

3D6 IN ORDER



R. E. B. TONGUE

With Thanks To The Kamikaze Dungeoneers

Artwork by The Forge

Swords & Wizardry: White Box by Marv Breig, based on rules by Matt Finch

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FOREWORD

This game began as a joke. No, I'm quite serious. My original idea with this book was to produce a set of 'house rules' for Swords & Wizardry, White Box, that my group could use as the basis for a campaign I was about to run – with the conceit that it was an early edition of the 'Hackmaster' game. I got about half-way through it when I realised that I was doing something on a rather grander scale than that; I had made a lot of changes to the rules as I went, to the point that it was almost becoming a separate game in its own right. A friend of mine pointed out that given that I was doing all this work...I might as well go a bit further and publish it as an actual game.

After sleeping on it, I realised he was quite right! Not only was I enjoying the writing process, but I was also finding that I was putting together a game I really wanted to run, and addressing a lot of the problems I had had with D&D in the past. More classes, more races, more monsters, more of everything, really! So I scrapped the original document, went back to the beginning, and started again, this time putting on another veneer in order to make it my own game, taking out the parody elements.

The result is this game, 3d6 In Order. (And boy was the name difficult to come up with!) The goal was always to produce a game that was complete in a single book, and by and large, I think that I have succeeded. I wasn't particularly interested in supporting a game line with a mountain of supplements; I've always hated having to drag mountains of books to and from the gaming session – and I have always maintained that it simply is not necessary to do so. This game, I hope, is proof of that.

As for adventures and the like; well, I designed this game to run a campaign in the 'Verbosh' setting, so I had to make sure that it was compatible with OD&D. No conversion work should be necessary. I wasn't out to reinvent the wheel here, just add a few more spokes to it, maybe a coat of paint. This game should be compatible with any of the old-school material you want to use. Many of the spells and monsters were drawn directly from Swords & Wizardry: Whitebox – it had exactly the feel I was searching for, though I wanted more options and choices for my campaign. (As I said, the initial genesis of this project was an assortment of house rules...)

What was my goal here? Well, it was firstly to provide players with options and choices. So I knew I needed to add in more races and classes. I wanted to preserve the 'spirit' of OD&D as I saw it, so keeping the feel right was important. Ideally, I wanted it to be almost as if the game could have been published in 1977, perhaps as an alternative to the 'Holmes' edition. So it had to include some of the selected features of both OD&D and the supplements, new classes and the like, as well as some ideas of my own. I make no bones about my role in this project being as much that of a collator and adaptor of ideas than the originator of new material. Swords & Wizardry White Box provided me with a basic rules structure that I was able to adapt, and most of the concepts came from the supplements, or from early issues of Dragon Magazine. Nevertheless I have sought to put my own 'spin' on things as much as possible, and hope that at least to some degree, I have been successful. Unlike many games in the OSR, I have made no attempt to mimic a specific edition.

What is role-playing, for me? Role-playing is an escape from the mundane world in which we live, into a world of dragons, demons, catacombs, sorcerers, succubi, and warriors. A world where the fantastic is possible, where great heroes stride the land – and this game gives YOU the opportunity to play these heroes. If you are an experienced player or Game Master, then you know all of this already. If you are new to the dice, then I welcome you to our great hobby. Pull up a chair, pick up a set of polyhedrons and prepare to enter a world that is limited only by the boundaries of your imagination.

The world of 3d6 In Order!

Richard Tongue

CHAPTER ONE: GETTING STARTED

3d6 In Order requires one Game Master and an assortment of Players, typically anywhere between two and six. Players should begin by preparing a Player Character, their 'avatar' in the game world. This simply requires rolling a collection of dice to determine your character's strength, intelligence, and other features, selecting a character class and race, and then purchasing equipment – after which, you should be good to go! Game Masters have more work ahead of them; see Chapter 7 for details.

Dice

Several different types of dice are required for this game, and they are abbreviated in this text based on the number of sides they possess. A six-sided dice is a 'd6'; if three eight-sided dice are to be rolled, it will be described as '3d8'. For rolling 'd100', roll two ten-sided dice, determining in advance which is 'tens' and which is 'ones'. For character creation, you will need 3d6, 1d4 and 1d8; for the game, you will need at least these dice and a d20, though having a complete set of polyhedrons (d4, d6, d8, d10, d12, d20) is recommended.

Attribute Scores

Each character has six attributes, representing Strength, Intelligence, Wisdom, Constitution, Dexterity and Charisma. These are determined by rolling 3d6 for each attribute in that order, and then noting them down on your character sheet. Once these rolls have been made, it should be fairly obvious which class best suits the character, but players should not feel constrained by their rolls – if you have your heart set on playing a Magic-User, but your Dexterity is your highest ability...then you are simply playing an agile Magic-User! There are no statistic requirements for the basic four classes (Fighter, Thief, Magic-User, and Cleric), but there are some minimum requirements for their sub-classes.

Once a player has selected a class, points from other attributes can be shifted around – but only into the 'Prime Attribute' of that class. Ability scores may not be increased above 18 or below 9 in this manner. One point can be added to the 'Prime Attribute' for every two points transferred from another Attribute.

Experience Bonus

Characters with sufficiently high attributes can gain a bonus percentage to their experience points, which will increase the amount of points they obtain over the course of an adventure. Characters receive a 5% bonus if their Prime Attribute is 15+, 5% for having a Wisdom of 15+, and 5% for having a Charisma of 15+. This can reach a maximum of 15%. (For example, a Fighter with Strength 16, Charisma 17, and Wisdom 9 would receive a 10% bonus.)

Strength

Strength represents the physical power of the character, and as such comes most into play in melee combat. If the character's Strength score is 15 or more, he receives a +1 bonus to all melee to-hit and damage rolls. If the score is 8 or less, the character has a -1 bonus to all melee to-hit and damage rolls.

Intelligence

Intelligence represents the knowledge and reasoning of the character, his problem-solving ability. For every two points of Intelligence above 10, the character gains an additional language.

Wisdom

Wisdom is used to describe the insight and judgement of a character; it provides one of the experience point bonuses for all characters.

Constitution

Constitution provides the basis for the physical fitness of a character, his endurance. If the character has a Constitution of 15 or more, he receives a +1 bonus to hit die; a Constitution of 6 or less leads to a -1 penalty.

Dexterity

Dexterity is used to determine the agility and quickness of a character. A Dexterity score of 15 or more provides a +1 bonus on 'to-hit' rolls with missile weapons, a score of 7 or less provides a -1 penalty.

Charisma

Charisma is the raw appeal, appearance, and leadership ability of the character; how he relates to other people in the campaign setting. As well as providing an experience point bonus, this attribute also indicates how many hirelings the character may employ, as well as their loyalty.

Charisma Bonus Table

<u>Charisma</u>	<u>Hirelings</u>	<u>Loyalty</u>
3 – 4	1	- 2
5 – 6	2	- 2
7 – 8	3	- 1
9 – 12	4	0
13 – 15	5	+ 1
16 – 17	6	+ 2
18	7	+ 2

Retainers

Retainers can include either individual hirelings accompanying parties of adventurers, such as the torch bearer, scroll caddy, man-at-arms, or apprentice, or instead can represent higher-level specialists such as sages, alchemists, wizards. It can even represent commanders, who can ultimately lead forces under the direction of the Player Characters. (The analogy here sees the PC as an 'officer', with the directly controlled henchman as a 'sergeant', responsible for day-to-day actions while the PC *leads*.)

Hit Points

Hit Points (HP) indicate the amount of damage the PC can take before falling unconscious or dying. The total is determined by the number of Hit Dice (HD) rolled at each level, as indicated in the description of each character class. The Fighter, for example, has d8 hit dice, and will therefore roll d8 for his starting hit points. When a character goes up a level, his hit dice will change, and he will once again roll for his hit points, taking the greater of the two rolls. The Fighter from before, at second level, has 2 hit dice, and will roll 2d8. If he rolls more than his current number of hit points, then he keeps the higher figure. If he rolls less, then the total remains the same.

Alignment

The character's alignment essentially provides the 'moral compass' of his personality, providing a simple guide to how he will act in different situations.

Alignments are described as Law, Chaos, and Neutral. In general, Law also corresponds to being "good," Chaos corresponds to being "evil," and Neutrality simply means that the character is indifferent between the two moral polarities.

Starting Gold

Roll 3d6 and multiply the result by 10. This represents the number of gold pieces that a character possesses at the start of the campaign. Much of this should be spent on starting equipment; it is considered that this represents years of savings, or a carefully hoarded inheritance. Simply walking around with a jingling coin pouch is potentially asking for trouble. Game Masters take note!

Starting at Higher Levels

At the discretion of the Game Master, a party or an individual character can begin at a higher level than 1st; this is usually either to provide starting characters with more survivability than normal, or to allow a new player to adventure with a higher level party. If applied to an entire party, a round figure on the order of 1,000 experience points is usually sufficient; for an individual player, it is recommended that an amount of experience points equal to those accrued by the other player with the *least* points be allotted.

Character Retirement

Once the character reaches the highest level available in his character class, it is time to contemplate finding a place to hand up his 'spurs' and retire. This usually means a grand epic quest to tie up the character's remaining loose ends, and then a well-earned rest in the luxury of a keep or throne. At this point, a new starting character should be rolled, and a new journey can begin. However, never say never in 3d6 In Order; there is always the possibility of bringing the retired characters back out for a great adventure, or even as an NPC patron for your new character. (Or even an opponent, should your Game Master be particularly cruel...)

Game Master's Note: Languages

Languages will vary considerably depending on the milieu of the individual campaign. You can expect an average group to have access to between six to ten languages, so a considerable variety is useful. 'Common' is a usual slang for 'human', generally regarded as a language shared by all, a trading tongue. Each demi-human race, and the humanoid races, should have their own language also. Older languages, archaic languages no longer spoken, add great flavour to dungeons and ruins, and both the 'Dark Powers' and magic-users should have their own languages as well. A good list might run as follows:

Common, Elven, Dwarven, Halfling, Orcish, Goblin, Ogrish, Draconic (Colour), Elemental (Colour), Demonic, Auld Common, High Elven, Gnomish, Shadow Elven, Thieves' Cant, Bugbear, Druidic, Lizard Man.

