & webbed digits), 5 Psychic Shield (A) (entire party may use mutant's MD for defense), 6 Regeneration (heals 1 hp/minute as long as alive), 7 Faster (+1 Action Point), 8 Telekinesis (A) (lift 100 lbs. +100 lbs./ Mind bonus), 9 Special Move (A) 60' (teleport, fly, jump, etc.), 10 Player's choice. (A) means Activation required.
10	Player's Choice - Player may choose specific mutation subject to GM approval(i.e. Immunity to Fire)

Random Defect Table

d10	Defect Description
1	Terrible Stat -1d6 to one stat: 1-5 STR, 6-10 DEX, 11-15 MIND, 16-20 CHA
2	Poor Defense -1d6 to AC
3	Weaker -1 HP per level(min 1hp/level)
4	Vulnerability - Take x2 damage from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Radiation, 6 Electricity, 7 Sonic, 8 Psionic, 9 Stun, 10 Player's choice
5	Diminished Sense - One sense is much poorer: 1-2 Vision, 3-4 Hearing, 5-6 Smell, 7 Taste, 8 Touch
6	Clumsy -1 to all tests and initiative
7	Slower -1d6 to Strike Speed and movement
8	Allergic - Mutant suffers -2 on all tests when in contact with: 1 Ferrous Metal, 2 Non-ferrous Metal, 3 Plastic, 4 Sunlight, 5 Insect bites, 6 Alcohol, 7 Chemical, 8 Player's choice
9	Special Defect - 1 Hemophilia (-1 hp/round after taking combat damage), 2 Narcolepsy (falls asleep at very inconvenient times), 3 Phobia (intense fear of specific creature, condition or environment), 4 Poor Respiration (cumulative -1 on attack, damage and initiative rolls after 1st round of combat), 5 Smaller (cannot apply STR bonus to melee damage rolls; penalties still apply); 6 Player's choice
10	Player's Choice - Player may choose specific Defect (i.e. Vulnerability to Sonic or -4 Mind)

Notes for the GM: Early versions of the world's most popular fantasy roleplaying game were created at a time when science fiction and fantasy were not the completely separate fields of literature they have become today. It was fairly common to mix science fiction and fantasy in early campaigns. These rules are a simple start toward doing so in Microlite81 today.





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: Silver holy symbol, light armor (AC +2), a one handed weapon + shield, and 5 gold pieces

Dwarf, Fighter, Halfling: Vial of holy water, medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Elf: light armor (AC +2), one-handed weapon, spellbook with all spells known, and 5 gold pieces.

Magic-User: Spellbook 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
Shortbow	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
Woundwort (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

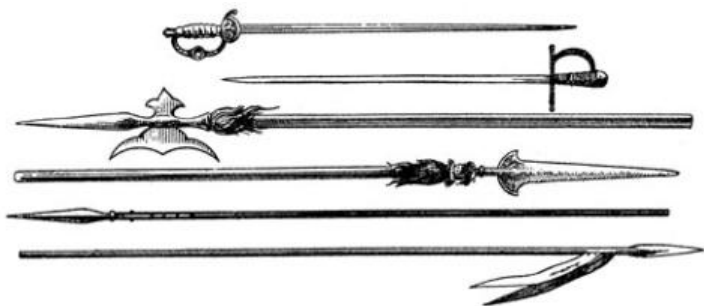
Land Transport	Cost
Camel	100gp
Caparison (warhorse)	20gp
Cart (small)	25gp
Cart (large)	50gp
Donkey	8gp
Horses:	
Heavy Draft Horse	40gp
Heavy Warhorse	700gp
Medium Draft Horse	30gp
Medium Riding Horse	40gp
Medium Warhorse	250gp
Light Riding Horse	75gp
Light Warhorse	150gp
Mule	20gp
Ox (2,000lb)	40gp
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 the 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 disarm 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 kestromes, 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** chapter 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 roll 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.

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 than 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 by 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 by making a proficiency throw to Open Locks.

Morning Star: This is any type of large mace-like 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 rolls, 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 appropriate combat maneuvers.

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 clavicata 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 combat maneuvers made to knock out opponents.

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 combat maneuvers 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.

Equipment Availability (Optional)

Adventurers may sometimes wish to purchase equipment in greater volume than the town they are in can handle. This is not normally a concern when characters are just beginning their career. But if experienced adventurers decide they want to use a dragon's hoard to equip all their followers with fur cloaks (15gp each) and purchase a dozen heavy warhorses (750gp each) with plate barding (600gp each), they may find such goods are simply unavailable in the quantities they desire!

Market Classes: The amount of equipment available for purchase is determined by the price of the equipment relative to the size of

the market the adventurers are in. A market can be anything from a village's humble fair to a city-state's outdoor bazaar to the ports of a major metropolis. Markets are rated by Market Class from I to VI, which rate their size and importance.

The vast mercantile hubs of empires, with urban populations of 100,000 or more, constitute Class I. Major ports, national capitals, and other large cities of 25,000 or more inhabitants constitute Class II. Provincial capitals and medium-sized cities of 8,750 to 25,000 inhabitants make up Class III. Small cities and large towns of 3,000 to 8,750 inhabitants make up Class IV. Small towns and large villages of 1,250 to 3,000 inhabitants are Class V. Any village of 1,250 inhabitants or less is Class VI.

Buying Equipment: The Equipment Availability by Market Class table shows how many units of any piece of equipment are available in each type of market each month. Some values will indicate a percentage chance; this is chance of one unit being present at all in any given month.

Note that the values given are the number of each specific item, not the total number of items at that price level. For instance, a Class IV market will have 5 swords, 5 battle axes, and 5 of each other item priced at 2-10gp. Multiple small items sold as a bundle (such as 12 spikes, 6 torches, 20 arrows, etc) count as one item for purposes of the Equipment Availability table.

Equipment Availability by Market Class

Price	Class I	Class II	Class III	Class IV	Class V	Class VI
1gp or less	1,700	585	260	65	30	10
2gp-10gp	100	30	15	5	1	1
11-100gp	15	5	2	1	25%	10%
101-1,000gp	7	2	1	25%	10%	5%
1,001-10,000gp	2	1	25%	10%	5%	1%
10,001gp or more	10%	5%	2%	NA	NA	NA

Commissioning Equipment: If equipment the adventurers desire to purchase is not available, they may commission it to be created. The advantage of commissioning equipment is that more equipment can be commissioned than is available as inventory; treat the equipment as if it were one price category less expensive to calculate the volume available. The disadvantage of commissioning equipment is that it is not immediately available. Buildings and vehicles, which can be built by large groups, are constructed at a rate of 1 day per 500gp value. Animals take 1 day per 1gp value to find and train. Other equipment takes 1 day per 5gp value.

EXAMPLE: Cythea is in Voynich, a city of 20,000 (Class III market). She wants to buy a war galley (60,000gp), medium warhorse (250gp), 2 suits of plate armor (60gp each), 20 swords (10gp each), 100 bundles of 6 torches (1sp each) and 200 flasks of oil (3sp each). A Class III market has 260 units of any equipment priced 1gp or less, so she finds the 100 bundles of 6 torches and 200 flasks of oil without problem. A Class III market has only 15 units of any equipment priced 10gp or less, so only 15 swords are available. Since she needs the weapons to equip her men, she settles on 15 swords and 5 battle-axes. A Class III market has 2 units of equipment priced at 11-100gp and 1 unit at 101-1,000gp, so she is able to buy the 2 suits of plate armor and medium warhorse. There is only a 5% chance of a war galley being available, and the GM rolls a 42; Cythea cannot find that type of ship in Voynich this month.

Cythea is in urgent need of a war galley, so she decides she'd like to commission a shipwright to build one. Since Cythea is commissioning the war galley, the GM checks for availability as if the war galley were one price category less expensive, putting it in the 1,001-10,000gp row. There is a 25% chance that a war galley

could be commissioned in Voynich this month. The GM rolls a 17 on 1d100, so a shipwright is available. It will take 120 days for the war galley to be finished (60,000gp / 500gp per day).

Buying and Selling Magic Items

In any campaign, adventurers will seek to buy and sell magic items. *MicroLite81* assumes that the market for magic items is illiquid and inefficient. Most magic items found by adventurers were created long ago, and are of dubious origin and uncertain ownership history, which drives their price down. The majority of magic items created during the campaign are assumed to be for mage's personal use and research, or commissioned pieces created for exceptionally wealthy patrons. The Magic Item Transactions by Market Class table governs buying and selling magic items.

Magic Item Transactions by Market Class Table

Price	Class I	Class II	Class III	Class IV	Class V	Class VI
1gp or less	1,700	585	260	65	30	10
2gp-10gp	100	30	15	5	1	1
11-100gp	15	5	2	1	25%	10%
101-1,000gp	7	2	1	25%	10%	5%
1,001-10,000gp	2	1	25%	10%	5%	1%
10,001gp or more	10%	5%	2%	NA	NA	NA

Selling Magic Items: Adventurers can sell magic items they have made for twice the base cost to make the item. (Magic items made from a formula or sample can thus command a great margin!) Adventurers can sell identified magic items found, discovered, looted, or otherwise acquired for the base cost to make the item. The difference in selling price reflects the difference in value between an item of known make and authenticity and an item of dubious origin and uncertain ownership history.

In order to sell one or more magic items, the adventurer must be in a market of sufficient size. The number of potential buyers for magic items in a month will be determined by the price of the items and the market class within which they are sold.

EXAMPLE: Using a formula, Nicodemus and his assistants made 4 scrolls of fireball (base cost 1,500gp) at a cost of 750gp each. Quintus has a henchman take these to sell them in Voynich (a Class III market). There is a 25% chance of a buyer for one scroll each month, at a price of 3,000gp each. Nicodemus also asks his henchman to sell a sword +2 (base cost 15,000gp) he found in an evil crypt. The sword +2 will sell for 15,000gp. There is a 25% chance of a buyer for the sword each month. After four months, Nicodemus' henchman returns with 27,000gp – 12,000gp from the scrolls and 15,000gp for the sword.

Buying Magic Items: Adventurers can buy magic items for twice the base cost to make the item. In order to buy magic items, the adventurer must be in a market of sufficient size. The number of potential sellers of magic items in a month will be determined by the price of the items and the market class within which they are sold. Magic items are generally available only in small quantities, even in large markets.

EXAMPLE: Cythea is about to set out on an adventure from Voynich. She decides to buy potions of healing (base cost 500gp). Stopping by the local Temple of the High Sun, she finds one potion for sale for 1,000gp. Later, Cythea travels to the great city of Vultan (Class I market). There she can buy 7 potions of healing for 1,000gp each, and even 2 potions of extra-healing (base cost 2,000gp) for 4,000gp each.

Commissioning Magic Items: On occasion, adventurers may commission powerful spellcasters to create magic items on their behalf. Spellcasters powerful enough to create magic items for hire can only be found in Class I markets, or through adventures. The advantage to commissioning a magic item is that the item can be made exactly to the adventurer's specification. The disadvantages are cost and time. The base cost and time required to create a magic item is listed on the Magic Item Creation table in the Magic Research section. The adventurer commissioning the item will be responsible up front for paying the base cost and the cost of any precious materials, and for providing any required special components. If the spellcaster successfully completes the item, the adventurer will then be charged an additional fee equal to 7,000gp per month, or twice the base cost, whichever is greater.

EXAMPLE: Cythea hires a mage to create a suit of plate armor +3 (base cost 35,000gp, base time 8 months). After describing the elaborate appearance she demands, Cythea pays 35,000gp. She also pays for 30,000gp worth of precious materials to be used in the items construction, to help ensure its successful creation (and to make it look spectacular). Finally, she delivers the special component, the iron hides of 25 gorgons, to the mage. When the mage completes the armor 8 months later, Cythea pays him an additional 70,000gp (twice the base cost). Cythea has spent 135,000gp on her armor, enough to build a keep.

Hirelings, Henchmen, Mercenaries, and Specialists

In addition to buying equipment, adventurers may also spend their money to hire various NPCs, known as **hirelings**, to assist them. There are three types of hirelings. **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.

Hirelings

While adventurers often wish to hire as many hirelings as they can afford, hirelings are not available in unlimited numbers. Indeed, in small villages or remote outposts, they may be not available at all. As with equipment, the amount available will be determined by the **market class** within which the adventurers are recruiting hirelings. The **Hireling Availability by Market Class** table shows how many of each type of henchman, mercenary or specialist is available in each type of market. Some values will indicate a percentage chance; this is chance of that type of hireling being present at all. One half of the hirelings (rounded up) become available within the first week the adventurers enter the market. One quarter (rounded down, minimum 1) become available during the second week. The remainder of the hirelings become available in the third week.

EXAMPLE: Cythea is in Voynich, a city of 20,000 (Class III market). She wants to hire a sage to decipher a strange book, and a company of heavy infantry. There is a 33% chance of 1 sage being present; unfortunately, the GM rolls a 98, and Cythea can't find one available. Her search for the heavy infantry goes better, as the GM's roll of 3d10 yields 22. Cythea finds 11 of these in his first week of searching, 5 more in his second week, and the remaining 6 in his third week.

PCs may sometimes find potential hirelings while on adventures. Otherwise, in order to find hirelings, the PCs must carouse in pubs, post notices of help wanted, hand out fliers, and seek out adventuring companies, mercenary brotherhoods, or professional

guilds. These activities cost money. Each week that the adventurers are in the market for hirelings, they must pay the fee listed on the table below. This fee is per type of hiring.

Market Class	Cost Per Week Per Hiring Type
I	1d6+15gp
II	1d10+10gp
III	1d8+5gp
IV	1d6+3gp
V	1d6gp
VI	1d3gp

Hirelings are recruited through negotiation. The GM plays the roles of the NPCs the PCs attempt to hire. The PCs will have to explain what the job entails and the rates of pay. Henchmen are typically hired for a share of treasure (at least 15% of the employer's income) and monthly fee for food, lodging and expenses (based on level, see below). Mercenaries and specialists are typically hired for a flat monthly fee, which varies depending on the type of specialist or mercenary (see below). Henchmen, mercenaries, and specialists will have equipment appropriate to their profession, class, or level. Adventurers may provide additional equipment to their hirelings.

Hiring Availability by Market Class

	Class I	Class II	Class III	Class IV	Class V	Class VI
Mercenaries						
Light Infantry	4d100	5d20	5d10	3d4	1d6	1d2
Heavy Infantry	2d100	5d10	3d8	1d8	1d3	1 (85%)
Crossbowman	2d100	5d10	3d8	1d8	1d3	1 (85%)
Mounted Crossbowman*	3d20	4d4	2d4	1d2	1 (75%)	1 (25%)
Bowman	8d20	4d10	2d10	1d6	1d2	1 (70%)
Longbowman	4d20	2d10	1d10	1d3	1	1 (33%)
Light Cavalry	4d20	2d10	1d10	1d3	1	1 (33%)
Horse Archers	3d20	4d4	2d4	1d3	1 (70%)	1 (23%)
Medium Cavalry	3d20	4d4	2d4	1d2	1 (70%)	1 (23%)
Heavy Cavalry	4d10	1d10	1d6	1d2	1 (50%)	1 (15%)
Cataphract Cavalry	3d10	1d8	1d4	1d2	1 (33%)	1 (40%)
Wolf Riders*	3d10	1d8	1d4	1d2	1 (33%)	1 (40%)
Specialists						
Alchemist	1d10	1d3	1	1 (33%)	1 (15%)	1 (5%)
Animal Trainer – Common	5d10	2d6	1d6	1d2	1 (65%)	1 (20%)
Animal Trainer – Exotic	1d10	1d3	1	1 (33%)	1 (15%)	1 (5%)
Armorer	3d10	2d4	1d4	1	1 (40%)	1 (15%)
Engineer	1d10	1d3	1	1 (33%)	1 (15%)	1 (5%)
Healer	5d10	2d6	1d6	1d2	1 (65%)	1 (20%)
Healer – Physicker	3d10	2d4	1d4	1	1 (40%)	1 (15%)
Healer – Chirurgeon	1d10	1d3	1	1 (33%)	1 (15%)	1 (5%)
Mariner – Captain	4d6	1d6	1d3	1 (80%)	1 (33%)	1 (10%)
Mariner – Navigator	5d10	1d12	1d6	1d2	1 (60%)	1 (45%)
Mariner – Sailor/Rower	4d100	5d20	5d10	3d4	1d6	1d2

MICROLITE81 ADVANCED 1.0 SILVER

Ruffian – Carouser	4d100	5d20	5d10	3d4	1d6	1d2
Ruffian – Footpad	5d20	4d6	2d6	1d3	1d2	1 (40%)
Ruffian - Reciter	5d20	4d6	2d6	1d3	1d2	1 (40%)
Ruffian - Spy	2d10	1d6	1d3	1 (65%)	1 (25%)	1 (10%)
Ruffian - Thug	5d20	4d6	2d6	1d3	1d2	1 (40%)
Sage	1d6	1d2	1 (65%)	1 (15%)	1 (5%)	None
Spellcaster	----- Varies by Spell Level ----					
Henchmen						
Normal Men	4d100	5d20	4d8	3d4	1d6	1d2
Level 1	5d10	2d6	1d4	1d2	1 (65%)	1 (20%)
Level 2	3d10	2d4	1d3	1	1 (40%)	1 (15%)
Level 3	1d10	1d3	1 (85%)	1 (33%)	1 (15%)	1 (5%)
Level 4	1d6	1d2	1 (45%)	1 (15%)	1 (5%)	None

*Mounted crossbowmen are only found in Dwarven settlements. Wolf Riders are only found in Chaotic-aligned settlements.

After the offers are made, the GM will make a **reaction roll** of 2d6 on the Reaction to Hiring Offer table to decide the potential henchman's reactions, modified by the prospective employer's Charisma bonus or penalty. The GM may apply any other adjustments he or she feels are appropriate (a bonus of +1 for higher-than-average pay, signing bonuses, or equipment; a -1

Refuse and slander means that all further reaction rolls made toward that adventurer in the given town or region will be at a penalty of -1 due to unkind words said by the NPC to his fellows. If the adventurer tries again in a different town, the penalty does not apply. **Refuse** simply means the NPC declines the offer.

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

Accept means that the NPC has agreed to become the character's hireling for the stated terms. **Accept with élan** means the offer is accepted with very good spirit, and the hireling's morale rolls receive a bonus of +1 penalty if the adventurer offers poor terms or a very risky job).

Reaction to Hiring Offer

Adjusted Die Roll	Result
2-	Refuse and slander
3-5	Refuse
6-8	Try Again
9-11	Accept
12+	Accept with élan

Henchmen

Henchmen should 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	8	3,000
1	25	9	7,250
2	50	10	12,000
3	100	11	35,000
4	200	12	60,000
5	400	13	145,000
6	800	14	350,000
7	1,600		

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 GM'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 (GM's discretion). In addition, the GM 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 GM will roll 2d6 on the Henchman Loyalty table, adding the henchman's morale, to decide how the henchman responds to the recent events. The GM may apply adjustments to this roll, probably no more than +/-2, if the henchman is particularly well or poorly paid.

Henchmen Monthly Fee

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. A result of **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 adventuring; however, as they are under the command of a player character, only one-half of a share of **XP** is allocated to each henchman. See **Earning Experience from Adventures**, below, for an example.

Mercenaries

Mercenaries are generally hired to garrison a stronghold or wage war in military campaigns. Mercenaries will not accompany their employers on highly dangerous adventures 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.

The Mercenary Troop Type table below 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, stablehands 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.

Mercenary Troop Type	GP Wage per Month				
	Man	Dwarf	Elf	Goblin	Orc
Peasant (spear)	3	-	-	-	-
Light Infantry (spear, shield, leather)	6	-	10	2	4
Heavy Infantry (spear, sword, shield, chainmail)	12	20	24	-	6
Crossbowman (heavy crossbow, dagger, chainmail)	12	24	-	-	8
Mounted Crossbowman (crossbow, chainmail, mule)	-	45	-	-	-
Bowman (short bow, dagger, leather)	15	-	30	6	9
Longbowman (long bow, sword, chainmail)	30	-	60	-	-
Light Cavalry (lance, shield, leather, light warhorse)	30	-	60	-	-
Horse Archers (composite bow, scimitar, leather, light warhorse)	45	-	90	-	-
Medium Cavalry (lance, shield, chainmail, medium warhorse)	45	-	-	-	-
Heavy Cavalry (lance, sword, shield, plate, barded medium warhorse)	60	-	-	-	-
Cataphract Cavalry (composite bow, sword, shield, plate, barded medium warhorse)	75	-	-	-	-
Wolf Riders (spear, leather, shield, dire wolf)	-	-	-	15	-

Mercenary Type	Base Morale
Peasants, conscript militia	-2
Barbarians, auxiliaries	-1
Men-at-arms	0
Cavalry, elite men-at-arms	+1
Elite cavalry	+2
Fanatics, berserkers	+4

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 GM.

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.

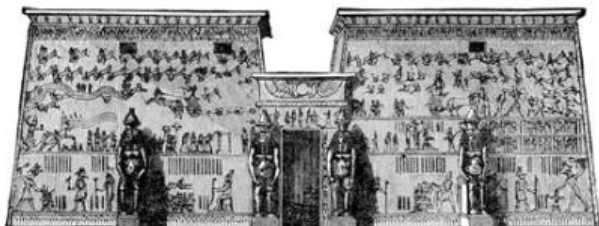
Alchemist (250gp/month): Alchemists are valuable specialists because they dedicate their expertise to creating potions and other concoctions. They may work as assistants to mages to help them create potions. They may also research new potions as if they were 5th level mages, but at twice the base time and cost. See 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 GM 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, chirurgeon 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 hit points per week. In addition, physickers can non-magically neutralize poison, cure disease, or cure light wounds with a skill roll of 18+ once per day per patient. Highly skilled chirurgeons can non-magically neutralize poison, cure disease, or cure serious wounds with a skill 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 chirurgeon 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 shortwords.

Ruffian (carousers, 6gp/month; footpads, 25gp/month; reciters, 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. Reciters are 1st level bards. 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 hijinks, such as assassinating, carousing, spying, stealing, or treasure-hunting. Ruffians hired for hijinks 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 hijinks. Ruffians who advance in level from successful hijinks 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 GM will decide these costs. Despite the special knowledge sages have, they are occasionally wrong when it comes to particularly obscure questions. The GM 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!

Spellcaster (Various): Spellcasters are arcane and divine casters retained to cast a spell for an adventuring party. Most often these are clerics asked to cast cure disease, remove curse, raise dead, and so on, but mages may be sought out from time to time as well. The Spell Availability by Market table shows how many divine and arcane spellcasters capable of casting a given spell level can be found in any given market. Each spellcaster will be able to cast a spell of the given level once per day. The cost per casting is listed for each spell level as well. Just because a spellcaster can be found does not mean he will cast a spell for the adventurer – he must still be recruited through negotiation. Clerics will never cast spells for adventurers of opposite alignment, and may charge double if the adventurers do not belong to their faith.



Spell Availability by Market Class

Spell Type and Level	Cost	I	II	III	IV	V	VI
Divine-1 st level	10gp	2d3 x100	4d4 x10	5d10	4d6	2d6	1d6
Divine-2 nd level	40gp	8d10	4d6	2d6	2d3	1d3	1d2
Divine-3 rd level	150gp	2d6	2d3	2d3	1d2	1d2-1	-
Divine-4 th level	325gp	2d6	2d3	2d3	1d2	1d2-1	-
Divine-5 th level	500gp	1d6	1d4	1d4	1d2-1	-	-
Arcane-1 st level	5gp	2d4 x100	2d10 x10	2d4x10	3d10	2d6	1d4
Arcane-2 nd level	20gp	2d6 x10	6d6	2d6	2d4	1d4	1d2
Arcane-3 rd level	75gp	4d6	2d6	2d3	1d4	1d2	-
Arcane-4 th level	325gp	2d4	2d3	1d4	1d2	1d2-1	-
Arcane-5 th level	1,250gp	1d4	1d4	1d2	-	-	-
Arcane-6 th level	4,500gp	1d3	1d3	1d2-1	-	-	-

EXAMPLE: Cythea has been slain, while her companions (Nicodemus, Sal, and Bran) have been infected with lycanthropy in a battle with wererats. The adventurers travel to the town of Voynich (a Class III market) to seek raise dead for Cythea and cure disease for the rest of the party. The GM rolls on the Spell

Availability by Market Table to determine the availability of these spells.

Cure disease is a 3rd level spell, so the GM rolls 1d3 to determine how many spell castings are available. Unfortunately, he rolls a 1, so only one cure disease spell is available each day. Raise Dead is a 5th level spell, so the GM rolls 1d2-1. He scores another 1, -1, yielding 0. No raise dead spells are available in town at all! The adventurers must decide whether to stay in town the three days necessary to get everyone cured of lycanthropy, or to press on immediately to try to find a cleric who can raise Cythea.

Poison

This section describes different poisons that can be introduced into the campaign. They are particularly important if the assassin class is in play, but poisons can be used to make foes much more formidable or to add additional dangers through unlabeled and mysterious potions, or poisoned traps and food.

Poison Basics

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a saving throw versus poison. If he fails, he dies or takes the poison's damage. Even if he succeeds, he may face damage. One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Unless otherwise determined by the Gamemaster, any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used. Poisons are divided into four basic types according to the method by which their effects are delivered, as follows.

Contact (CT): Touching poison necessitates a saving throw. It can be delivered via a weapon or other physical attack. Even if the attack causes no physical damage, the poison may affect the target. An object can be smeared with contact poison as a trap.

Ingested (IG): Ingested poisons are virtually impossible to utilize in a combat situation. It could be administered to an unconscious creature or someone may be dupes into consuming something poisoned.

Inhaled (IH): Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack just as when throwing flasks of oil. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10' cube. Each creature within the area must make a saving throw. Holding one's breath is ineffective against inhaled poisons; they enter the body through the nasal membranes, tear ducts, and other parts of the body.

Injury (IN): This poison must be delivered through a wound. If a creature does not suffer damage from an attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

The characteristics of poisons are summarized on the Poison Table. Terms on the table are defined below.

Class: This is an abstract identifier for a specific poison. It does not suggest anything about the ingredients, as any number of formulas might produce similar effects.

Type: The poison's method of delivery; contact (CT), ingested (IG), inhaled (IH), or via an injury (IN).

Save Adjustment: Some poisons are weaker or stronger than others, and saving throws are modified accordingly.

Onset: The amount of time it takes for the poison to take effect.

Failed Save Damage: The damage the character takes immediately upon failing his saving throw against this poison.

Save Damage: The amount of hp damage the character suffers even if the save versus poison succeeds.

Price: The cost in gp of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.

Perils of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. A character that rolls a natural 1 on an attack roll with a poisoned weapon must succeed in a DEX attribute check or he poisons himself and must make a save versus poison. Assassins are trained in the use of poisons and there is no chance an assassin will poison himself when employing it in any way.

POISON TABLE

Class	Type	Save Adj.	Onset	Failed Save Damage	Save Damage	Price
1	CT	+2	2d4 rounds	10	0	20
2	CT	+1	1d6+1 rounds	20	0	80
3	CT	-	1d4 rounds	30	10	800
4	CT	-1	1d2 rounds	40	15	2,000
5	CT	-2	1 round	death	30	4,000
6	IG	+4	2d4 rounds	20	10	6
7	IG	+3	1d4+1 rounds	30	15	35
8	IG	+2	1d2 rounds	40	20	220
9	IG	+1	1 round	death	25	520
10	IG	-	1d4 turns	death	30	1,200
11	IH	+3	1d4 rounds	5	0	5
12	IH	+2	1d2 rounds	10	5	25
13	IH	+1	1 round	15	7	35
14	IH	-	instant	20	10	150
15	IH	-1	instant	death	15	1,200
16	IN	+4	2d4+1 rounds	15	0	15
17	IN	+3	1d3 rounds	25	0	75
18	IN	+2	1 round	35	0	650
19	IN	+1	1 round	death	0	1,700
20	IN	-	instant	death	10	2,500

There is a chance that a target in close proximity to poison will detect its presence due to its appearance, smell, or taste, before it is significantly contacted. The chance is related to the save adjustment of each poison. Poisons with +4 have an 80% probability of detection; +3, 60%; +2, 40%; +1, 20%.



ADVENTURING

B/X Conventions

Almost any material you come across for B/X or other early editions of the world's most popular roleplaying game can be used in Microlite81 with little modification. However, there are some descriptive conventions that B/X used that may need explanation.

Time Conventions: B/X talks about time in terms of rounds (combat rounds) and turns. A round was 10 seconds and a turn was 10 minutes, so there were 60 rounds in a turn.

Movement/Distance Conventions: B/X 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.

Descending Armor Class: B/X 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 Microlite81.

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 Microlite81.

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 spent 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 dungeons, 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	Level	Patrol Type	Reaction (1D6)		
Class			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.

Watercraft Table

	Required Crew	Sailing Feet per Round	Rowing Miles per Day	Sailing Miles per Day	Rowing Miles per Day	Cargo (lbs.)	Armor Class	Structural Hit Points
Boat, river	10	-	60	-	36	3,000	8	20 to 45
Boat, sailing	1	120	-	72	-	2,000	8	20 to 45
Canoe	1	-	60	-	18	600	9	5 to 10
Galley, large	250	120	90	72	18	4,000	7	95 to 120
Galley, small	100	150	90	90	18	2,000	8	75 to 100
Galley, war	400	120	60	72	12	6,000	7	125 to 150
Lifeboat	1	-	30	-	18	1,500	9	12 to 18
Longship	75	150	90	90	18	4,000	8	65 to 80
Raft	1	-	30	-	12	5 per sq. foot	9	5 per sq. foot
Sailing Ship, large	70	120	-	72	-	30,000	7	125 to 180
Sailing Ship, small	12	150	-	90	-	10,000	8	65 to 90
Sailing Ship, transport	12	120	-	72	-	30,000	7	125 to 180

Ocean Exploration

On occasion, characters will need to travel by sea, whether to find a lost island full of riches, or simply to get from one coast to another. The rules in this section also cover travel on rivers. Characters might have to travel by river deep into impenetrable forest or jungle to reach a set of ruins.

Water Vessels: The characters might employ any number of watercraft. Some vessels are small, and they can steer them on their own, while others require a great number of people to operate. The Watercraft Table details different kinds of water vessels, as well as their speeds when rowed or sailed, their structural hit points and armor class, and maximum cargo load.

Hit points operate in the same manner as hit points do for monsters and characters. If a vessel is damaged to 0 or fewer hit points, it will no longer move and ship weapons no longer function. The ship has 1d10 rounds before it will sink.

Ship Weaponry: Galleys are capable of having a ram, but only a war galley automatically has one. Galleys that are not equipped with a ram can be purchased with a ram at +30% of the normal cost for the ship. All galleys and longships may be equipped with a catapult. Catapults must be equipped with shot, which weighs 200 pounds per 20 shot.

Water Conditions: When traveling on rivers, the listed distances various vessels can travel in a day can be modified if the current is particularly fast or if vessel is moving up stream. Adjust the average miles traveled each day up or down by 1d8 +4 miles, as appropriate. The Gamemaster might invoke other penalties, depending on what hardships a vessel encounters on a river. Shallow water, waterfalls, twisting waters, rapids, or sand bars might impact travel times.

When traveling at sea far from shore, smaller boats, including all galleys, are not appropriate and cannot handle the potential difficulties the open sea can offer. These vessels are restricted to water voyages in rivers, lakes, and near the shore at sea. There are many possible conditions at sea that might impact the average travel times listed for each vessel. The Gamemaster will check water conditions at the start of each day by rolling 2d6. A result of 12 indicates strong winds and storms, and a 2 means that the day is completely devoid of wind and a ship that is incapable of rowing cannot move all day. Any vessel with sails can

attempt to move with the wind to avoid damage from strong winds. However, this may not carry the ship in the direction of preferred travel. The direction will be chosen by the Gamemaster. The vessel travels at the average speed x3. If the ship encounters land during this travel, it has a 25% chance of finding a safe place to hide along the shore. Otherwise, the ship is destroyed on the shore, by landing too fiercely or otherwise hitting shallow waters and rocks. In these windy, stormy conditions a galley has an 80% chance of being overrun with water and sinking. If it is near shore when the storm hits, a galley can find a safe harbor 100% of the time if the shore relatively clear of physical dangers. Otherwise, a galley will find a safe harbor on a roll of 1 or 2 on 1d6. Note that if the roll indicates no wind for the day, ships that can move by rowing can move their normal rowing speed for the day. Sailing ships are unable to move significantly under these conditions.