CHAPTER 2: CHARACTER CLASSES

Once a player has determined his Attribute Scores, the next step is the selection of a 'character class', which describes the type of adventure that he will be playing. There are four basic character classes in 3d6 In Order – Cleric, Fighter, Magic-User, and Thief; none of these has any attribute requirements, and hence they are available to all characters. There are also a variety of sub-classes to choose from, but these *have* minimum attribute requirements, and your character may not be eligible for them. Be sure to create a balanced party; a group of Magic-users can easily die without a powerful sword to protect them. Likewise, the abilities of the Healer or the Cleric can save a key Player Character at the right moment.

Clerics

Clerics are armoured priests who serve an alignment, religion, or deity; if the Game Master has not selected a particular mythology for the campaign, then players are encouraged to come up with the details themselves. The Cleric, regardless of the specific details, serves as a champion of his faith and/or alignment; the character could be a witch-hunter, templar, exorcist, holy warrior. Many of the abilities of the Cleric focus on healing and protecting; during combat, they take a more supporting role, but are able to stand on the front line of battle. There are *no* Neutral Clerics; Clerics must take a stance between Law and Chaos. Wisdom is the 'Prime Attribute' of the Cleric.

Cleric Class Abilities

Weapon and Armour Restrictions: Clerics are forbidden to shed blood in combat, so are limited to the use of blunt weapons only; the only missile weapon they are permitted is the sling. Clerics do not have any restrictions on armour.

Spell Casting: Clerics are able to cast spells, based on their worship; each day, the Cleric 'prays' for a certain set of spells, selected from his spell list. Sometimes, the Power worshipped may 'choose' a spell for him; this can be used by the Game Master if necessary to provide a needed spell; it can also be used to punish a Cleric transgressing the faith.

Saving Throw: All Clerics have a +2 bonus on all saving throws relating to poison and paralysis.

Control Undead: Lawful Clerics can use their powers to repel or destroy the undead; Chaotic Clerics have the ability to control the undead.

Establish Temple: Upon reaching ninth level, a Cleric can construct and dedicate a temple to a deity, and may be able in this way to attract loyal followers to swear fealty to the character. All followers are lost should the Cleric opt to change his alignment.

Cleric Advancement Table

Level	Title	Experience	HD (d6)	Save	Spells				
					1	2	3	4	5
1	Acolyte	0	1	15	-	-	-	-	-
2	Adept	750	2	14	1	-	-	-	-
3	Priest	1,650	3	13	2	-	-	-	-
4	Curate	3,105	3+1	12	2	1	-	-	-
5	Prefect	5,505	4	11	2	2	1	-	-
6	Canon	12,015	5	10	2	2	1	1	-
7	Lama	24,500	6	9	2	2	2	1	1
8	Patriarch	38,050	6+1	8	2	2	2	2	2
9	High Priest	62,125	7	7	3	3	3	2	2
10	Grand Priest	105,500	8	6	3	3	3	3	3

Cleric Spell List

1st Level Spells

1. Cure (Cause) Light Wounds
2. Detect Chaos (Law)
3. Detect Magic
4. Light
5. Protection from Chaos (Law)
6. Purify (Putrefy) Food and Drink

2nd Level Spells

1. Augury
2. Bless (Curse)
3. Consecrate (Desecrate)
4. Find Traps
5. Hold Person
6. Holy Weapon

(Spells in parentheses represent the 'Chaotic' versions of those spells.)

3rd Level Spells

1. Cure (Cause) Disease
2. Cure (Cause) Moderate Wounds
3. Dispel Clerical Magic
4. Locate Object
5. Remove Curse
6. Speak with Dead

4th Level Spells

1. Aid (Hinder)
2. Cure (Cause) Serious Wounds
3. Neutralize Poison
4. Protection from Chaos (Law), 10ft.

5th Level Spells

1. Commune
2. Dispel Chaos (Law)
3. Quest
4. Raise Dead



The Druid

Druids are 'neutral' clerics; instead of worshipping a particular deity, they instead worship nature itself, and serve as its guardians and protectors; they are fearsome fighters in the defence of their beliefs, punishing those who transgress against the wild world. They often mistrust high civilization, and are uncomfortable in an urban environment. Strangely enough, there are some Druids who have taken the dungeon as their home; known as 'Shadow Druids', they have their own secret order and goals, unknown to those aboveground, but generally more inimical to civilization. They are dedicated to the preservation of their dungeon's ecology.

Characters must have a neutral alignment to take this class; a Wisdom of 12 and a Charisma of 14 is also required. The Prime Attribute of a Druid is Wisdom.

Druid Class Abilities

Weapon/Armour Restrictions: Druids are able to use daggers, sickles/crescent-shaped swords (treat as short swords), spears, and slings. They may wear leather armour, and use wooden shields.

Spell Casting: Druids can cast spells from the Druidic spell list, obtaining their spells in the same manner as the cleric.

Languages: As a bonus language, Druids have the ability to speak 'druidic'.

Wilderness Resistance: Druids have a +2 bonus to all Saving Throws associated with the natural world.

Level Based Abilities

2nd: At this level, the druid is able to identify pure water, plants and animals on sight. He is able to pass through overgrowth without a sign of his passing.

4th: At this level, Druids receive an immunity to all charm spells cast by woodland or water creatures.

6th: Thrice per day, the druid can change into the shape of any mammal, reptile or bird he has encountered. The size of the animal can be as small as a raven or as large as a bear. Half of any lost hit points are regained upon changing form.

Druid Advancement Table									
Level	Title	Experience	HD (d6)	Save	Spells				
					1	2	3	4	5
1	Aspirate	0	1	14	-	-	-	-	-
2	Ovate	805	2	13	1	-	-	-	-
3	Initiate 4 th rank	1,550	3	12	2	-	-	-	-
4	Initiate 3 rd rank	3,200	3+1	11	2	1	-	-	-
5	Initiate 2 nd rank	5,405	4	10	2	2	1	-	-
6	Initiate 1 st rank	11,800	5	9	2	2	1	1	-
7	Druid	20,055	6	8	2	2	2	1	1
8	Archdruid	45,005	6+1	7	2	2	2	2	2
9	Grand Druid	75,450	7	6	3	3	3	2	2
10	Heirophant	120,000	8	5	3	3	3	3	3

Druid Spell List

1st Level Spells

1. Detect Magic
2. Faerie Fire
3. Know Weather
4. Magic Fang

2nd Level Spells

1. Barkskin
2. Obscuring Mist
3. Speak with Animals
4. Warp Wood

3rd Level Spells

1. Call Lightning
2. Hold Animal
3. Plant Growth
4. Sticks to Snakes

4th Level Spells

1. Animal Summoning
2. Insect Plague
3. Reincarnate
4. Speak with Plants

5th Level Spells

1. Animal Growth
2. Commune with Nature
3. Stoneskin
4. Transform

The Fighter

Fighters are warriors, their skills honed in battle, and in the use of armour and weapons; as they progress in experience, they acquire the ability to lead companies or armies into battle. Characters could be medieval knights, ferocious Viking raiders, or even roaming samurai. Fighters generally end up on the front lines of the action, going toe-to-toe with the most fearsome adversaries. As a rule, the Fighter is the first line of defence against enemy attacks. Strength is the Prime Attribute of the Fighter.

Fighter Class Abilities

Weapon and Armour Restrictions: As well-trained warriors, fighters have no restrictions on the weapons or armour they are able to use.

Combat Machine: Against foes with Hit Dice equal to their level -4, Fighters have one attack per experience level in each round of battle.

Saving Throw: On all saving throws against death and poison, Fighters have a +2 bonus.

Command Army (4th/8th): At fourth level, Fighters can the ability to act as Mercenary Sergeants, commanding larger numbers of men in combat. At eighth level, they can act as Mercenary Captains. Sergeants can command twenty men, Captains fifty.

Establish Stronghold: At ninth level, a Fighter who chooses to build a castle is considered to have reached the rank of "Baron" or "Baroness," bestowed by the local ruler or monarch. The character may choose to attract a body of men-at-arms, who will swear their fealty as loyal followers.



Fighter Advancement Table

<u>Level</u>	<u>Title</u>	<u>Experience</u>	<u>HD (d8)</u>	<u>Save</u>
1	Veteran	0	1	14
2	Warrior	650	2	13
3	Swordsman	2,100	3	12
4	Hero	3,600	4	11
5	Swashbuckler	6,500	5	10
6	Myrmidon	11,150	6	9
7	Champion	20,200	7	8
8	Superhero	36,750	8	7
9	Lord	61,100	9	6
10	High Lord	105,000	10	5

The Paladin

Paladins are paragons of virtue and honour, and the sworn enemies of the evil and the unholy; they are knights and nobles, and would not be out of place at King Arthur's Round Table. The path of the paladin is a difficult one to walk, and strict adherence to the principles of the paladin is required. Generally, paladins align themselves with a church that is compatible with their beliefs; they find it nearly impossible to spend any time or travel with any who follow the path of chaos.

Characters require a Charisma of 17 in order to take this class. All paladins must be of Lawful alignment; should they ever change alignment, then all powers and abilities are permanently lost and the character becomes a Fighter of equivalent level. The Prime Attribute for the Paladin is, naturally enough, Charisma.

Paladin Class Abilities

Weapon/Armour Restrictions: As trained warriors, Paladins are able to use any weapons or armour; they prefer plate mail if available.

Immunity: Paladins are immune to all diseases.

Healing Touch: For every level he attains, the Paladin may bestow two hit points of healing on a target. At fifth level or higher, this ability can be used to 'cure disease'. This touch may only be applied once per day, and never on the Paladin himself.

Saving Throw: The Paladin has a +2 saving throw against death or poison, as with the fighter.

Bless: All Paladins are permanently under the effects of the 'Bless' spell. Should they lose their powers, they are permanently under the effect of a 'Curse' spell.

Paladin's Steed: At 2nd level, the Paladin can summon a wondrous horse to ride into battle; he may only use this ability once a decade. The horse has the following statistics:

Paladin's Mount: HD 4; AC 5; Atk hooves (1d6); Save 15; Move 18; XP 240; Special: High intelligence, Trained for combat.

Holy Sword: If a Holy Sword is wielded by the Paladin, he is immune to all inimical spells.

Paladin Advancement Table

<u>Level</u>	<u>Title</u>	<u>Experience</u>	<u>HD (d8)</u>	<u>Save</u>
1	Gallant	0	1	14
2	Keeper	890	2	13
3	Protector	2,400	3	12
4	Defender	3,795	4	11
5	Warder	7,125	5	10
6	Guardian	13,395	6	9
7	Chevalier	27,505	7	8
8	Justicar	49,125	8	7
9	Paladin	71,105	9	6
10	Lord Paladin	121,000	10	5

Game Master's Note: The Anti-Paladin

One of the longest-standing pieces of lore from the earliest games is the 'Anti-Paladin'. While you are likely to find that there is always one PC wanting to play such a monster, this is not recommended; however, such villains can be excellent adversaries for brave-hearted adventurers. For the purpose of HD, levels and combat ability, the Anti-Paladin is treated as the Paladin. Instead of 'Bless', he is permanently under the effects of 'Protection from Law 10' radius'; when laying on hands he *causes* wounds rather than healing them, and his powers are enhanced by wielding an *unholy* sword. (It is left to the individual DM to determine the dark nature of his steed!)

Level Titles: Caitiff, Miscreant, Malefactor, Hellraiser, Blackguard, Scoundrel, Dastard, Villain, Fiend, Anti-Paladin.

The Ranger

Rangers are fighters specialising in wilderness lore; they have abilities in tracking, scouting, spying and infiltration. They often work with Druidic cults either to provide advance warning of dangers, or as agents in the outside world. Rangers often operate on the borders between wilderness and civilization, with one foot in each world.

Rangers must be of Neutral alignment, and require Strength, Intelligence, Wisdom and Constitution to all be in excess of 13. The Prime Attribute for the Ranger is Strength.

Ranger Class Abilities

Weapon/Armour Restrictions: As trained fighters, Rangers are able to use any weapons or armour at will.

Great Endurance: Rangers roll their Hit Dice *twice* at first level, and take the sum of the results. (Any bonus from Constitution is only applied once.)

Spell Casting: At high levels, Rangers gain the ability to cast druidic and magic-user spells.

Alertness: Rangers, and any party they are travelling with, only have a 1 in 6 chance of being surprised.

Magical Items: As well as all items eligible for use by a Fighter, Rangers may use any magical items that heal or cure disease.

Tracking: Rangers can track any prey (monster, humanoid, or animal) outdoors with a roll of 1-11 on a d12. For each day old the tracks are, a penalty of -1 is imposed to the roll. (Modifiers should be imposed for adverse weather conditions such as rain or snow.)

Stalking: A Ranger's tracking ability may also be used indoors, but over a shorter period. The Ranger must have observed his target no more than 6 turns previously; the chance to track in an urban or dungeon environment is based on the table below.

<u>Monster's Action</u>	<u>Chance to Track</u>
Goes down a passage	1-13
Goes through a door	1-11
Goes thorough a trap door	1-10
Goes through a secret door	1-6
Goes through a chimney	1-8

Followers: At low levels, Rangers prefer to operate alone or in small groups, and hence may not employ any hirelings or assistants. At 9th level, however, they attract 2d6 followers, as rolled on the tables below. Any followers killed cannot be replaced.

<u>Type</u>	<u>d12</u>	<u>Class (d6 level)</u>	<u>d12</u>
Human	1-5	Fighter	1-5
Elf	6-7	Magic-User	6-7
Dwarf	8-9	Thief	8-9
Halfling	10-11	Druid	10-11
Other	12	Other	12

<u>Other</u>	<u>d10</u>	<u>Other</u>	<u>d10</u>
Ranger (2 nd lvl.)	1	Wolf Pack (d8)	6
Ranger (4 th lvl.)	2	Hill Giant	7
Unicorn	3	Stone Giant	8
Pegasus	4	Hippogriff	9
Werebear	5	Dryad	0

Saving Throw: Rangers have a +2 bonus on all saving throws against death and poison.

Ranger Experience Table

<u>Level</u>	<u>Title</u>	<u>Experience</u>	<u>HD (d8)</u>	<u>Save</u>	<u>Spell Ability</u>
1	Runner	0	2	14	None
2	Strider	910	3	13	None
3	Scout	2,875	4	12	None
4	Guide	4,300	5	11	None
5	Pathfinder	6,500	6	10	None
6	Warder	13,100	7	9	None
7	Guardian	21,150	8	8	1st-level Druid
8	Ranger Knight	40,000	9	7	1st-level Magic-User
9	Ranger Lord	75,500	10	6	2nd-level Druid
10	Master of Rangers	122,305	11	5	2nd-level Magic-User

Thief

The Thief, as with so many rogues in fiction, is skilled in subterfuge and pilfering; he can serve as a scout, and can infiltrate behind enemy lines, and launch a vicious backstab attack. At home in urban or dungeon settings, Thieves tend to work in guilds, operating in tight bands for the good of all their number; the politicking that takes place in such associations tends to be involved, and lethal. At the one end, Robin Hood could easily be classed as a Thief; at the other, so could Fagin.

At best, Thieves are Neutral; more often they are Chaotic. The 'unique' skills of the Thief can often make other classes weary of permitting them in groups, but their skills tend to make up for that. They have poor hit dice, however, and must rely solely on their wits to survive. The Prime Attribute of the Thief is Dexterity.

Thief Class Abilities

Weapon/Armour Restrictions: Thieves are able to use any weapons, but are restricted to wearing leather armour.

Thief Abilities: The Thief has a selection of special abilities, beginning at first level, which improve with experience. These involve the ability to open locks, disarm traps, pick pockets, and move silently. Use of these abilities requires a successful percentile roll on the Thief Abilities table.

Sneak Attack: Undetected thieves can use a special sneak attack to do improved damage to a foe, once per combat. From 1st-4th level, the Thief automatically does maximum damage, from 5th-8th double maximum damage, and from 9th and up, *triple* maximum damage. Further, this attack is made with a +4 bonus. Only one-handed weapons in melee can be employed in this attack.

Ranged Expert: Thieves have a +1 to-hit bonus to all ranged attacks.

Language: Thieves receive the bonus language, 'Thieves' Cant', a secret non-verbal language allowing for communication between thieves of the same guild.

Saving Throw: Thieves have a +2 bonus on all saving throws against death and poison.

Thief Advancement Table				
<u>Level</u>	<u>Title</u>	<u>Experience</u>	<u>HD (d4)</u>	<u>Save</u>
1	Rogue	0	1	13
2	Footpad	490	2	12
3	Cutpurse	1,000	2+1	11
4	Robber	1,750	3	10
5	Burglar	3,250	3+1	9
6	Flicher	6,750	4	8
7	Sharper	12,100	4+1	7
8	Magsman	21,950	5	6
9	Thief	33,550	5+1	5
10	Master Thief	65,100	6	4

Thief Abilities Table					
<u>Level</u>	<u>Open Locks</u>	<u>Remove Traps</u>	<u>Pick Pocket</u>	<u>Move Silently</u>	<u>Hide in Shadows</u>
1	15%	10%	20%	10%	15%
2	20%	15%	25%	15%	25%
3	25%	20%	30%	20%	35%
4	30%	30%	40%	30%	45%
5	35%	35%	45%	35%	55%
6	40%	45%	55%	40%	65%
7	50%	55%	60%	50%	75%
8	60%	65%	70%	60%	85%
9	70%	75%	80%	70%	90%
10	80%	85%	90%	80%	95%

(Thieves with Dexterity scores higher than 15 receive a +10 modifier to all skill levels.)

Assassin

Assassins are murderers for hire; they specialise in the elimination of targets for money. True mercenaries, they never have morals and loyalties of their own, being strictly killers-for-hire. As a result, they are shunned and feared wherever they go, and often hide their profession from the outside world, often pretending to be a thief or a fighter. In some areas, assassins operate individually; in others, they operate in small, exclusive guilds for protection.

Assassins are Neutral in alignment, serving no ends other than their own. To qualify for this class, Strength, Intelligence and Dexterity all must be 12 or higher. The Prime Attribute of the Assassin is Intelligence.



Assassin Class Abilities

Weapon/Armour Restrictions: Assassins have the same restrictions on weapons and armour as the Thief.

Saving Throw: Assassins have a +4 to all saves against poison.

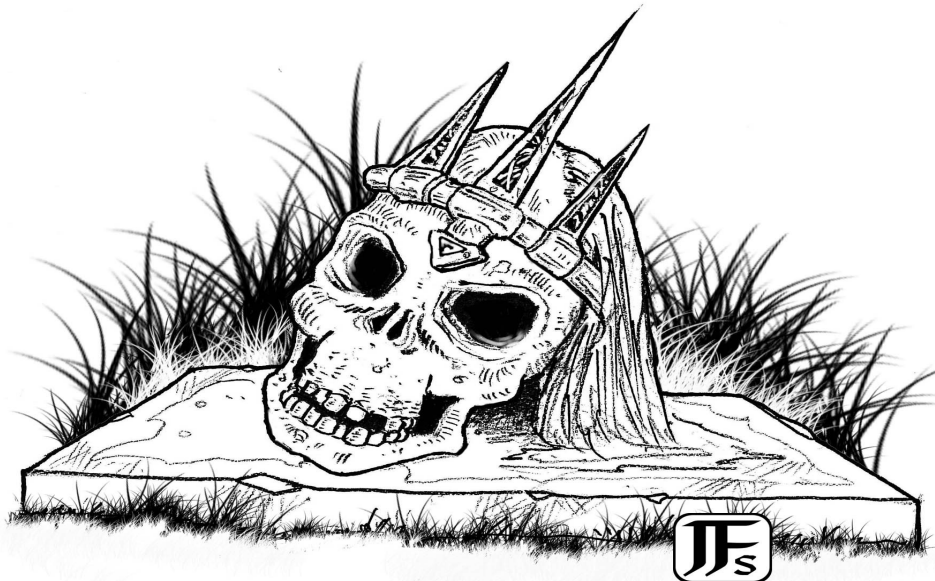
Disguise: In order to approach their targets covertly, Assassins have mastered the art of disguise, and may alter their appearance through dress and changing mannerisms. The Assassin has a 1-11 change of disguising himself on a d12, with a -3 modifier if attempting to disguise himself as a member of the opposite sex. If the Assassin's Charisma is 15 or more, he receives a +1 bonus to this roll. The roll must be performed once per day for every day the Assassin wishes to remain disguised; there is a cumulative -1 penalty to the roll for every day after the first.