The system outlined above is a simple system for deciding conditions at sea. If the Gamemaster desires a more detailed set of guidelines, he should roll 2d6 at the start of each game day and consult the Wind Conditions table.

Wind Conditions Table

Roll Result	Movement Adj.	Wind Conditions
2-4	None	Normal
5	No sailing, -2/3 rowing	No wind
6	-2/3 all movement	Slightly unfavorable
7	-1/2 all movement	Unfavorable
8	-1/3 all movement	Greatly unfavorable
9	+1/3 all movement	Light favorable
10	+1/2 all movement	Medium favorable
11	All movement x2*	Extremely favorable
12	All movement x3**	Fierce wind

*All ships have a 10% probability of taking on water (20% for galleys), which will incur a penalty of -1/3 to movement. The ship will need to seek maintenance at a dock to remove the water.

**The ship will travel in a random direction determined at the Gamemaster's discretion, as discussed previously.

Encounters at Sea: Monsters can surprise a ship, but because monsters native to the water cannot generally be seen, or

"sneaked up on," a ship may never surprise a monster. When the Gamemaster rolls for a random encounter, the distance the monster is from the group is the same as in other wilderness encounters (4d6 x10 yards).

Assuming weather conditions are normal, other ships can be seen when up to 300 yards away and land can be seen from up to 24 miles. These visibility distances could be reduced by 90% their normal distance when in harsh weather or dense fog, or some other penalty might be used depending on conditions.

Waterborne Chases: When two waterborne vessels, or a ship and a monster, encounter one another, one party may choose to flee. The distance between each of the groups is determined as a normal encounter. Success depends entirely on luck and the difference between the two groups speeds.

If the fleeing party is faster than the pursuer, the base chance of escape is 80%. The base is 50% if both parties have the same movement, and decreases by 10% for every 30' movement the escapee is slower than the pursuer (minimum of 10%). If the fleeing party is successful, the pursuing group cannot try to catch up with the fleeing party for 24 hours, and then only if a random encounter roll indicates an encounter. If a party fails their roll to flee, the pursuer will gain on the fleeing party at a rate of 10 yards per round if the pursuer is slower than the other party or if the pursuer's speed is no greater than 30' more than the fleeing party. If the pursuer's speed is more than 30' faster than the fleeing party, the pursuer will gain on the fleeing party at a rate equal to the pursuer's speed per round.

Waterborne Combat: Time and movement functions in the same way in water combat as it does in other encounters. However, one of the major differences to note is that attacks and damage may be directed at water vessels in addition to characters and monsters. Structural hit points (shp) belonging to vessels are slightly different than hit points (hp) belonging to characters and monsters. They translate at a rate of 1 to 5, or 1 shp = 5 hp. This is important to note, because some monster or spell descriptions list shp damage when directed at vessels.

Vessels and Damage: It takes 5 crewmembers 1 turn to repair 1 shp. This task requires full attention, so any crew involved in repair cannot take any other action during a turn repairing a vessel. Only half of all damage sustained to a ship can be repaired at sea by the crew, the remaining damage can only be repaired by facilities at dock.

Damage to a vessel also impacts vessel movement, due to taking on water and structural damage influencing how the ship passes through water. In 10% increments of damage to shp maximum, the ship's movement will be reduced by an equal percentage. For example, if a ship loses 20% of its shp, its movement will also be reduced by 20%. Movement is also affected in a similar manner when the number of rowers is reduced, such as when rowers are used to repair damage. For example, if 10% of the number of rowers are being used to repair vessel damage, the ship can move at -10% of its normal speed.

Ship-to-Ship Combat: Combat between ships is usually fought by either catapults or rams, both of which are detailed below. Some ships may be equipped with these weapons, as indicated previously.

Catapult

Rate of fire: variable; 1/5 rounds with 4 crew; 1/8 rounds with 3 crew; 1/10 rounds with 2 crew

Range: 150-300 yards

Attacks as: Fighter level equal to crew number firing

Area effect: 10' square

Damage: 3d6 shp or 1d6 shp fire per turn

Catapults can be operated by a variable number of crew, and this will affect rate of fire and attack ability as indicated above. The

standard 3d6 damage reflects firing a solid missile. Burning damage from combustible loads and pitch do the indicated fire damage. It takes a minimum of 5 crewmembers 3 turns to extinguish flames caused by a fire attack. For every five additional crewmembers, this time can be reduced by 1 turn to a minimum of 1 turn. A catapult cannot be used to attack a ship that is closer than the minimum range indicated.

Ram

Range: Touch

Attacks as: Monster of under 1 HD

Damage: (1d4 +4) x10 shp or 3d8 hp; (1d6+5) x10 shp or 6d6 hp

The different damages listed for a ram apply as follows. The first shp value listed applies to rams on small vessels when attacking another vessel. The first hp value listed applies to attacking large aquatic monsters. Similarly, the second damage values apply to rams on larger ships to other ships or large aquatic monsters, respectively.

Boarding Vessels: When the occupants of both side-by-side vessels wish to board one another, their mutual intent makes the action succeed with no chance of failure. If only one side wishes to board the other, then the side that wishes to board has a 35% chance (1-35 on d00) of being able to successfully maneuver the two ships to a boarding position and clamp them together with grappling hooks. Once crewmembers come into contact with one another, combat ensues following the standard combat rules. When characters are in the act of boarding another ship, they suffer a penalty of -2 to attack rolls and armor class.

Encounter and Combat Example

In this example of an encounter with combat, we have the following four characters: Alexi (1st level elf); Nimrod the Holy (2nd level cleric); Pancho (1st level halfling); and Rentol (1st level fighter). The game is using the Standard Rules Set.

The four brave adventurers proceed down a winding, damp cavern corridor. Rentol leads the marching order, followed by Pancho, Nimrod, and Alexi. Abruptly, 5 orcs leap into the corridor from a hidden alcove. The GM checks to see if the PCs are surprised, and rolls a 3 on 1d6. Luckily, the characters are able to react.

Alexi announces that she will be casting the spell magic missile at an orc this round. The others announce that they will be attacking the orcs with weapons. Next, the GM and one player each roll 1d6 to see which side of the encounter wins initiative. The GM rolls a 6 and the players roll a 3. The orcs get to attack first!

One snarling, pig-faced orc attacks Alexi, wielding a short sword. The GM rolls 1d20 for the orc, to see if it hits. The orc rolls a 17; since this is higher than Alexi's AC of 12, he stabs Alexi with the short sword. The GM rolls a 3 on 1d6 for damage. Alexi now has 3 hp from her maximum of 6.

One orc lashes at Pancho, rolling a 4. He misses Pancho's AC of 13.

Two orcs attack Rentol. One orc rolls a 15 and the other rolls 16. Rentol's AC is 14, so they both hit. The first orc deals 4 hp of damage. The second deals 6 points of damage, for a total of 10 hp of damage. Rentol only had 7 hp, so his new total is 0. He is unconscious and the remaining 3 points of damage reduce his strength by 3 points from 15 to 12. Rentol gasps, bleeding his wounds, and drops to the cavern floor.

Nimrod the Holy is attacked by one orc. It rolls a 6. It needed to roll 12 or higher to hit Nimrod's AC of 12, so it misses.

Since the orcs have acted, it is now time for the PCs to act. Alexi intended to cast a spell this round, but since she took damage from the orcs her spell does not take effect and it is lost. She loses 1 hit point for attempting the spell and may take no other action

this round. She now has only 2 hp left (but one of her 4 points of damage taken is exhaustion from magic and will recover with a night's rest).

Pancho stabs at an orc with his short sword, and rolls a 14. The orcs has an AC of 13, so he hits. He rolls a 1, for 1 hp of damage. The orc now has 4 hp.

Nimrod attacks an orc with his mace, rolling a 15, he needed to roll 14 or higher, so he hits. He rolls 4 hp of damage. The orc had exactly 4 hp, so it crumples to the floor dead.

The first round of the encounter ends.

There are 4 orcs remaining at the beginning of the next round, and Rentol, the PCs dear friend lies unconscious severely wounded nearby. The GM asks the players what they intend to do on the second round, and they all announce that they attack the orcs. Each side rolls for initiative again. The GM rolls a 1, and the players roll 4. The players act first this round.

Alexi attacks an orc with her long sword. She rolls a 15 to hit, which is one better than she needed to hit the orc's AC of 6. She rolls 8 hp of damage! The orc had 8 hp, so with a groan it falls to the ground dead.

Pancho stabs at his orc again and rolls 15. He hits, and rolls 2 hp damage. The orc now has 2 hp remaining.

Nimrod attacks a new orc, rolling 17, for another hit! He rolls a 5, and since the orc had 4 hp, it is now at -1 hp and it dies.

The orcs get to attack now, but there are only 2 orcs left. The first orc attacks Nimrod, rolling 13. The orc needed 13 or higher to hit Nimrod's AC of 12, so he hits. The orc rolls 5 hp of damage. Nimrod only had 5 hp, so he now has 0. He falls in a heap near Rentol, unconscious.

The second orc attacks Pancho. It rolls a 19 to hit, which is well above the 14 it needed to hit Pancho's AC of 13. It rolls 3 hp of damage, and since Pancho had 4 hp, he is now badly hurt with only 1 hp remaining.

The second round of the encounter ends. Since all but one orc has been killed, the GM decides to make a morale check for the last orc. The roll result is 7 on 2d6. The orc's morale score is 8, so the GM rules that the orc will stay and fight to the death.

The players announce that their characters will attack the remaining orc this round, and each side rolls initiative. The GM rolls a 1, and the players roll a 6. The players attack first. Alexi attacks the orc, and rolls a 15. Since she needed to roll 14 or higher, she hits. She rolls 5 hp of damage. The orc only had 2 hp left, so it falls to the ground with the rest of its companions, dead.

Alexi and Pancho are hurt, Nimrod is unconscious, and Rentol is unconscious and wounded with 3 points of STR damage. They search the pockets of the dead orcs and find a few more gold coins. Pancho reluctantly pulls out a potion of healing from his pack and he and Alexi carefully and slowly pour it down Nimrod's throat. The GM rolls a die and finds the potion cures 6 points of damage. Nimrod is now back at 6hp one short of full health (7 hp). Nimrod casts a Cure Light Wounds on Rentol, curing 4 points of damage. This cures his 3 points of STR damage and restores 1hp, leaving him conscious, his severe wounds healed, but with only 1 hit point. The PCs quietly head further down the corridor, looking for a safe place to rest.



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 vils 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

Structure	Cost
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 of 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**
Increase bonus from +1 to +2	+10,000gp**
Increase bonus from +2 to +3	+20,000gp**
Magical Armor +1	5,000gp**
Increase bonus from +1 to +2	+10,000gp**
Increase 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/week	30 days x spell level
Magical Weapon +1	1 month x weapon base cost / 10***
Increase bonus from +1 to +2	+1 month x weapon base cost / 10***
Increase bonus from +2 to +3	+1 month x weapon base cost / 10***
Magical Armor +1	1 month x Armor Class
Increase bonus from +1 to +2	+1 month
Increase bonus from +2 to +3	+1 month

Donate to the RetroRoleplaying Cancer Fund and Get Some PDF Goodies

Many Microlite81 gamers know that Randall Stukeley, the author of Microlite81 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 Microlite81 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's 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.

Can You Help Pay the Cancer Bills?

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)
- Microlite81 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 Microlite81 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>

**Support Microlite81:
Please donate if you can!**

* 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.

***Arrows, bolts, and sling stones are enchanted in bundles of 20 at a base cost of 10gp.





MICROLITE81 SPELL LISTS

Spell Details

Each spell has level, duration, and range listed for convenience, with additional information about each spell in the description. Level is the *spell level*, and availability is determined by the caster's level. Duration is the amount of time the spell is in effect. Range is where the *spell effect is centered*, not the area of effect of a spell, which is mentioned in the spell description, where applicable. For example, a spell range of 0 is centered on the caster, whereas with a range of 30' a spell could be centered anywhere within 30' of the caster. A range of *touch* indicates that a thing or creature must be touched for the spell to take effect. Sometimes the range of a spell is the same as the area of effect, due to the nature of the spell.

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.

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.

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.

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*.

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.

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 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.

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.

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.

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 used no more than 10 rounds after death.

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.

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 spell 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.

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 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
6 th or fewer	6 rounds	7 days	2
7 th to 8 th	18 rounds	7 weeks	3
9 th to 11 th	36 rounds	7 months	4
12 th to 14 th	1 turn	7 years	5
15 th to 18 th	2 turns	70 years	6
19 th to 20 th	3 turns	140 years	7
21 st +	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.

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.

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.

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.

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.

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 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.

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 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.

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 within 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.

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 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.

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

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.

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.

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.

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. Those 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.

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 effect. 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*.

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.

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

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.

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.

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.

Geas (reversible)

Level: 6
Duration: See below
Range: 30'

This spell functions in an identical manner to the 5th level cleric spell *quest*.

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.

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.

Infravision

Level: 3
Duration: 1 day
Range: 0

The caster or another creature is able to see 60' in the dark with *infravision*.

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.

Jarring Hand

Level: 1
Duration: Instant
Range: 10' + 2 1/2' 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.

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.

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%.

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.

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, staves, 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.

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.

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 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 mantichore, 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.

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.

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

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.

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.

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.

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 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.

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.

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.

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.

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.



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

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

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

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

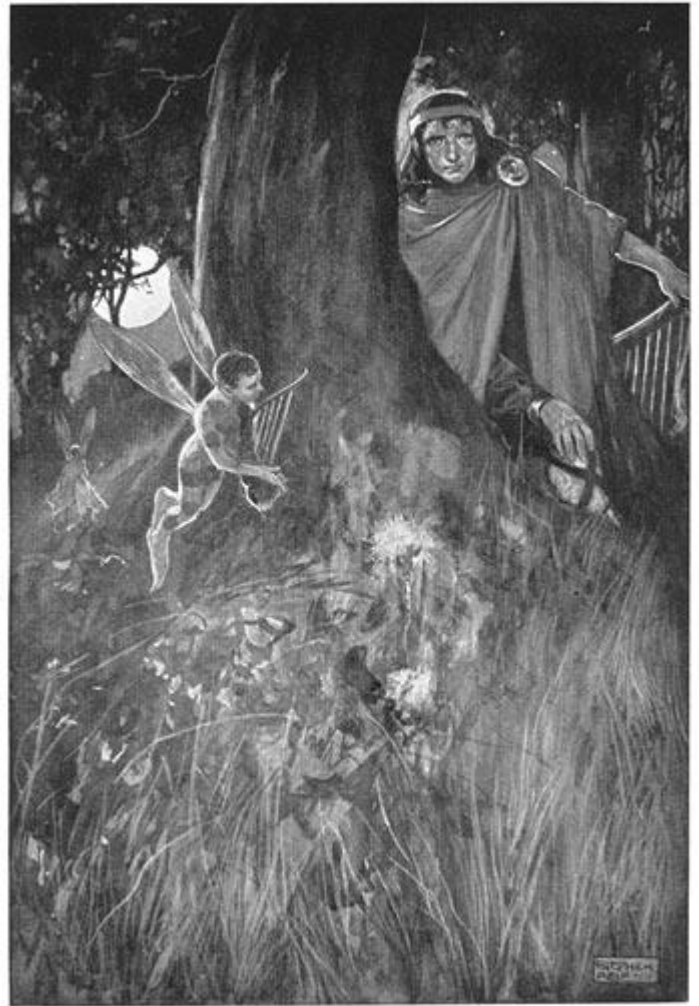
LEVEL 5

- 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





MONSTERS

*AC=Armor; HD=Hit Dice; AT=Attacks; MR=Morale Rating;
ST=Saving Throw; TC=Treasure Class; S=Special Abilities
Undead Immunities=Immune to sleep, charm, fear, paralysis*

In *Microlite81*, 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 dungeon 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 dungeon levels, and lower level characters exploring higher (less depth) dungeon 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 light, neutral, or dark. Many monsters are either unintelligent or are simply unconcerned about light and dark, 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 dungeon level the monster will be found on. A 2 HD monster will most typically be found on the second dungeon level. As noted above, when monsters are found on a different dungeon 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. 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 Types 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 Gamemaster.

Note that in the monster listings the number provided for *No. Enc.* is the number found in a dungeon. 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 dungeon 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 dungeon 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 dungeon 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

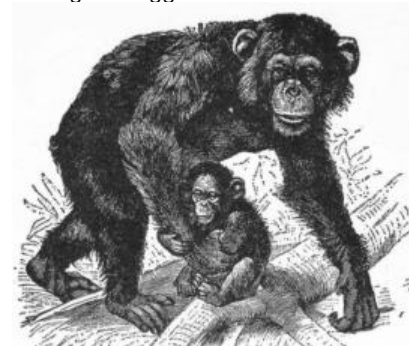
No. Enc.: 1d6 (1d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 16
 Hit Dice: 1d6+2
 Attacks: 1
 Damage: 3d6, +1d4
 Save: 14
 Morale: 9
 Hoard Type: XIX
 XP: 80-2,800

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

	<i>Chimpanzee</i>	<i>Gorilla</i>
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

	<i>Albino</i>	<i>Man-Eating</i>
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 occasionally 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**

	<i>Normal</i>	<i>Higher</i>
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

	<i>Normal</i>	<i>Giant</i>
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 dungeons. 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

	<i>Normal</i>	<i>Giant</i>
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

	<i>Black</i>	<i>Grizzly</i>
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

	<i>Polar</i>	<i>Cave</i>
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

	<i>Fire</i>	<i>Spitting</i>
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

	<i>Carnivorous</i>	<i>Boring</i>
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

	<i>Rhinoceros</i>	<i>Stag</i>
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 dungeon 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

	<i>Ordinary</i>	<i>Giant</i>
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

MICROLITE81 ADVANCED 1.0 SILVER

	<i>Warthog</i>	<i>Demon</i>
No. Enc.:	1d6 (1d6)	1d4 (1d4)
Alignment:	Neutral	Chaotic
Movement:	120' (40')	Human: 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.

C

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

	<i>Mountain Lion</i>	<i>Panther</i>
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

	<i>Tiger</i>	<i>Sabre-tooth Tiger</i>
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

	<i>Lion</i>
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 dungeons.

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

Centaur's 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 dungeons.

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 dungeons.

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

	<i>Ordinary Crocodile</i>	<i>Large Crocodile</i>	<i>Giant Crocodile</i>
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, clairsentience, 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: vroock, 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 vroock, 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

Juiblex 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 vroock, 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 ghosts, 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 versus 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 large 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, harmimps. 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' of 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 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

	<i>War</i>	<i>Wild</i>
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/		
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, <i>sleep</i> 50' wide, 40' long, cloud, <i>fear</i>	3	2	-	-
Bronze	100' long, 5' wide, linear, lightning 20' long, 30' wide, cloud, <i>repulsion</i>	2	2	1	-
Copper	60' long, 5' wide, linear, acid 30' long, 20' wide, cloud, <i>slow</i>	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, <i>paralyze</i>	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. Duergars 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**

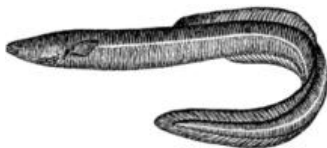
No. Enc.: 1d6 (1d20)
 Alignment: Neutral
 Movement: 30' (10')
 Fly: 480' (120')
 Armor Class: 12
 Hit Dice: 4
 Attacks: 3 (2 claws, bite)
 Damage: 1d6/1d6/2d6
 Save: 16
 Morale: 8
 Hoard Type: XI, XXII (no coins)
 XP: 80

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 dungeon 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

	<i>Catfish</i>	<i>Piranha</i>
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

	<i>Rockfish</i>	<i>Sturgeon</i>
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 not 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 dungeon 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, ghouls 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, ghouls 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. Ghouls 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 ghouls.

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

	<i>Hill</i>	<i>Stone</i>	<i>Frost</i>
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

	<i>Fire</i>	<i>Cloud</i>	<i>Storm</i>
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

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
	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 dungeons. 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			
	<i>Riding</i>	<i>War</i>	<i>Draft</i>
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	<i>Normal</i>	<i>Giant</i>
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.

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 dungeons, 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.

Lamasu

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 dungeon, 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

	<i>Draco</i>	<i>Gecko</i>
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

	<i>Chameleon</i>	<i>Tuatara</i>
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 dungeons, 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 dungeon (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 go into dungeons.

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 Types 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 dungeons, 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 dungeons, 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 dungeon 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

	<i>Guardian</i>	<i>Spirit</i>
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

	<i>Water</i>
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 dungeons 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 these 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 dungeons. 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

	<i>Standard</i>	<i>Advanced</i>
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 dungeons.

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

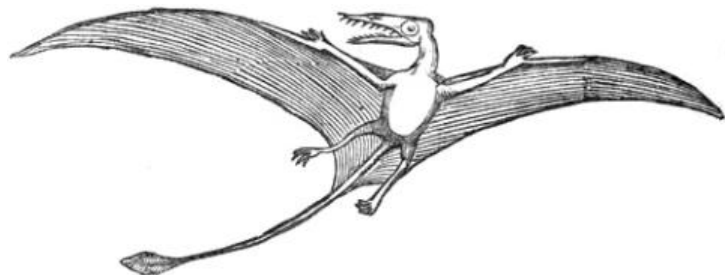
These 1' or 2' tall cousins to elves have wings like an insect's. These wings are relatively weak, and a pixie must spend 1 turn on its feet for each 3 turns spent flying. Pixies are naturally invisible, but may choose to become visible at will. The spell detect invisibility will reveal their presence. 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 dungeons, 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

	<i>Pterodactyl</i>	<i>Pteranodon</i>
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 than 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

	<i>Ordinary</i>	<i>Giant</i>
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 dungeon.

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

	<i>Ordinary</i>	<i>Woolly</i>
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.

Woolly Rhinoceros: The woolly rhino is a prehistoric rhino that is

larger and covered in a dense, coarse hair.

Roc

	<i>Small</i>	<i>Large</i>	<i>Giant</i>
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	1d8/1d8/	3d6/3d6/
	2d6	2d10	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

	<i>Flame</i>	<i>Frost</i>
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

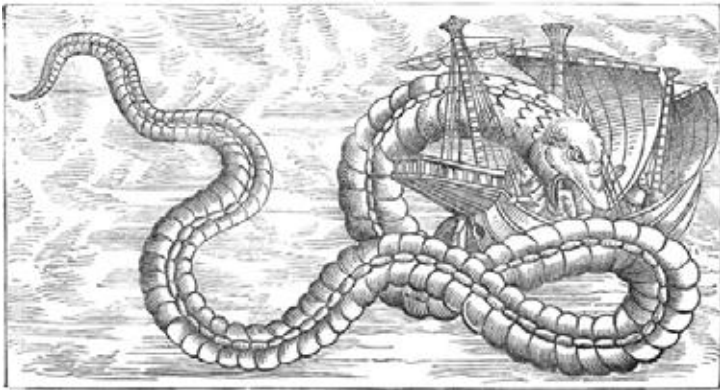
No. Enc.:	1d6 (1d6)
Alignment:	Chaotic
Movement:	150' (50')
Armor Class:	17
Hit Dice:	4
Attacks:	3 (2 claws, sting)
Damage:	1d10/1d10/1d4, poison
Save:	15
Morale:	11
Hoard Type:	VII
XP:	190

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 dungeons, 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 creature's 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

	<i>Spitting Cobra</i>	<i>Pit Viper</i>	<i>Sea Snake</i>
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

	<i>Giant Python</i>	<i>Giant Rattler</i>
No. Enc.:	1d3 (1d3)	1d4 (1d4)
Alignment:	Neutral	Neutral
Movement:	90' (30')	120' (40')
Armor Class:	13	14
Hit Dice:	5	4
Attacks:	2 (bite, constrict)	2 (bite)
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

	<i>Androsphinx</i>	<i>Criosphinx</i>
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

	<i>Gynasphinx</i>	<i>Hieracosphinx</i>
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

	<i>Black Widow</i>	<i>Crab Spider</i>	<i>Tarantula</i>
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

	<i>Crystal</i>	<i>Stone</i>	<i>Iron</i>
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 ghou. 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 ghou, 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

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

No. Enc.:	1d4 (1d4)
Alignment:	Neutral
Movement:	90' (30')
Armor Class:	15
Hit Dice:	5
Attacks:	1 (bite)
Damage:	3d4
Save:	15
Morale:	7
Hoard Type:	XIV
XP:	500

Poisonous

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:	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 dungeon 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 dungeons. 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 dungeons, 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.

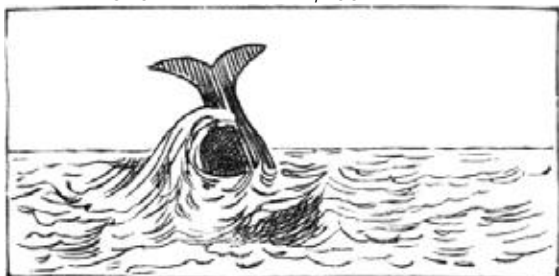
Weasel, Giant

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 died 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 dungeons.

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 dungeons. 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 dungeons. 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 dungeons 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 dungeons, 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

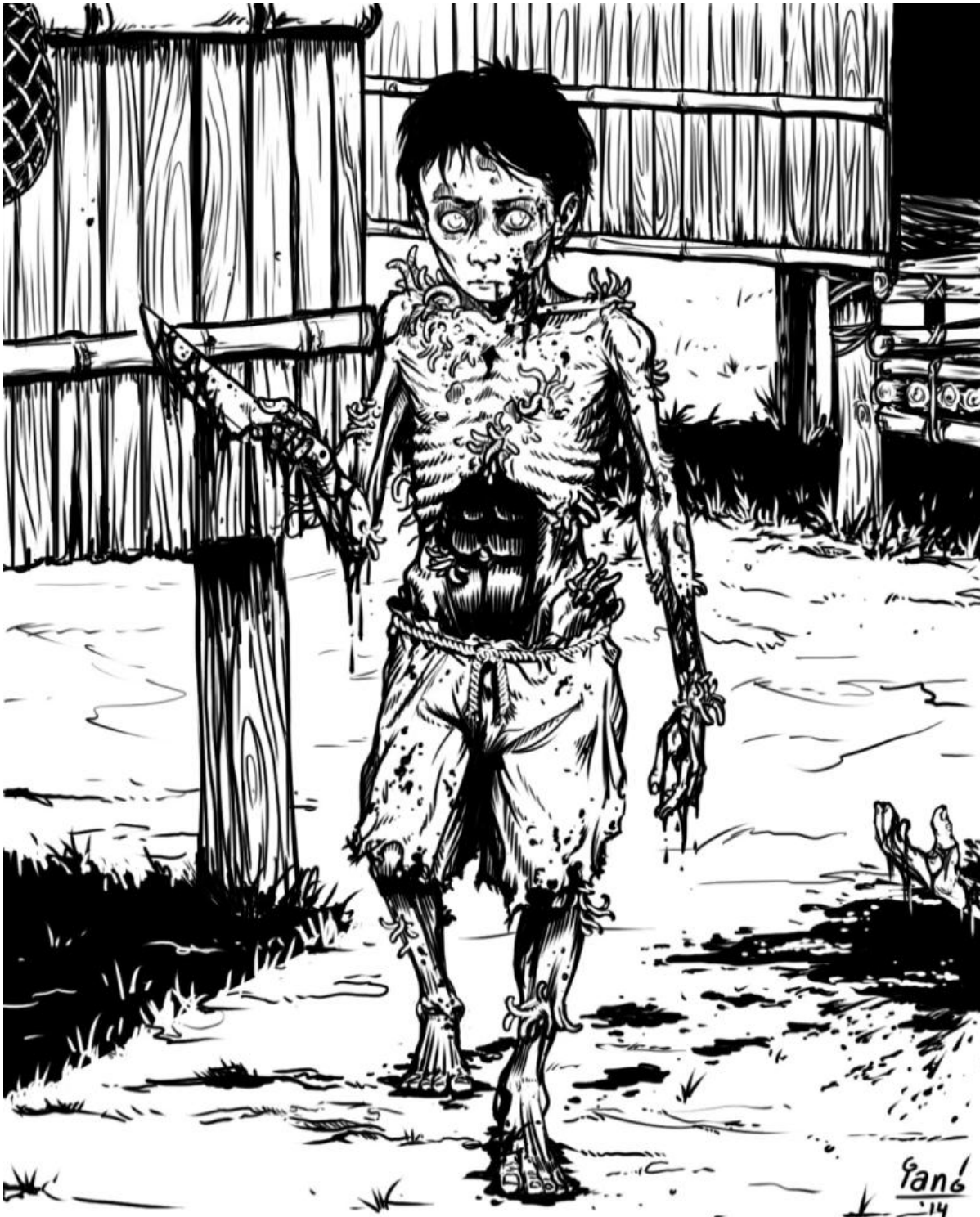
No. Enc.:	1d6 (2d4)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	13
Hit Dice:	4 + 4
Attacks:	2 (claws)
Damage:	1d6/1d6
Save:	14
Morale:	8
Hoard Type:	XX
XP:	38

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.