Poisoner: To facilitate the completion of their missions, Assassins make widespread use of poisons. They are able to manufacture poison using locally available materials by rolling under their Intelligence on 3d6; each poison has to be tailored based on the race of a target. Poisons created in this way retain their potency for 2d6 days. There is a risk of detection if this poison is used in combat; onlookers within 10 ft. of an assassin attempting the use poison have a 50% chance of detecting the item. Poisons used covertly, hidden in food or drink, has only a 10% chance of being detected.

Thief Abilities: Assassins have the abilities of a Thief two levels below their experience level as an Assassin. (So a 4th-level Assassin operates as a 2nd-level Thief.)

Assassin Advancement Table

<u>Level</u>	<u>Title</u>	<u>Experience</u>	<u>HD (d4)</u>	<u>Save</u>
1	Bravo	0	1	14
2	Rutterkin	650	2	13
3	Waghalter	1,400	3	12
4	Murderer	2,615	4	11
5	Thug	4,005	5	10
6	Killer	6,010	6	9
7	Cutthroat	8,955	7	8
8	Executioner	17,120	8	7
9	Assassin	33,390	9	6
10	Master Assassin	74,500	9+1	5



The Magic-User

Magic-Users are the wielders of arcane energies, students of ancient powers, with the ability to unleash devastating spells on their opponents. As they gain experience, they gain in power, ultimately gaining the ability to marshal tremendous forces of primeval power. Some cultures fear and shun them; others treat them as useful commodities. Not a few *worship* them. Though in the early part of their careers they are weak, and in need of protection, in their later days, they will become the most powerful members of an adventuring party. The Prime Attribute for Magic-Users is, obviously, Intelligence.

Magic-user Class Abilities

Weapon and Armour Restrictions: Magic-Users are forced to spend most of their time studying arcane tomes, or meditating on the mystic forces of the unknown; they have little time to train with weapons.

They are unable to wear armour, and can only wield darts, daggers or staves.

Spell Casting: The Magic-User owns a book of spells, formulae that he has mastered in the past – this book does not necessarily include all of the spells on the standard lists; indeed this is rare. Every day, the Magic-User presses a spell into his mind, and makes the required preparations to cast the spell later in the day. Once the spell has been cast, then it has left the Magic-User's mind and he cannot cast it again. It is possible, however, to prepare a spell multiple times using the 'slots' in the memory of the Magic-User. The character can copy spells from scrolls into his spellbook; he can even obtain other spellbooks from other Magic-Users and take their spells as his own.

Saving Throw: Magic-Users have a +2 bonus on all saving throws made to resist spells.

Magic-User Advancement Table

Level	Title	Experience	HD (d6)	Save	Spells					
					1	2	3	4	5	6
1	Prestidigitator	0	1	15	1	-	-	-	-	-
2	Evoker	850	1+1	14	2	-	-	-	-	-
3	Conjurer	1,850	2	13	3	1	-	-	-	-
4	Theurgist	3,150	2+1	12	4	2	-	-	-	-
5	Thaumaturgist	6,905	3	11	4	2	1	-	-	-
6	Magician	11,150	3+1	10	4	2	2	-	-	-
7	Enchanter	24,005	4	9	4	3	2	1	-	-
8	Warlock	39,775	4+1	8	4	3	3	2	-	-
9	Sorcerer	68,125	5	7	4	3	3	2	1	-
10	High Wizard	119,950	6	6	4	4	3	2	1	1

Magic-User Spell List

1st Level Spells

1. Charm Person
2. Detect Magic
3. Floating Disc
4. Hold Portal
5. Light
6. Magic Missile
7. Read Languages
8. Read Magic
9. Shield
10. Sleep

2nd Level Spells

1. Detect Invisibility
2. Inspire Rage
3. Invisibility
4. Knock
5. Levitate
6. Light, Continual
7. Locate Object
8. Strength
9. Web
10. Wizard Lock

3rd Level Spells

1. Alter Time
2. Darkvision
3. Dispel Arcane Magic
4. Fireball
5. Fly
6. Hold Person
7. Invisibility, 10' radius
8. Lightning Bolt
9. Protection from Normal Missiles
10. Water Breathing

4th Level Spells

1. Charm Monster
2. Confusion
3. Contact Other Plane
4. Dimension Portal
5. Polymorph
6. Remove Curse
7. Summon Minor Demon
8. Wall of Fire
9. Wall of Ice
10. Wizard Eye

5th Level Spells

1. Animate Dead
2. Cloudkill
3. Conjure Elemental
4. Feeblemind
5. Hold Monster
6. Inspire Mass Rage
7. Magic Jar
8. Massmorph
9. Passwall
10. Teleport

6th Level Spells

1. Anti-Magic Shell
2. Death Spell
3. Disintegrate
4. Enchant Item
5. Invisible Stalker
6. Move Earth
7. Move Water
8. Reverse Gravity
9. Summon Major Demon
10. Wall of Stone

Game Master's Note: Determining Starting Spells

Magic-Users, and their sub-classes, should definitely not have all of the first-level spells available to them at the start of a campaign; Game Masters can use the promise of new spellbooks as a spur for adventure! All the tables are designed for random generation with the appropriate polyhedrons; it is suggested that a starting 1st-level Magic-User should have Read Magic, and two other spells randomly rolled. This should naturally be scaled up for higher-level Magic-Users; a second-level character might have three spells, a third-level character should additionally have a roll on the second-level spell table.

Alternatively, you can create 'schools of magic' that teach a different suite of spells; this can add real flavour to the start of a campaign. 'Murgain's Magic School' might teach its pupils utility spells such as 'Floating Disc' or 'Hold Portal', whereas a 'military' style magical academy might teach 'Magic Missile' as standard. Some spells could be the exclusive province of such magical schools, though rather than using the standard lists, it is generally better to create or adapt new spells for such purposes.

Illusionist

Illusionists are a sub-class of magic-user who specialise in the conjuration of magical illusions. They are generally regarded as tricksters, hiding in the shadows of the world. Illusionists are generally solitary, rarely working together in guilds, more preferring to ply their dark enchantments where their power is unsuspected. They often pretend to be simple magic-users, even in adventuring parties.

In order to qualify for this class, the character must be either Neutral or Chaotic in alignment, and have intelligence and dexterity scores of at least 15. The Prime Ability of the Illusionist is Intelligence.

Illusionist Class Abilities

Weapon/Armour Restrictions: Like the magic-user, illusionists may use darts, daggers and staves and may not wear any armour.

Spell Casting: The illusionist casts spells in the same manner as the magic-user. Illusionists possess their own spell list independent of the magic-user. (Magic-users and Illusionists may *never* share spells. They are of competing philosophies of magic; generally they show antipathy to their rivals!)

Saving Throw: Illusionists gain a +4 bonus to save versus illusions.

Level	Title	Experience	HD (d4)	Save	Spells					
					1	2	3	4	5	6
1	Minor Trickster	0	1	15	1	-	-	-	-	-
2	Trickster	995	2	14	2	-	-	-	-	-
3	Master Trickster	2,100	3	13	3	1	-	-	-	-
4	Cabalist	3,905	3+1	12	4	2	-	-	-	-
5	Visionist	7,505	4	11	4	2	1	-	-	-
6	Phantasmist	13,005	5	10	4	2	2	-	-	-
7	Apparitionist	25,855	6	9	4	3	2	1	-	-
8	Spellbinder	41,000	6+1	8	4	3	3	2	-	-
9	Illusionist	68,555	7	7	4	3	3	2	1	-
10	Grand Illusionist	125,000	8	6	4	4	3	2	2	-

Illusionist Spell List

1st Level Spells

1. Detect Illusion
2. Detect Invisibility
3. Hypnotise
4. Light
5. Minor Phantasmal Force
6. Ventriloquism

2nd Level Spells

1. Blur
2. Invisibility
3. Major Phantasmal Force
4. Mirror Image
5. Phantom Trap
6. Pyrotechnics

3rd Level Spells

1. Confusion
2. Greater Phantasmal Force
3. Hallucinatory Terrain

4. Lesser Illusionary Magic
5. Invisibility 10' radius
6. Misdetection

4th Level Spells

1. False Vision
2. Greater Invisibility
3. Hallucinatory Pattern
4. Illusionary Wall
5. Nightmare
6. Summon Illusionary Creature

5th Level Spells

1. Greater Illusionary Magic
2. Mass Hallucination
3. Persistent Phantasmal Force
4. Summon Dream
5. Summon Shadow Creature
6. Walk Through Shadows

The Healer

The Healer is a sub-class of the Magic-User, dedicated to helping others. Much of the time, this means employing his arcane power to healing and caring for the sick and injured, sometimes he is required to wield a weapon in the pursuit of peace and justice. Many small villages have a Healer to take care of minor ailments; they study in large institutions of learning, much sought-after by any wise ruler. For an adventuring party, a healer is a tremendous asset; one spell can make the difference literally between life and death.

Qualifying for this class is not straightforward; Intelligence and Wisdom of 14 or more is required. Healers are always Lawful or Neutral in alignment. Their Prime Attribute is Intelligence.

Healer Class Abilities

Weapon/Armour Restrictions: Healers are unable to use any armour, or wield a shield; however, they spend more time on the 'front lines' than many magic-users, and have picked up some martial abilities; they can use any one-handed weapon.

Spell Casting: The healer casts spells in the same manner as the magic-user. Healers possess their own spell list independent of the magic-user. Healing magic represents a different path than traditional magic-users walk; the two classes are unable to share spells.

Saving Throws: A healer has a bonus of +2 on all saving throws against death or poisons.

Level Based Abilities

3rd: At this level, the healer is able to identify any potion or poison with a single taste.

5th: Once this level is attained, the healer can brew Potions of Healing, at the rate of one per day.

8th: At this level, the healer can 'read the aura' of any humanoid, determining both his level of health (hit point total) and any illness or disease being suffered.