Sample Wandering Monster/Dungeon Stocking Tables

Dungeon Wandering Monster Level Table

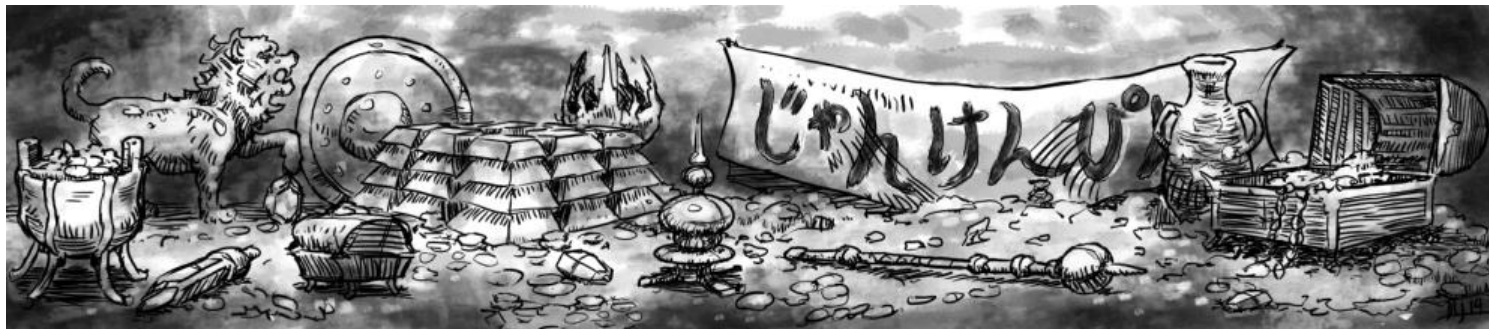
Dungeon Level	Random Monster Table					
	1	2	3	4	5	6
1	1-6	7	8	-	-	-
2	1-2	3-6	7	8	-	-
3	1	2	3-6	7	8	-
4	-	1	2	3-6	7	8
5	-	-	1	2	3-6	7-8
6	-	-	-	1	2	3-8

Random Monsters by Level

Roll	Monster Lvl 1	Monster Lvl 2	Monster Lvl 3
1	Goblin (2d4)	Hobgoblin (2d6)	Lycanthrope, Wererat (1d8)
2	Kobold (4d4)	Lizardman (2d4)	Throghrin (1d6)
3	Morlock (1d12)	Gnoll (1d6)	Ogre (1d6)
4	Orc (2d4)	Troglodyte (1d8)	Bugbear (2d4)
5	Snake, Spitting Cobra (1d6)	Locust, Cavern (2d4)	Spider, Giant Tarantula (1d3)
6	Centipede, Giant (2d4)	Toad, Giant (1d4)	Ape, White (1d6)
7	Rat, Giant (3d6)	Fly, Giant Carnivorous (1d8)	Ant, Giant (2d4)
8	Beetle, Fire (1d8)	Spider, Giant Crab (1d4)	Gelatinous Cube (1)
9	Skeleton (2d4)	Zombie (2d4)	Harpy (1d6)
10	Stirge (1d10)	Neanderthal (1d10)	Wight (1d6)
11	Men, Brigand (1d8)	Ghoul (1d6)	Medusa (1d3)
12	NPC Party (Lvl 1) (1d4+2)	NPC Party (Lvl 2) (1d4+2)	NPC Party (Lvl 4) (1d4+2)

Roll	Monster Lvl 4	Monster Lvl 5	Monster Lvl 6
1	Lycanthrope, Werewolf (2d4)	Lycanthrope, Weretiger (1d8)	Lycanthrope, Werebear (2d6)
2	Minotaur (1d6)	Troll (1d8)	Giant, Cloud (1d8)
3	Lycanthrope, Wereboar (1d8)	Giant, Stone (1d6)	Giant, Fire (1d8)
4	Giant, Hill (1d4)	Lycanthrope, Werebear (1d8)	Giant, Storm (1d8)
5	Bear, Cave (1d3)	Black Pudding (1)	Purple Worm (1d2)
6	Ochre Jelly (1d3)	Gorgon (1d2)	Chimera (1d6)
7	Rhagodessa, Giant (1d6)	Scorpion, Giant (2d8)	Salamander, Flame (1d4+1)
8	Caecilian (1d3)	Phase Tiger (2d6)	Salamander, Frost (1d3)
9	Hell Hound (5 HD) (2d4)	Hydra (9 HD) (1)	Demon Boar (1d4)
10	Cockatrice (1d4)	Spectre (1d4)	Vampire (9 HD) (1d4)
11	Wraith (1d8)	Dragon (10 HD) (1)	Dragon (16 HD) (1)
12	NPC Party (Lvl 5) (1d4+2)	NPC party (Lvl 7) (1d4+2)	NPC party (Lvl 9) (1d4+3)

Wilderness Monster Encounter Table					
Roll d20	Desert	Forest/Wooded	Grassland	Inhabited Lands	Jungle
1	Beetle, Fire	Bee, Giant Killer	Ant, Giant	Dragon, Gold	Ant, Giant
2	Beetle, Spitting	Boar	Baboon, Higher	Dwarf	Bugbear
3	Blink Dog	Bugbear	Boar	Elf	Cat, Panther
4	Camel	Cat, Panther	Dragon, Green	Gargoyle	Dragon, Green
5	Cat, Lion	Cockatrice	Fly, Giant Carnivorous	Giant, Hill	Elephant
6	Dragon, Blue	Dryad	Giant, Hill	Goblin	Fly, Giant Carnivorous
7	Dragon, Red	Dragon, Green	Halfling	Halfling	Giant, Fire
8	Goblin	Elf	Hippogriff	Lycanthrope, Weretiger	Gnoll
9	Hawk, Giant	Ghoul	Horse, Riding (wild)	Men, Brigand	Gray Worm
10	Hobgoblin	Hobgoblin	Men, Merchant	Men, Merchant	Lizardfolk
11	Lizard, Giant Gecko	Lycanthrope, Werewolf	Men, Nomad	NPC Party	Lycanthrope, Wereboar
12	Lizard, Tuatara	Men, Brigands	Ogre	Ogre	Medusa
13	Men, Nomad	Orc	Orc	Orc	Men, Brigand
14	Mummy	Roc, Small	Scorpion, Giant	Rat, Giant	Men, Merchant
15	NPC Party	Spider, Giant Crab	Spider, Giant Black Widow	Rhagodessa	Neanderthal
16	Ogre	Troll	Stirge	Skeleton	Phase Tiger
17	Scorpion, Giant	Unicorn	Troll	Wolf	Rat, Giant
18	Snake, Pit Viper	Wight	Throghrin	Vampire	Scorpion, Giant
19	Snake, Giant Rattler	Wolf	Weasel, Giant	Wight	Snake, Giant Python
20	Spider, Giant Tarantella	Wolf, Dire	Wyvern	Zombie	Troll
Roll d20	Mountains/Hills	Rivers/Lakes	Sea	Swamp	Village/Town
1	Ape, Albino	Bee, Giant Killer	Crab, Giant	Basilisk	Boar
2	Beetle, Spitting	Boar	Crocodile, Giant	Boar	Dwarf
3	Cat, Sabre-Tooth Tiger	Cat, Panther	Dragon, Green	Dragon, Black	Elf
4	Chimera	Crab, Giant	Dragon, Sea	Ghoul	Ghoul
5	Dragon, Red	Crocodile	Dragon Turtle	Gnoll	Giant, Hill
6	Dragon, White	Dragon, Black	Fly, Giant Carnivorous	Goblin	Gnoll
7	Dwarf	Dragon, Green	Harpy	Leech, Giant	Goblin
8	Giant, Hill	Elf	Hawk, Giant	Lizard, Giant Draco	Halfling
9	Giant, Stone	Fish, Giant Piranha	Hydra, Aquatic	Lizardfolk	Lycanthrope, Werewolf
10	Griffon	Fly, Giant Carnivorous	Men, Merchant	Medusa	Men, Brigand
11	Halfling	Hydra, Aquatic	Men, Pirate	Men, Brigand	Men, Merchant
12	Lycanthrope, Werewolf	Leech, Giant	Merfolk	Nixie	Morlock
13	Men, Brigand	Lizardfolk	NPC Party	Ogre	NPC (any class)
14	Men, Merchant	Merfolk	Octopus, Giant	Orc	NPC Party
15	Morlock	NPC Party	Roc, Giant	Rhagodessa	Ogre
16	Neanderthal	Ogre	Sea Serpent	Spider, Giant Black Widow	Orc
17	Ogre	Rat, Giant	Shark (any)	Stirge	Rat, Giant
18	Orc	Stirge	Snake, Sea	Toad, Giant	Spectre
19	Phase Tiger	Toad, Giant	Squid, Giant	Troglodyte	Vampire
20	Roc, Giant	Troll	Whale (any)	Troll	Zombie



MICROLITE81 TREASURE

Adventure, fame, and treasure are some of the primary motivations of adventuring parties. Money is not only used to purchase new weapons, equipment, and even strongholds, but each gold piece worth of money gives the character 1 experience point, which is essential to character level advancement. As characters advance in levels, they will venture into ever more dangerous locations and face mightier monsters. Magic items can become essential to character survival, as they grant bonuses and special abilities that can give the party a survival edge.

Determining Treasure Hordes

Random Treasure Generation

Treasure will usually be found in the lairs of monsters. Each monster has a Treasure Type (TT), which indicates what kinds and quantities of treasure a monster might keep in its lair. Some monsters also have an individual treasure type (P-V) and will carry treasure even if encountered when wandering.

To randomly generate the treasure carried or kept in the lair, the Judge finds the appropriate row on the Treasure Types table, and for each column rolls the appropriate dice to determine whether certain treasure occurs, and if so in what quantity. When gems and jewelry are found, the Judge rolls to determine the value of these on the Gems and Jewelry table. Likewise, when magic items are indicated, the Judge rolls on the appropriate treasure table to determine which specific magic items are found. If the occurrence of magic items is indicated, but no specific type is indicated, the type is determined by rolling on the Random Magic Type table. Tables for the random generation of gems, jewelry (and bejeweled art pieces), and magic items are provided after the main treasure tables.

Planned Treasure Generation

The Game Master is never required to roll for treasure, and there will be many cases where random treasure generation is not the best method to employ. Treasure may be placed, or random treasures amended, as desired or needed for the location or creature being crafted. Special treasures should always be placed by the Judge deliberately; for example, a special magic item created by a major antagonist should not be randomly generated.

How Much Treasure?

It is up to the Game Master to decide how much treasure he or she wishes to allow into the campaign. The amount of treasure allowed in the campaign will directly control the speed at which the player characters level, as well as the overall power and capabilities of the adventurers.

If you are a novice Judge, a good rule of thumb is to place a total amount of treasure in any given lair or dungeon that's equal to four times the XP value of the monsters in the area. An easy way to apply this rule is to randomly generate treasure for the monsters. If too much treasure results, add more monsters or remove some treasure. If too little treasure results, make up the difference with special treasures placed by hand.

EXAMPLE: An underground crypt has been stocked with 20 skeletons (13xp each), 1 wight (110xp), 4 giant vampire bats (20xp each) and 7 pit vipers (40xp each), for a total of 730xp. The crypt treasure should be around four times that total (4 x 730), or 2,920gp.

Mundane Treasure Descriptions

Scavenged Items

Poor or low level adventurers may be so desperate for treasure that they scavenge weapons, armor, or other equipment rotting in dungeons, littering old battlefields, or equipping slain foes. These items are almost universally in bad repair. Roll 1d20 on the following tables to determine the condition and value of any equipment scavenged. Effects are cumulative.

Bladed Weapons

D20	Category	Effect	Value
1-2	Serviceable	--	100%
3-6	Blade dented	-1 damage	-20%
7-10	Blade rusty	-1 damage	-20%
11-14	Off balance	-1 to attacks	-20%
15-16	Loose hilt/haft	-1 to initiative	-20%
17-18	Shoddy construction	breaks	-20%
19-20	Roll again twice	--	--

Blunt Weapons

D20	Category	Effect	Value
1-2	Serviceable	--	100%
3-6	Soft head	-1 damage	-20%
7-10	Wobbly head	-1 damage	-20%
11-14	Off balance	-1 to attacks	-20%
15-16	Wobbly head	-1 to initiative	-20%
17-18	Shoddy construction	breaks	-20%
19-20	Roll again twice	--	--

Armor and Equipment

D20	Category	Effect	Value
1-2	Serviceable	--	100%
3-6	Broken straps	+1 stone encumbrance	-20%
7-10	Rattles if moved	Cannot move silently	-20%
11-14	Rotting	-1 Armor Class / breaks	-20%
15-16	Makeshift work	-1 Armor Class / breaks	-20%
17-18	Torn / ripped	Breaks	-20%
19-20	Roll again twice	--	--

Damage penalties cannot reduce weapon damage to less than 1 point. Armor Class or attack throw penalties cannot be worse than -5. Weapons and equipment susceptible to breaks will be destroyed if the character rolls a natural 1 when using the item.

EXAMPLE: Marcus scavenges a sword from an ancient battlefield. He rolls a 19, and must roll twice more. He rolls a 7 and 15. The sword has a rusty blade and loose hilt, and imposes penalties of -1 damage and -1 initiative. Its value is reduced 40%, to 6gp, when he tries to sell it.

Gems

When gems are found, the Judge will roll to determine their value in gold pieces. All gems may be assigned the same value, they may be given individual values, or they may be divided up into groups and given different values. The average value of gems is 200gp per stone.

EXAMPLE: 10 gems worth 100gp are randomly generated. The Judge could actually place these as 1 1,000gp gem, 10 100gp gems, 4 250gp gems, 1 500gp gem and 50 10gp gems, or any other combination desired.

Roll d%	Gem Value (gp)	Type
01-10	10	Azurite, hematite, malachite, obsidian, quartz
11-25	25	Agate, lapis lazuli, tiger eye, turquoise
26-40	50	Bloodstone, crystal, citrine, jasper, moonstone, onyx
41-55	75	Carnelian, chalcedony, sardonyx, zircon
56-70	100	Amber, amethyst, coral, jade, jet, tourmaline
71-80	250	Garnet, pearl, spinel
81-90	500	Aquamarine, alexandrite, topaz
91-95	750	Opal, star ruby, star sapphire, sunset amethyst, sunset topaz
96-00	1,000	Black sapphire, diamond, emerald, jacinth, ruby

Jewelry

Jewelry can vary in value in a similar manner to gems. The table below can be rolled on to determine the value of each individual piece of jewelry. The average value of jewelry is 1,000gp per piece.

Roll d%	Jewelry Value (gp)	Type
01-20	2d10x10	Glass, shells, or wrought copper, brass, or bronze
21-45	2d4x100	Fine wood, porcelain, or wrought silver
46-75	3d6x100	Alabaster, chryselephantine, ivory, or wrought gold
76-95	5d6x100	Carved jade or wrought platinum
96-00	1d6x1000	Wrought orichalcum

Special Treasures

Not all treasure should be coin, gem, and jewelry. Ancient cities might hold terracotta pottery or rare dyes and pigments. The tombs of ancient kings might have trinkets of carved ivory. Goblin raiders might have captured spices, silk, or rare furs. These items are called special treasures. To include special treasures in a hoard, first calculate the treasure normally and divide it into lots: 1 piece of jewelry, 1 gem, or 1,000 coins is a lot. Roll on the table below for each lot of coin, gems, and jewelry and substitute the special treasure rolled for that lot of coin, gems, or jewelry. Any leftover coins worth less than 1,000cp always remain coin.

EXAMPLE: A Type B treasure is rolled consisting of 2,200cp; 1,400sp; 1,100ep; and 4 pieces of jewelry. This yields 2 lots of copper, 1 lot of silver, and 1 lot of electrum. Rolling for the copper lots, the Judge gets a "9" and a "2". One copper lot stays as coin, while the other is replaced by 1d3 barrels of preserved meat. Rolling for the silver lot, the Judge gets a "7", and replaces the lot with 1d3 sacks of loose tea. The electrum remains coin, while 2 pieces of jewelry become rich fur capes. The Judge makes further sub-rolls, and the final treasure is 1,200cp; 400sp; 1,100ep; 1 barrel of preserved meat (10gp, 16 stone); 2 sacks of loose tea (75gp, 5 stone each); 2 pieces of jewelry worth 1,100gp each; and 2 rich fur capes worth 700gp and 1,300gp respectively.

Roll 1d20 per 1,000cp:

1	1d3 rugs or tapestries, worth 1d10gp each (2d6 stone each)
2	1d3 barrels of preserved food, worth 5gp each (8 stone each)
3	1d3 cord of hardwoods, worth 5gp each (8 stone each)
4	1d3 barrels of beer, worth 5gp each (4 stone each)
5	1d3 bricks of salt, worth 5gp each (4 stone each)
6	1d3 jars of lamp oil, worth 5gp each (1 stone each)
7	1d3 bundles of common hides, worth 5gp each (1 stone each)
8	1d3 bags of woven textiles, worth 5gp each (1 stone each)
9-20	1,000 copper pieces

Roll 1d20 per 1,000sp:

1	1d100 animal horns worth 1d10HD x 1d4+1sp/HD each (1 stone per 20HD)
2	5d6 animal skins, worth 1d10gp (1 stone)
3	5d10 bottles of fine wine, worth 1d6gp each (1 stone per 1d6 bottles)
4	1d3 cords of fine wood, worth 1d10x10gp each (16 stone each)
5	1d10 jars of dyes and pigments, worth 20gp each (2 stone each)
6	1d3 pieces of terra-cotta pottery, worth 50gp each (2 stone each)
7	1d3 sacks of loose tea, worth 75gp each (5 stone each)
8	4d20 typical fur pelts (such as bear, beaver, or fox), worth 1d4gp each (1 stone per 1d6 pelts)
9-20	1,000 silver pieces

Roll 1d10 per 1,000ep:

1	1d3 barrels of fine spirits or liquor, worth 200gp each (8 stone each)
2	1d3 cords of rare wood, worth 2d4x100gp each (16 stone each)
3	1d10 pieces of glassware, worth 80gp each (2 stone each)
4	1d3 rolls of fine linen, worth 1d4x100gp each (5 stone each)
5-10	1,000 electrum pieces

Roll 1d20 per 1,000gp:

1	1d3 bundles of rare fur pelts (such as ermine, mink, or sable), worth 500gp each (5 stone each)
2	1d3 jars of spices, worth 500gp each (4 stone each)
3	1d10x50 monster feathers, worth 1d6gp per feather (1 stone per 25 feathers)
4	1d100 monster horns worth, 1d10HD x 1d4+1gp/HD (1 stone per 20HD)
5	1d6 monster carcasses, worth 1d10HD x 1d10x10gp/HD (1 stone per HD)
6	1d10 pieces of fine porcelain, worth 200gp each (2 stone each)
7	2d20 pieces of ivory, worth 1d100gp per piece (1 stone per 100gp value)
8	1d3 rolls of silk, worth 2d4x100gp each (5 stone each)
9-20	1,000 gold pieces

Roll 1d10 per 1,000pp:

1	5d10 rare books, worth 5d6x10gp (1 stone per 2 books)
2	1d3 jars of rare spices, worth 2,500gp each (4 stone each)
3	4d6 typical fur capes, worth 1d6x100gp (1 stone each)
4	2d6 typical fur coats, worth 3d4x100gp (1 stone each)
5-10	1,000 platinum pieces

Roll 1d8 per gem:

1	1d3 sets of engraved teeth, each worth 2d6x10gp (1 stone per 100 sets)
2	1d10 sticks of rare incense, each worth 5d6gp (1 stone per 100 sticks)
3	d3 vials of rare perfume, each worth 1d6x25gp per vial (1 stone per 100 vials)
4-8	1 gem

Roll 1d8 per piece of jewelry:

1	1 rich fur cape, worth 4d6x100gp (1 stone)
2	1 rich fur coat, worth 1d6x1000gp (1 stone)
3	1d3 statuettes, worth 1d10x100gp (1 stone per 1d3 statuettes)
4-8	1 piece of jewelry

Magical Treasure

Identifying and Using Magic Items

Most magic items are not labeled, so characters will not know the exact properties of magic items except through research or trial and error (e.g. sipping a potion, using a sword in combat, etc.) Alchemists can identify potions, and sages and other characters with a background in legends, lore, etc. can identify common or famous magical items simply through their knowledge of such things. Potions may be identified by sipping them, or by consulting an alchemist. Otherwise, an arcane spellcaster of 9th level or greater can identify a magic item using Magic Research.

In order to use a magic item, a character must follow any procedures indicated in the item's description. Some magic items are always in effect, but others may require special actions or concentration. Some magic items have limited uses, called "charges." When items have charges, each charge can be spent for one instance of magical effect. A character will not know how many charges an item has unless he identified the item with Magic Research. When the charges are all spent the item becomes useless and non-magical.

Magic Item Tables

Random Magic Type

Roll d00	Magic Type
01-20	Potions
21-25	Rings
26-56	Scrolls
57-61	Rods, Staves, and Wands
62-66	Miscellaneous Magic
67-87	Swords
88-92	Miscellaneous Weapon
93-100	Armor

Potions

Roll d00	Potion
01-03	Animal Control
04-06	Clairaudience
07-09	Clairvoyance
10-12	Climbing
13-17	Delusion
18-20	Diminution
21-23	Dragon Control
24-26	ESP
27-28	Extra-Healing
29-31	Fire Resistance
32-36	Flying
37-40	Gaseous Form
41-43	Giant Control
44-47	Giant Strength
48-50	Growth
51-54	Healing
55-58	Heroism
59-61	Human Control
62-64	Invisibility
65-66	Invulnerability
67-69	Levitation
70-71	Longevity
72-73	Oil of Sharpness
74-75	Oil of Slipperiness
76-78	Philter of Love
79-81	Plant Control
82-83	Poison
84-85	Polymorph
86-88	Speed
89-90	Super-Heroism
91-93	Sweet Water
94-95	Treasure Finding
96-97	Undead Control
98-100	Water Breathing



Rings

<i>Roll d00</i>	<i>Ring</i>
01-04	Animal Command
05-09	Command Human
10-15	Command Plant
16-25	Delusion
26-27	Djinni Calling
28-38	Fire Resistance
39-49	Invisibility
50-70	Protection
71-72	Regeneration
73-74	Spell Storing
75-79	Spell Turning
80-81	Telekinesis
82-87	Water Walking
88-94	Weakness
95-97	Wishes
98-100	X-Ray Vision

Scrolls

<i>Roll d00</i>	<i>Scroll</i>
01-05	Cursed
06-15	Ward against Elementals
16-25	Ward against Lycanthropes
26-30	Ward against Magic
31-40	Ward against Undead
41-55	Spells (1)*
56-66	Spells (2)*
67-69	Spells (3)*
70-72	Spells (4)*
73-74	Spells (5)*
75	Spells (6)*
76	Spells (7)*
77-80	Treasure Map (to 1d4x1000gp)
81-85	Treasure Map (to 5d6x1000gp)
86-87	Treasure Map (to 6d6x1000gp)
88-89	Treasure Map (to 5d6x1000gp, 5d6 gems)
90-91	Treasure Map (to 1d6 gems, 2d10 jewelry)
92-93	Treasure Map (to 1 magic item)
94-95	Treasure Map (to 2 magic items)
96	Treasure Map (to 3 magic items, no weapons)
97	Treasure Map (to 3 magic items, 1 potion)
98	Treasure Map (to 3 mag. it., 1 potion, 1 scroll)
99	Treasure Map (to 5d6x1000 gp, 1 magic item)
100	Treasure Map (to 5d6 gems, 2 magic items)

*Roll 1d4; 1-3, Arcane; 4, Divine. The number in parenthesis is the number of spells on the scroll. Determine the spell level and specific spells randomly.

Rods, Staves, and Wands

<i>Roll d00</i>	<i>Type</i>
01-04	Rod of Absorption
05-08	Rod of Cancellation
09-10	Rod of Captivation
11-13	Rod of Lordly Might
14-16	Rod of Resurrection
17-18	Rod of Rulership
19-21	Rod of Striking
22-23	Staff of Commanding [D]
24-27	Staff of Healing [D]
28	Staff of the Magi [A]
29-31	Staff of Power [A]
32-34	Staff of Striking [A/D]
35-36	Staff of Withering [D]
37-38	Staff of Wizardry [A]
39-43	Staff of the Serpent [D]
44-45	Wand of Cold
46-48	Wand of Detecting Enemies
49-51	Wand of Detecting Magic
52-54	Wand of Detecting Metals
55-57	Wand of Detecting Secret Doors

58-60	Wand of Detecting Traps
61-62	Wand of Device Negation
63-64	Wand of Fear
65-66	Wand of Fire
67-69	Wand of Fire Balls
70-72	Wand of Ice
73-75	Wand of Illusion
76-78	Wand of Light
79-80	Wand of Lightning
81-83	Wand of Lightning Bolts
84-87	Wand of Magic Missiles
88-89	Wand of Negation
90-92	Wand of Paralyzation
93-95	Wand of Polymorphing
96-97	Wand of Summoning
98-00	Wand of Wonder

Miscellaneous Magic Items

When treasure indicates a miscellaneous magic item, roll below to determine which Miscellaneous Magic Item table to use.

<i>Roll d20</i>	<i>Table</i>
1-4	Miscellaneous Magic Items A-B
5-8	Miscellaneous Magic Items C-F
9-12	Miscellaneous Magic Items G-J
13-16	Miscellaneous Magic Items L-P
17-20	Miscellaneous Magic Items R-Z

Miscellaneous Magic Items A-B

<i>Roll d00</i>	<i>Type</i>
01-03	Amulet against Possession
04-05	Amulet of the Planes
06-08	Amulet of Proof against Detection and Location
09-12	Amulet of Inescapable Location
13-15	Amulet versus Crystal Balls and ESP
16-18	Arrow of Location
19-21	Apparatus of the Crab
22-25	Bag of Devouring
26-29	Bag of Holding
30-32	Bag of Transformation
33-35	Bag of Tricks
36-39	Boat, Folding
40-43	Book of Chaotic Wisdom
44-47	Book of Infinite Spells
48-51	Book of Lawful Wisdom
52-54	Boots of Dancing
55-58	Boots of Levitation
59-62	Boots of Speed
63-66	Boots of Traveling and Springing
67-69	Bowl of Commanding Water Elementals
70-72	Bowl of Drowning
73-76	Bracers of Armor
77-79	Brazier of Commanding Fire Elementals
80-82	Brazier of Cursed Sleep
83-85	Brooch of Shielding
86-89	Broom of Animated Attack
90-93	Broom of Cursed Flight
94-00	Broom of Flying



Miscellaneous Magic Items C-F

Roll d00	Type
01-03	Censer of Controlling Air Elementals
04-06	Censer of Cursed Summoning
07-09	Chime of Cannibalism
10-12	Chime of Opening
13-15	Cloak of Arachnida
16-18	Cloak of Poisonousness
19-22	Cloak of Protection
23-25	Crystal Ball
26-27	Crystal Ball with Clairaudience
28	Crystal Ball with ESP
29-31	Crystal Hypnosis Ball
32-33	Cube of Force
34-36	Cube of Frost Resistance
37-39	Cubic Gate
40-43	Decanter of Endless Water
44-45	Deck of Many Things
46-49	Displacer Cloak
50-52	Drums of Panic
53-55	Drums of Stunning
56-58	Dust of Appearance
59-61	Dust of Disappearance
62-64	Dust of Sneezing and Choking
65-67	Eversmoking Bottle
68	Efreeti Bottle
69-72	Elven Cloak
73-76	Elven Boots
77-79	Eyes of Charming
80-82	Eyes of the Eagle
83-85	Eyes of Magnification
86-88	Eyes of Petrification
89-91	Feather Token
92-94	Figurines of Wondrous Power
95-97	Flask of Curses
98-00	Flying Carpet

Miscellaneous Magic Items G-J

Roll d00	Type
01-04	Gauntlets of Fumbling
05-08	Gauntlets of Ogre Power
09-12	Gem of Brightness
13-16	Gem of Seeing
17-20	Girdle of Giant Strength
21-24	Gloves of Dexterity
25-28	Gloves of Swimming and Climbing
29-32	Golem Manual
33-36	Helm of Alignment Changing
37-40	Helm of Brilliance
41-44	Helm of Comprehend Languages and Read Magic
45-48	Helm of Opposite Alignment
49-52	Helm of Telepathy
53-54	Helm of Teleportation
55-58	Helm of Underwater Action
59-62	Horn of Blasting
63-66	Horn of Valhalla
67-70	Horseshoes of Speed
71-74	Horseshoes of a Zephyr
75-78	Incense of Meditation
79-82	Incense of Obsession
83-86	Instant Fortress
87-90	Ioun Stones
91-95	Javelin of Lightning
96-00	Jewel of Monster Attraction

Miscellaneous Magic Items L-P

Roll d00	Type
01-03	Lyre of Building
04-06	Manual of Bodily Health
07-09	Manual of Gainful Exercise
10-12	Manual of Quickness of Action
13-15	Marvelous Pigments
16-18	Mattock of the Titans
19-21	Maul of the Titans
22-24	Medallion of thoughts
25-27	Medallion of thoughts (90')
28-30	Mirror of Life Trapping
31-33	Mirror of Mental Prowess
34-36	Mirror of Opposition
37-40	Necklace of Adaptation
41-43	Necklace of Strangulation
44-46	Net of Entanglement
47-49	Net of Snaring
50-54	Ointment of Healing
55-57	Pearl of Power
58-60	Pearl of Wisdom
61-63	Periapt of Foul Rotting
64-67	Periapt of Health
68-71	Periapt of Proof against Poison
72-75	Periapt of Wound Closure
76-78	Phylactery of Faithfulness
79-82	Phylactery of Undead Turning
83-86	Phylactery of Youth
87-89	Pipes of the Sewers
90-93	Portable Hole
94-00	Potion Jug

Miscellaneous Magic Items R-Z

Roll d00	Item
01-02	Robe of the Archmagi
03-06	Robe of Blending
07-10	Robe of Eyes
11-14	Robe of Powerlessness
15-18	Robe of Scintillating Colors
19-22	Robe of Useful Items
23-25	Rope of Climbing
26-28	Rope of Entanglement
29-31	Rope of Strangulation
32-34	Scarab of Death
35-37	Scarab of Protection
38-41	Slippers of Spider Climbing
42-43	Sphere of Annihilation
44-46	Stone of Controlling Earth Elementals
47-49	Stone of Good Luck (Luckstone)
50-53	Stone of Weight (Loadstone)
54-57	Talisman of Pure Good
58-60	Talisman of the Sphere
61-64	Talisman of Ultimate Evil
65-68	Tome of Clear Thought
70-73	Tome of Knowledge
74-77	Tome of Leadership and Influence
78-81	Tome of Martial Knowledge
82-85	Tome of Stealth
86-89	Tome of Understanding
90-93	Well of Many Worlds
94-00	Wings of Flying

Swords

Roll d00	Item
01-14	Sword +1
15-20	Sword +1, +2 versus lycanthropes
21-26	Sword +1, +2 versus spell casters
27-32	Sword +1, +3 versus undead
33-38	Sword +1, +3 versus dragons
39-44	Sword +1, +3 vs. regenerating monsters
45-50	Sword +1, +3 versus magical monsters
51-52	Sword +1, Dancing
53	Sword +1, Dismembering
54-55	Sword +1, Wounding
56-58	Sword +1, light 30' radius
59	Sword +1, Flame Tongue
60	Sword +1, Life Drinker
61-62	Sword +1, locate objects
63	Sword +1, Luck Blade
64	Sword +1, Wish Blade
65-74	Sword +2
75-80	Sword +2, +3 versus giants
81	Sword +2, Berserking
82	Sword +2, Holy Avenger
83	Sword +2, Nine Lives Stealer
84-85	Sword +2, charm person
86-87	Sword +3
88-89	Sword +3, Frost Brand
90	Sword +4, Defending
91-96	Sword -1 (cursed)
97-00	Sword -2 (cursed)

Miscellaneous Weapons

Roll d00	Weapon
01-05	Arrows +1 (quantity 2d6)
06-09	Arrows +1 (quantity 3d10)
10-12	Arrows +2 (quantity 1d6)
13-14	Arrows +3 (quantity 1d4)
15-16	Arrow +3, Slaying Arrow
17-21	Axe +1
22-24	Axe +2
25-28	Bow +1
29-33	Crossbow Bolts +1 (quantity 2d6)
34-37	Crossbow Bolts +1 (quantity 3d10)
38-40	Crossbow Bolts +2 (quantity 1d6)
41-42	Crossbow Bolts +3 (quantity 1d4)
43-45	Dagger -1, cursed
46-53	Dagger +1
54	Dagger +1, Venom
55-56	Dagger +2, +3 versus goblins, kobolds and orcs
57	Dagger +2, Assassin
58-62	Mace +1
63-64	Mace +1, Disruption
65-67	Mace +2
68-72	Sling +1
73-76	Spear +1
77-79	Spear +2
80-81	Spear +3
82-84	Trident +1, Fish Command
85-87	Trident +2, Warning
88-94	War Hammer +1
95-98	War Hammer +2
99-00	War Hammer +2, Dwarven Thrower

Armor

Roll d00	Type
01-15	Armor +1
16-25	Armor +1 and Shield +1
26-27	Armor +1 and Shield +2
28	Armor +1 and Shield +3
29-32	Armor +2
33-35	Armor +2 and Shield +1
36-38	Armor +2 and Shield +2
39	Armor +2 and Shield +3
40	Armor +3
41	Armor +3 and Shield +1
42	Armor +3 and Shield +2
43	Armor +3 and Shield +3
44-63	Shield +1
64-73	Shield +2
74-79	Shield +3
80-82	Armor -1 (cursed)
83-85	Armor -2 (cursed)
86	Armor -1 (cursed) and Shield +1
87	Armor -2 (cursed) and Shield +1
88-90	Armor AC 0 (cursed)
91-94	Shield -1 (cursed)
95-97	Shield -2 (cursed)
98-100	Shield AC 0 (cursed)



Magic Item Descriptions

Potions

Although potions can be found in a variety of types of containers, including glass, ceramic, or metal flasks, most contain only one dose that imbues their potion's particular effects for one individual. Most potions bear no label and require a small amount to be sampled in order to attempt to identify the potion type. This is not without error, however, because potions of the same type may differ in their aroma or taste depending on how they were made.

Drinking a potion takes one round. Potions take effect in the same round as their consumption, and last for 1d6+6 turns. This general principle is superseded where the specific potion description indicates otherwise. If a character drinks a potion while another potion is in effect, the character will be sickened and unable to take any actions for 3 turns (30 minutes); neither potion will have any other affect.

Animal Control: This potions grants the drinker the ability to control up to 3d6 Hit Dice of normal or giant animals. Humans, demi-humans, humanoids, and fantastic creatures such as griffins or wyverns cannot be controlled by this potion. Intelligent animals may resist the effect with a saving throw versus Spells. The controlled animals will respond to the user's will. When the control ends, the animals will be afraid and leave the area if they can.

Clairaudience: This potion grants the drinker the ability to hear up to 60' by means of the ears of a creature in the area, functioning similarly to the spell clairvoyance. A lead barrier between the drinker and the creature will block the effect.

Clairvoyance: This potion grants the drinker the ability to see up to 60' by means of the eyes of a creature in the area, as the spell of the same name. A lead barrier between the drinker and the creature will block the effect.

Climbing: The drinker gains the ability to climb sheer surfaces without the aid of any equipment. A proficiency throw of 2+ on 1d20 is required per 100' of climbing, at least once per climb.

Delusion: This potion is aptly named, for it convinces the drinker that the potion is of another type. If more than one person tastes this potion, there is a 90% chance they all will believe the potion to be of the same type. For example, a potion of clairaudience

might convince the drinker there are sounds in the distance that do not truly exist.

Diminution: This potion shrinks the imbiber and everything he carries to 6 inches tall. If the character remains motionless, he can avoid being spotted with a success roll of 3+ on 1d20. The character can only attack creatures smaller than 1' for normal damage; larger opponents take only 1 hp from any hit. This potion will cancel a potion of growth without ill effect.

Dragon Control: This potion grants the drinker the power to control 1d3 dragons within 60' as if using a charm monster spell. The dragons may resist the effect with a saving throw versus Spells. The controlled dragons will do whatever is commanded of them, except cast spells. They will be hostile when the control ends.

ESP: This potion grants the imbiber a spell-like ability the equivalent of the arcane spell ESP. The drinker may "hear" the thoughts (if any) of a creature within 60' by concentrating for one full turn in one direction. The ESP may penetrate up to 2 feet of rock, but a lead barrier between the drinker and the creature will block the effect.

Extra-Healing: Imbibing the full dose of this potion replenishes damage up to 3d6+3 hit points. Unlike most other potions, this potion can be imbibed in three separate, equal portions for the benefit of 1d6+1 hit points of healing per one-third of the potion.

Fire Resistance: The imbiber of this potion is impervious to all forms of ordinary flame. Further, this potion grants a bonus of +2 saving throws versus fire attacks, and reduces damage from magical or dragon fire by -1 per die of damage, to a minimum of 1 point per die.

Flying: This potion grants the imbiber a spell-like ability equivalent to the arcane spell fly. The drinker may fly at up to 120' per round for the duration of the spell.

Gaseous Form: The creature who quaffs this potion takes on the form of a translucent cloud of gas. Anything the user is carrying or wearing immediately falls to the floor. While in gaseous form, a creature cannot attack, but it can move at 30 feet per round and can flow below doors and other small spaces that are not sealed airtight. A gaseous creature has an AC of 11, and is immune to non-magical weapons.



Giant Control: When imbibed, the drinker is able to control 1d4 giants within 60' as if using a **charm monster** spell. The giants may resist the effect with a saving throw versus Spells. The giants will be hostile when the control ends. Each potion of giant control affects only one type of giant. Consult the table below.

Roll 1d20	Giant Type
1-2	Cloud
3-6	Fire
7-10	Frost
11-15	Hill
16-19	Stone
20	Storm

Giant Strength: The imbiber of this potion temporarily becomes as strong as a hill giant. . The wearer attacks as an 8 HD monster or as his own class and level, whichever is better, and the character inflicts double normal damage with his attacks. The character also can throw rocks at opponents to a distance of 200' for 3d6 points of damage and gains a +3 bonus to force open doors. The strength bonuses of this potion may not be combined with any other magical effects that influence strength, but it does stack with the character's normal bonus or penalty from Strength – a weak character who drinks this potion has the strength of a weak giant, while a very strong character would gain the strength of a very strong giant!

Growth: The imbiber of this potion doubles in size. Strength increases proportionately, so that all damage dealt is doubled and the character gains a +3 bonus to force open doors. (A giant who drinks a growth potion is very fearsome...)

Healing: Like the divine spell cure light wounds, imbibing this potion will heal 1d6+1 points of damage or will cure paralysis.

Heroism: Only a dwarf, elf, or fighter may use this potion. Extra levels and their accompanied benefits to combat are temporarily granted to the imbiber, determined by his experience level as shown in the table below. Note that extra hit points granted due to the level increase are subtracted first when the character is wounded.

Imbiber Level	Levels Granted
0	4 (Fighter)
1-3	3
4-7	2
8-10	1
11+	0

Human Control: Once this potion is quaffed, the drinker is able to control up to 3d6 Hit Dice of humans, demi-humans, and humanoids within 60' as if using a charm person spell (normal men count as ½ Hit Die each). The targets may resist the effect with a saving throw versus Spells, and will be hostile when the control ends.

Invisibility: When this potion is quaffed, the drinker is bestowed with the spell-like ability of invisibility. When the character becomes invisible, all the items carried and worn by that character also become invisible. Items become visible once again when they leave the character's possession. This potion can be consumed in 1/6 increments, in which case the invisibility granted lasts 1 turn per dose. Any combat action removes the invisibility, such that a new dose must be consumed.

Invulnerability: An invulnerability potion gives the drinker +2 to all saving throws and Armor Class. However, if a potion of invulnerability is quaffed more than once per week, the potion has the opposite effect, causing a penalty of -2 on saving throws and Armor Class!

Levitation: When this potion is quaffed, the drinker is bestowed with the spell-like ability of levitation. The drinker may move up or down 20' per round without any support. The potion does not enable the drinker to move horizontally, but the user could levitate to a ceiling and move sideways by using his hands at 60' per round.

Longevity: This potion makes the drinker 10 years younger. This restored youth is possible not only for natural aging, but also for aging from magic or creature effects. Age cannot be reduced below 15 (or mid-adolescence for creatures other than humans). There is some small danger however, since each time a potion of longevity is consumed there is a cumulative 1% probability that all previous age reversals from potions of this type will be negated, raising the character's age to the age he would be without the effects of the potions.

Oil of Sharpness: This potion resembles the dark oil used to clean arms and armor. When applied to the blade of an edged or pointed weapon, it temporarily enhances it to the equivalent of a +1 magic weapon. Weapons that are already enchanted gain an additional +1 while oiled. If drunk, the oil serves only to give the imbiber flatulence for several hours. A single vial contains enough to coat 20 arrows, 2 one-handed weapons, or one two-handed weapon. The oil will evaporate 8 hours after it is applied.

Oil of Slipperiness: This oil is applied to the character much the same way as oil of sharpness is applied to weapons. Any character so coated cannot be restrained or grabbed, and neither wrapped in the grip of constrictor snakes or any other grasping attacks, including binding ropes, chains, or cuffs, magical or otherwise. Simply put, nothing can get a grip on a character coated in this oil. Further, objects can be coated with the oil. If a floor is coated, any individual moving or even standing on the floor must make a proficiency throw of 20+ each round or fall down. The effects of the oil last 8 hours, but the oil can be cleaned off early with liquid containing alcohol, such as whiskey, wine, or stout beer.

Philter of Love: The imbiber of this potion becomes charmed by the next creature he lays eyes upon. However, the drinker will actually become charmed *and* besotted by the creature if it is of the preferred sex and of similar racial stock. The charm aspect of this potion lasts for 6+1d6 turns, but only dispel magic will make the drinker cease to be enthralled by a member of a preferred sex.

Plant Control: The imbiber of a potion of plant control is able to control plants or plant-like creatures (including fungi and molds) within an area of 30' x 30' to a distance of 60'. Intelligent plant-like creatures may resist the effect with a saving throw versus Spells. The controlled plants will obey the user's will. For instance, vines can be controlled to twist, writhe, and wrap around targets in the area, and intelligent plants can be given orders. Intelligent plant-like creatures will be hostile when the control ends.

Poison: Poison always appears like a normal magic potion, but if any amount is ingested, even a sip, the imbiber must save versus. Poison or die. Poison is also fatal if applied to open wounds. If applied to a weapon, the poison's efficacy will last for one hour or 1d6 successful attacks, whichever comes first.

Polymorph (self): This potion grants its imbiber the ability to polymorph himself into a new form. Apart from its duration, it is otherwise identical to the arcane spell of the same name.

Speed: This potion grants the character who drinks it the ability to move twice as fast and make double the normal number of attacks per round. This heightened ability does not come without cost, for the strain it puts on the imbiber's body ages him by 1 year permanently (dwarves age 2 years, while elves age 5 years).

Super-Heroism: Only a dwarf, elf, or fighter may use this potion. Extra levels and their accompanied benefits to combat are temporarily granted to the imbiber, determined by his or her

experience level as shown in the table below. In all other respects this potion is identical to heroism.

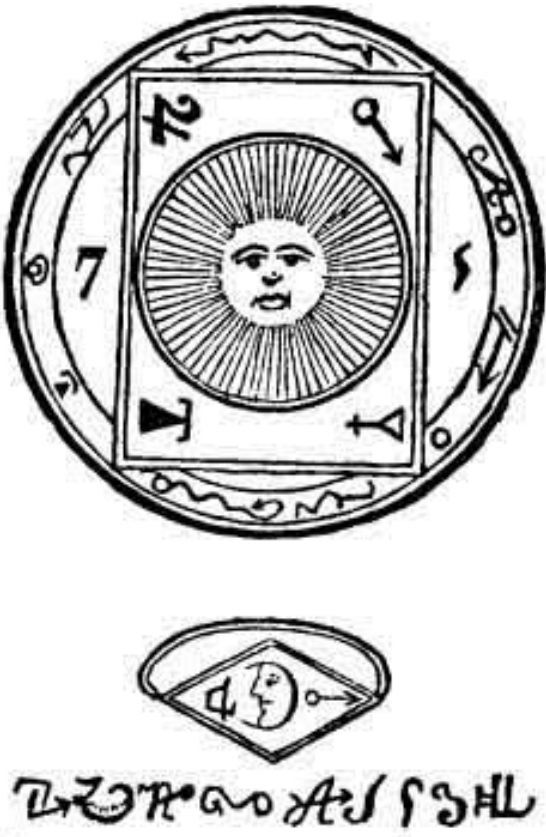
Imbiber Level	Levels Granted
0	6 (Fighter)
1-3	5
4-7	4
8-10	3
11-12	2

Sweet Water: This sweet-tasting liquid can be used to cleanse water (including turning saltwater into fresh water) or otherwise transform poisons, acid, and other non-potables into drinkable liquid. Further, sweet water will destroy other potions. For most liquids, this potion will affect up to 100,000 feet cubed. However, only 1,000 feet cubed of acid can be neutralized. The effects of sweet water are permanent, and once treated, liquid will resist spoilage or contamination for 5d4 rounds. After this time it can be contaminated once again.

Treasure Finding: The imbiber of this potion may, by concentrating for one turn, sense the direction and distance of the most valuable treasure within 360'. In order to be detected, the total value of the treasure must meet or exceed a value of 50gp. No physical barrier will impede detection, with the exception of some magical wards or lead.

Undead Control: Normally, undead are immune to **charm** effects. However, when this potion is quaffed, the drinker is able to control up to 3d6 Hit Dice of undead (intelligent or otherwise) as if using a charm person spell. Intelligent undead may resist the effect with a saving throw versus Spells. The undead will be hostile when the control ends.

Water Breathing: The imbiber of this potion is granted the ability to breathe in lakes, rivers, and other bodies of water at any depth, as the arcane spell of the same name. The potion lasts for 4 hours.



Rings

All magical rings are usable by any character class. They must be worn on a digit of the hands only (fingers or thumb). It is only possible to wear two magical rings; if more than two are worn all of the rings do not function.

Command Animal: The wearer of this ring may control 1 giant animal or 1d6 normal-sized animals within line of sight. Magical monsters or intelligent animals are not affected. The effect lasts so long as concentration is maintained, and the wearer can take no other actions. Once control ends, animals will not be well disposed to the ring wearer, and any reaction rolls suffer a penalty of -1. The ring may be used once per turn.

Command Human: This ring grants the wearer the ability to charm a human, demi-human, or humanoid up to 60' away, as the charm person spell. Humans totaling 6 Hit Dice can be charmed (0 level humans are treated as half of a Hit Die for this calculation). The targets may resist the effect with a saving throw versus Spells at a -2 penalty. The effect lasts until the ring is removed, but the ring wearer may dismiss the effect at any time, and a dispel magic spell may remove the charm.

Command Plant: The ring wearer can control plants within a 10' x 10' area up to 60' away. This control extends to plant creatures, and even if the plant is not normally mobile, this ring grants the ability to make the plants move. The effect lasts so long as concentration is maintained, and the wearer can take no other actions.

Delusion: This cursed ring convinces the wearer that the ring is of another type. The Judge could decide randomly which kind of ring the wear believes this ring to be, or one might be chosen.

Djinni Calling: This powerful ring can be used once per week to summon a djinni. The djinni will serve and obey the character that summoned it, regardless of whether he is wearing the ring. The djinni will serve for up to one day at a time before returning to its plane of existence. If the djinni is ever slain, the ring is worthless.

Fire Resistance: The ring wearer is impervious to all forms of ordinary flame. Further, the ring grants a bonus of +2 saving throws versus fire attacks, and reduces damage from magical or dragon fire by -1 per die of damage, to a minimum of 1 point per die.

Invisibility: Once each turn, this ring grants the wearer the ability to become invisible, as the spell invisibility.

Protection: This ring has several different power levels. For each "+", the ring will increase the wearer's AC by this amount, and grant the wearer this bonus to all saving throws. For example, if a character with an AC of 10 is wearing a ring of protection +2, his AC becomes1 2 and all saving throws are rolled with a +2 bonus. When a ring of protection is found, roll on the table below to determine which kind.

Roll d00	Bonus
01-80	+1
81-91	+2
92	+2, 5' radius
93-99	+3
00	+3, 5' radius

Where a radius is given, all creatures within the radius of the ring gain its bonus to saving throws. Only the wearer of the ring gains the ring's bonus to Armor Class.

Regeneration: This ring grants the wearer the ability to regenerate 1 hp per round. The ring will also regenerate body parts lost to injury. Small pieces, like fingers, take 1 day to grow back. Larger pieces, such as a limb, may take 1 week to grow

back. Only damage taken while the character was wearing the ring can be regenerated. Further, the ring is powerless to regenerate damage caused by acid or fire, and the ring will not function if the wearer's hit points drop to 0 or less.

Spell Storing: When this ring is found, it will contain 1d6 arcane or divine spells of any level, selected or determined randomly by the Judge. When a character puts the ring on, he automatically gains the knowledge of which spells are already stored, and may cast them as if a spellcaster of the minimum level required to cast the spell. The ring's spells may be recharged by having a spellcaster cast the replacement spells directly at the ring, but the ring will hold only the spells it had when found – the exact spells may not be changed. The ring does not absorb spells cast at its wearer.

Spell Turning: This ring reflects 2d6 spells back against their casters, leaving the wearer unaffected by the spell. Only spells are affected, not monster powers or magical effects which aren't spells. Once the maximum number of spells is reached, the ring becomes useless.

Telekinesis: This ring grants the wearer the ability to move up to 20 stone (200lb) of weight with his mind, as the spell telekinesis. However, there is no limited duration when using the ring.

Water Walking: Any character wearing this ring can walk on water as if it were solid, dry land.

Weakness: This is a cursed ring, and once put on it can be removed only with a remove curse spell. Over the course of 6 rounds, the wearer's STR drops to 3 and all attacks and damage are rolled with a penalty of -3 (minimum of 1 point of damage is dealt).

Wishes: A variable number of wishes (1d4) are granted to the wearer of this ring. Wish effects and limitations are up to the GM (but should be very powerful), and can be used at any time. Once the wishes are used the ring becomes non-magical.

X-Ray Vision: One time per turn, the wearer of this ring can see through a stone wall and up to 30'. The wearer may see 60' if looking through wood and other low-density material. A 10' squared area (100 square feet) can be visually examined each turn, and any secret doors, hidden recesses, or traps will be evident. This activity takes full concentration. Lead or gold will block x-ray vision.



Scrolls

Most scrolls are pieces of parchment, imbued with the magical writings of a spell or other magical effect. These writings are potent in that they simply require the pronunciation of their words to release their power. Scrolls are usually written in obscure or dead languages. The Judge may choose the language in which the scroll is written, or roll on a table designed for the campaign.

A character must be able to read the language in which the scroll is written in order to use the scroll. An arcane spellcaster can use read languages to be able to use a scroll in an unfamiliar language. Some scrolls can be used by any character that can read them, while other scrolls have additional restrictions on their use beyond being able to read the language. These will be discussed below.

Scroll of Spells

A scroll of spells will be found with 1 to 7 spells written on it. About 3/4 of all spell scrolls contain spells from the arcane spell list, and the remaining contain spells drawn from the divine spell lists. Characters can only cast a spell from a scroll if the spell is on their class list. A spell may be cast even if it is not normally usable by a spellcaster of the reader's level. These spells are cast as if from a spell caster of the minimum level required to cast the spell. Once a spell is cast from a scroll, the magical writing for that spell disappears.

When determining the contents of a scroll of spells, roll first to determine the type of spells by class, then roll to determine the spell level of each spell.

Scroll Type		Arcane		Divine	
Roll d4	Type	Roll d00	Spell Level	Roll d00	Spell Level
1-3	Arcane	01-25	1	01-25	1
4	Divine	26-50	2	26-50	2
		51-70	3	51-70	3
		71-85	4	71-85	4
		86-95	5	86-95	5
		96-97	6	96-98	6
		98	7	99-00	7
		99	8		
		00	9		

Cursed Scroll

A cursed scroll inflicts a horrible curse upon the reader. The Judge has considerable flexibility in determining the effects of the curse. A curse may only be removed with the spell remove curse. The Judge might also allow the curse to be lifted if the character performs a special quest. Some possible curses are provided below, but any similar curse might be used instead.

Roll d6	Effect
1	The victim loses a random magic item.
2	One random ability score suffers a -4 penalty.
3	The victim may not gain new experience.
4	The victim's level is reduced by 1.
5	The victim is polymorphed, as polymorph other , into a small animal.
6	The victim is rendered blind.

Scrolls of Warding

A scroll of warding can be used by any character that can read it. When the magical words of warding are read aloud, the words disappear from the page and the reader is surrounded by a 10' radius area of protection against the type of creature indicated by the scroll. This area of protection is centered on the reader, and moves wherever he moves. This protective barrier stops the creature type from entering, but not from attacking with missile weapons or spells. The circle of protection will last until the reader dismisses it, or if anyone within the circle attempts to melee with a creature of the type protected against.

Ward against Elementals: A ward against elementals scroll wards against all elementals for 2 turns, subject to the rules governing warding scrolls.

Ward against Lycanthropes: For 6 turns, a ward against lycanthropes scroll wards against all lycanthrope forms. The protective barrier can repel a certain number of lycanthropes, based on their number of HD. If the lycanthropes have 3 or fewer Hit Dice, 1d10 of their number will be repelled. If they have 4 or 5 HD, 1d8 of their number will be repelled. If the lycanthropes have 6 HD or above, then 1d4 of their number are repelled.

Ward against Magic: A barrier is created against all spells and spell-like effects from magical items or monsters. This barrier remains for 1d4 turns, during which time no spells or spell-like effects may enter or leave the protected area. This effect cannot be dispelled or otherwise removed except through a wish.

Ward against Undead: For 6 turns, a ward against undead scroll wards against all forms of undead. The protective barrier can repel a certain number of undead, based on their number of HD. If they have 3 or fewer Hit Dice, 2d12 of their number will be repelled. If they have 4 or 5 HD, 2d6 of their number will be repelled. If the undead have 6 HD or above, then 1d6 of their number are repelled.

Treasure Maps: A treasure map can be used by any character that can read it. Treasure maps vary considerably in the value of treasure they lead to. In all cases, the Judge will construct the map and the treasure it leads to ahead of time. The map might lead to a treasure within the dungeon the characters find the map, or the map may lead to another, sometimes remote, location. Difficulty in attaining the treasure should reflect its value. There may be traps, riddles, or other challenges. The map itself may be in an unusual language, or enchanted or encrypted such that it requires read languages to decipher.

Rods, Staves, and Wands

Rods are sometimes usable by any class, but many are restricted to use by certain classes only. Wands may only be used by arcane spellcasters such as magic-users or elves. A staff may be usable by either arcane or divine spellcasters, depending on the kind of staff. When a class-restricted item is described, the name of the item will be followed by either "D" if it is usable by a divine spellcaster, "A" if it is usable by arcane spellcasters, and "AD" if usable by both.

All of these magic items generally use a "charge" when their effect is triggered, and each item has a limited number of charges. When found, a rod will contain 2d6 charges, a staff will contain 3d10 charges, and a wand will contain 2d10 charges. Exceptions will be noted in specific item descriptions. Physically, these three types of magic items differ primarily in size. Wands are small and thin, being about 18 inches long. A staff is much larger, being 6' long and generally has a 2' diameter. Rods are somewhere in-between these two kinds of items, being about 3' long.

Rod of Absorption [AD]: This rod acts as a magnet, drawing spells into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or his gear. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of his own. The wielder can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept. The wielder of the rod can use captured spell energy to cast any spell he has prepared in 1 round without expending the preparation itself (he still has the spell in memory). The only restrictions are that the levels of spell energy stored in the rod

must be equal to or greater than the level of the spell the wielder wants to cast, and that the rod be in hand when casting. For casters such as clerics who do not prepare spells, the rod's energy can be used to cast any spell of the appropriate level or levels that they know.

A *rod of absorption* absorbs a maximum of 50 spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

Rod of Cancellation: This item is highly feared by those who value their magic items, for with but one touch of this rod, a magic item permanently loses all of its power and becomes an ordinary item. When attempting to strike an item on an opponent, treat the attack as if it needs to hit an AC of 10. The Judge, depending on the circumstances, may adjust this value. This rod is usable once and may not be recharged.

Rod of Captivation: With the expenditure of 1 charge, all monsters and characters within a 20' radius are *charmed* by the wielder for 1 turn so long as they are at least minimally intelligent. All charmed beings will hold nothing but respect and awe for the wielder, and will seek to please him by doing nearly anything short of harming themselves or violating their alignment.

Rod of Lordly Might: This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The rod of lordly might is metal, thicker than other rods, with a flanged ball at one end and six stud-like buttons along its length. It weighs 10 pounds, and strength of 16 or greater is necessary to wield this weapon. Any character with less than 16 strength suffers an attack penalty of –1 per point below 16.

The rod has the following spell-like functions, and each costs 1 charge:

- Fear upon all enemies viewing it, if the wielder so desires (60' maximum range). The target is allowed a save versus spells.
- Paralyze upon touch, if the wielder so commands. The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost. The target is allowed a save versus spells.
- Deal 2d4 hit points of damage to an opponent on a successful touch attack (no save) and cure the wielder of a like amount of damage.

The following weapon functions of the rod do not require the use of charges:

In its normal form, the rod can be used as a +2 mace.

- When button 1 is pushed, the rod becomes a +1 flame tongue sword. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 3 feet.
- When button 2 is pushed, the rod becomes a +4 battle axe. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
- When button 3 is pushed, the rod becomes a +3 spear. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15' length, the rod is suitable for use as a lance.

The following other functions of the rod do not employ charges:

- Climbing pole/ladder. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while

the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5' and 50' in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.

- The ladder function can be used to force open doors. The wielder plants the rod's base 30' or less from the portal to be forced and in line with it, then pushes button 4. The force exerted grants +4 to forcing doors.
- When button 6 is pushed, the rod indicates magnetic north and gives the wielder knowledge of his approximate depth beneath the surface or height above it.

Note that this rod may never be recharged. When the charges are expired, the functions that require charges may not be used again, and neither may the rod be employed as a +1 flame tongue sword nor a +4 battle axe. These attributes are lost.

Rod of Resurrection [D]: A cleric or other divine spellcaster of any level may use this rod one time per day to raise beings from the dead as the raise dead spell, except 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 and no more than 10 years have passed since the creature's death, it can be resurrected. Different kinds of characters may be resurrected, and each type requires a different number of charges. When all charges from the rod are used, it crumbles into dust.

Rod of Rulership: This rod looks like a royal scepter. The wielder can command the obedience and fealty of creatures within 120' when he activates the device. Creatures totaling 100 + 1d4x100 Hit Dice can be ruled, but creatures with INT scores of 15 or higher and levels or HD equal to or greater than 12 are entitled to a save versus spells to negate the effect. Ruled creatures obey the wielder as if he were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used after 1 round from activation, and each charge expended allows the rod to be used for 10 rounds. The rod crumbles to dust once all charges are expended, and may not be recharged.

Rod of Striking: A *rod of striking* deals 1d8+3 hp damage, and functions as a +3 weapon of magical nature. When this rod is used against golems, it always costs 1 charge per successful hit in combat, and deals 2d8+6 hp damage. Note that when employed in this way against a golem, a successful roll of 20 will instantly annihilate the golem. In addition, this rod may deal additional damage to demons, extremely powerful undead, and other infernal beings from other planes. When attacking these monsters, a successful attack roll of 20 causes the expenditure of a charge, and the rod deals triple normal damage.

Charges	Character Type
2	Cleric
4	Dwarf
7	Elf
3	Fighter
4	Mage
4	Thief

Staff of Commanding [D]: This staff may be used to command plants, animals, and humans in the same manner as the rings command animal, command human, and command plant. Each use requires one charge.

Staff of Healing [D]: This staff does not employ charges. It can heal 1d6+1 hit points, but it can only be used one time per creature per day. This staff may heal an unlimited number of creatures in a day.

Staff of the Magi [A]: The staff of the magi is a much more powerful version of the staff of wizardry. It grants several spells at the wielder's disposal. The staff may be used to effect the following spell-like abilities: detect magic, enlarge, hold portal, light, and protection from good (evil). These abilities do not require the expenditure of charges.

In addition, the staff has the following abilities that cost 1 charge per use: dispel magic, fireball, ice storm, invisibility, knock, lightning bolt, passwall, pyrotechnics, wall of fire, and web. The following powerful abilities cost 2 charges per use: conjure elemental, plane shift, telekinesis, and whirlwind (as a djinni). The wielder of the staff receives a bonus of +2 for saving throws versus magic.

This staff may be recharged, but only by absorbing magical energies that are cast at the wielder. When a spell is cast at the wielder, he may choose to absorb these energies, at a rate of 1 charge per spell level of the spell directed at him. Note that taking this maneuver is the sole action of the staff for that round, and it may not be used for other effects in the same round it absorbs energy. Each staff has a maximum number of possible charges, and it will only safely absorb charges to this limit. The wielder will not know the limit, or how many charges have been used, unless some magical means is employed to discover this. The staff does not reveal this information. Should the staff collect energy in excess of its limit, it detonates in the same manner as in a retributive strike, as described below.

A staff of the magi can be used for a retributive strike, requiring it to be broken by its wielder. The breaking of the staff must be purposeful and declared by the wielder. All charges currently in the staff are instantly released in a 30' radius. All within 10' of the broken staff take points of damage equal to 8 x the number of charges in the staff, those 10' to 20' away take 6 x the number of charges in damage, and those 20' to 30' distant take 4 x the number of charges in damage. All those affected can make saving throws versus spells to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy destroys him. After all charges are used up from the staff, it remains a +2 staff. Once empty of charges, it cannot be used for a retributive strike.

Staff of Power [A]: This powerful staff has several abilities. First, it can be used to cast the spells cone of cold, lightning bolt, and fireball (each dealing 8d6 points of damage). In addition, the staff may be used to cast continual light and telekinesis (with a weight limit of 25 stone). Finally, this staff can also be used with the same effect as a staff of striking.

Staff of Striking [A/D]: This staff strikes as a +1 staff. With the expenditure of one charge and a successful attack roll, this staff can be used to strike an opponent for 2d6+1 points of damage.

Staff of Withering [D]: This staff functions as a +1 staff that deals 2d6+1 points of damage when a charge is used. By using 2 charges and successfully striking an opponent, the staff ages a victim by 10 years. If three charges are spent in this attack, one of the victim's limbs will shrivel into a mummified, useless member (saving throw versus Staffs is allowed). The aging effect will automatically kill most creatures that have a short lifespan. Also note that effects of spent charges are cumulative, such that if 3 charges are used, the victim will not only receive damage, but he will be aged and have a withered limb.

Staff of Wizardry [A]: This staff has all the powers of a staff of power. In addition, the staff may be used to cast the spells conjure elementals, invisibility, passwall, and web. The staff has the similar spell-like effect of a djinni to create a whirlwind and can be used as a wand of paralyzation. Each of these abilities requires one charge. The staff may also be broken for a final blow.

The results of a final blow depend on the number of charges in the staff. For each charge, 8 points of damage are dealt in a grand fireball to all monsters and characters (even the owner of the staff) within 30'. The staff is then broken and useless.

Staff of the Serpent [D]: This staff does not employ charges. It strikes as a +1 staff. The user can command the staff to grow to become a giant constrictor snake and constrict around a victim (AC 4, HD 3, hp 20, MV 20'). The command for the staff to become a snake is uttered as it strikes a victim. The victim must succeed in a saving throw versus Paralysis or be held immobile by the constricting snake for 1d4 turns, or until the owner commands the snake to release him. The serpent returns to the owner and returns to staff form after it has constricted around an opponent. If the snake form is slain, it will not return to staff form and the staff is destroyed. When the snake returns to staff form, all damage it has sustained in combat is automatically healed.

Wand of Cold [A]: A chilling cone 60' long and 30' wide at the terminal end is discharged from this wand. Any beings within the cone of cold will suffer 6d6 points of damage unless they succeed in a saving throw versus Blast, which reduces damage to half. One charge is expended per usage.

Wand of Detecting Enemies [A]: This wand makes any enemies of the wielder that are within 60', whether invisible or hidden, become surrounded by a fiery red aura for up to 6 turns. This effect requires one charge.

Wand of Detecting Magic [A]: This wand makes any magic item within 20' become surrounded by a faint yellow aura for up to 2 turns. This effect requires one charge.

Wand of Detecting Metals [A]: After expending one charge, the wand will point in the direction of any concentration of metal that weighs 10 stone or more if it is within 60', for up to 6 turns. The wand wielder is intuitively aware of the kind of metal detected, but a coating of lead will block the detection of other types of metals. This effect requires one charge.

Wand of Detecting Secret Doors [A]: This wand will make any and all secret doors within 30' become surrounded by a blue glowing aura for up to 3 turns. One charge is expended per usage.

Wand of Detecting Traps [A]: This wand makes any and all traps within 30' become surrounded by a blue glowing aura for one round. This effect requires one charge.

Wand of Device Negation [A]: The wielder of this wand may choose a wand, rod, or staff from an opponent, and render it powerless for 1 round. The item is powerless on the same round the wand of negation is used. Therefore, the action to use this wand must be announced prior to determining initiative. One charge is expended per usage.

Wand of Fear [A]: A cone 60' long and 30' wide at the terminal end is discharged from this wand. Any being within the cone will become fearful and flee for 30 rounds at running speed unless they succeed on a saving throw versus Wands. One charge is expended per usage.

Wand of Fire [A]: A wand of fire produces several spell-like effects, and may only produce one effect per round. The following effects require the expenditure of 1 charge: burning hands shoots forth a triangular ray of fire 12' long with a 10' wide ending width. Any being within this area of effect suffers 6 hp damage; pyrotechnics may be produced from the wand, and mimics the spell of the same name.

The wand of fire may produce the following effects with the expenditure of 2 charges: a fireball may be shot from the wand, performing exactly as the spell of the same name, as if cast from a 6th level character. It deals 6d6 hp damage to all within the area

of effect (save versus wands for half damage). Any result of 1 on a damage die is treated as a 2. A wall of fire may be produced, like the spell of the same name cast from a 6th level character. The wall may be formed into a 22' diameter circle surrounding the wand wielder.

Wand of Fire Balls [A]: This wand can discharge a fireball, as the spell. It deals 6d6 points of damage unless the victim(s) succeed in a saving throw versus Blast, which reduces damage to half. One charge is expended per usage.