Level	Title	Experience	HD (d6)	Save	Spells					
					1	2	3	4	5	6
1	Student	0	1	14	1	-	-	-	-	-
2	Medic	805	1+1	13	1	-	-	-	-	-
3	Field Medic	1,755	2	12	1	1	1	-	-	-
4	Practitioner	3,105	2+1	11	2	1	1	1	-	-
5	Doctor	5,955	3	10	2	2	1	1	1	-
6	Physician	10,005	3+1	9	2	2	2	1	1	-
7	Specialist	17,775	4	8	3	2	2	1	1	-
8	Surgeon	34,105	4+1	7	3	2	2	2	1	-
9	Healer	68,955	5	6	3	3	2	2	2	-
10	Learned Healer	112,200	5+1	5	4	3	3	3	2	-

Healer Spell List

1st Level Spells

1. Cure Light Wounds
2. Diagnose Condition
3. Read Magic
4. Resist Disease

2nd Level Spells

1. Cure Disease
2. Cure Moderate Wounds
3. Detect Magic
4. Resist Poison

3rd Level Spells

1. Cure Serious Wounds
2. Neutralise Poison
3. Resist Magical Disease
4. Resist Paralysis

4th Level Spells

1. Cure All Wounds
2. Cure Blindness
3. Cure Insanity
4. Cure Paralysis

5th Level Spells

1. Cure Magical Disease
2. Longevity
3. Raise Dead
4. Regenerate

Pyrocaster

Pyrocasters are a magic-user sub-class that specializes in the harnessing and wielding of magical fire. Their power is drawn from the elements themselves, and they find an affinity for volcanoes and other similar places. An Intelligence and Constitution score of 13 is required for a character to become a Pyrocaster. Their robes are always orange, yellow or red, and unlike the Illusionist, they are rarely willing to conceal their true nature from the world.

Pyrocaster Class Abilities

Weapon/Armour Restrictions: As with the magic-user, Pyrocasters may use darts, daggers and staves, and are unable to wear armour.

Fire-Resistance: Pyrocasters have a +2 bonus to all saving throws made against fire, normal or enchanted.

Level-Based Abilities

- 1st: Can cast 'Light' once per day.
- 4th: Can cast 'Continual Light' once per day.
- 6th: Becomes immune to non-magical fire.
- 10th: Becomes immune to *all* fire.

Level	Title	Experience	HD (d4)	Save	Spells					
					1	2	3	4	5	6
1	Kindler	0	1	15	1	-	-	-	-	-
2	Flamethrower	995	2	14	2	-	-	-	-	-
3	Burner	2,100	3	13	3	1	-	-	-	-
4	Flamer	3,905	3+1	12	4	2	-	-	-	-
5	Combuster	7,505	4	11	4	2	1	-	-	-
6	Conflagrator	13,005	5	10	4	2	2	-	-	-
7	Ignitor	25,855	6	9	4	3	2	1	-	-
8	Incinerator	41,000	6+1	8	4	3	3	2	-	-
9	Pyrocaster	68,555	7	7	4	3	3	2	1	-
10	Grand Pyrocaster	125,000	8	6	4	4	3	2	2	-

Pyrocaster Spell List

1st Level Spells

1. Detect Magic
2. Fire Bolt
3. Fire Shield
4. Light
5. Protection from Fire
6. Read Magic

2nd Level Spells

1. Burning Hands
2. Cloud of Smoke
3. Continual Light
4. Fire Burst
5. Lesser Kindle Flame
6. Resist Fire

3rd Level Spells

1. Fireball
2. Flame Skin
3. Flame Weapon
4. Protection from Fire 10' Radius

4th Level Spells

1. Cloud of Ash
2. Delayed Action Fireball
3. Greater Kindle Flame
4. Wall of Fire

5th Level Spells

1. Firestorm
2. Summon Fire Elemental

CHAPTER 3: CHARACTER RACES

In the world of 3d6 In Order, humans are not alone. The great forests of the land are populated by Elves, Dwarves carve halls and mines deep into the bowels of the earth, and in the hill-houses of their shires, halflings reside in comfort. On the fringes of civilization are the half-breeds; half-orcs, half-ogres, and half-elves, despised and distrusted by all, but with the legacy of both of their races to create their destiny.

The Dwarf

Dwarves tend to grow up in underground cities. As such, Dwarves easily take note of certain features of stonework: sloping corridors, moving walls, and traps made of stone (in particular: falling blocks, rigged ceilings, and tiny slits designed to release arrows, darts, or poison gas). There are no established rules or die roll for making use of these abilities; exactly what the Dwarf does or does not perceive is for the Game Master to decide.

Dwarven Race Abilities

Character Advancement: Dwarves can advance as Fighters or as Thieves. They can advance up to 7th level as a Fighter, and up to 5th level as a Thief.

Weapon and Armour Restrictions: Like human Fighters, Dwarves have been trained in warfare and have no restrictions on the weapons or armour they may use.

Fighting Giants: Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting dwarves, and only inflict half the normal damage against them.

Keen Detection: Dwarves are good at spotting traps, slanting passages, and construction while underground.

Saving Throw: Dwarves do not use magic and, as such, are somewhat immune to its effects; they receive a +4 bonus on saving throws vs. magic.

Tough as Nails: Regardless of class, all Dwarves treat Constitution as their Prime Attribute.

Languages: As a bonus dialect, all Dwarves are able to speak Dwarvish, as well as Common.

The Elf

Elves grow up in the magical realms of the deep forests, away from the cares and concerns of menfolk; they have an intimate acquaintance with magic, even if they choose not to practice it as a profession. They are more at home in the wilds than in either cities or dungeons, and tend to look down their nose a little at the shorter-lived races.

Elven Race Abilities

Character Advancement: Elves may advance as either Fighters or Magic-Users. They can progress to 5th level as Fighters, and to 7th level as Magic-Users. (Optionally, the Dungeon Master may permit Elves to practice as Druids; in this case they are permitted to advance only to 5th level.)

Weapon and Armour Restrictions: Elves have no special restrictions to their equipment, following the dictates of the class they are following.

Hereditary Foes: Elves gain an extra +1 ("to-hit" or to damage) when fighting goblins, orcs, intelligent undead, and lycanthropes. Elves are also immune to paralysis caused by undead such as ghouls.

Keen Detection: Elves are good at spotting hidden and concealed doors (1-4 on a d6 when searching, 1-2 on a d6 if just passing by).

Languages: As a bonus dialect, all Elves are able to speak Elven, as well as Common.

The Halfling

Halflings are short, often stout, and live in shires, rustic communities that are usually remote from those of larger folk. A few of them have a mildly adventurous spirit, enough to venture forth for a while at least, exploring the world beyond the farms and fields of the local shire.

Halfling Race Abilities

Character Advancement: Halflings can advance as either Fighters or as Thieves. As a Fighter, they can reach 4th level; they can reach 6th level as Thieves.

Weapon and Armour Restrictions: Halflings are too short to use many normal weapons properly; all one-handed human weapons are treated as two-handed for their purposes, and they cannot wield normal two-handed weapons. Special 'halfling' weapons can be created at 25% more cost, but have a -2 to all damage rolls. (Gnomish and Halfling weapons and armour are interchangeable.)

Fighting Giants: Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting small creatures such as halflings and dwarves, and only inflict half the normal damage against them.

Deadly Accuracy with Missiles: Halflings receive a +2 "to-hit" when firing missile weapons in combat. If playing a Thief, this stacks with the bonus attributed to that character class.

Near Invisibility: When not engaged in combat, halflings can be quite stealthy, making themselves hard to spot and moving in almost total silence. Halflings gain the 'Hide in Shadows' skill even as a Fighter; as a Thief they gain a +5 modifier to their roll.

Saving Throw: Halflings are somewhat immune to magic, and receive +4 on saving throws vs. magic.

Languages: As a bonus dialect, all Elves are able to speak Elven, as well as Common.

The Gnome

Gnomes are related to Dwarves, sharing many of their idiosyncrasies, but having an appreciation for the magical world that sometimes seems more akin to the Elves. They have a wistful way about them, and live clustered either in small communities of their own off in the hills, or close to other humanoids, often humans or dwarves. They can be a fierce people, and once aroused, wield their war-picks in battle with their larger brethren.

Gnomish Race Abilities

Character Advancement: Gnomes can advance to 5th level as Fighters; their affinity for illusion magic allows them to reach 7th level as Illusionists.

Saving Throw: Gnomes have a +2 on all saving throws vs. magic, and a +6 on all saving throws vs. illusion.

Weapon and Armour Restrictions: Gnomes are often too short to wield many normal weapons; they treat all one-handed human weapons as two-handed, and are unable to wield human-sized two-handed weapons at all. At an increased cost of 25%, they can have 'gnomish' weapons created, at a -2 to all damage rolls. (Gnomish and Halfling weapons and armour are interchangeable.)

Fighting Giants: Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting gnomes, and only inflict half the normal damage against them.

Languages: Gnomes receive Gnomish and Dwarvish as bonus languages at character creation.

The Half-Elf

Half Elves are the distrusted offspring of Elves and Humans; this occurs in the rare circumstances when an Elf and a Human fall in love. Their offspring are often treated with disdain by both communities; they age too quickly to fit into Elven societies, too slowly for Human, and often find themselves wandering the world, seeking a home that does not exist.

Half-Elf Race Abilities

Character Advancement: As with Humans, Half-Elves can take any character class, without level restriction.

Weapons and Armour Restrictions: There are no restrictions for Half-Elven characters.

Distrusted: All Half-Elves experience a -2 to all loyalty rolls with Human or Elven hirelings. They have a +2 to loyalty rolls with Half-Elven hirelings.

Languages: Half-Elves roam the world, and learn many of its ways; they begin play with Common, Elven, and two other languages of their choice.

The Half-Orc

Half-Orcs are hated by both humans and orcs; by humans, given the distasteful way in which they arrived in the world, by orcs, because they are far weaker than their brethren. Many are lucky to survive childhood; those who do find themselves hated.

Half-Orc Race Abilities

Character Advancement: Half-Orcs can advance as Fighters, Clerics or Thieves; in each class they can attain the 7th level. (The Game Master may permit Half-Orcs to take the Assassin class, in which case they are permitted to reach 4th level.)

Weapons and Armour Restrictions: There are no restrictions for Half-Orc characters.

Hated and Feared: All Half-Orcs have a -2 to all loyalty rolls for hirelings. In the case of other half-breeds, this is exempted; in the case of other Half-Orcs, it is taken as a +2.