Wand of Ice [A]: A wand of ice produces several spell-like effects, and may only produce one effect per round. The following effects require the expenditure of 1 charge: an ice storm (as the magic user spell) wreaks its cold havoc to a distance of 60'; a wall of ice can be brought into existence. It always has a thickness of 6 inches, but may have any surface area as commanded by the wand wielder to a maximum of 600' (for example, 25' x 24' or 10' x 60').

The wand of ice may produce a cone of cold with the expenditure of 2 charges. The cone is 20' in diameter at its maximum length of 60'. It deals 6d6 hp damage to all within the area of effect (save versus wands for half damage). Any result of 1 on a damage die is treated as a 2.

Wand of Light [A]: A wand of light produces several spell-like effects, and may only produce one effect per round. The following effects require the expenditure of 1 charge: dancing lights as the magic-user spell, and light as the magic-user spell.

The wielder may spend two charges to create continual light. Finally, by spending 3 charges, the wielder may create a ray of intense sunlight. The bright golden-yellow light lasts only a moment, has a range of 120', and forms a 40' diameter sphere of light. Any being within the area must save versus wands or be blinded and stunned for 1 round. The golden sphere of light has a devastating effect on all undead, dealing 6d6 hp of damage, with no saving throw allowed.

Wand of Lightning [A]: If the wielder of a wand of lightning hits an opponent with the wand and spends 1 charge, he may deliver an electrical charge to his victim, which inflicts 1d10 hp damage. No saving throw is permitted, and for AC purposes a victim wearing metal armor has an AC of 9, regardless of magical armor bonuses. Nonmetal armor and items such as a ring of protection do apply, however.

By spending two charges, the wielder of this wand may produce a lightning bolt, with the same effect as the magic user spell, to inflict 6d6 hp of damage. Any result of 1 on a damage die is treated as a 2. A save versus wands is allowed for half damage.

Wand of Illusion [A]: The wielder of this wand can create the effects of the spell phantasmal force. Refer to this spell for the effects and concentration requirements. While concentrating on an illusory effect, the wielder can move at half movement, but if he is successfully struck in combat all concentration is lost and the illusion instantly fades away. Attempts to disbelieve the effects of this wand are resolved with a saving throw versus Wands.

Wand of Lightning Bolts [A]: This wand can discharge a lightning bolt, as the spell. It deals 6d6 points of damage unless the victim(s) succeed in a saving throw versus Blasts, which reduces damage to half. One charge is expended per usage.

Wand of Magic Missiles [A]: This wand fires one or two magic missiles (user's choice) per round, as the arcane spell of the same name. The missiles inflict 1d6+1 points of damage each, and always strike. Each individual missile fired expends one charge.

Wand of Negation [A]: This device negates the spell or spell-like function or functions of magic items. The wielder points the wand

at the magic item, and a pale gray beam shoots forth to touch the target device or being. The ray negates any function of all wands, and any other target item or magical effect (including spells cast by the target) has a 25% chance of resisting the negation. Each use of the wand costs 1 charge, and may be used one time per round. A *wand of negation* can never be recharged.

Wand of Paralyzation [A]: A cone 60' long and 30' wide at the terminal end is discharged from this wand. Any beings within the cone will become paralyzed for 6 turns unless they succeed in a saving throw versus Paralysis. One charge is expended per usage.

Wand of Polymorphing [A]: This wand can produce the effects of the spells polymorph others or polymorph self, as determined by the wielder just before each use. The recipient is granted a saving throw versus Wands, and success negates the effect. A willing target can forgo a saving throw. One charge is expended per usage.

Wand of Summoning [A]: The wielder of this wand, when holding the wand by hand (not when it is packed away) is able to instantly identify spells of a summoning nature, either when seen written or actively cast. The wielder may spend a charge to cast the spells unseen servant and summon monster. To cast summon monster, the wielder must be of sufficient level to cast the version employed (I, II, III, or IV), and it requires 1 round. When casting summon monster, the wielder may spend up to 6 charges, to stack the effects as if more than one spell were cast. For example, the 6 charges could be spent to cast summon monster VI, or they could be used to cast summon monster I six times, summon monster II and IV, or any other combination totaling 6.

A wand of summoning can produce the effects of a prismatic sphere (it may be formed into a wall). However, unlike the spell, the wand may only produce a single color type at a time, per use each round. Each use costs 1 charge, and takes 1 round to appear.

The wand is also capable of bringing into existence a veil of darkness, by spending 2 charges. This effect takes 5 segments to cast. This veil can occupy a space equal to 600' squared, and can take any dimensions equaling this amount (20' x 30', 15' x 40', etc.) No light may pass through the veil, but other magical effects and physical objects may pass through it normally.



Wand of Wonder: A *wand of wonder* is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. Each use costs 1 charge. In some cases a saving throw is appropriate. The effects should be considered typical of those possible, but the referee may adjust these or create new effects, depending on the situation. Typical powers of the wand include the following:

d%	Wondrous Effect
01–05	<i>Slow</i> creature pointed at for 1 turn.
06–10	<i>Faerie fire</i> surrounds the target.
11–15	Deludes wielder for 1 round into believing the wand functions as indicated by a second die roll (no save).
16–20	<i>Gust of wind</i> , but at twice the power.
21–25	Wielder learns target's surface thoughts (as with <i>ESP</i>) for 1d4 rounds.
26–30	<i>Stinking cloud</i> at 30' range.
31–33	Heavy rain falls for 1 round in 60' radius centered on wand wielder.
34–36	<i>Summon</i> an animal—a rhino (01–25 on d%), elephant (26–50), or mouse (51–100).
37–46	<i>Lightning bolt</i> (70' long, 5' wide), 6d6 damage.
47–49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder).
50–53	<i>Enlarge</i> victim if within 60' of wand.
54–58	<i>Darkness</i> , 30' diameter hemisphere, centered 30' away from wand.
59–62	Grass grows in 160' square area before the wand, or grass existing there grows to ten times normal size.
63–65	<i>Vanish</i> any nonliving object of up to 1,000 lb. mass and up to 30' cubed in size.
66–69	Reduce wielder to 1/12 height.
70–79	<i>Fireball</i> , 6d6 damage, as wand.
80–84	<i>Invisibility</i> covers wand wielder.
85–87	Leaves grow from target if within 60' of wand.
88–90	10–40 gems, value 1 gp each, shoot forth in a 30' long stream. Each gem deals 1 point of damage to any creature in its path: Roll 5d4 for the number of hits.
91–95	Shimmering colors dance and play over a 40' x 30' area in front of wand. Creatures therein are blinded for 1d6 rounds.
96–97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple.
98–100	<i>Flesh to stone</i> (or <i>stone to flesh</i> if target is stone already) if target is within 60'.

Miscellaneous Magic Items

Amulet against Possession: The wearer of this copper amulet is rendered immune to *magic jar*, *possession*, and other effects of a similar nature, including demon possession.

Amulet of the Planes: This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize *plane shift*. However, this is a difficult item to master. There is a 20% chance for the first 1d6 uses that the wearer is transported to a random plane of existence.

Amulet of Proof against Detection and Location: This silver amulet protects the wearer from scrying and magical location. As a result, the wearer may neither be located with a crystal ball, nor seen through spells such as *ESP*, *clairaudience*, *clairvoyance*, or other spells used to predict actions, intentions, or to reveal alignment.

Amulet of Inescapable Location: This cursed amulet seems to be an amulet of proof against detection and location. However, it actually makes the wearer more vulnerable to these magics. The likelihood of observing the wearer is doubled and the duration is twofold of any spells used to observe the wearer.

Amulet versus Crystal Balls and ESP: This amulet protects the wearer from being spied on by crystal balls or any type of ESP. The character attempting to spy upon the wearer will know he is being magically protected. The amulet's magical protection against also prevents a crystal ball from spying on the items the character is wearing and his present location.

Apparatus of the Crab: This item appears to be a large, sealed iron barrel, but it has a secret catch that opens a hatch in one end. Anyone who crawls inside finds ten levers. The device has the following characteristics: hp 200; Move 30' forward, 60' backward; AC 20; #AT 2 pinchers; Dmg 2d6. When attacking with the pinchers, the attack throws required are the same as the operator's, and if a hit is scored, there is a chance that both pinchers strike, for a total of 4d6 points of damage (roll of 1-5 on 1d20).

Lever	Lever Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pinchers and feelers
5	Snap pinchers
6	Move forward/backward
7	Turn left/right
8	Open "eyes" with continual light inside/close "eyes"
9	Rise/sink in water (levitate)
10	Open/close hatch

Two characters of human size can fit inside. The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.



Bag of Devouring: This magical bag is the size of a small sack. After 6+1d4 turns, all items placed in this bag vanish and are permanently lost. The bag must be fully closed for this effect to take place.

Bag of Holding: This appears to be a common small sack. The bag of holding opens into a nondimensional space. Its inside is larger than its outside dimensions. It is large enough to fit an object that is 10'x5'x3'. Regardless of what is put into the bag, it weighs a maximum of 6 stone but holds up to 100 stone (1,000lb).

Boat, Folding: A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship. In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease. A third

word of command causes the boat or ship to fold itself into a box once again. The necessary command words may be present, either visible or invisible, etched into the box. Alternatively, the command words may need to be sought through an NPC or a small quest.

Book of Chaotic Wisdom: This book is the counterpart to the book of lawful wisdom. Effects are opposite in terms of who benefits. In addition to the normal effects for a book of this type, neutral characters who handle the book must save versus spells or become chaotic. Assassins who handle this book gain the one time use of any 1st level cleric spell, but are never able to gain this ability from the same book again.

Book of Infinite Spells: This tome is really a collection of bound magical scrolls. If touched by a character who is unable to cast spells, he suffers 5d4 hp damage and is stunned for the same number of turns. This is a one-time occurrence for that particular character. Thereafter, a character, regardless of spell casting ability, is able to use spells on the pages of the tome as if cast from a scroll. The specific contents of the page are determined randomly per page. There are 20+1d10 pages in any book found. Refer to the table below:

Roll d20	Page Contents
1-5	Cleric spell
6-9	Druid spell
10-11	Illusionist spell
12-17	Magic-user spell
18-20	blank

Any time a page is turned, the previous page becomes blank. Otherwise, a character may cast the spell on an open page 1 time per day. If the spell is normally usable by the character (by class

and level), he may cast it 4 times per day. The owner of the book may store it in another location, open to a page, and still benefit from the powers of the book. However, there is a base 10% chance any time a spell is used that the page turns of its own volition. Nothing can prevent a page from turning. This probability is modified by +10% if the spell is not of a level or class normally available to the owner, or +20% if the character is not of a spell using class.

Book of Lawful Wisdom: This magical book may be read by lawful clerics. Study takes 1 week, after which time the cleric permanently gains 1 point of WIS and enough experience points to take him to the midpoint of the next level. Neutral clerics who read or handle the book lose 2d4 x 10,000 XP. Chaotic clerics lose experience to reduce them to the start of their previous level. Magic-users or illusionists must save versus spells or lose 1 point of INT permanently. Those who succeed in the save lose 2d10 x 10,000 XP. All other classes are unaffected by handling the book, except assassins who must succeed in a saving throw versus death. If the save fails, the assassin is instantly slain.

Boots of Levitation: On command, these leather boots allow the wearer to levitate as if he had cast the spell **levitate** on himself. The duration is indefinite.

Boots of Speed: These boots allow the wearer to move 240' per turn for up to 12 hours. The wearer is exhausted after this activity, and is required to rest for a full day.

Boots of Traveling and Springing: While these boots are worn, the wearer need not rest if engaged in ordinary movement. Further, he may spring up to 10' high, and to a distance of 30'.

Bowl of Commanding Water Elementals: This bowl may be used to summon and control one water elemental per day, as the spell conjure elemental. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Bowl of Drowning: This cursed bowl appears to be a bowl of commanding water elementals. However, instead of summoning an elemental, a clear orb of water rises forth and engulfs the user's head. He drowns in 2d4 rounds unless a saving throw versus spells succeeds. The water is "sticky" and cannot be shaken off. The spell destroy water (opposite of create water) will remove the water.

Bracers of Armor: These items appear to be wrist or arm guards. They grant the wearer an AC as though he were wearing armor. Both bracers must be worn for the magic to be effective, and no other armor may be worn with the bracers (magical or non-magical). Dexterity modifiers do apply. The protection offered by the bracers can be combined with other magical effects that alter AC, such as a ring of protection or cloak of protection. Roll on the table below to determine which kind of bracers are found.

Roll d00	AC Granted
01-06	11
07-16	12
17-36	13
37-51	14
52-71	15
72-86	16
87-00	17

Some of these (5%) will be cursed, actually lowering the wearer's AC to 8, regardless of DEX modifiers or magical means of raising AC. It will not be realized that the bracers are cursed until the wearer enters combat. These bracers may only be removed with the spell remove curse.

Brazier of Commanding Fire Elementals: This brazier may be used to summon and control one fire elemental per day as the spell conjure elemental. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Brazier of Cursed Sleep: This brazier appears and functions exactly as a brazier of commanding fire elementals. However, when activated smoke fills a 10' radius around the brazier, causing all beings in the area to fall into a cursed sleep unless a successful saving throw versus spells is made. A fire elemental does arrive as normal, but it is hostile and attacks all nearby beings. Creatures that fall under the effects of the sleep curse sleep indefinitely, until killed, unless remove curse or dispel magic are used.

Brooch of Shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell or spell-like effect. A brooch can absorb up to 101 points of damage from magic missiles before it melts and becomes useless.

Broom of Animated Attack: This item is indistinguishable in appearance from a normal broom. It is identical to a broom of flying by all tests short of attempted use. When used, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet). The broom then attacks the victim, swatting the face with the straw or twig end and beating him with the handle end. The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round). The straw end causes a victim to be blinded for 1 round when it hits. The handle deals 1d3 points of damage when it hits. The broom has AC 7, 18 hit points, and attacks as a 4 HD creature.

Broom of Cursed Flight: This magical broom will seem to be a broom of flying. However, when activated it will fly up to 50' in the air, or to ceiling height, whichever is lower, and cease working. The character and broom plummet to the ground, with the character taking the appropriate falling damage. The broom loses all enchantment.

Broom of Flying: This magical broom of legend can fly with one rider up to 240' per turn. Two riders may be carried, but the maximum speed is reduced to 180' per turn.

Censer of Controlling Air Elementals: This censer may be used to summon and control one air elemental per day as the spell conjure elemental. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Censer of Cursed Summoning: This censer looks and seems to function exactly like a censer of controlling air elementals. However, once ignited the censer is impossible to extinguish for 1d4 rounds. For each of these rounds, an air elemental emerges and will attack all beings nearby.

Chime of Cannibalism: This item appears to be a chime of opening. It will function as this item for the first round of its use (and has 1d4x10 charges for this purpose). However, on the second chime all beings within 60' must save versus spells or become ravenously hungry, attacking the nearest humanoid to kill him and eat him. A new saving throw is allowed every other round. If no humanoids are around, affected creatures will attack any other creature present.

Chime of Opening: A chime of opening is a hollow orichalcum tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A chime of opening also automatically dispels a hold portal spell or even a wizard lock cast by an arcane caster of lower than 9th level. The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and wizard locked, it takes four uses of a chime of opening to get it open. A silence spell negates the power of the chime. Each use requires a charge, and a chime contains 2d4x10 charges before it cracks and becomes useless.

Cloak of Arachnida: This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if a spider climb spell had been placed upon him. In addition, the cloak grants immunity to entrapment by web spells or webs of any sort—he can actually move in webs at half his normal speed. Once per day, the wearer of this cloak can cast web. In addition, he gains a +2 bonus on all saves against poison from spiders.

Cloak of Poisonousness: This cloak is usually made of a woolen material, although it can be made of leather. The garment can be handled without harm, but as soon as it is actually donned the wearer is killed instantly with no saving throw. Once donned, a cloak of poisonousness can be removed only with a remove curse spell; doing this destroys the magical property of the cloak. If a neutralize poison spell is then used, it is possible to revive the victim with a raise dead or resurrection spell, but not before.

Cloak of Protection: This magical cloak appears to be an ordinary brown cloth or leather cloak. The cloak functions much like a ring of protection, offering a bonus to the wearer's AC and all saving throws. These bonuses are cumulative if the cloak is worn with a ring of protection.

Roll d00	Bonus
01-80	+1
81-91	+2
92-00	+3

Crystal Ball: Any arcane spellcaster may use this coveted magic item to see images of distant creatures, objects, or places. The more familiar the user is with the creature, object or place viewed, the clearer the images will be. Each viewing can last for up to 1 turn, and the crystal ball may be used 3 times per day. The user of the crystal ball is unable to communicate to or cast spells at what he views.

Crystal Ball with Clairaudience: This kind of crystal ball has all of the properties of the ordinary one, but also grants the user the ability to hear noise and conversations through the ball.

Crystal Ball with ESP: This kind of crystal ball has all of the properties of the ordinary one, but also grants the user the ability to hear the thoughts of any one creature being observed, as per the spell ESP.

Crystal Hypnosis Ball: This cursed item is indistinguishable from a normal crystal ball (determine specific type randomly). However, anyone attempting to use the scrying device becomes fascinated for 1d6 turns, and a telepathic suggestion is implanted in his mind if he fails a save versus spells. The user of the device believes that the desired creature or scene was viewed, but actually he came under the influence of a powerful wizard, or even some power or being from another plane. Each further use brings the crystal hypnosis ball gazer deeper under the influence of the controller, either as a servant or a tool. Note that throughout this time, the user remains unaware of his subjugation.

Cubic Gate: This item is fashioned from carnelian. Each of the six sides of the cube is keyed to a plane, one of which is the material plane. The GM should choose the planes to which the other five sides are keyed. If a side of the cubic gate is pressed once, it opens a gate to a random point on the plane keyed to that side. There is a 10% chance per turn that a being from that plane (determine randomly) comes through it looking for food, fun, or trouble. Pressing the side a second time closes the gate. It is impossible to open more than one gate at a time. If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures within a 5' radius.

Cube of Force: This device is about 3/4 inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special **wall of force** 10' on a side around his person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges, which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device. Each effect costs a certain number of charges to maintain for every turn (or portion of a turn) it is in

operation. Also, when an effect is active, the possessor's speed is limited to the maximum value given on the table. Spells that affect the integrity of the screen also drain extra charges. These spells (given in the list below) cannot be cast into or out of the cube:

Cube Face	Charge Cost per Turn	Maximum Speed	Effect
1	1	10'	Keeps out gases, wind, etc.
2	2	80'	Keeps out nonliving matter
3	3	60'	Keeps out living matter
4	4	40'	Keeps out magic
5	6	30'	Keeps out all things
6	0	As normal	Deactivates

Attack Form	Extra Charges	Attack Form	Extra Charges
Horn of blasting	6	Lightning bolt	4
Wall of fire	2	Lava, other hot fires	2
Passwall	3	Magical fire	4
Disintegrate	6	Phase Door	5

Cube of Frost Resistance: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 turn (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a turn, the cube is destroyed.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type, as well as the volume and velocity. The water continues pouring out until the command word is spoken to stop it. "Stream" pours out 1 gallon per round. "Fountain" produces a 5' long stream at 5 gallons per round. "Geyser" produces a 20' long, 1' wide stream at 30 gallons per round.

The geyser effect causes considerable backpressure, requiring the holder to be on stable ground and braced to avoid being knocked down. The force of the geyser kills small creatures of 1/2 HD or less and knocks down man-sized creatures unless they make a saving throw versus Paralysis. Creatures larger than man-sized are immune to the geyser.

Deck of Many Things: A deck of many things (both beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards or plaques made of ivory or vellum. Each is engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a deck of many things who wishes to draw a card must announce how many cards she will draw before she begins (up to 4). A character can never again draw from this deck any more cards than were announced. Exception: If the jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is the jester or the fool, in which case the card is discarded from the pack. A deck of many things contains 22 cards. To simulate the magic cards, you may want to use ordinary playing cards instead, as

indicated in the second column. The effects of each card, summarized on the table, are fully described below.

Deck of Many Things

Plaque	Playing Card	Summary of Effect
Balance	2 of ♠	Change alignment instantly.
Comet	2 of ♦	Defeat the next monster you meet to gain one level.
Donjon	Ace of ♠	You are <i>imprisoned</i> .
Euryale	Queen of ♠	–3 penalty on all saving throws versus petrify henceforth.
The Fates	Ace of ♥	Avoid any situation you choose . . . once.
Flames	Queen of ♣	Enmity between you and a powerful evil (good).
Fool	Joker (with trademark)	Lose 10,000 experience points and you must draw again.
Gem	2 of ♥	Gain your choice of twenty five pieces of jewelry or fifty gems.
Idiot	2 of ♣	Lose 1d4 INT permanently. You may draw again.
Jester	Joker (without trademark)	Gain 10,000 XP or two more draws from the deck.
Key	Queen of ♥	Gain a treasure map and a magic weapon.
Knight	Jack of ♥	Gain the service of a 4 th level fighter.
Moon	Queen of ♦	You are granted 1d4 wishes.
Rogue	Jack of ♠	One of your hirelings or henchman turns against you.
Ruin	King of ♠	Immediately lose all wealth and real property.
Skull	Jack of ♣	Defeat death or be forever destroyed.
Star	Jack of ♦	Immediately gain +2 to your prime requisite ability score (or random if none).
Sun	King of ♦	Gain beneficial miscellaneous magic item and 50,000 XP.
Talons	Ace of ♣	All magic items you possess disappear permanently.
Throne	King of ♥	Gain an 18 CHA plus a small keep.
Vizier	Ace of ♦	Know the answer to your next dilemma.
The Void	King of ♣	Body functions, but soul is trapped elsewhere.

Balance: The character must change to a radically different alignment. If the character fails to act according to the new alignment, he is killed with no chance of reviving.

Comet: The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character gains enough XP to attain the next experience level.

Donjon: This card signifies imprisonment— either by the *imprisonment* spell or by some powerful being. All gear and spells are stripped from the victim in any case. Draw no more cards.

Euryale: The medusa-like visage of this card brings a curse that only the *fates* card or a deity can remove. The –3 penalty is otherwise permanent.

Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character who drew the card; other party members may have to endure the situation.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the being cannot be ended until one of the parties has been slain. The nature of the being is decided by the referee. It could be a powerful intelligent creature, or even a demon.

Fool: The payment of XP and the redraw are mandatory. This card is always discarded when drawn, unlike all others except the jester.

Gem: This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp, the gems 1,000 gp value each.

Idiot: This card causes the loss of 1d4 points of INT immediately. The additional draw is optional.

Jester: This card is always discarded when drawn, unlike all others except the fool. The redraws are optional.

Key: The magic weapon granted must be one usable by the character. It suddenly appears out of nowhere in the character's hand. The map value is determined randomly (see the scrolls table in the treasure section).

Knight: The fighter appears out of nowhere and serves loyally until death. He or she is of the same race (or kind) and gender as the character.

Moon: This card sometimes bears the image of a moonstone gem with the appropriate number of *wishes* shown as gleams therein; sometimes it depicts a moon with its phase indicating the number of *wishes* (full = four; gibbous = three; half = two; quarter = one). These *wishes* are the same as those granted by the 9th level magic-user spell and must be used within a number of turns equal to the number received.

Rogue: When this card is drawn, one of the character's NPC hirelings or henchman is totally alienated and forever after hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

Ruin: As implied by its name, when this card is drawn, all money, gems, property, and other valuable possessions of the drawer are lost.

Skull: A being of death appears; it resembles a human skeleton, clothed in black with wisps of dry tissue still attached. Treat this creature as an unturnable undead (HD 35 hp; AC -4) that is immune to the effects of heat, cold, and electrical based attacks. It wields an ornately engraved silver sword that never misses, always wins initiative, and deals 2d8 hp damage. The character must fight it alone—if others help, they get beings of death to fight as well. If the character is slain, he is slain forever and cannot be revived, even with a *wish*.

Star: If the bonus would raise the ability above 18, apply it to another random ability. If the character has no prime requisite, apply it to a random ability.

Sun: Roll for an item until a useful one is indicated.

Talons: When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably gone.

Throne: The character becomes a true leader in people's eyes. The castle gained appears in any open area desired, near or far.

Vizier: This card empowers the character drawing it with the one-time ability to call upon a source of wisdom to solve any single problem or answer fully any question upon request. The query or request can be made at any time. Whether the information gained can be successfully acted upon is another question entirely.

The Void: This black card spells instant disaster. The character's body continues to function, as though comatose, but his psyche is trapped in a prison somewhere—in an object on a far plane or planet, possibly in the possession of a demon. A *wish* does not bring the character back, instead merely revealing the place of entrapment. Draw no more cards.

Displacer Cloak: This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves. All opponents suffer a -2 penalty on attack throws against the wearer of the cloak. In addition, the wearer receives a bonus of +2 on all saving throws.

Drums of Panic: These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 240' feet (with the exception of those within a 10' radius safe zone around the drums) will become fearful and flee for 30 rounds at running speed. A saving throw versus Wands is allowed to resist the effect.

Drums of Stunning: These drums resemble *drums of panic*; when both drums are sounded at the same time, all creatures within 10' must save versus paralyze or be stunned for 2d4 rounds. All creatures within 70' are instantly rendered deaf.

Dust of Appearance: This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats all objects within a 10' radius, making them visible even if they are invisible. The dust likewise negates the effects of mirror image, cloak of displacement, and elven cloaks. If the dust is blown through a tube it covers an area in the shape of a cone 20' long and 15' wide at its terminal end. The dust's effect lasts for 2d10 turns. Dust of appearance is typically stored in small silk packets or hollow bone tubes, and 5d10 of these tubes or packets will be found at a time.

Dust of Disappearance: This dust looks just like dust of appearance and is typically stored in the same manner. A creature or object touched by it becomes invisible. Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including detect invisible. Dust of appearance, however, does reveal people and objects made invisible by dust of disappearance. The invisibility bestowed by the dust lasts for 2d10 turns, and the invisibility is not dispelled if the enchanted character makes attacks.

Dust of Sneezing and Choking: This fine dust appears to be dust of appearance. If cast into the air, it causes those within a 20' radius to fall into fits of sneezing and coughing. Those failing a save versus poison die immediately. Those who succeed are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.

Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly, and loyally serves the character for up to 101 days (or until the efreeti's death), doing as the owner of the bottle commands. After the 101 days of service, the efreeti leaves to its home in the City of Brass, and the efreeti bottle becomes an ordinary, non-magical bottle.

Elven Cloak: This light, iridescent cloak is made by the magical and nimble hands of the elves. It allows the wearer to blend into his surroundings to the point of becoming nearly invisible. The cloak adds a +8 bonus to a thief's attempt to hide in shadows. Characters wearing elven cloaks can always hide in shadows with a d20 roll of at least 11+.

Elven Boots: These fine leather boots are made with the magical craftsmanship of the elves. These boots add a +8 bonus to a

thief's attempt to move silently. Characters wearing elven boots can always move silently with a D20 roll of at least 11+.

Eversmoking Bottle: This metal urn is identical in appearance to an efreeti bottle, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a 50,000' cubed area in 1 round. If the bottle is left unstoppered, the smoke billows out another 10,000' cubed per round until it has covered 100,000' cubed. This area remains smoke-filled until the eversmoking bottle is stoppered. The bottle must be resealed by a command word.

Eyes of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to use charm person (one target per round) merely by meeting a target's gaze. Those failing a saving throw versus Spells are charmed as per the spell. If the wearer has both lenses, there is a penalty of -2 to the saving throw. If the wearer has only one lens, the saving throw is made with a bonus of +2.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses allow the wearer to see 100 times further than normal. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as he covers his other eye.

Eyes of Magnification: These crystal lenses are similar to eyes of the eagle and eyes of petrification. When worn, they allow the user to closely examine objects no further than 1' away. Thus, fine details normally invisible to the naked eye are seen, from small imperfections in gems to hidden cracks in walls, possibly even impressions left behind from writing. If only one lens is worn, the user becomes dizzy, effectively stunned, for 1 round. One lens may be worn if the other eye is closed.

Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. When a being places the eyes on, he is instantly petrified, as if subjected to a flesh to stone spell, with no saving throw. About 1/4 (01-25 on d100) of these eyes allow the wearer to use a petrification gaze attack. Both lenses must be worn for the magic to be effective, and the victim is allowed a saving throw versus Petrification to resist the effect. Note that no magical eyes may be combined for multiple effects.

Feather Token: Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once. Determine randomly which token is found.

Anchor: A token useful to moor a craft in water so as to render it immobile for up to one day.

Bird: This bird stays for one day and can repel other avian attacks or transport other creatures. It is the size of a giant roc.

Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship. This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.

Swan Boat: A token that forms a swanlike boat capable of moving on water at 240' (80'). It can carry eight horses and gear or thirty two human-sized beings or any equivalent combination. The boat lasts for one day.

Tree: A token that causes a great oak to spring into being (5' diameter trunk, 60' height, 40' top diameter).

Whip: A token that forms into a huge leather whip and can be wielded against any opponent desired. It is a +1 weapon, and an

opponent must save versus spells or become entangled for 1d6+1 rounds The whip lasts no longer than 6 turns.

Figurines of Wondrous Power: Each of the several kinds of figurines of wondrous power appears to be a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands common but does not speak.

If a figurine of wondrous power is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time. Roll to randomly determine which figurine of wondrous power is found.

Roll d8	Figurine
1	Bronze Griffon
2	Ebony Fly
3	Golden Lions
4	Ivory Goats
5	Marble Elephant
6	Obsidian Steed
7	Onyx Wolf
8	Serpentine Owl

Bronze Griffon: When animated, a bronze griffon acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the bronze griffon once again becomes a tiny statuette.

Ebony Fly: When animated, an ebony fly is the size of a pony and has all the statistics of a hippogriff but can make no attacks. It may carry 250 lbs. or 350 lbs. but with movement reduced by 1/3. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the ebony fly again becomes a tiny statuette.

Golden Lions: These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

Ivory Goats: These figurines come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

- The Goat of Traveling: This statuette provides a speedy and enduring mount with statistics equal to that of a riding horse with double the speed and 4 HD. The goat can travel for a maximum of one day each week—continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used. It may also attack twice each round with horns that deal 1d8 damage.

- *The Goat of Travail:* This statuette becomes an enormous creature, larger than a bull, with wicked horns of exceptional size (damage 2d6 for each horn), hooves that deal 2d4+2 hp damage each, and a bite that deals 2d4 hp damage. If it is charging to attack, it may only use its horns (but add 6 points of damage to each successful attack in that round). It has AC 0 and HD 16 (96 hp). It can be called to life just once per month for up to 12 hours at a time.
- *The Goat of Terror:* When called upon with the proper command word, this statuette becomes a destrier-like mount. It is AC 2, HD 8 (48 hp), and movement of 360' (120'). However, its rider can employ the goat's horns as weapons (one horn as a +3 lance, the other as a +3 longsword). When ridden in an attack against an opponent, the goat of terror radiates fear as the spell in a 30' radius. It can be used once every two weeks for up to 3 hours per use.

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a marble elephant grows to the size and specifications of a true elephant (50%) or a mastodon (50%). Roll to determine which type of figurine is found at the time the item is discovered. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used four times per month for up to 24 hours at a time.

Obsidian Steed: This figurine appears to be a small, shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a nightmare. The steed allows the person activating the figure to ride it, but if the rider is of lawful alignment, the steed is 10% likely per use to carry him to the demon planes of chaos and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when an obsidian steed becomes ethereal or plane shifts, its rider and his gear follow suit. Thus, the user can travel to other planes via this means.

Onyx Wolf: When commanded, this statuette changes into a creature with the same properties as a wolf except that it is endowed with an INT of 8-10, can communicate in common, and has exceptional olfactory and visual abilities. It can follow a scent 100% of the time, -10% per hour since the creature tracked has passed. Note that this ability may not be fooled in any way. It has 90' infravision, can see invisible 65% of the time, hidden doors and other hidden things 80% of the time, and phased, ethereal, or similar states 50% of the time. An onyx wolf can be used once per week for up to 6 hours. It obeys only its owner.