Damage Bonus: Half-Orcs receive a +1 to all melee damage, due to their inherent strength.

Languages: Half-Orcs receive Orcish as a bonus language at character creation.

The Half-Ogre

Half-Ogres are giants and outcasts from their people, but their sheer strength often gives them a measure of respect not found other half-breeds. They often find themselves in adventuring parties, given the obvious advantages inherent in a person of their stature.

Half-Ogre Race Abilities

Character Advancement: Half-Ogres can only advance as Fighters. They are capable of attaining 5th level. (Some rare Half-Ogres can become Clerics, in which case they are only able to reach 3rd level.)

Weapons and Armour Restrictions: Half-Ogres require special equipment, being too large to use normal weapons and armour. All such items must be specially manufactured at double the cost of normal equipment.

Damage Bonus: In melee, Half-Ogres gain a +2 to all damage rolls due to their size.

Languages: Half-Ogres receive Ogrish as a bonus language at character creation.

Game Master's Note: Other Races

Many Dungeon Masters will find their players requesting that they play other races, possibly monstrous ones such as Goblins, Orcs, Kobolds, and so on. This should be discouraged; these races are the enemy of the civilized races, and are likely to be attacked on sight in any community. However, in rare circumstances this can be permitted; allow them to advance only as Fighters, with a maximum experience level of 4th. Such characters should receive their own racial language *instead* of Common – Common should only be taken if the character's Intelligence score is sufficient.

CHAPTER 4: ITEMS AND EQUIPMENT

What is an adventurer without his equipment! A careful selection of weapons and equipment is vital if a character is to survive dangerous expeditions into the unknown. There may not be sufficient funds for each party member to select everything that is desired initially; compromise and care is essential if a party is to win forth!

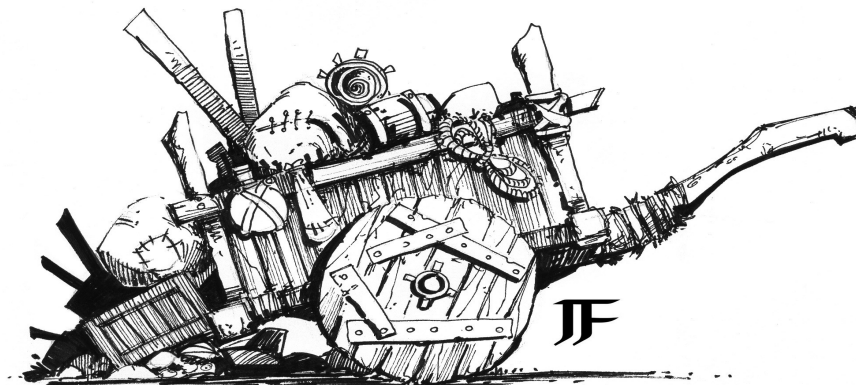
Currency

Each character starts with some gold pieces (3d6x10) at the beginning of the game, used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below in amount of gold pieces. There are other, exotic currencies as well, used by long-dead societies, such as platinum, and electrum; their value is recommended at one platinum piece (pp) to two gold pieces, and two electrum pieces (ep) to one gold piece. These currencies should only be redeemable at specialist dealers, however.

Equipment Weight

Generally, it can be assumed that a 'normal' item of miscellaneous equipment weighs ten pounds; a coin or gem is assumed to weigh 0.1 pounds. A character is assumed to be able to carry his Strength times ten in pounds of equipment for an extended period. Characters should record where items are being carried on his character sheet, in backpacks, on shoulders, in belt pouches, and so on. Game Masters are encouraged to penalize players who assume that they can carry everything in their hands and still fight unhindered!

Adventuring Gear	Cost (GP)
Backpack (30 lb. Capacity)	5
Bedroll	2
Belladonna, bunch	10
Bottle (Wine), glass	1
Candle (6)	1
Case (Map/Scroll)	3
Crowbar	5
Flint and Steel	5
Garlic (1 lb.)	10
Grappling Hook	5
Hammer, small	2
Helmet	10
Holy Symbol, wooden	2
Holy Symbol, silver	25
Lantern	10
Mirror, small steel	5
Musical Instrument	10 - 100
Oil (lamp), 1 pint	2
Pole (10 ft.)	1
Pouch, belt (10 lb. Capacity)	5
Quiver (20 arrows capacity)	10
Rations, iron (1 day)	1
Rations, trail (1 day)	3
Rope, hemp (50 ft.)	1
Rope, silk (50 ft.)	5
Sack (15 lb. Capacity)	1
Sack (30 lb. Capacity)	2
Shovel	5
Spellbook	50
Spikes, iron (12)	1
Tent	20
Thieves' Tools	30
Torches (6)	1
Waterskin	1
Wolfsbane, bunch (1 lb.)	10



Transportation	Cost (GP)	Armour	AC	Weight (lb.)	Cost(GP)
armour, horse (AC 5)	320	Chain Mail	5	50	75
Bags, Saddle (60 lb. Capacity)	10	Leather	8	15	10
Boat	100	Plate Mail	3	70	200
Cart	80	Ring Mail	6	40	30
Galley, large (450 crew)	30,000	Shield	-1	15	15
Galley, small (150 crew)	10,000	Splint Mail	4	60	100
Horse, draft	30	Studded Leather	7	25	20
Horse, light riding	50				
Mule	20	Clothing			Cost (GP)
Raft	40	Clerical			15
Saddle	25	Hat			5
Ship, sailing, large (200 crew)	20,000	Magician			30
Ship, sailing, small (75 crew)	7,500	Noble			50
Wagon (1,000 lb. Capacity)	160	Outdoorsman			10
Warhorse, heavy	200	Peasant			1
Warhorse, medium	100	Standard			5

Melee Weapons	Damage	Weight (lb.)	Cost(GP)	Special Notes
Axe, Battle	1d8	15	7	Two-Handed Weapon
Axe, Hand	1d4+1	5	3	Can be thrown
Club	1d6-1	10	-	-----
Dagger	1d4	2	3	-----
Flail	1d6+1	15	8	-----
Fist	1d3	-	-	-----
Hammer, small	1d4	4	3	Can be thrown
Mace	1d6	10	5	-----
Morning Star	1d6	15	6	-----
Polearm (Halberd, etc.)	1d10	15	7	Two-Handed Weapon
Spear	1d6	10	2	Can be thrown
Staff	1d6	10	1	Two-Handed Weapon
Sword, long	1d8	10	10	-----
Sword, short	1d6	5	8	-----
Sword, two-handed	1d10	15	15	Two-Handed Weapon
Trident	1d6+1	12	8	Two-Handed Weapon
Warhammer	1d6	10	5	-----
War Pick	1d4+1	5	7	-----

Missile Weapons	Damage	Weight (lb.)	Range (ft.)	Rate of Fire	Cost
Arrows, normal (20)	-----	1	-----	-----	5
Arrow, silver	-----	1	-----	-----	5
Bolt, crossbow (30)	-----	5	-----	-----	5
Bow, long*	1d6+1	6	70	1	40
Bow, short*	1d6-1	4	50	1	25
Crossbow, heavy*	1d8	6	80	1/2	50
Crossbow, light*	1d6	4	60	1/2	35
Dart	1d3	2	20	1	2
Javelin	1d6+1	3	30	1	3
Pellets, sling (30)	-----	1	-----	-----	1
Sling	1d4	1	40	1	10

*Wielded two-handed

Assistants and Hirelings

When beginning an adventuring career, most characters are in dire need of hirelings – henchmen who can either perform mundane tasks such as holding a torch, passing a scroll or lugging around items, or brave warriors to stand in the front line of a party. Later on, characters will require specialists for various tasks – alchemists to brew potions, blacksmiths to create equipment, commanders for their armies, and so on.

The number of people who can be directly commanded by a character is determined by that character's Charisma. Characters can employ greater numbers of people at once only by hiring specialist leaders to undertake that job for them; an adventuring career does not often provide the 'people skills' that such operations require, dealing with the petty and mundane complaints of a workforce requiring other talents than those of a heroic adventurer!

Seeking hirelings requires posting a job advertisement. This costs a straight ten gold pieces, and for every additional ten gold pieces spent, a +1 modifier is obtained on the consequent dice roll. The Game Master should impose a modifier based on the size of the community in which the hireling is being recruited. Once the advertisement is posted, roll 1d20 every day to determine if your required henchman has been hired. (Demi-humans cost *double* to hire.)

Hirelings must be carefully treated to ensure that they remain loyal to their employer. If they fail a loyalty test, then they will leave the employ, and could even become adversaries of the character, or spread word of his mistreatment among the wider populace. Loyalty also provides an indication of whether a character will provide 'that little bit extra' in a crisis or emergency. The employment of hirelings can be terminated with a day's notice.

Hireling	Pay (Day)	Recruitment	Notes
Assistant‡	2 sp	16	Counts as 1st-level of PC Class
Man-at-Arms	2 sp	14	Counts as 1st-level Fighter
Non-Combatant Adventurer	1 sp	12	Torchbearer, Scroll Caddy, Packbearer
Sailor	1 sp	14	-----
Worker	5 cp	08	Will not take part in adventures

‡Player Character must be at least 3rd-level to hire an assistant.

Assistant	Pay (Day)	Recruitment	Notes
Alchemist	2 gp	18	-----
Animal Trainer	1 gp	15	-----
Armourer	2 gp	16	-----
Assassin	5 gp	18	Counts as 2nd-level Assassin
Blacksmith	1 gp	10	-----
Engineer	2 gp	15	-----
Foreman	1 gp	10	Can command up to 15 workers
Houri	4 gp	15	Charisma 12 + 1d6
Mercenary Captain	8 gp	19	Counts as 8th-level Fighter
Mercenary Sergeant	2 gp	12	Counts as 4th-level Fighter
Priest	5 gp	18	Counts as 3rd-level Cleric
Sage	5 gp	16	-----
Ship's Officer	2 gp	15	Can command up to 50 sailors
Spy	5 gp	19	Counts as 4th-level Thief
Wizard	5 gp	18	Counts as 3rd-level Magic-User

Game Master's Note: PC Henchmen?

It is not unheard of for player characters to hire themselves out as, at least 'Assistants' to a non-player character to gain some money. In this case the loyalty rules should be suspended, with the feelings of the character as played being the indicator. Occasionally, starting PCs could be henchmen – some could easily be 'upgraded' to Player Character in the event of a fatality, or beginning the whole group as a collection of henchmen can be an interesting beginning to a campaign!

CHAPTER 5: PLAYING THE GAME

Once characters have been created, the Game Master will describe where the characters are and what they can see. The game might start in a rural peasant village, a vast and teeming city spiked with towers and minarets, a castle, a tavern, or at the gates of an ancient tomb. From that point on, Players describe what their characters do. Going down stairs, attacking a dragon, talking to other Player Characters (PCs) or Non-Player Characters (NPCs) controlled by the Game Master - all of these kinds of actions are decided by the players. The Game Master then describes what happens as a result: the stairs lead down to a huge tomb, the dragon attacks the characters, etc. The rules below are guidelines handling events like combat, gaining experience, movement, healing, dying, and other important parts of the game. Basically, you and the Game Master work together, with the Game Master handling the details of a dangerous fantasy world, and you handling what your character does in it. The epic story of your character's rise to greatness (or death in the effort) is yours to create in the Game Master's world.

Gaining Experience

Characters are awarded Experience Points (XP) for killing monsters and accumulating treasure. Monsters have set Experience Point values in their descriptions, and one gold piece acquired is equal to one XP.

Experience is awarded for accumulating treasure because every gold piece gained by a character is an index of his player's skill. Awarding experience only for killing monsters fails to reward a party of adventurers that successfully lures a dragon away from its hoard so that its treasure can be stolen without a fight— it fails to reward characters that operate by intelligence, stealth, trickery, and misdirection. Additional experience awards will be given out by the Game Master as rewards for good role-playing, clever plans, or accomplishing key goals or objectives.

Each character class has a Prime Attribute listed in its description, and the character creation process details how to determine the character's total XP bonus. There are two different ways of doing it, but each one results in a percent bonus. If a character's bonus is 10%, for example, and the Game Master awards 1000xp to each character, that particular character would get 1100xp (10% of 1000 is 100, so the character gets a bonus of 100xp).

Time

The Game Master will be required to make general rulings on the passage of time during the course of a campaign and should be governed by common sense. There are, however, two important time measurements that merit brief definitions--the "turn" and "combat round." A turn (lasting ten minutes) is used to track and measure actions, movement and resources when our intrepid adventurers are in dangerous places. The shorter combat round (lasting one minute) is used in the midst of battle to allow for a faster blow-by-blow account of the action.

Combat

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

- 1) Determine surprise. To a certain extent, this is at the judgement of the Game Master, depending on the circumstances of the individual situation. As a default, surprise takes place on the roll of a 1 or 2 on a d6, with whatever modifiers are appropriate.

- 2) Determine initiative. One roll is made for each side, **not** for each individual in combat. This should be rolled on a six-sided dice. If one side had surprise, then they receive a +1 to their initiative roll for the first round of combat. (Initiative is re-rolled at the start of every round.) While combat is deemed to be simultaneous, the side which *lost* initiative must declare their actions first, and the winner generally has the advantage in that round of combat. In the event of a tie, initiative goes to whichever side held the initiative in the previous round. (In the first round, re-roll ties.)

The Attack Roll

The most important rule to understand about combat is the attack roll. To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses may include a strength bonus, a dexterity bonus, and any bonuses for magic weapons. The player then subtracts any "to-hit" penalties they might have from their roll. The attack roll is then compared to a table to see if the attack hits. If the attack roll is equal to or higher than the number on the table, the attack hits. If an attack hits, it inflicts damage (as determined by the weapon's damage die). The damage is subtracted from the defender's hit point total (See "Damage and Death").

Cleric, Druid, Healer, Thief, Assassin Attack Rolls

<u>Level</u>	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2	AC 1	AC 0	AC -1
1-3	10	11	12	13	14	15	16	17	18	19	20
4-5	9	10	11	12	13	14	15	16	17	18	19
6-7	8	9	10	11	12	13	14	15	16	17	18
8	7	8	9	10	11	12	13	14	15	16	17
9	6	7	8	9	10	11	12	13	14	15	16
10	5	6	7	8	9	10	11	12	13	14	15

Fighter, Ranger, Paladin Attack Rolls

<u>Level</u>	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2	AC 1	AC 0	AC -1
1	10	11	12	13	14	15	16	17	18	19	20
2	9	10	11	12	13	14	15	16	17	18	19
3-4	8	9	10	11	12	13	14	15	16	17	18
5	7	8	9	10	11	12	13	14	15	16	17
6-7	6	7	8	9	10	11	12	13	14	15	16
8	5	6	7	8	9	10	11	12	13	14	15
9-10	4	5	6	7	8	9	10	11	12	13	14

Magic-User, Pyrocaster, Illusionist Attack Rolls

<u>Level</u>	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2	AC 1	AC 0	AC -1
1-4	10	11	12	13	14	15	16	17	18	19	20
5-6	9	10	11	12	13	14	15	16	17	18	19
7-8	8	9	10	11	12	13	14	15	16	17	18
9-10	7	8	9	10	11	12	13	14	15	16	17

Monster Attack Rolls

<u>HD</u>	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2	AC 1	AC 0	AC -1
<1	11	12	13	14	15	16	17	18	19	20	20
1	10	11	12	13	14	15	16	17	18	19	20
2	9	10	11	12	13	14	15	16	17	18	19
3	8	9	10	11	12	13	14	15	16	17	18
4	7	8	9	10	11	12	13	14	15	16	17
5	6	7	8	9	10	11	12	13	14	15	16
6	5	6	7	8	9	10	11	12	13	14	15
7	4	5	6	7	8	9	10	11	12	13	14
8	3	4	5	6	7	8	9	10	11	12	13
9	2	3	4	5	6	7	8	9	10	11	12
10	1	2	3	4	5	6	7	8	9	10	11
11	1	1	2	3	4	5	6	7	8	9	10
12	1	1	1	2	3	4	5	6	7	8	9
13	1	1	1	1	2	3	4	5	6	7	8
14	1	1	1	1	1	2	3	4	5	6	7
15	1	1	1	1	1	1	2	3	4	5	6
16	1	1	1	1	1	1	1	2	3	4	5
17	1	1	1	1	1	1	1	1	2	3	4
18	1	1	1	1	1	1	1	1	1	2	3

Specific Situations

The following are a compilation of guidelines and instructions for handling certain, specific situations that might arise during combat.

Binding Wounds

Characters can spend a round 'binding' a character's wounds, restoring 1d4 hit points. This action can only be taken once per battle, and only heals damage inflicted during that battle. (If a character has fallen unconscious, then this action can be taken again to save his life, but not restore him to consciousness.)

Blind-Fighting

When the environment is not lit, then combat is extremely difficult. All combatants should take a -3 to all hit rolls. (In the event of low light, this modifier should reduce during a combat as the eyes of the combatants adapt.)

Damage and Death

When a character (or creature) is hit, the amount of damage taken is deducted from his hit points. When hit points reach 0, the character falls unconscious. When hit points reach -10, the character dies. Once a character falls unconscious, his hit points will fall by 1 for every round in which his wounds are not bound, until death.

Healing

In addition to the various magical means of restoring HP, a character will recover 1 full Hit point per day of uninterrupted rest. Four weeks of rest will restore all of a character's HP, regardless of how many the character lost.

Invisible Opponents

An invisible opponent can only be attacked if its general location is known, and the attack suffers a -4 penalty "to-hit." Note that more powerful monsters (those with sensitive smell, hearing, or those with more than 6 HD) will frequently be able to detect invisible opponents; the Game Master should determine the chance of this based on the creature and the situation.

Melee Attack

A melee attack is an attack with a hand-held weapon such as a sword, spear, or dagger. Two combatants within ten feet of each other are considered to be "in melee."

Missile Attack

Missile attacks are attacks with ranged weapons such as crossbows, slings, or thrown axes. When using missiles to fire into melee, it is not possible to choose which opponent (or friend!) will receive the brunt of the attack.

Morale

Certain monsters, such as mindless or undead creatures, are fearless and will always fight to the death. The majority, however, will not continue to fight a hopeless battle and will seek to retreat, surrender, or flee. The Game Master will decide when monsters abandon battle and retreat, based upon the situation and the monster's intelligence.

Negotiation and Diplomacy

Some combats can be averted with a few well chosen words (even lies). If the party is outmatched, or the monsters don't seem likely to be carrying much in the way of loot, the party might elect to brazen their way through in an attempt to avoid combat or at least delay it until more favorable conditions arise.

Saving Throws

From time to time, a spell or some other kind of hazard requires you to make a "saving throw." A successful saving throw means that the character avoids a threat or lessens its effect. Each character class has a saving throw target number which gets lower and lower as the character gains levels. To make a saving throw, roll a d20. If the result is equal to or greater than the character's saving throw target number, the saving throw is successful. Monsters can also make saving throws (their saving throw target number is their HD subtracted from 19).

Spells

Spell casting begins at the start of the combat round. It is possible to prepare a spell while within melee range of an opponent (10 feet) but if the caster suffers damage while preparing a spell, the spell is lost. Unless stated otherwise, the spell is cast (takes effect) in the caster's initiative phase. Note that in the Alternative Sequence of Combat (described above), spell casting works differently. In that system, it takes a full round to *prepare* a spell, the spell is *cast* at the beginning of the round before anything else happens, and the caster may spend the rest of the round preparing a new spell (or doing something else such as moving or even fighting).

Loyalty

Maintaining the loyalty of employed NPCs in dangerous situations is always a difficult task, and one which requires the full attention of the cunning player. It is all too easy for an NPC to turn on his master, and sabotage his plans and deeds in ways subtle and obvious. While the Game Master should naturally provide indications of the manner in which a hireling is acting, he should not simply come out and state that 'Nigel Nimblefingers has turned on you.' The player must work this out for himself.

At the end of every game week, or in extraordinary circumstances, the Game Master should make 'loyalty checks' for all employed NPCs, using a twelve-sided dice. Such circumstances include entering a dungeon, being given an order likely to result in harm, carrying out a task which they may find beneath them, and so on. A series of modifiers to this table apply, not least of which is associated with the Charisma score of the PC in question.