Serpentine Owl: This figurine becomes either a normal-sized horned owl (AC 7, HD 2 hp, movement 240' (80', 2 attacks 1d2/1d2 or a giant owl (as a small roc) according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl has 90' infravision, can move silently (also while flying) 95%, and sees at night (above ground) twice as



well as a human does in daylight. Any time a creature attempts to move silently in proximity to the owl, the probability can be no greater than 50% to the owl's senses. The owl communicates with its owner by telepathic means, informing him of all it sees and hears.

Flask of Curses: This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It may contain a liquid, or it may emit smoke. When the flask is first unstoppered, all within 30 feet are cursed as the spell (opposite of remove curse). After it is used the flask becomes powerless.

Flying Carpet: A flying carpet is enchanted to fly by command, with passengers. If 1 passenger is carried, the carpet may move up to 300' per turn. If two or three passengers are carried, this is reduced to 240' or 180' per turn, respectively. No more than three human-sized passengers, or a total of 60 stone, may be carried.

Gauntlets of Fumbling: These gauntlets may be of supple leather or heavy protective material suitable for use with armor. In the former instance, they appear to be gloves of dexterity. In the latter case, they appear to be gauntlets of ogre power. The gauntlets perform according to every test as if they were gloves of Dexterity or gauntlets of ogre power until the wearer is under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. The gauntlets also lower DEX by 2 points. Once the curse is activated, the gloves can be removed only by means of a remove curse spell or a wish.

Gem of Brightness: This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts. One command word causes the gem to shed light as a lantern. This use of the gem does not expend any charges. Another command word causes the gem of brightness to send out a bright ray 1' diameter and 50' long. Any creature struck by this beam is blinded for 1d4 rounds unless it makes a saving throw versus spells. This use of the gem expends 1 charge. The third command word causes the gem to flare in a blinding flash of light that fills a 30' long cone that is 5' wide at its terminal end. Although this glare lasts but a moment, any creature within the cone must make a saving throw versus spells or be blinded for 1d4 rounds; permanent damage results, and beings suffer a like penalty to hit indefinitely unless cure blindness, heal, or similar magic is used. This use expends 5 charges. Magical darkness negates the effects of the gem. A gem of brightness has 50 charges; when all its charges are expended, the gem crumbles to dust.

Gem of Seeing: This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a gem of seeing enables the user to see as though he were affected by the true seeing spell. It takes 1 round to thoroughly examine a 100' square area. For every round after the 4th consecutive round in use, there is a cumulative 2% chance the gem reveals a false image, makes the user hallucinate, or causes the user to interpret something real as an illusion.

Gauntlets of Ogre Power: These gauntlets are made of tough leather, with iron studs running across the back of the hands and fingers. They grant the wearer the great strength of 18, granting all of the benefits to attack throws and damage rolls that this strength score confers. The wearer may punch with these gloves, inflicting 1d4 points of damage. These gauntlets further allow the wearer to transport an extra 6 items. Both gauntlets must be worn for the magic to be effective.

Girdle of Giant Strength: A girdle of giant strength confers the great strength of a hill giant to the wearer. The wearer attacks as an 8 HD monster or as his own class and level, whichever is better, and the character inflicts double normal damage with his attacks. The character also can throw rocks at opponents to a

distance of 200' for 3d6 points of damage and gains a +3 bonus to force open doors. The benefits of the girdle stack with the character's bonus or penalty from his Strength. A weak character who wears the girdle has the strength of a weak giant, while a very strong character gains the strength of a very strong giant!

Gloves of Dexterity: These gauntlets bestow upon the wearer a minimum DEX of 14, or +2 to DEX if the wearer already has a 14 or higher (maximum of 18). Further, they grant the wearer the pick pockets skill equal to a thief of 4th level.

Gloves of Swimming and Climbing: These apparently normal lightweight gloves grant the wearer a swimming movement of 150' (50') underwater and 180' (60') on the water's surface. In addition, the wearer can climb with 95% proficiency, 99% if the wearer is a thief. Both gloves must be worn for the magic to be effective.

Golem Manual: This magical book contains the procedures for constructing a specific type of golem. The book must be referenced during the entire construction, and once finished the books crumbles into dust, which must be rubbed over the golem to provide its final animation. Roll on the table below to determine which type of manual is found, and to reference cost and construction time for each golem type.

Roll d00	Type	Cost	Time
01-10	Amber	75,000 gp	2 months
11-40	Bone	40,000 gp	4 weeks
41-50	Bronze	90,000 gp	4 months
51-65	Clay	65,000 gp	4 weeks
66-75	Flesh	45,000 gp	2 months
76-80	Iron	100,000 gp	4 months
81-90	Stone	80,000 gp	3 months
91-00	Wood	60,000 gp	4 weeks

Helm of Alignment Changing: This ornate helmet instantly changes the alignment of the being that places it on. The change is random. The helmet cannot be removed except by the spell remove curse. The wearer will not desire for the helmet to be removed, but once it has been taken off, he reverts back to his original alignment.

Helm of Brilliance: This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. The helm is made of brilliant silver, polished steel, and set with large magic gems: ten diamonds, twenty rubies, thirty fire opals, and forty opals. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crown-like, gem-tipped spikes. The jewels' functions are as follows:

- Diamond: Prismatic spray (cast as 14th level illusionist)
- Ruby: Wall of fire (cast as a 10th level druid)
- Fire opal: Fireball (cast as a 6th level magic-user)
- Opal: Light (cast as a 2nd level cleric)
-

The helm may be used once per round, but each gem can perform its spell-like power just once before being depleted of power. Until all its jewels are depleted, a helm of brilliance also has the following magical properties when activated.

- It emanates a bluish light when undead are within 30 feet. This light causes 1d6 points of damage per round to all such creatures except zombies or skeletons within that range.
- The wearer may command any weapon he wields to become a flame tongue. This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flame tongue). The command takes 1 round to take effect.

- The helm provides resistance to fire double that granted by a ring of fire resistance. This protection does not stack with similar protection from other sources.
- The helm grants the ability to produce flame as if cast from a druid of 5th level.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm fails a saving throw versus a fire based attack, the remaining gems on the helm overload and detonate. Remaining diamonds become prismatic sprays that each randomly target a creature within range (possibly the wearer), rubies become straight-line walls of fire extending outward in a random direction from the helm wearer, and fire opals become fireballs centered on the helm wearer. The opals and the helm itself are destroyed.

Helm of Comprehending Languages: Appearing as a normal helmet, a helm of comprehending languages grants its wearer the ability to understand the spoken words of any creature, and to read text in any language or any magical writing. Note that understanding a magical text does not necessarily imply spell use unless the magic is usable by the character's class and level.

Helm of Telepathy: The wearer can read the thoughts of any creature within 90' at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Use of this helm requires full concentration of the wearer, who may not move or take any action.

Helm of Teleportation: This item will not function until a teleport spell is cast upon it. Afterwards, it may be used to teleport as often as desired, up to a maximum of once per turn. The user may try to teleport another creature by touching it; an unwilling creature may resist the effect with a saving throw versus Staffs. Once the helm is used to transport an unwilling creature, it will cease to function until recharged with another teleport spell.

Helm of Underwater Action: The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing him to see five times farther than water and light conditions would allow for normal human vision. Weeds, obstructions, and the like block vision in the usual manner. If the command word is spoken, the helm of underwater action creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling him to breathe freely.

Horn of Blasting: This horn appears to be a normal trumpet. When the instrument is played, once per turn it deals 2d6 points of damage to creatures within a cone 100' long and 20' wide at its termination point. The horn causes creatures to be deafened for 2d6 rounds (a saving throw versus Blast negates the deafening). Other objects may take damage in other ways, at the Judge's discretion. For example, a small hut might be completely leveled with a blast from the horn, but a portion of stone wall 10' wide might take three or four horn blasts. The horn may be blown once per turn.

Horn of Valhalla: This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human berserkers to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% and refer to the table below to see what type of horn is found. The horn's type determines what berserkers are summoned and what character class is needed to use the horn. Any character who uses a horn of Valhalla but doesn't have the prerequisite class is attacked by the berserkers.

d%	Type of Horn	Berserkers Summoned	Prerequisite
01–40	Silver	2d4+2, 2nd level	None
41–75	Brass	2d4+1, 3rd level	Cleric, Fighter, Thief
76–90	Bronze	2d4, 4th level	Cleric, Fighter
91–100	Iron	1d4+1, 5th level	Fighter

Summoned berserkers attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 5 turns has elapsed, whichever comes first.

Horseshoes of Speed: These iron shoes come in sets of four like ordinary horseshoes. When affixed to an animal's hooves, they double the animal's movement. All four shoes must be worn by the same animal for the magic to be effective.

Horseshoes of a Zephyr: These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that nonsolid or unstable surfaces can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal rate. All four shoes must be worn by the same animal for the magic to be effective.

Incense of Meditation: This small rectangular block of sweet smelling incense is visually indistinguishable from nonmagical incense until lit. When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by any cleric greater than 4th level. When a cleric lights a block of incense of meditation and then spends 8 hours praying and meditating nearby, the incense enables him to cast spells with maximum duration or effect, such as maximum healing potential. In addition, the probability of failing a survival roll after being brought back from the dead is halved. Any spell effects for which a target is allowed a saving throw makes the save with a -1 penalty. Each block of incense burns for 8 hours, and the effects persist for 24 hours. A total of 2d4 blocks of incense are found.

Incense of Obsession: These blocks of incense appear to be incense of meditation. If meditation and prayer are conducted while incense of obsession is burning nearby, its odor and smoke cause the user to become totally confident that his spell ability is superior, due to the magic incense. The user is determined to use his spells at every opportunity, even when not needed or when useless. The user remains obsessed with his abilities and spells until all have been used or cast, or until 24 hours have elapsed. A total of 2d4 blocks of incense are found.

Instant Fortress: This metal cube is small, but when activated by speaking a command word it grows to form a tower 20' square and 30' high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10' into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress—even knock spells can't open the door. The adamantine walls of instant fortress have 200 hp. The fortress cannot be repaired except by a wish, which restores 10 points of damage taken. The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage.

Ioun Stones: These crystalline stones always float in the air and must be within 3' of their owner to be of any use. When a character first acquires a stone, he must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from his head.



Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while sleeping, for example), but he loses the benefits of the stone during that time. Ioun stones have AC -4 and 10 hp. A total of 1d10 stones will be found, to be determined randomly. There is a 10% chance that any stone found is gray, burned out, and worthless.

Color	Shape	Effect
Clear	Spindle	Sustains creature without food or water
Dusty rose	Prism	-1 bonus to AC
Deep red	Sphere	+1 to DEX
Pale blue	Rhomboid	+1 to STR
Pink and green	Sphere	+1 to CHA
Scarlet and blue	Sphere	+1 to MIND
Vibrant purple	Prism	Stores 1d6 spells, as a ring of spell storing
Iridescent	Spindle	Sustains creature without air
Pale lavender	Ellipsoid	Absorbs spells of 4th level or lower*
Pearly white	Spindle	Regenerate as the ring
Pale green	Prism	+1 character level
Lavender and green	Ellipsoid	Absorbs spells of 8th level or lower**

*After absorbing 1d4x10 spell levels, the stone burns out and turns to dull gray, forever useless.
**After absorbing 2d4x10 spell levels, the stone burns out and turns dull gray, forever useless.

Javelin of Lightning: This javelin may strike creatures that can be hit by +2 weapons, but this bonus does not apply to hit or damage. When the javelin strikes, it creates a lightning blast that is 30' long and 5' wide, originating at the point of impact. A being struck directly by the javelin takes 1d6+20 hp damage. Creatures caught in the electrical discharge take 20 hp damage, but may save versus spells for half. The javelin is consumed in the attack. There will be 1d4+1 javelins found.

Jewel of Monster Attraction: This magical gem is cursed. The owner attracts wandering monsters at twice the normal probability. In addition, they are twice as likely to pursue the owner. The gem cannot be discarded, as it will reappear within the owner's belongings. Only casting remove curse will allow the gem to be left behind.

Lyre of Building: If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet. This includes the effects of a horn of blasting, a disintegrate spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 6 rounds. The lyre is also useful with respect to building. Once a week its strings can be strummed so as to produce chords that

magically construct buildings, mines, tunnels, ditches, etc. The effect produced in but 3 turns of playing is equal to the work of 100 humans laboring for three days. Each time the lyre is used in this way there is a 5% chance (50% if the user is hit in combat) that the lyre is played incorrectly resulting in a 20% chance that the effects of the lyre are negated for the time period.

Manual of Bodily Health: This thick tome contains instructions on health and fitness. It takes a total of 24 hours over a minimum of three days to read the book. The instructions for nutrition and exercises must be followed for 4 weeks, after which time the reader gains a bonus of +1/level to his hit points. Once the book is read, the magic disappears from the pages and it becomes a normal book. The character may never benefit from a similar book again.

Manual of Gainful Exercise: This thick tome functions exactly at a manual of gainful health, except that the end result is +1 to STR.

Manual of Quickness of Action: This thick tome contains instructions on coordination exercises and balance. It functions like a manual of bodily health, but the end result is +1 to DEX.

Marvelous Pigments: These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of marvelous pigments is sufficient to create a 1,000 cubic foot object by depicting it two-dimensionally over a 100 square foot surface. Only normal, inanimate objects can be created. Creatures can't be created. However, doorways, rooms, pits, holes, and the like can be depicted to create actual space. The pigments must be applied to a surface. It takes 1 turn to depict an object with the pigments. Marvelous pigments cannot create magic items. Objects of value depicted by the pigments—precious metals, gems, jewelry, ivory, and so on—appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs).

Mattock of the Titans: This digging tool is 10 feet long. Any creature the size of a giant can use it to loosen or tumble earth or earthen ramparts (a 10' cube every 1 turn). It also smashes rock (a 20 total cubic feet per 1 turn). If used as a weapon, it is the equivalent of a +3 weapon that deals 5d6 points of damage.

Maul of the Titans: This mallet is 8' long and 150 lbs. If used as a weapon, it is the equivalent of a +2 weapon and deals 1d4x10. However, the wielder must be the size of a giant. The maul may be used to drive large poles into the ground; up to 2' diameter poles can be driven 4' in the ground per round. It will smash through 2" thick wooden doors in 1 round, or 2 rounds if the door is bound in iron.

Medallion of ESP: This appears to be a normal pendant disk hung from a neck chain. The medallion allows the wearer to read the thoughts of others, as per the arcane spell ESP. The wearer can read the thoughts of any creature within 30' after concentrating for one round. The wearer may move at half speed, but is unable to cast spells or attack while concentrating. There is a 1 in 6 chance (roll 1 on 1d6) that, unknown to the user of the medallion, his thoughts are heard by all beings within 30' instead of the usual effect. The creature whose mind is read may make a saving throw versus Staffs to negate the effect if it suspects it is being spied on.

Medallion of ESP (90'): This medallion functions as a medallion of ESP, but has a range to 90' rather than 30'.

Mirror of Life Trapping: This crystal device is usually about 4 feet square and framed in metal or wood. A mirror of life trapping has twenty nonspatial extradimensional compartments within it. Any human-sized or smaller creature that looks into the device must make a saving throw versus Staffs or be trapped within the mirror in one of the cells. When all cells are full, the mirror does not trap any more beings. When a creature is trapped, it is taken bodily into the mirror along with all its clothing and equipment. Creatures trapped within the mirror do not age, breathe, or eat, and are completely powerless. Anyone may call the reflection of any creature trapped within to its surface and engage the powerless prisoner in conversation. If the mirror is broken, all victims currently trapped in it are freed.

Mirror of Mental Prowess: This mirror resembles an ordinary looking glass 5' tall by 2' wide. The possessor who knows the proper commands can cause it to perform as follows.

- Read the thoughts of any creature reflected therein, even if those thoughts are in an unknown language.
- View other places as if with a crystal ball with clairaudience, but vision extends even onto other planes if the viewer is sufficiently familiar with them.
- Use it as a portal to visit other places. The user first views the place, then steps through the mirror to the place pictured. Others can follow through the mirror if they like. An invisible portal remains on the other side where the user arrives, and he can return through that portal. Other creatures might notice the portal and step through
- Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the legend lore spell).

Mirror of Opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. If a creature is reflected in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately and relentlessly attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and its items disappear completely.

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases. The bubble can enable the wearer to survive in an environment without air for 1 week.

Net of Entanglement: This 10' square magical net may be thrown at an opponent 20' away to entangle him. The rope is extremely tough, requiring the equivalent of STR 20 to break free. The net turns away attempts to cut it, so it must be chopped or hacked, with an effective AC of -9. Alternatively, the net can be placed on the ground or hung in the air, and will drop or entangle with a command word.

Net of Snaring: This net can only be used underwater, but functions otherwise like a net of entrapment. It also springs at an opponent if the command word is given, to a maximum distance of 30'.

Ointment of Healing: This pungent ointment comes in small jars of 5 doses each. When applied to a wound, it heals 1d4+8 hp damage. In addition, it neutralizes poison and cures disease. A total of 1d4 jars are found.

Pearl of Power: This seemingly normal pearl of average size and luster is a potent aid to magic-users. Once per day on command, a pearl of power enables the possessor to recall any one spell that he had memorized and then cast. The spell is then available to

cast again, just as if it had not been cast earlier. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower). Determine the type or pearl randomly. Note that there is a 5% chance the pearl is cursed to have the opposite effect of making the magic-user forget a spell each day. These pearls may not be discarded unless a wish or exorcism is cast.

Roll d00	Spell Level
01-25	1 st
26-50	2 nd
51-70	3 rd
71-85	4 th
86-93	5 th
84-99	6 th
00	Roll 1d6 for spell level, can recall 2 spells.

Pearl of Wisdom: This magical pearl will grant +1 to WIS to any cleric who keeps it on his person for 4 weeks. After that time, the pearl must be carried always else the bonus goes away. There is a 5% chance the pearl is cursed for opposite effect; however, at the end of 4 weeks the pearl becomes powerless, therefore making the deduction permanent by anything short of a wish.

Periapt of Foul Rotting: This engraved gem appears to be of little value. If any character keeps the periapt in his possession for more than 1 day, he contracts a terrible rotting affliction that permanently drains 1 point of DEX, CON, and CHA every week. The periapt (and the affliction) can be removed only by application of a remove curse spell followed by a cure disease and then a heal, limited wish, or wish spell. The rotting can also be countered by crushing a periapt of health and sprinkling its dust upon the afflicted character, whereupon the periapt of foul rotting likewise crumbles to dust.

Periapt of Health: This gem looks much like the periapt of foul rotting, but grants immunity to all disease, including supernatural diseases.

Periapt of Proof against Poison: This item is a brilliant-cut black gem on a delicate silver chain. The wearer is 30% immune to poison, taken into account before or if a saving throw is allowed from exposure to poison.

Periapt of Wound Closure: This stone is bright red and dangles on a gold chain. The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding is negated for the wearer of the periapt.

Phylactery of Faithfulness: This item is a small box containing religious scripture affixed to a leather cord. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a phylactery of faithfulness is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act.

Phylactery of Undead Turning: This item allows a cleric to turn undead as if his class level were two levels higher than it actually is.

Phylactery of Youth: This small metal tube is attached to a cord and worn around the neck. While the item is worn, the character ages at only 75% the normal rate, even when considering magical aging effects.

Pipes of the Sewers: These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 3d6x10

normal rats or 1d6x10 giant rats if they are within 400'. For each 50' distance the rats have to travel, there is a 1 round delay. The piper must continue playing until the rats appear. There is a 95% chance they obey the piper's telepathic commands so long as he continues to play. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, there is a 70% chance they follow orders, and if not they attack the pipe player. If the rats are under the control of another creature, there is a cumulative 30% chance the piper can take control each round of playing. Once control is assumed, there is a 70% chance to maintain it if the other creature is actively seeking to reassert its control.

Portable Hole: A portable hole is a magical circle of cloth. When opened fully, a portable hole is 6' in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10' deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains. The only air in the hole is that which enters when the hole is opened. It contains enough air for 1 turn. The cloth does not accumulate weight even if its hole is filled. Each portable hole opens on its own particular nondimensional space. If a bag of holding is placed within a portable hole, a rift to the astral plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to a random plane. The hole, the bag, and any creatures within a 10' radius are drawn in, the portable hole and bag of holding being destroyed in the process.

Potion Jug: This blue ceramic jug has a gold stopper. It contains 1d4+1 potions, layered like oil on water such that one dose of one potion may be poured forth at a time, once per every 2 days. The specific potions available are determined randomly, and never change. They are poured in order, the first one then becoming last, etc. Not all potions are beneficial.

Robe of the Archmagi: This normal-appearing garment can be yellow (01–45 on d00, lawful alignment), gray (46–75, neutral alignment), or black (76–00, chaotic alignment). It may only be worn by a magic-user or illusionist. Its wearer gains the following powers:

- It grants a base AC of 5.
- It grants +2 to saves versus spells or spell-like devices.
- It grants +1 to all other saving throws.
- Creatures save at -2 against any charm, hold, polymorph, suggestion, or similar spells directed from the wearer.

If a yellow robe is donned by a chaotic character, he immediately suffers 5d10 damage and loses 1d4x10,000 XP. The reverse is true with respect to a black robe donned by a lawful character. An evil or good character who puts on a gray robe, or a neutral character who dons either a yellow or black robe, suffers 5d4 damage and loses 3d6x10,000 XP. In addition, in these latter cases the character's alignment shifts to match the robe's.

Robe of Blending: When this robe is put on, the wearer intuitively knows that the garment has very special properties. A robe of blending enables its wearer to appear to be part of his surroundings, such as a wall, in bushes, etc. and he can hide with 90% probability. The wearer can adopt the appearance of another creature, as with the doppelganger spell, at will. All creatures acquainted with and friendly to the wearer see him normally.

Robe of Eyes: This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions at the same moment due to scores of visible, magical eyelike patterns that adorn the robe. He also gains 120' infravision and ultraviolet vision. The robe of eyes sees all forms of invisible things and creatures hiding in shadows within 240'. In addition, the wearer gains the ability to track creatures as a ranger of 12th

level. A light spell cast directly on a robe of eyes causes it to be blinded for 1d3 rounds. A continual light spell blinds it for 2d4 rounds.

Robe of Powerlessness: A robe of powerlessness appears to be a magic robe of another sort. As soon as a character dons this garment, STR and INT become 3, and he forgets spells and magic knowledge. The robe can be removed easily, but in order to restore mind and body, the character must receive a remove curse spell followed by cure disease.

Robe of Scintillating Colors: The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors daze those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe. The colors are effective to a 40' range. Those who look at the wearer stand mesmerized for 1d4+1 rounds (saving throw versus spells negates, then after the allotted time a new save must be made each round in order to attack). Every round of continuous scintillation of the robe gives the wearer better concealment. Attacks against the wearer start at -1 and increases by -1 each round until it reaches -5. The robe illuminates a 40' radius continuously. Two rounds after the robe is activated, the wearer may cast spells, attack, and otherwise act so long as he does not move further than 10' from his original spot.

Robe of Useful Items: This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created *robe of useful items* always has two each of the following patches:

- Dagger
- Lantern (filled and lit)
- Mirror (a highly polished 2' x 4' steel mirror)
- Pole (10' length)
- Hempen rope (50' coil)
- Sack, large
-

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature. Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

d00	Result
01–08	Bag of 100 gold pieces
09–15	Coffer, silver (6" x 6" x 1'), 500 gp value
16–22	Door, iron (up to 10' wide and 10' high and barred on one side—must be placed upright, attaches and hinges itself)
23–30	Gems, 10 (100 gp value each)
31–44	Ladder, wooden (24' long)
45–51	Mule (with saddle bags)
52–59	Pit, open (10 cubic feet)
60–68	<i>Potion of extra healing</i>
69–75	Rowboat (12' long)
76–83	Scroll of one randomly determined spell
84–90	War dogs, pair
91–96	Window (2' x 4', up to 2' deep)
97–00	Roll for one extra patch

Rope of Entanglement: A rope of entanglement looks just like any other magical rope. Upon command, the rope lashes around 20' or upward 10' to entangle a maximum of 8 human-sized victims. The rope has AC -2 and 25 hp. The rope repairs damage to itself at a rate of 1 hp per 6 turns, but if a rope of entanglement is severed (all 25 hit points lost to damage), it is destroyed. As

with a rope of strangulation, only a bystander can deal damage to a rope and free the victims.

Rope of Entanglement: A rope of entanglement looks just like any other magical rope. Upon command, the rope lashes forward 20' or upward 10' to entangle a maximum of 8 human-sized victims. The rope has AC -2 and 25 hp. The rope repairs damage to itself at a rate of 1 hp per 6 turns, but if a rope of entanglement is severed (all 25 hit points lost to damage), it is destroyed. As with a rope of strangulation, only a bystander can deal damage to a rope and free the victims.

Rope of Climbing: A 50-foot-long rope of climbing is no thicker than a wand, but it is strong enough to support 100 stone (1,000lb). Upon command, the rope snakes forward, upward, downward, or in any other direction at 10' per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner. A creature must hold one end of the rope when its magic is invoked.

Rope of Strangulation: This magical rope appears to be another magical rope, but when activated it constricts around the throat of the user and 1d4 creatures within 10'. It immediately begins choking all victims, inflicting 2d6 damage each round. Victims are not able to free themselves by any means, and cannot cast spells. A bystander may free victims by inflicting 25 hp damage to the rope, which has an AC -2.

Scarab of Death: This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or carried by a living creature for 1 turn, it changes into a horrible burrowing beetle-like creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. The beetle then returns to its scarab form. Placing the scarab in a container of wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.

Scarab of Protection: This device appears to be a silver medallion in the shape of a beetle. The scarab's possessor gains immunity to any curse and finger of death spells or effects, regardless of the source. Upon absorbing 2d6 such attacks, the scarab turns to powder and is destroyed.

Slippers of Spider Climbing: When worn, a pair of these slippers enables movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Movement is 60' (20'). Severely slippery surfaces—icy, oiled, or greased surfaces—make these slippers useless. The slippers can be used for 5 turns per day, split up as the wearer chooses.

Sphere of Annihilation: A sphere of annihilation is a globe of absolute blackness, a ball of nothingness 2' in diameter. The object is actually a hole in the continuity of the multiverse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore an annihilated character. A sphere of annihilation is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort. A magic-user's ability to gain control of a sphere of annihilation (or to keep controlling one) is a base of 20%, +5% per 2 levels above 5th. If the roll succeeds, the character can move the sphere 90' (30'), +10' per every 2 levels above 5th. The range is 40' to gain control, then +10' per level after control is gained. The control roll must be made each round. If a control roll fails, the sphere slides 10' per round in the direction of the character attempting to move it, for 1d8 rounds. If two or more magic-users vie for control of a sphere of annihilation, the one with the highest probability gets to try first, followed by the next highest, and so on. There is a total penalty of 5% for each participant, applied to all magic-users attempting control.

Stone of Controlling Earth Elementals: This small stone may be used to summon and control one earth elemental per day as the spell conjure elemental. The user must ready the magic item and conduct rituals that take 1 turn prior to the summoning. The summoning itself takes but 1 round. Once an elemental is summoned, the conjurer is required to continue concentration in order to give commands.

Stone of Good Luck (Luckstone): This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a bonus on saving throws, ability checks, and similar rolls. The bonus is +1 for rolls which use a d20, and +5% for rolls requiring percentile dice.

Stone of Weight (Loadstone): This stone appears to be a dark, smoothly polished stone. When engaged with an enemy, whether for fight or flight, the bearer of the stone is affected as if from a slow spell. Once acquired, the stone cannot be disposed of by any nonmagical means. If it is thrown away or smashed, it reappears somewhere on his person. If a remove curse spell is cast upon a loadstone, the item may be discarded normally and no longer haunts the individual.

Talisman of Pure Good: A good lawful cleric who possesses this item can cause a flaming crack to open at the feet of chaotic cleric who is up to 100' away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be lawful, and if he is not exceptionally pure in thought and deed the chaotic character gains a saving throw



versus death to leap away from the crack. A talisman of pure good has 6 charges, and may not be recharged. If a neutral cleric touches one of these stones, he takes 6d6 points of damage. All other characters are unaffected by the device.

Talisman of the Sphere: This small adamantine loop and handle is useless to all classes except magic-users. Other characters take 5d6 points of damage merely from picking up and holding a talisman of this sort. However, when held by a magic-user who is concentrating on control of a sphere of annihilation, a talisman of the sphere grants +10% to his control roll. If the wielder of a talisman establishes control, he need check for maintaining control only every other round thereafter. If control is not established, the sphere moves toward him. Note that while many spells and effects of cancellation have no effect upon a sphere of annihilation, the talisman's power of control can be suppressed or canceled.

Talisman of Ultimate Evil: The talisman of ultimate evil functions identically to the talisman of pure good, except it works for reverse alignments.

Tome of Clear Thought: This heavy book contains instruction on improving memory and logic. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he must begin the mental exercises and practice them daily for 4 weeks. After that time, the character gains MIND +1 permanently. Once the book is read, the magic disappears from the pages and it becomes a normal book. No character may benefit from reading more than one of this type of book.

Tome of Knowledge: There are three tomes of this type, one for lawful, neutral, and chaotic magic-users or illusionists (roll d6, 1-2 lawful, 3-4 neutral, 5-6 chaotic). When a character of the appropriate class and alignment studies the book uninterrupted for 1 week, he gains enough XP to be midway through the next level of experience. After the book is used in this way, it vanishes and the character cannot use a similar tome again. If a magic-user or illusionist of the wrong alignment attempts to read the tome, he suffers 5d4 hp damage and is rendered unconscious for an equal number of turns. Should a character of another class attempt to read the book, he must save versus spells or be in a permanent confused state until remove curse is cast.

Tome of Leadership and Influence: This ponderous book details suggestions for persuading and inspiring others. Its function is identical to the tome of clear thought, but at the end of the mental exercises the character gains CHA +1 permanently.

Tome of Martial Knowledge: When a fighter character (not a paladin or ranger) studies this book uninterrupted for 1 week, he gains enough XP to be midway through the next level of experience. After the book is used in this way, it vanishes and the character cannot use a similar tome again. If a magic-user or illusionist attempts to read the tome, he must save versus spells or be in a permanent confused state until remove curse is cast.

Tome of Stealth: When a thief character studies the book uninterrupted for 1 week, he gains enough XP to be midway through the next level of experience. An assassin may read the book and gain a flat 5,000 XP. After the book is used in this way, it vanishes and the character cannot use a similar tome again. If a paladin, ranger, or cleric attempts to read the tome, he suffers 5d4 hp damage and is rendered unconscious for an equal number of turns.

Well of Many Worlds: This strange, interdimensional device looks just like a portable hole. Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a portable hole can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place.

Wings of Flying: A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower him to fly. The activity is exhausting to the user, so that he may fly for only 2 turns with a movement of 315' (105'), or 4 turns at 180' (60'), or 8 turns at 120' (40'). After the time indicated, the user must rest for 6 turns. Note that the wings may be used one time per day for any duration, but once the wings are folded into a cloak they are finished for the day.



Weapons, Armor, and Swords

Magical weapons and armor follow the same class restrictions as all normal weapons and armor. Magic items will have a "+" value, or if cursed they will have a "-" negative value. When an item has a plus, such as a dagger +1, this means that rolls to hit and damage rolls receive a +1 bonus. Armor with a plus will improve the AC by the amount specified. For example, leather armor +1 would improve AC to 13.

Cursed items have the opposite effect, incurring penalties based on the negative value provided. Cursed items, once possessed by a character, can only be disposed of with a dispel evil or remove curse spell. The owner of a cursed item will not believe the item is cursed, and will resist efforts to get rid of the item until one of these spells is cast. Furthermore, the possessor of a cursed weapon will prefer to use this weapon in combat above any other weapon.

Magical armor of the non-cursed variety is lighter and less cumbersome than other armor. The exact effects of this are up to the GM, but should mean a character can wear magical armor longer without tiring or suffering other negative effects.

Roll d00	Armor Type	Unmodified AC
01-05	Hide Armor	11
06-30	Leather Armor	12
31-35	Ring Mail	13
36-40	Scale Armor	13
41-65	Chain Mail	14
66-70	Banded Plate	15
71-75	Lamellar Armor	15
76-00	Plate Armor	16

Swords

Other powers beyond having a "+" to their attacks and damage sometimes apply to swords and other weapons. They also may have more than one bonus listed, where the first bonus applies to all attacks and damage, and the second applies only to an exclusive group of creatures. Some of these are detailed below, and others listed in the treasure tables are self-explanatory. Other weapons have powers that the wielder is able to command. These weapons are detailed below.

Sword +2, berserking: This cursed item appears to have the characteristics of a +2 longsword. However, whenever the sword is used in battle, its wielder goes berserk. He attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 60'.

Sword +1, dancing: A dancing sword can be loosed to attack on its own. The wielder fights as normal for 4 rounds, each round adding +1 to the sword's magical bonus, until +4 is reached on the fourth round. The sword then fights on its own for 4 rounds at +4. Once the sword begins fighting on its own, it is considered wielded by the creature for all purposes of attacking and dealing damage. While dancing, it takes up the same space as the activating character and can attack adjacent foes. The dancing weapon will automatically return to the original wielder after 4 rounds of attacking independently, so long as the wielder is within 30' of the sword.

Sword +4, defending: On a round by round basis the wielder of this sword may distribute the sword bonus to both attack and damage, or to AC. The AC bonus only applies to melee attacks, not missile attacks. For example, on one round the wielder may use +1 to damage and hit, but lower AC by 3. The next round this may be changed.

Sword +1, dismembering: This sword is treated as +3 for the purposes of striking creatures that can only be hit by +3 or greater weapons. However, the sword has a habit of severing random body parts from opponents. On a modified attack roll of 20 or better, a random appendage is severed, possibly even the head. In addition, on command the sword may illuminate an area as a lantern.

Sword +1, flame tongue: This sword is +2 against regenerating or avian monsters and +3 against undead or plant-like monsters. When the wielder utters a command, the sword becomes engulfed in flame. The flames provide the same amount of light as a torch, and can be used to ignite anything flammable.

Sword +1, life drinker: This sword drains a hit die or a life level from any target struck if the wielder utters a command. This sword has 1d4+4 charges, and each use of this ability drains one charge. Once the charges have been used, the sword performs as a normal sword +1.

Sword +1, locate objects: The wielder may locate objects as the arcane spell one time each day, to a range of 120'.

Sword +1, luck blade: This sword grants its possessor a +1 bonus on all saving throws. In addition, a luck blade will contain

1d4+1 wishes (as ring). When the last wish is used, the sword remains a sword +1 and still grants the +1 saving throw bonus.

Sword +1, wounding: This sword deals wounds that may not be healed by regeneration, spells, or other magical means short of a wish. Wounds may only be healed naturally. In addition, for every successful attack, an additional 1 hp of damage is suffered for 10 consecutive rounds or until the wound is bandaged.

Sword +2, charm person: In addition to functioning as a sword +1, this sword grants the wielder the ability to charm person, as the magic-user spell, 3 times in a week.

Sword +2, holy avenger: This +2 longsword becomes a +5 holy avenger in the hands of a paladin. In addition, when wielded by a paladin it provides a 5' radius protection against magic the equivalent of dispel magic at the paladin's level. When used against chaotic and "evil" creatures the sword provides +10 to damage.

Sword +2, Nine Lives Stealer: This longsword always performs as a +2 longsword, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 longsword. A roll of 20 (unmodified) must result on an attack roll, and the victim must successfully save versus spells or die instantly. If the save is successful, the sword's death-dealing ability does not function, no use of the ability is expended, and normal damage is determined.

Sword +3, frost brand: The frost brand is a +6 sword against monsters that live in a hot environment or use a fire-based attack. The sword sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire in the same manner as wearing a ring of fire resistance. A frost brand extinguishes all non-magical fires in a 10' area when touched to a flame.

Sword +3, vorpal: The legendary vorpal sword is the sharpest weapon known to man. On a natural attack throw of 20, the wielder of a vorpal blade will decapitate any creature struck, unless it succeeds in a saving throw versus Death. Even if the target makes its saving throw, the vorpal blade will inflict double normal damage to it. (Creatures without a head, such as oozes, cannot be decapitated, but still take double damage on a natural attack throw of 20.)

Other Magic Weapons

Dagger +1, Venom: This black +1 dagger has a serrated edge. It may contain up to 6 doses of poison, which is delivered to a victim on an attack roll of 20. The poison may be refilled, but only one type of poison may be contained at a time.

Dagger +2, Assassin: This wicked-looking, curved +2 dagger allows an assassin to attempt assassination as if one level higher.

Mace +1, Disruption: A disruption mace is the bane of all undead, for it deals double damage to these creatures. In addition, when an undead creature is struck in combat a roll is made on the Turning Undead table as if undead are turned by a 12th level cleric. If the turn is successful, the undead creature is completely obliterated. Due to the level of use, some undead are destroyed automatically.

Trident +1, Fish Command: The magical properties of this +1 trident with a 6' long haft enable its wielder to command all fish, crustaceans, aquatic mammals, aquatic reptiles, and other aquatic creatures within a 60' radius if they fail a save versus spells. This effect expends 1 charge. The wielder can communicate with the animals as if using a speak with animals spell. Animals making their saving throw are free of control, but they will not approach within 10' of the trident. The trident has 14+1d6 charges.

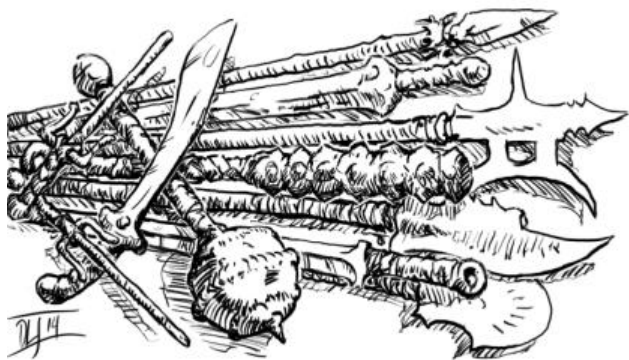
Trident +2, Warning: This weapon enables its wielder to determine the location, depth, kind, and number of aquatic predators within 240'. A trident of warning must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 240'. The weapon is otherwise a +2 trident.

War Hammer +2, Dwarven Thrower: In the hands of a creature other than a dwarf, this is an ordinary war hammer +2. Wielded by a dwarf, the war hammer gains an additional +1 bonus (for a total bonus of +3) and can be hurled with a 60' range. When hurled, it deals triple damage against giant humanoids, and double damage against any other target. It unerringly returns to the dwarf's hand after being thrown.

Arrow +3, Slaying Arrow: This **arrow +3** is keyed to a particular type of creature. If it strikes such a creature, the target instantly dies, with no saving throw. Against any other target the arrow functions as an **arrow +3**. These arrows are often adorned with decorations that imply the creature they can slay. To determine the type of creature the arrow is keyed to, roll on the table below. The Judge may add to this list, or choose an appropriate creature type for the situation.

Roll 1d20	Type	Roll 1d20	Type
1	Avians*	11	Golems
2	Beastmen	12	Mages
3	Clerics	13	Mammals*
4	Dragons	14	Plant-like monsters
5	Dwarves	15	Regenerating monsters
6	Elementals	16	Reptiles*
7	Elves	17	Sea creatures*
8	Fighters	18	Thieves
9	Giants	19	Undead
10	Giant animals	20	Vermin*

*Including normal and giant creatures of this type, but not sentient creatures



Sentient Weapons

Particularly powerful magical weapons are sometimes thinking and intelligent entities, known as sentient weapons. These weapons have motivations of their own, and may or may not be hostile to their wielder. The Judge plays the personalities of these items in the same manner as an NPC.

A sword has a percentage chance to be sentient equal to its highest magical bonus x2. Other magic weapons have a percentage chance equal to their highest magical bonus. If the weapon is a life drinker, luck blade, vorpal blade, or dwarven thrower, the chance of intelligence is doubled.

EXAMPLE: The highest bonus of a sword +1, +2 versus spellcasters is 2, giving it a (2 x 2%) 4% chance to be sentient. The highest bonus of a dwarven thrower is 3, giving it a (3 x 1% x

2) 6% chance to be sentient. The highest bonus of a vorpal sword +3 is 3, giving it a (3 x 2% x 2) 12% chance to be sentient.

If a weapon is sentient, determine its Intelligence, Alignment, Ego, Willpower, and Powers using the rules below.

Intelligence and Languages

The first step to creating a sentient weapon is to roll for its Intelligence. The Intelligence ability score will determine how many additional powers the sword possesses. Consult the table below.

Roll 1d6	INT	Detection Powers	Spell-like Powers	Communication
1	7	1	0	Empathy
2	8	2	0	Empathy
3	9	3	0	Empathy
4	10	3	0	Speech
5	11	3	0	Speech, Read Languages
6	12	3	1	Speech, Read Languages

When a sword communicates through empathy, no actual words are exchanged between it and its wielder, but the wielder becomes intuitively aware of the powers the sword possesses and how these can be employed. A sword capable of speech actually produces an audible voice and speaks to those around it. Sentient weapons capable of read languages do so as the arcane spell, but the ability is always active.

In addition to knowing the language of its maker, sentient weapons will understand an additional number of languages to be determined below.

Roll 1d20	Languages Known
01-10	1
11-14	2
15-17	3
18	4
19	5
20	Roll twice and combine, ignoring this result

Alignment

Every sentient weapon will have an alignment. This alignment is undetectable until the sword is touched. A character may only wield a sword that shares the same alignment, and if he attempts to handle a sword of a different alignment he will suffer damage each round. The severity of the damage is related to the degree of difference of alignment. For each degree of difference, the character will suffer 1d6 points of damage. For example, a chaotic sword will inflict 1d6 hp damage to a neutral character; it will inflict 2d6 hp damage to a lawful character. For this reason, a neutral sword will only ever inflict 1d6 points of damage. Roll on the chart below to determine a sentient weapon's alignment.

Roll d100	Sword Alignment
01-10	Chaotic
11-30	Neutral
31-00	Lawful

Ego and Willpower

Sentient weapons have an Ego rating from 1-12 (roll 1d12). This rating represents the overall strength of character that the sword has. In addition, sentient weapons have a base willpower rating equal to the sum of its INT and EGO. A bonus of +1 is added to this rating for each spell-like power the sword possesses. Spell-like powers are discussed below.

A sentient weapon may mentally wrestle for dominance with its wielder, depending on the sword's personality and desires. Under

certain situations, the Judge will need to make an influence check. This may be made in the following situations:

- 1. The wielder first touches the sword
- 2. The sword's motivation comes into play
- 3. A character of a differing alignment touches the sword
- 4. Another magical sword is found
- 5. A character has lost 50% of his hp

When an influence check is called for, the willpower of the sword and the willpower of the character are compared, and the highest score wins the test. A character's willpower is determined by summing his MIND and STR. The character can add an additional +1 to his Willpower for each level of experience beyond 8. The character subtracts 1d4 from this total if he is wounded but has more than or equal to 50% of his hp. If he has less than 50% of his hp, 2d4 is subtracted from willpower. The sword receives a bonus of 1d10 to its willpower if its alignment is not the same as the character's.

If the character loses, then he loses control of his actions for an amount of time determined by the Judge. The sword will force the character to perform a task, such as disposing of or ignoring magic items if a second magical sword is found. Other actions include compelling the wielder into combat or surrender with a nearby foe, or making the character perform another action that serves the desires and goals of the sword. Usually, the duration of control will only be for several rounds until the task is completed.

Sentient weapon Motivations

Sentient weapons have a 5% probability of having a particular motivation (roll 01-05 on d00). These motivations involve the destruction of particular races, monster types, or alignments. If a sword has a motivation, raise its INT and EGO each to 12. Roll on the table below to determine a sentient weapon's motivation. Alternatively, the Judge may choose an opponent type based on differing characteristics (all reptiles, beings of a certain religion, etc.).

Roll 1d10	Destroy Opponent Type...
1	
2	Beastmen
3	Constructs
4	Fantastic Creatures
5	Giant Humanoids
6	Humans & Demi-humans
7	Summoned Creatures
8	Oozes & Vermin
9	Undead
10	Opposed alignment (lawful if chaotic, chaotic if lawful, either if neutral)

When a sentient weapon is used to attack an opponent that fits its motivation, a special power is used against the opponent. These powers are determined by the alignment of the sword. A chaotic sword will energy drain an opponent of the appropriate type by one level per point of magical bonus. A lawful sword will strike an opponent of the appropriate type for one extra damage die per point of magical bonus. A neutral sword will grants the sword wielder a bonus to Armor Class and saving throws equals to its magical bonus when combating an appropriate opponent.

EXAMPLE: Blackguard is a chaotic +3 vorpal two-handed sword with a motivation to destroy lawful opponents. It energy drains 3 levels from any lawful opponent it strikes.

Powers

Sentient weapons can have two kinds of additional powers: detection powers and spell-like powers. The sword wielder must be holding the sword to activate and maintain any of its powers, and no more than one power can be active at once. Detection powers allow the sword to detect any of a number of possible items or inclinations. All detection powers are identical to

either wands or spells of the same type, and all the same rules apply. Each of a sword's detection powers may be used up to 3 times per day. Spell-like powers mimic spells or have effects similar to those of spells. All spell-like powers may only be used 3 times total in one day. To determine powers, roll on the Detection Powers table and ignore identical results if required to roll more than once. The same holds true if required to roll on the Spell-like Powers table.

Detection Powers

Roll d100	Detect	Additional Details
01-10	Enemies	As the wand
11-20	Evil	As the spell
21-30	Good	As the spell
31-45	Magic	As the spell
46-60	Metals	As the wand
61-70	Invisible or hidden	As the spell
71-80	Secret doors	As the wand
81-90	Traps	As the spell
91-95	Roll two times	
96-100	Spell-like Power (1)	

Spell-like Powers

Roll d100	Power	Additional Details
01-10	Clairaudience	As clairvoyance, below, but audible instead of visual
11-20	Clairvoyance	As the spell
21-25	Double damage	See below*
26-35	ESP	As the spell
36-40	Fly	As the spell, for 9 turns
41-45	Regenerate	See below**
46-50	Levitate	As the spell, for 15 turns
51-57	Phant. Force	As the spell
58-67	Telekinesis	As a ring of telekinesis
68-77	Telepathy	As a helm of telepathy
78-86	Teleportation	As the spell
87-96	X-Ray Vision	As a ring of x-ray vision
97-99	Roll twice	
00	Roll three times	

*Damage is doubled for 1d10 rounds. This table result can be combined if rolled more than once. If rolled twice, damage is x4, if rolled three times, damage is x6. This effect does not influence the attack throw.

**The sword will regenerate the wielder's hit points at rate of 1 hp per round while held, to a maximum of 15 hit points. This table result can be combined if rolled more than once. If rolled twice, up to 30 hp may be healed, if rolled three times, up to 45 hp may be healed. Note that the rate of healing does not change.



Treasure Class Table

Small Treasure Hoards (Individuals)

Treasure Class	CP	SP	EP	GP	PP	Gems	Jewelry	Magic
0	-	-	-	-	-	-	-	-
1	4d6	-	-	-	-	-	-	-
2	-	2d8+1	-	-	-	-	-	-
3	-	-	1d10+1	-	-	-	-	-
4	-	-	-	1d8	-	-	-	-
5	-	-	-	-	1d6	-	-	-
6	1d00 (70%)	1d00 (5%)	-	1d00 (5%)	-	1d6 (7%)	1d4 (3%)	1 (3%) any
7	-	1d00 (15%)	1d00 (7%)	1d00 (8%)	1d00 (5%)	1d6 (15%)	1d4 (5%)	1 (7%) any

Large Treasure Hoards (Lairs)

Treasure Class	CP x1000	SP x1000	EP x1000	GP x1000	PP x100	Gems	Jewelry	Magic
8	-	-	-	-	-	-	-	1d4 scrolls (45%)
9	-	-	-	-	-	-	-	2d4 potions (45%)
10	-	-	-	1d8 (50%)	3d12 (40%)	2d8+4 (60%)	1d12 (40%)	-
11	-	-	-	-	-	1d6 (40%)	-	-
12	-	1d8 (25%)	1d4 (20%)	-	-	-	-	-
13	1d6 (25%)	1d4 (15%)	-	-	-	-	-	-
14	-	-	-	-	2d4 (30%)	1d12 (55%)	1d12 (45%)	1 (20%) any
15	2d12 (25%)	1d00 (60%)	1d8x10 (40%)	1d4x10 (60%)	4d6 (30%)	1d8x10 (55%)	1d8x10 (45%)	6 (18%) any 4, 1 potion, 1 scroll
16	-	-	-	1d6x10 (55%)	1d4 (45%)	2d8 (30%)	1d10 (20%)	6 (30%) any 5, 1 scroll
17	-	3d6 (15%)	1d6 (25%)	2d6 (45%)	1d4 (25%)	4d6 (25%)	1d8 (10%)	5 (30%) any 3 (no weapons), 1 potions, 1 scroll
18	2d6 (7%)	1d10 (35%)	1d6 (20%)	1d6 (30%)	-	1d8 (15%)	1d8 (10%)	4 (30%) any 3, 1 scroll
19	1d10 (10%)	1d10 (15%)	-	1d8 (55%)	-	1d6 (40%)	1d6 (40%)	4 (15%) any 2, 2 potions
20	1d12 25%	1d6 (30%)	1d6 (15%)	-	-	1d6 (20%)	1d6 (20%)	2 (12%) any
21	1d10 (45%)	1d4 (25%)	1d4 (30%)	1d4 (20%)	-	1d8 (30%)	1d4 (20%)	1 (12%) armor, sword, or miscellaneous weapon
22	1d8 (30%)	1d4 (20%)	1d6 (25%)	1d12 (40%)	1d4 (20%)	5d8 (55%)	5d8 (45%)	3 (25%) any

The GM chooses the appropriate row in the Treasure Class 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 either selects appropriate items or rolls randomly to determine items. To determine a random type of magic item roll 1d100: 01-20: Potions; 21-25: Rings; 26-56: Scrolls; 57-61: Rods, Staves, and Wands; 62-66: Ancient and Wondrous Items; 67-87: Swords; 88-92: Miscellaneous Weapons, 93-00: Armor.



GAMEMASTER INFORMATION

Dungeon Design

The Gamemaster will need to either buy a commercial adventure, make use of a free one (there are many free and legal ones available on the internet) or make one from scratch. Making one from scratch can be the most fun, if time is available to do so. There are a few different approaches when designing a dungeon. Sometimes, dungeons are small and are just used once for a particular adventure. Other dungeons, called "megadungeons" are large and have many, many levels. Characters might spend their entire careers plumbing the depths of one large dungeon.

Dungeons with multiple levels will be set up so that 1st level characters will adventure on the first dungeon level. When the characters reach class level 2, they should be strong enough to begin taking on the challenges of the 2nd dungeon level, and so on. Monsters will generally populate these levels, such that a 1 HD monster is usually found on the 1st dungeon level. If it is found in deeper levels it will also be found in correspondingly larger numbers, to be more challenging.

The following section outlines how to create a dungeon, and different considerations to keep things interesting. A small dungeon map is provided, fully stocked and ready for immediate play by 1st level characters.

Dungeon Scenarios

Adventurers should have a motive for delving into a dungeon or adventuring in any other location. In smaller dungeons that will only be used for one adventure, the reason for being there will be

over once the goals of the adventure are reached. However, the Gamemaster will have to develop multiple scenarios for more extensive dungeons that the characters keep coming back to. The characters should learn more rumors or legends about the deeper levels of the dungeon as they progress in levels, or find clues throughout the dungeon about other regions of the dungeon. In addition, a multi-level dungeon used for extensive play should be considered a "living" place. The Gamemaster must keep track of how the player characters alter the environment, and how resident monsters may change in number, type, or behavior in response. A megadungeon will evolve through time just as the characters will by adventuring there.

The following general scenario themes are good places to start in developing motives for the characters to go adventuring.

Exploration is a common theme in adventures. Characters might want to explore an area on their own, or they might be hired. Sometimes the purpose of exploration is simply to chart a previously unknown place, or to clear an area of danger. Examples might include ruins, caverns or dungeons.

Fighting evil or chaotic beings is one possible theme. Characters might be hired to destroy monsters that have overrun a location, or a powerful evil that has developed. They might be hired to remove evil monsters that have taken over a holy place.

Fleeing a location is another theme. If the characters have been imprisoned before the adventure begins, they will need to find a way to escape. Possibilities include escape from being wrongly imprisoned, escape from slavers, or escape from an intelligent monster that might serve the characters for dinner.

Magical doorways are another good adventure hook. A magical doorway, or portal, can lead to new and unique locations, or even new worlds or times. Characters will sometimes encounter magical portals in dungeons, which could lead to new areas of a dungeon, to riches, or even certain death!

Rescue missions are the opposite of the situation above. Here, the characters are hired to rescue others who have somehow become imprisoned.



Seeking a degenerate race is another adventure possibility. Often this scenario involves a race of humans or demi-humans who have been isolated underground for so long they have become evil and monster-like. They may be the descendants of a great race that created a civilization now in ruins.

Quests are usually undertaken at the request of a powerful or rich patron, like a merchant or King. A quest might be to find a legendary item or return something that has been stolen.

Adventure Locations

The Gamemaster must choose where the adventure will take place. It could be a dungeon or caverns, or within buildings like towers, temples, and castles. Adventures might also take place within a city or village.

After the adventure location has been chosen, the Gamemaster must think about whether certain monsters might be more likely to haunt the location. Then, the map of the location will be drawn. Usually graph paper will be used, and a scale must be decided on. A good rule is to make each square on the graph paper equal to 10 feet. The Gamemaster will then design the dungeon to suit the kind of location chosen. It might consist of twisting tunnels in a cavern, endless rooms in a dank dungeon, or hallways and rooms in a ruined castle. If the Gamemaster is using a large play mat with grids on it for using figurines, the map will be drawn at a scale of 1-inch square equals 5 feet. This provides an appropriate scale for use with typical 25 mm scaled figurines.

Stocking the Dungeon

After the map for the location has been drawn, the Gamemaster must stock, or fill, the dungeon with dangerous monsters, traps, and treasure. The Gamemaster can choose where to place these, or roll randomly on the Dungeon Stocking table. Roll on the table for each room in the dungeon. The result indicates what will be found in each room. Each result will also have a certain probability of being accompanied with treasure.

Dungeon Stocking Table

Roll d00	Contents	Treasure
01-30	Empty	15%
31-60	Monster	50%
61-75	Trap	30%
76-00	Unique*	Variable

*The Gamemaster should think out a unique result carefully. This result could include special encounters or special areas that stand out from encounters in most other rooms.

When a "monster" result is obtained on the above table, the Gamemaster must roll for a random monster appropriate for the dungeon level. See the random monster tables at the end of Section 6. For example, if rolling for dungeon level 2, the Gamemaster may roll or choose from monsters with 2 hit dice. If treasure is present, the treasure will be determined based on the Treasure Hoard Class of the monster encountered, or from the Unprotected Treasure Table based on dungeon level.

Unprotected Treasure Table

Dungeon Level	SP	GP	Gems	Jewelry	Magic Item (1)
1	2d4 x100	1d4 x10 (50%)	1d4 (7%)	1d4 (5%)	3%
2	2d6 x100	1d6 x100 (50%)	1d6 (13%)	1d6 (8%)	5%
3	2d8 x100	2d4 x100 (50%)	1d6 (15%)	1d6 (10%)	7%
4-5	1d8 x1000	3d4 x100	1d8 (20%)	1d8 (10%)	9%
6-7	1d8 x2000	1d4 x1000	1d8 (30%)	1d8 (15%)	15%
8+	1d8 x4000	2d4 x1000	2d6 (40%)	2d6 (20%)	20%

When unprotected treasure is indicated in a room, it should seldom be lying about and easily seen. Generally, this kind of treasure has been hidden, possibly by monsters or NPCs. The treasure will usually be hidden by burial, a secret recess, or some other hiding place.

Traps

There are many possibilities for what kind of traps to place in a dungeon. Below are some classic examples, and can be modified to fit the dungeon level or to make them less predictable.

Basic Arrow Trap: An arrow fires from a hidden location, attacking as a Fighter level 1, for 1d6 damage.

Bricks from Ceiling: Each character in a 10 foot radius must save versus petrify or suffer 2d6 damage.

Camouflaged Pit Trap: A pit is 10 feet or more deep (1d6 hp damage per 10 feet).

Poison Dart Trap: A dart fires from a hidden location, dealing 1d4 hp damage, and the character must save versus poison or die.

Poison Needle Trap: The character must save versus poison or die.

Portcullis Trap: The character must make a DEX check or suffer 3d6 damage from the falling portcullis. The way will then be blocked, and group members may be separated.

Rolling Rock Trap: A rock rolls out from a hidden location, and the characters must save versus petrify or suffer 2d6 damage.

Scything Blade Trap: Characters must save versus petrify or suffer 1d8 damage.

Spiked Pit Trap: This is similar to other pit traps, but the character will fall on 1d4 spikes, dealing 1d6 damage each in addition to falling damage.

Unique Encounters

In addition to the traps, other unique situations might be encountered, like talking statues, pits with slides down to other rooms or dungeon levels, magical illusions, secret doors, teleporting doorways, and mysterious water fountains.

Finishing the Dungeon Design

The Gamemaster should take care to describe rooms and passageways as they fit the environment. How do areas smell? What do they look like? What creatures live here, and what evidence do they leave behind? The Gamemaster should add enough description to keep players interested in the dungeon, but should not go so far that the description is too deep and becomes tiresome. One option is to fully describe only a small proportion of the rooms in a dungeon. These rooms would include rooms with special or unique encounters. The remaining rooms, while they may have monsters and treasure, can be similar to one another in description. Unimportant random details can be made up during actual game play. However, anything significant which is made up on the spot must be written down to maintain consistency if the characters return to the same room.

Groups of NPCs

The PCs may not be the only adventurers in the dungeon. Groups of NPCs might be in the dungeon also, seeking their own fortunes, and they may be friend or foe. To determine the composition of an NPC group, follow the procedure below, or make them up as needed.

Begin by establishing the number engaged by rolling 1d4 + 4. Next, either choose each NPC's class or roll randomly on the table below, by rolling 1d10.

1-2	Cleric	8	Halfling
3	Dwarf	9	Magic-User
4	Elf	10	Thief
5-7	Fighter		

Once classes are established, choose alignments or roll randomly for each NPC. Roll 1d6.

1-2	Neutral
3-4	Lawful
5-6	Chaotic

Next, establish each NPC's level. This can be done two ways. Take either the dungeon level the NPCs are encountered on or the player characters' average group level. Otherwise, roll on the table below. Roll 1d6.

1-2	Same level as dungeon level or average group level
3-4	Dungeon level or average group level + 1
5-6	Dungeon level or average group level + 2

If an NPC group is encountered in the wilderness, use the average PCs' level and add (50%) or subtract (50%) 1d4 for each NPC's level. Be sure to note that demi-humans have lower maximum class levels than humans. If the dungeon level or average group level is higher than the demi-human maximum level, make the demi-human the highest maximum level for the NPC's class. The NPC levels might be higher or lower than the ranges provided here, depending on the Gamemaster's needs.

Finally, add finishing touches to the NPCs. Assign spells randomly to elves, clerics and magic-users. In addition, give NPCs a similar number of magic items as that which the player characters have. When encountering a group in the wilderness, they will have mounts 75% of the time. Finally, the Gamemaster should determine the NPC group's marching order.

Wilderness Design

The Gamemaster does not need to create an entire planet at one time! It is much easier to describe a relatively small area, like part of a continent, to start with. Many adventurers will spend their entire careers moving between a town or village and only one or a few dungeons within several hundred miles.

When creating an area, the Gamemaster has to decide how the land is shaped. It is best to use hex graph paper, which can be found on the Internet and printed on a home printer if hex paper is difficult to find at the store. The Gamemaster must consider many questions. Where are the shorelines? Is this area part of a continent, or a series of islands? Next, decide on the climate. Is the climate temperate or tropical? Mapping can begin, making note of mountains, grasslands, rivers, jungles, and other types of terrain or features.

Once the overall geography is mapped, decide which areas are inhabited by humanoids, and by what type. Humans will live nearly anywhere. Halflings live in hilly lands with good farmlands, while dwarves live underground in mountains. Elves tend to live in densely wooded forests, far from other humanoids. The various goblinoids, like orcs, will live nearly everywhere and frequently clash with humans. Goblins and kobolds compete with dwarves for territory.

When placing human towns, it is useful to have a guide for how large different kinds of settlements are. Below is a good set of guidelines for human-centric towns. The first table also gives a suggested minimum level for the town's ruler (the level in parentheses is the suggested level for an independent town that is not part of a larger realm) and the Market Class of the town for use with the optional rules in the Equipment section. The second town table gives the suggested maximum number of characters with a class and level likely to reside in a town of the given size.

Town Table I

Town Population	Town Type	Minimum Ruler Level	Market Class
74-	Hamlet	2 (6)	-
75-99	Small village	2 (7)	Class VI
100-249	Village	3 (8)	Class VI
250-449	Large village	4 (8)	Class V
450-624	Small town	5 (9)	Class V
625-1,240	Large town	6 (9)	Class IV
1,250-2,499	Small city	7 (10)	Class IV
2,500-4,999	City	8 (10)	Class III
5,000-19,999	Large city	9 (12)	Class II
20,000+	Metropolis	10 (14)	Class I

Town Table II

Town Population	# of Fighters	# of Thieves	# of Clerics	# of Mages
74-	6-	3-	3-	2-
75-99	12	6	6	3
100-249	16	8	8	4
250-449	40	20	20	10
450-624	72	36	36	18
625-1,240	100	50	50	25
1,250-2,499	200	100	100	50
2,500-4,999	400	200	200	100
5,000-19,999	800	400	400	200
20,000+	3,200+	1,600+	1,600+	800+

Given the unsavory nature of many adventurers, the thieves' guild and other criminal organizations within any town player-characters are likely to spend much time in should be developed in detail. The Town Criminal Guilds table can guide the Gamemaster in constructing a criminal guild.

Criminal Guilds Table

Market Class	Total Membership	Highest Boss Level	Monthly Syndicate Revenue (GP)	Monthly Guild Revenue (GP)
Class VI	16	3 (5)	1,500	-
Class V	42	4 (7)	3,350	4,850
Class IV	100	5 (7)	7,350	12,250
Class III	375	6 (10)	22,000	35,000
Class II	750	7 (12)	40,000	75,000
Class I	3,000	8 (14)	100,000	175,000

Total Membership shows the total membership of the starting city's criminal guild(s) relative to its market class. 45% of the members of any criminal guild will be 0th level ruffians, 35% will be 1st level characters of appropriate classes (most often thieves), 12.5% will be 2nd level, and 7.5% will be 3rd level or higher.

Highest Boss Level is the expected level of the most powerful boss in the starting city. When determining the level of the guild's boss, the standard value is for an independent city, while the parenthetical value is for a settlement within an appropriately sized realm (which most are).

Monthly Syndicate Revenue is how much gold the boss's syndicate in the starting city generates per month. Monthly Guild Revenue shows how much gold the boss's criminal guild generates, factoring in syndicates run by underbosses in other cities, towns, and villages. If the starting city is isolated or highly independent, its syndicate may not be part of a larger guild (Gamemaster's discretion).

The Criminal Guilds table assumes that a town's criminals have been consolidated into a single guild managed directly by one boss. If desired, the Gamemaster may split a settlement's criminals into multiple competing or complimentary guilds. For example, a Class I metropolis might have 3 competing thieves' guilds with 750 members each and a separate assassins' guild of 750 members. Where this is done, highest boss level, monthly syndicate revenue, and monthly guild revenue should be based on the guild membership of each guild, rather than the market class of the settlement.

EXAMPLE: Darkwater is a large town (making it Market Class IV), meaning it should have 100 members in its criminal guilds. The Gamemaster decides it has 2 thieves' guild of 42 members and one assassins' guild of 16 members. He decides the first thieves' guild is led by Nicodemis (7th level Thief) and the other by Sara (7th level Thief), both earning 3,000gp per month. The assassin's guild is run by Roland (5th level Fighter), earning 1,250gp per month.

The Gamemaster may place settlements at many locations on the map, but he only needs to develop additional ideas for the group's starting city. Details can be worked out for surrounding cities, as the need requires.

The main dungeon should be situated near this base town. The base town will have a mayor, sheriff, or authority of some title. There will be churches for prominent religions, and even a thieves' guild and city militia that will vary in size and power depending on the size of the settlement.

Additional small details should be described to add extra flavor to the immediate area. Are there any prominent legends or rumors? What are the personalities of the local leaders? Are there nearby dangers, like orc bands? The Gamemaster may want to create special wandering monster tables for areas that are unique.

Wandering Monsters

Monsters live in hallways and rooms within dungeons, or in caves, forests, or grasslands in the wilderness, or other locations. However, monsters do not only stay where they live. They also wander, hunt, and explore. Therefore, when the characters are in a dungeon the Gamemaster will roll 1d6 every 2 turns, and a result of 1 indicates that a wandering monster is encountered. This check is only made 3 to 4 times per day of game time in wilderness adventuring. As mentioned in a previous section, when monsters appear in a dungeon they will be 2d6 x10 feet away from the characters, and when in the wilderness monsters will be encountered at 4d6 x 10 yards away. When an encounter is indicated, roll on the appropriate wandering monster table from the tables provided at the end of Section 6: Monsters. The roll will be made on the table for monsters in the appropriate dungeon level they are encountered on. For an additional challenge, the Gamemaster might roll an additional 1d20 for each encounter. A roll of 1 or 2 indicates that the monster encountered will be 1 hit die higher than the dungeon level, while a roll of 3 indicates that the monster will be 2 hit dice higher.

Wilderness Wandering Monsters

The chances of encountering a wandering monster in the wilderness vary depending on the type of terrain. When checking for wandering monsters in a wilderness adventure, roll 1d6 as indicated previously, but consult the table below to determine if an encounter occurs. If an encounter occurs, consult the monster terrain tables at the end of Section 6: Monsters to roll for the kind of monster encountered. The number engaged may have to be adjusted depending on the level of the characters.

Terrain	Encounter occurs on...
Plains, Town, Settled	1
Air, Desert, Forest, River	1 or 2
Hills, Sea	1 or 2
Mountains, Swamp, Jungle	1-3





Advice for the Gamemaster

The following guidance is offered to help the Gamemaster make decisions during game play about several different common issues.

Characters of Different Levels

It has been discussed previously that character class levels are related to which dungeon level characters adventure in. Since deeper levels are more challenging than upper levels, having characters of differing class levels in one party can be problematic. Characters may die, or new players may join a group and bring in new characters. For these reasons, a general set of guidelines should be considered. One option is to allow new characters joining a group to be created as 1 class level below the lowest level character in the group. Another possibility, though potentially problematic, is to split the group into separate parties of low and high level, respectively. It is suggested that characters that differ by more than 4 class levels not be allowed to undertake the same adventures. This power disparity is particularly troublesome at lower levels, where, for example, the difference in survival ability between a 1st level character and a 5th level character is vast.

Characters and Treasure

Ultimately it is up to the players to decide how their characters will divide treasure and magic items they find on their adventures. However, there are several possibilities that can be offered. One option is to divide treasure evenly. All money can be divided by the number of characters present. Hirelings may accept a 1/2 share, but any less and the hireling will suffer penalties to his morale roll at the end of the adventure.

Magic items might be divided depending on which classes can use them. Another good method is to allow each character to take turns picking from several items by rolling a d20 to determine the choosing order. This might be rerolled after each round of choosing, to give players a chance to choose earlier on subsequent picks.

One cutthroat method to use is to only allow characters that survived an adventure share in the treasure. This is of course only relevant if the deceased characters have been revived. A slightly less harsh method is to allow characters to share in treasure that was acquired before their deaths, but not in anything found while they were dead, because they did not help find it.

Character versus Player Knowledge

It must always be kept in mind that the characters do not always know what the players know. The player may read about all the monsters in this book (this is discouraged), but his character may not act on this knowledge. A character may learn from game experience, but should never know the weaknesses of monsters he has never encountered or heard about in the game.

In addition, monsters should be physically described when encountered, but their names and other abilities should not be stated. The Gamemaster should never reveal how many hit points monsters have in an encounter, or reveal other details about the monsters that are not immediately visible. When a monster surprises the characters, the characters will not immediately know what is attacking them.

Magic items should be treated much like monsters, in that they should be described, but their names should never be given away freely. The characters must discover on their own what kind of magic items they have found.

Character Wealth

One of the main objectives of characters in adventuring is obtaining wealth. To keep this as a perpetual ambition, the Gamemaster will need to find ways to encourage spending, or take money from characters in various ways.

Clerics might be encouraged to donate some of their wealth to their churches. Thieves may need to funnel a percentage of their treasure to their thieves' guild. Other situations may arise, such as adventurer taxes imposed by local governments. Players may be allowed to buy minor magic items at very high prices. Extreme measures for taking away wealth should be imposed rarely, such as a major theft of wealth. If these methods are used too often, the players will not have fun.

Running a Game Without Skills

The greatest change between modern versions and older versions like Microlite81 is the addition character skills in modern versions. 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 their 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 Thief or the like. However, if the chest is 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 Thief 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 Thief 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 Thief a roll, especially an experienced Thief.

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.

On Failure

If a character attempts to do something, failure should normally mean no more than that: the character failed to do what he was trying to do. Failure should not normally mean that some worst case disaster has occurred. For example, if a character fails his climb roll while attempting to climb a cliff, this should normally simply mean that the character did not make it to the top for some GM described reason and had to return to the ground, not that the character fell to the ground. If failure (even with a natural roll of 1) is going to lead to "disaster" instead of some type of simple failure, the GM should clearly state this before the character rolls (especially for a primary or secondary skill roll).

Impossible Tasks

Unless an action is completely out of the question, when a character attempts to do something there should be at least some small chance of success. Many actions can be ruled based on "skill" rolls. Otherwise, the Gamemaster might assign a small percentage chance of success to some actions that seem nearly impossible but for dumb luck. In these cases, 5% or 10% might be an appropriate chance.

Gamemaster as Judge

Although the players can and will make suggestions or dispute rulings, the Gamemaster is and must be the final judge. All suggestions can be heard, but the players must understand that once all considerations have been made, the final ruling will stand. There are rules in this game for many situations, but there will be situations that either could not be covered here or simply were not anticipated. In these instances, the Gamemaster must use his judgment to decide the odds an action will succeed or an event will come to pass.

Having said this, it must be remembered that the Gamemaster needs to be neutral in his decisions. The goal of the game is to have fun, whatever fate may await the characters, but the Gamemaster does not take sides with either the characters, the monsters, or the NPCs.

Monsters and NPCs in Play

Only unintelligent monsters should be played unintelligently. Intelligent monsters and NPCs have their own motives, thoughts, and strategies. They will use the same kinds of tricks the PCs might use to gain an advantage.

Monsters and NPCs may form alliances with other monsters and NPCs, and they may hire guards. Monsters are in a fight for survival just like the PCs are, and they should be played by the Gamemaster as if they have just as much to lose as the PCs. Monsters and NPCs that survive encounters with the PCs may hold grudges, and may hunt the group down or wait for an opportunity to strike.

Random Rolls

There are many occasions when the Gamemaster will roll for random outcomes to situations. Discretion must always be used, not just to maintain some degree of consistency in play but also to maintain some balance. This is not to say that the players should not be challenged, but occasionally the dice may indicate a result that is inappropriate for the situation. The dice are a tool, not the final authority. Final authority always rests with the Gamemaster. The Gamemaster should usually witness the rolls of the players, but he should keep his rolls hidden from them. This way, the players cannot guess why the Gamemaster might be rolling at a particular time, or what kind of die is rolled. In fact, he may occasionally roll for no reason just to keep the players on their toes.

Ruling Wishes

Wishes represent some of the greatest magic the characters will come across in a game of *Microlite81*. In general, the exact wording of a wish should be honored, not the intention of the wish. A carefully worded wish may bring about the desired effect, and a sloppily worded wish could bring doom upon the group. Ultimately it is up to each Gamemaster to decide how powerful wishes are in the game, and how permanent their effects are. As a rule, wishes used for healing or bringing back the dead should be immediate and permanent. If lesser magic items are wished for, they may or may not be permanent, depending on the Gamemaster's discretion. Special care must be taken with wide sweeping wishes that alter the world too greatly, such as wishing that all orcs in the world die. In addition, wishes to increase ability scores or character levels need to be handled carefully, and some set of guidelines will need to be developed and followed consistently.

Stun and Paralysis

There are various magic items, spell effects, or other attacks that result in characters being stunned or paralyzed.

Effects that *stun* render a character or creature unable to act. Sometimes this is described as "dazed" or "mesmerized." However, characters in this state are not entirely helpless. Attacks against them are carried out without the benefit of bonuses to AC due to DEX or the use of a shield, but otherwise attacks are handled normally. Attackers gain a +4 to hit stunned opponents.

In contrast, characters that are paralyzed or unconscious are completely vulnerable. Attacks against them automatically succeed. In fact, paralyzed or unconscious creatures may be killed instantly just by declaring the intention.

Vision

The following kinds of vision are common for monsters and some demi-humans or humanoids.

Infravision: Infravision, or infrared vision, is the capability to see in the infrared spectrum of light. Creatures have varying ranges for this ability. Most creatures have the ability to 60', and this means their eyes are collecting light much as any eyes do. These creatures can only distinguish differences in heat levels, and it is not in fine detail. However, warm footprints may be detected within 4 rounds of a creature's passage. Further ranges indicate that the eyes actually emit infrared light (and glow red) indicating the eyes are seeing infrared light as it bounces back. This form of vision allows the viewer much greater resolution. Note that if a heat-emitting light source is present, infravision cannot function.

Ultraviolet Vision: Creatures with this ability can see the UV spectrum and will be able to see objects that emit this type of energy. This spectrum includes high intensity radiation. At night, this vision allows a character to see to a distance of 300'. Since this vision relies on heavy background radiation, it is not useful underground unless there is a source of radiation for illumination. If a creature has ordinary vision and *ultraviolet vision*, the *ultraviolet vision* is only usable in darkness, and it takes 1 round to transition between each form. Note that magical weapons shed energy that interferes with *ultraviolet vision*, much like a fire source interferes with *infravision*.

Invisibility

The following guidelines can be used for ruling in situations where invisibility is a factor. As a general rule, an invisible character or creature may be struck with a -4 penalty to hit. In addition, invisible creatures receive a +4 to saving throws in regard to effects in which knowing the victim's location is a factor. For instance, this bonus would not apply to poison, but it would apply to effects from a staff.

It must be noted that a character under the effects of an invisibility spell or similar effects is not rendered silent. In addition, an invisible character may betray his presence through other senses, such as smell. To account for various means of perception and alertness, the following optional chart can be used to check the probability that a creature or higher level character detects that an invisible creature is present. Note that this only gives knowledge of the creature's presence, and all normal penalties to hit apply. The roll should be made every round. If successful, the creature is aware of the invisible being from that point on.

Chance to Notice Invisible Creatures

INT	Level or Hit Dice							
	8	9	10	11	12	13	14	15+
0-3	-	-	-	-	-	5%	10%	15%
4-5	-	-	-	-	5%	10%	15%	20%
6-8	-	-	-	5%	10%	15%	20%	25%
9-12	-	-	5%	10%	15%	20%	25%	30%
13-15	-	5%	15%	25%	35%	45%	55%	65%
16-17	5%	10%	20%	30%	40%	50%	60%	70%
18	5%	15%	25%	35%	45%	55%	65%	75%
19	10%	20%	30%	40%	50%	60%	70%	80%
20	15%	25%	35%	45%	55%	65%	75%	85%
21+	20%	30%	40%	50%	60%	70%	80%	90%

Potion Mixing

The Gamemaster may rule that it is dangerous to combine different potions. Potions are considered "mixed" when they are literally mixed before being imbibed, or when one potion is imbibed while another is in effect. It is entirely appropriate for the GM to create a set of guidelines for certain potion combinations. For instance, it might be ruled that combining any kind of healing potion is always safe with any other potion. However, it may also be desirable to simply use a random system to determine outcomes of mixing potions, since one might assume that no two potions, even of the same type, have the exact same formula.

Refer to the table below when potions are mixed, or construct a similar table more appropriate for your campaign.

Roll d20	Potion Mixing Result
01-02	Poisonous Brew: The imbibor must roll a saving throw versus poison with a penalty from -1 to -4 (roll a d4) or die.
03-04	Chemical Reaction: The potions create a reaction within the body, causing internal chemical burns for 2d6 hp damage.
05	Hideous Result: The potions combine to alter the imbibor's body in a horrible and permanent way. It could be mild, such as causing mottled skin, or terrible, such as a withered limb, melted eyes, or unusual growths, etc. Roll 1d6 to determine general severity: 1-2, mild; 3-4, moderate; 5-6, severe. Mild effects are usually only cosmetic, while moderate ones may impose some penalties to abilities, attack rolls, etc. Severe effects cause major crippling or profound body alterations.
06-15	No Effect: Both potions are rendered ineffective.
16-18	Normal Effect: Both potions function normally.
19	Greater Effect: One potion works 10%-100% more effectively (roll d00), while the other has no effect.
20	Different Effect: The potions combine to create an entirely new effect. This might mimic a different random potion at 150% normal efficiency, or a unique effect determined by the Gamemaster.

Humanoid Spell Casters

In addition to those capabilities mentioned in monster descriptions, some humanoids may have other spell casting abilities. These special individuals should not be randomly used (unless indicated in the monster description), but instead crafted for special encounters. Although these humanoids may have the potential to achieve these levels of ability, only rare specimens do so. The following charts should be consulted to reference maximum ability in a given class.

Cleric Maximum Level

3	5	7	8
Etlin	Bugbear	Dryad*	Sahuagin
Ogre	Centaur*	Giant (any)	
Troglodyte	Gnoll	Goblin	
Troll	Kobold	Hobgoblin	
	Locathah	Lizardfolk	
	Orc	Nymph*	
		Triton	

*These creatures are druids instead of clerics.

†Morlocks and Neanderthals have unlimited clerical ability.

Magic-User Maximum Level

2	4	5
Bugbear	Goblin	Morlock
Gnoll	Hobgoblin	Neanderthal
Kobold	Locathah	Sahuagin
Lizardfolk	Orc	

The Gamemaster may choose to limit the spells of any given level available to humanoid spell casters, either as a whole or on a race-by-race basis.

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 place 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 B/X 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.

Cosmology (Optional)

The following description of the major planes of existence is only one possible scheme or interpretation. It is presented here to tie together a number of concepts that are left unexplained throughout the core rules. The GM should feel free to use this as written, alter it, or disregard it completely depending on the needs of the campaign.

Material Plane

The material plane is the plane most campaign worlds are on. There are an infinite number of material planes, each of which may be wildly or subtly different from one another, and each one may operate under different magical or physical laws. Each material plane consists of its own universe, with the planet the characters are from, a sun, a solar system, and so on.

Transitive Planes

These three planes are used to get from one place to another. The astral plane is a conduit to all other planes, while the ethereal plane and the plane of shadow both serve as means of transportation within the material plane they're connected to. These planes have the strongest regular interaction with the material plane and are often accessed by using various spells. They have native inhabitants as well.

Astral Plane: The astral plane is the space between the planes. It is a great, endless sphere of clear silvery sky, both above and below. Occasional bits of solid matter can be found here, but most of the astral plane is an endless, open domain.

Ethereal Plane: The ethereal plane is coexistent with the material plane and often other planes as well. The material plane itself is visible from the ethereal plane, but it appears muted and indistinct, its colors blurring into each other and its edges turning fuzzy.

While it is possible to see into the material plane from the ethereal plane, the ethereal plane is usually invisible to those on the material plane. Normally, creatures on the ethereal plane cannot attack creatures on the material plane, and vice versa. A traveler on the ethereal plane is invisible, incorporeal, and utterly silent to someone on the material plane.

The ethereal plane is mostly empty of structures and impediments. However, the plane has its own inhabitants. Some of these are other ethereal travelers, but the ghosts found here pose a particular peril to those who walk the fog.

Plane of Shadow: The plane of shadow is a dimly lit dimension that is both coterminous to and coexistent with the material plane. It overlaps the material plane much as the ethereal plane does, so a planar traveler can use the plane of shadow to cover great distances quickly. This plane is also coterminous to other planes.

The plane of shadow is a world of black and white; color itself has been bleached from the environment. It otherwise appears similar to the material plane.

Inner Planes

These six planes are manifestations of the basic building blocks of the universe. Each is made up of a single type of energy or element that overwhelms all others. The natives of a particular Inner plane are made of the same energy or element as the plane itself.

Elemental Plane of Air: The elemental plane of air is an empty plane, consisting of sky above and sky below. The elemental plane of air is the most comfortable and survivable of the Inner planes, and it is the home of all manner of airborne creatures. Indeed, flying creatures find themselves at a great advantage on this plane. While travelers without flight can survive easily here, they are at a disadvantage.

Elemental Plane of Earth: The elemental plane of earth is a solid place made of rock, soil, and stone. An unwary and unprepared traveler may find himself entombed within this vast solidity of material and have his life crushed into nothingness, his powdered remains a warning to any foolish enough to follow. Despite its solid, unyielding nature, the elemental plane of earth is varied in its consistency, ranging from relatively soft soil to veins of heavier and more valuable metal.

Elemental Plane of Fire: Everything is alight on the elemental plane of fire. The ground is nothing more than great, ever shifting plates of compressed flame. The air ripples with the heat of continual firestorms, and the most common liquid is magma, not water. The oceans are made of liquid flame, and the mountains ooze with molten lava. Fire survives here without need for fuel or air, but flammables brought onto the plane are consumed readily.

Elemental Plane of Water: The elemental plane of water is a sea without a floor or a surface, an entirely fluid environment lit by a diffuse glow. It is one of the more hospitable of the Inner planes once a traveler gets past the problem of breathing the local medium. The eternal oceans of this plane vary between ice cold and boiling hot, between saline and fresh. They are perpetually in motion, wracked by currents and tides. The plane's permanent settlements form around bits of flotsam and jetsam suspended within this endless liquid. These settlements drift on the tides of the elemental plane of Water.

Negative Energy Plane: To an observer, there's little to see on the negative energy plane. It is a dark, empty place, an eternal pit where a traveler can fall until the plane itself steals away all light and life. The negative energy plane is the most hostile of the Inner planes, and the most uncaring and intolerant of life. Only creatures immune to its life-draining energies can survive there.

Positive Energy Plane: The positive energy plane has no surface and is akin to the elemental plane of air with its wide-open nature. However, every bit of this plane glows brightly with innate power. This power is dangerous to mortal forms, which are not made to handle it. Despite the beneficial effects of the plane, it is one of the most hostile of the inner planes. An unprotected character on this plane swells with power as positive energy is force-fed into her. Then, her mortal frame unable to contain that power, she immolates as if she were a small planet caught at the edge of a supernova. Visits to the Positive Energy plane are brief, and even then travelers must be heavily protected.

Outer Planes

The deities live on the outer planes, as do creatures such as demons. Each of the outer planes has an alignment, representing a particular moral or ethical outlook, and the natives of each plane tend to behave in agreement with that plane's alignment. The outer planes are also the final resting place of souls from the

material plane, whether that final rest takes the form of calm introspection or eternal damnation.

Plane of Order: The plane of order is a realm where Law rules eternally and completely. All gods aligned with Law reside here. This plane is alien to beings from the material plane. It is an infinite universe of complete order, where time, if it exists at all, is static. Order is achieved to such perfection that nothing decays or fails from wear or age. Any being that physically enters this plane is trapped like a fly in amber. The gods of Law sometimes reside in small pockets of reality that mimic processes on the material plane, much like a separate demiplane within the plane of order.

Plane of Balance: The plane of balance resembles a typical material plane in many ways. In the plane of balance, all forces act to equally oppose one another. Even magical and physical laws are balanced, such that most magic functions, as do most technologies from other worlds. Despite its balance in all things, the plane of balance is no "heaven." Just as powers are balanced here, so are diseases, wars, and other unpleasant phenomenon. Balance is an unfeeling force that seeks only that neither Law nor Chaos ever tips the balance. Freedom from suffering or other undesirable afflictions is not guaranteed in this place, since these things, and their absence, must always exist simultaneously to maintain balance. Gods of Neutrality call this plane home, where they typical rule a portion of this infinitely sized plane.

Plane of Chaos: The plane of chaos is known by many names, such as the abyss or Hell. The plane of chaos is composed of an infinite number of levels, each stacked on top of the next, and each consisting of an infinite universe unto itself. Every imaginable possibility exists in these universes. One may appear as a virtual paradise, but for some deadly and twisted characteristic, and others are complete vortexes of destruction. Some of the infinite worlds within the plane of chaos are often referred to as demon worlds, because it is from these worlds that all demons originate. Gods of Chaos call these worlds home, as do other powerful demon lords who may rule entire demon worlds.

Plane of Beasts: The plane of beasts is the home of all beast lords, or powers that represent the equivalent of deities for animals and monsters. Like the plane of chaos, there are an infinite number of universes (beast realms) within this plane, and each may be very different from one another. They include worlds of all terrain types, and have no particular allegiance to Law, Neutrality, or Chaos, as any of these forces may be found in beast realms.

Demiplanes

This category covers all extradimensional spaces that function like planes but have measurable size and limited access. Other kinds of planes are theoretically infinite in size, but a demiplane might be only a few hundred feet across. Any demiplane could have the characteristics of any other plane. Demiplanes can be found "floating" freely within the astral or ethereal planes.

Making Magic Items Distinctive and Unique

The best way to get players to appreciate their magic items is to make each one unique. There are a variety of ways to do so, the but easiest ways are to name them, describe them, and give them unique powers or combinations of powers.

Named Items: Naming magic items is the simplest way to make them unique. King Arthur did not wield a Sword +3, and neither should any other hero. Very rarely a magic item might be explained away as "a mighty blade" or "a wand of flames", but more likely they will have a name. However, even a mighty blade is a better descriptor than a sword +3.

The easiest way to name an item is to add a proper name to it that it is associated with. This can be a person who wielded it or to whom it was dedicated or who crafted it (the Waraxe of Durin Thewcleaver), a place where it was created or where it was made famous (the Staff of Cedar Pass), or the god by whom it was blessed or to whom it was dedicated (the Seventh Ring of Irkull the Black). Associating an item to your game world makes both the item and the history of the setting spring to life in the minds of the players. They are far more likely to be interested in the tomb of Durin Thewcleaver (and his history) if they have (or have in the past had) his mighty waraxe.

The more difficult method of naming magic items is to give the magic item a proper name itself, typically associated with the powers of the item. Weapons like Skullsplitter, Shieldbreaker and The Sword of Kings. But don't be restricted to descriptive names in our own language, look up a few descriptive terms in other languages (preferably that the players don't speak) and sprinkle them in also (and don't worry about pronunciation).

Unique Descriptions: Describing magic items in ways that make them stand out will also keep them unique. Add color to your blades, rings and potions. Runic embossments and finery on cloaks, armor and shields. Even potions and scrolls take on a life of their own with odd bottles and containers, strange papers and bizarre inks. Players are more likely to remember their drums of panic made of the skulls of ogres and hill giants.

Unique Powers: Add an additional power to a magic item and it will likely become treasured by its owner.

After all, upgrading from Plate Mail +1 to Plate Mail +2 should be a no-brainer. But what if the Plate Mail +1 also provides a bonus to retainer morale or a +1 on saving throws against petrification and polymorph? Suddenly the magic items are harder to rate against one another based purely on their "plusses".

This can become a pitfall if not used carefully. While powerful items might combine the benefits of multiple "standard" magic items (like a ring that provides both protection and invisibility), these should be rare and treated by the DM as if they were significantly more powerful than either of the two items on their own. The goal with unique powers is to provide minor powers to an item that make it stand out, not to make it replace two or three other magic items. Simple minor powers include the item never getting dirty; glowing like a candle or even a torch; a weapon that drinks the blood on striking a foe; a ring that improves the wearer's penmanship; or a cloak that enhances reaction checks in high society.

Cumulative Magical Effects

Magic items that affect different abilities can be combined. In addition, spells can be combined with the effects of magic items. However, two items cannot be used to increase the same ability. For instance, a character cannot wear a ring of protection and a cloak of protection and combine the protective effects – he will only gain the benefits of the greater of the two enchantments.

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 *Microlite81* so please change anything you do not like or that needs to work differently in your campaign or setting. Remember also that there is no "one true way" to play *Microlite81*. As long as you and your players are enjoying the game, it does not matter what other people (including members of forums and social media on the Internet) think of the way your group does things. Trying to please people

who are not even playing in your game is not only a waste of your time and effort; it's a sure way to ruin your group's fun.

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 B/X and 1e. <http://knights-n-knaves.com/phpbb/>

Original D&D Discussion

Mainly discussions of B/X. 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 OneBookShelf (e.g. DriveThruRPG and RPGNow, most in the "Other Systems" part of the site). Some downloadable products are even available free. http://www.rpgnow.com/browse.php?filters=0_0_9999_0_0&affiliate_id=196921

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 Microlite81 on the Microlite20 web sites: <http://microlite20.net/> and <http://microlit20.org/>.

Retroroleplaying Web Site

The author of Microlite81 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 Microlite81 in the Microlite81 board on the RetroRoleplaying forum.

Web Site: <http://www.retroroleplaying.com/>
 Forum: <http://www.retroroleplaying.com/forum/>
 Blog: <http://blog.retroroleplaying.com/>

MICROLITE81 TRADEMARK LICENSE

Note that this license only takes effect once the Final Version of Microlite81 is released. It is therefore NOT in effect now.

You may use the Microlite81 trademarks in your own OGL products without obtaining prior permission from the trademark owner in two cases:

- 1) Adventures, campaign settings, and other supplements either designed specifically for Microlite81 or that are written for another Oe, B/X, BECM1 or 1e rule set may be labeled "Suitable for use with Microlite81".
- 2) Microlite81 may be mentioned by name in documents (or sections of a larger product) written to provide information on converting adventures and other materials between one game system and another.

In no case may the Microlite81 trademarks be used in any manner than indicates a product is endorsed or otherwise approved by the author of Microlite81. The terms "Microlite81 Companion" and "Microlite81 Supplement" may not be used in the title of a product without permission in writing.

All others uses of the "Microlite81" trademarks in products requires permission in writing from the trademark owner. This permission will generally be given, so don't be afraid to ask.

Microlite81 Advanced
Version 1.0 Silver (November 23, 2015)

Copyright © 2015 Randall S Stucky

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Cave Cricket from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Aerial Servant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Astral Raiders from Ancient Vaults & Eldritch Secrets, copyright 2009 by "bat" (dba Domain Perilous Publishing)

Axe Beak from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Beetle, Giant Boring from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Beetle, Giant Rhinoceros from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Brownie from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Crayfish, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Demon: Jubilex "The Faceless Lord" (Demon Lord) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Demon: Orcus (Demon Prince of Undead) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Devil: Amon (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Devil: Bael (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Devil: Geryon (Arch-Devil) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Ear Seeker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsey, based on original material by Gary Gygax.

Eel, Electric from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene.

Eye of the Deep from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Floating Eye from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Frog, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Frog, Monstrous Killer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Frog, Monstrous Poisonous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Gas Spore from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Gorbel from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Andrew Key.

Groaning Spirit from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Hippocampus from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsey, based on original material by Gary Gygax.

Jackalwere from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based, on original material by Gary Gygax.

Leprechaun from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based on original material by Gary Gygax.

Lurker Above from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Piercer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Slithering Tracker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Slug, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Strangle Weed from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Tick, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Trapper from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Turtle, Giant Snapping from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gygax.

Wind Walker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Yeti from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gygax.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

The Blasphemous Bestiary – © 2010 Dominique Crouzet

Errant RPG, Copyright 2010, Greg Christopher

Labyrinth Lord Copyright 2007-2009, Daniel Proctor. Author Daniel Proctor

Darwin's World Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

Mutant Future Copyright 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison.

Advanced Edition Companion, Copyright 2009-2010, Daniel Proctor. Author Daniel Proctor.

Half-Ogre, copyright 2012 James M. Spahn

Magical Theorems & Dark Pacts, copyright 2013 Dyson Logos

OSRIC Chapter I copyright 2006-08 by Stuart Marshall. OSRIC Chapter II copyright 2006-08 by Stuart Marshall. OSRIC Chapter III copyright 2006-08 by Stuart Marshall, Trent Foster, James Boney and Vincent Fruge.

Adventurer Conqueror King Copyright 2011, Autarch; Authors Alexander Macris, Tavis Allison, Greg Tito, and Ryan Browning.

Basic Fantasy Role-Playing Game Copyright 2006-2008, Chris Gonnerman.

Microlite20 © 2006, Robin V. Stacey (robin@greywulf.net)

M20 Hard Core Rules © 2008, Alex Schroder

Microlite74 © 2008, Randall S. Stukey

Microlite74 2.0 © 2009, Randall S. Stukey

Universal Combat Actions © 2009, JSpekr

Ancient Auguries: A Microlite74 Version 2.0 Supplement © 2009, Randall S. Stukey

Relics & Ruins © 2009, Ed Green

Omerian Tales – Core Rules © 2010, Charles J. Eichman

Savage Swords of Athanor © 2009, Douglas Easterly

TMKT © 2008-2010 Mike Berkey

MULRAH © 2010, Chris Flood

Microlite75 © 2011, Randall S. Stukey

Beacon © 2010, 2011, Todd Mitchell (temitchell@yahoo.com)

Fantasy Expansion: Character Creation Options © 2011, Andrew Domino

Microlite74 Extended 3.0 © 2011, Randall S. Stukey

Microlite74 Companion 1: Optional Rules © 2011, Randall S. Stukey

Microlite74 Swords & Sorcery © 2012, Randall S. Stukey

A Pack of Gnolls © 2011-2012, Sully

Librarylass' Supplemental Rules, © 2012, Rachel Ghoull

Microlite74 Companion II: Treasure © 2013, Randall S. Stukey

Microlite74 Companion IV: Bestiary of Monsters © 2013, Randall S. Stukey

Microlite74 Companion V: First Edition Spells © 2013, Randall S. Stukey

Microlite81 © 2013, Randall S. Stukey

Microlite81 Extended © 2014, Randall S. Stukey

Microlite81 Complete ©2013, 2015, Randall S. Stukey

Microlite81 Advanced ©2015, Randall S. Stukey

[End of License]

This product is 100% Open Game Content except for Product Identity, as per the Open Game License above. Product Identity includes Microlite81, Microlite81 Extended, Microlite81 Advanced, Microlite81 Advanced, Microlite81 Companion, Microlite81 Supplement, and Randall S. Stukey and all pictures and illustrations.



Microlite81 Advanced

Microlite81 games are trimmed-down miniature versions 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 *Microlite81* games is to recreate the style and feel of the "B/X" edition of the world's first fantasy roleplaying game published back in 1981 without giving up all of the clearer mechanics of modern D20-based versions.

The *Microlite81* rules are based on the rules of the world's most popular fantasy roleplaying game, specifically the Basic and Expert boxed sets published in 1981, often referred to as B/X. The rules are not intended to be an exact clone of the B/X rules, but rather a conversion of them to a rules-lite D20-based system (*Microlite20*) that encourages old-school play without strictly old-school rules. This *Microlite81 Advanced* edition is the complete edition of *Microlite81* with the spell lists, monsters, and treasure from the 1e "advanced" version of the world's most popular fantasy RPG combined with author's house rules from the 1977-1983 era. There are a large number of optional rules: psionics, mutations, etc. For those less familiar with old school gaming, *Microlite81 Advanced* provides information for both the GM and the players on the various "old school" styles of play. *Microlite81* games can easily use adventures and material from early editions of the world's most popular tabletop fantasy roleplaying game or modern clones.

A Publication of RetroRoleplaying.com

Copyright ©2015 Randall S. Stukey
Website: <http://www.retroroleplaying.com/>
Blog: <http://blog.retroroleplaying.com/>
Microlite20 Website: <http://microlite20.org/>