Loyalty Table	Result
0	TRAITOR!!!!
1-2	-2 to next check
3-4	-1 to next check
5-9	No Change
10-11	+1 to next check
12	+2 to next check

Modifiers

+1	Received 'bonus'
+1	Per Month of Service
+2	Same religion as PC
+2	Same class as PC
+3	Receiving 'share'* of treasure
-1	Not paid yesterday
-2	Task 'beneath' NPC
-2	NPC wounded
-3	Not paid last week
-4	Other hireling died same day.
-5	Character fleeing battle

*Minimum 1% of total take.

Turning the Undead

Lawful clerics have the ability to "turn" the undead, causing them to flee or destroying them outright. When a turning attempt is made, roll 3d6 and consult the Turning Undead table (see below) for the result. If the result on the dice is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for 3d6 rounds (or cower helplessly if they are unable to flee). For Lawfully aligned Clerics, if the table indicates a "D" then the undead creature is destroyed automatically and will crumble to dust. For Chaotically aligned Clerics, a "D" indicates that they have taken control of the undead creature.

HD	Example	Cleric's Level									
		1	2	3	4	5	6	7	8	9	10
1	Skeleton	10	7	4	D	D	D	D	D	D	D
2	Zombie	13	10	7	4	D	D	D	D	D	D
3	Wight	15	13	10	7	4	D	D	D	D	D
4	Wraith	17	15	13	10	7	4	D	D	D	D
5	-----	---	17	15	13	10	7	4	D	D	D
6	Mummy	---	---	17	15	13	10	7	4	D	D
7	Spectre	---	---	---	17	15	13	10	7	4	D
8	Vampire	---	---	---	---	17	15	13	10	7	4
9+	Lich	---	---	---	---	---	17	15	13	10	7

Gameplay Example

Two PCs – Arnold the Lion (a fighter, played by Richard) and Honcho One-Eye (a thief, played by Mark) have been surprised while breaking into a harem by three goblins, who had the same objective. We pick up the action as the encounter begins...

Richard: "Arnold isn't going to take any of this shit. I stand up tall and tell them that I'm with the Watch, and that a group of my friends are just behind me. I put my hand on my sword and glare at them." (Glares at GM.)

Mark: "Damn right! Just one-hit-dice wonders, who cares."

The GM rolls some dice behind his screen.

GM: "Nope. They aren't buying it."

Mark: "Come on, they're just goblins, for gawd's sake! They should be terrified of Arnold."

GM: "Arnold's covered in mud, both of you have got camouflage on, and Honcho was carrying a rope with a grappling hook tied to it."

Richard: "OK. I waste them. Arnold pulls out his sword and attacks them."

GM: "No surprise because you were both expecting it..."

Mark: "Actually, shouldn't you roll for that?"

GM: "No, ruling made, roll for initiative."

Both groups roll dice. Richard, rolling for the players, rolls a 4. The GM rolls a 5 behind the screen.

GM: "The goblins won the roll, so declare your actions."

Richard: "This is because we wouldn't go into the 'Scream Pits' isn't it."

GM: "I rolled the dice, you lost, live with it. What are your actions."

Mark: "We attack. Time for some hacking!"

Mark rubs his hands together, the GM picks up his lucky twenty-sider.

GM: "Two of the goblins will attack Arnold, the other Honcho."

The GM rolls first to attack Arnold, with AC 5. He rolls a 19 and a 4. One of the goblins has hit. He rolls for Honcho, against AC 4, a 2. No hits on Honcho. Richard has rolled a 16 for *his* to-hit, against the AC 7 of the goblins, a successful hit. Mark has rolled a 2, a major miss.

GM: "Richard, you've hit one of my goblins, but one of my goblins has hit you. Roll damage, you still using that short sword?"

Richard: "Yep."

Richard rolls a 3, causing three points of damage to the Goblin. The GM rolls a 6, causing six points of damage to Arnold.

GM: "Richard, the goblin you were fighting is wounded but not out. You've taken six points of damage. Weren't you on four hit points after the dagger trap you stumbled into earlier?"

Richard: "Crap, I'm out. Unconscious. Because *someone* didn't spot an obvious trap!"

Mark: "Fumbles happen, Richard. Part of the game."

Richard: "Then why do they always come back to bite me in the ass?"

GM: "Guys, focus. Richard, Arnold's unconscious and needs his wounds bound. That Honcho's action, Mark?"

Mark: "Three goblins? By myself? No thanks. I'm not going to make third level that way. I grab Richard...Arnold's coin pouch and run for it."

Richard: "What the frick are you doing, you bastard!"

Mark: "Surviving. So...do the goblins stop to loot Arnold's corpse?"

CHAPTER 6: SPELLS AND MAGIC

Clerics and Magic-Users can cast spells, Fighters cannot. Spells have three phases. First they are *memorized* (a character can only memorize a certain number of spells to bring along on an adventure – see the description of the character classes to find out how many, and what level). Second, they are *prepared*, which is the process of saying the magic words and making the magic gestures. Third, the spell is *cast*, which means it takes effect and the magic happens. In the normal sequence of combat, the caster starts preparing at the beginning of the round and casts the spell whenever his/her side has the initiative. In the alternative combat sequence, it takes a whole round to prepare a spell, but spells are cast at the *beginning* of the next round, and the caster can then take other actions during the round, including preparing a spell for the next round.



Game Master's Note: Creating New Spells

The observant among you will note that the spell selection presented here feels somewhat limited. This is so, and by design; this short list only scratches the surface of what is possible. Game Masters – and indeed, players – are encouraged to design and create new spells. In some cases, this is straightforward, and can simply be undertaken by changing spell descriptions. 'Fire Ball' can become 'Ice Ball' very simply, for example. Others, especially the 'Protection' spells, are also easy to change – 'Protection from Fire' can become 'Protection from Earth'. (As an aside, the 'Pyromancer' class could become the 'Cryomaster' class, the master of Ice, very easily.)

Sometimes, however, new effects are desired, and the Game Master must then use his judgment to determine the limitations and power level of the spell – examining the spell list to see where equivalent powers or damage levels exist, and running along those lines. Do not be afraid to 'try' out a spell for a session or two, either removing it from play if it appears to break the campaign, or altering it to strengthen or weaken it. Experiment with the spell lists and flesh them out – every Magic-User worth his salt should have a spell named for him!

Cleric Spell Lists

1st Level Spells

Cure (Cause) Light Wounds

Range: Touch

Duration: Instantaneous

This spell either cures or inflicts 1d6+1 hit points of damage.

Detect Chaos (Law)

Range: 120 ft.

Duration: 1 hour

For the duration of the spell, this allows the caster to detect creatures of Chaos (Law), or those with chaotic (lawful) enchantments, intentions, thoughts, or auras within the range of the spell.

Detect Magic

Range: 60 ft.

Duration: 20 min.

The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

Light

Range: 120 ft.

Duration: 2 hours

This spell, targeted on a person or object, will produce a light as bright as a lantern within a 20 ft. radius.

Protection from Chaos (Law)

Range: Caster

Duration: 2 hours

This spell creates a magical field of protection from himself, that blocks all enemies of the opposite alignment; they suffer a -1 to all 'to-hit' rolls against the caster, and the caster receives a +1 bonus to all saving throws against such attacks.

Purify (Putrefy) Food and Drink

Range: Close/Touch

Duration: Instantaneous

This spell either purifies or taints food and water for a dozen humanoids.

2nd Level Spells

Augury

Range: Caster

Duration: Instantaneous

The caster has a 4 in 6 chance of knowing whether a specific action taken in the immediate future will have good or bad results. The caster is aware of spell failure.

Bless (Curse)

Range: Target PC or NPC (out-of-combat)

Duration: 1 hour

As a Bless spell, the target has a +1 bonus to all attack rolls, and a +2 to all morale checks. As a Curse spell, the target has a -1 penalty to all attack rolls, and experiences a -2 to all morale checks.

Consecrate (Desecrate)

Range: 25 ft.

Duration: 10 min.

The caster can bless an area, making undead weaker; all undead receive a -1 penalty to all attacks (+1 for the chaotic version), and the caster has a +3 bonus to 'turn undead' checks.

Find Traps

Range: 30 ft.

Duration: 20 min.

This spell allows the caster to see any magical or non-magical traps, within the range of the spell.

Hold Person

Range: 180 ft.

Duration: 90 min.

Hold Person causes 1d4 opponents of human size or smaller to be frozen to the spot. The opponents are able to make a Saving Throw to resist the spell.

Holy Weapon

Range: Touch

Duration: 1 hour

The caster is able to temporary 'bless' a weapon with the power of his god, providing it with a +1 bonus on to-hit and damage rolls for the duration of the spell.

3rd Level Spells

Cure (Cause) Disease

Range: Touch

Duration: Instantaneous

This spell will either cure the target of a disease currently being suffered, or will inflict one upon him.

Cure (Cause) Moderate Wounds

Range: Touch

Duration: Instantaneous

This spell either cures or inflicts 3d6+3 hit points of damage.

Dispel Clerical Magic

Range: 120 ft.

Duration: 10 min.

This spell can be cast to attempt dispel clerical spells and enchantments. The caster makes a saving throw to undo the effects of the spell.

Locate Object

Range: 90 ft. (C)

Duration: 1 min./level

This spell gives the caster the correct direction (as the crow flies) toward an object the caster specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Remove Curse

Range: Close/Touch

Duration: Instantaneous

This spell removes one curse from a person or object. It does not remove any damage that may have been caused by the curse.

Speak with Dead

Range: Touch

Duration: 5 min.

The caster can ask one question of a corpse. The corpse can only answer based on the knowledge of his life, and he must tell the truth as he understands it.

4th Level Spells

Aid (Hinder)

Range: 50 ft.

Duration: 10 min.

All allies (enemies) in the radius of the spell receive a +1 bonus (penalty) to all rolls made for the duration of the spell.

Cure (Cause) Serious Wounds

Range: Touch

Duration: Instantaneous

This spell either cures or inflicts 5d6+5 hit points of damage.

Neutralize Poison

Range: Touch

Duration: Instantaneous

This spell will remove poison from an object, or neutralise the effects of poison on the target. It will *not* heal any damage that has been inflicted by the poison.

Protection from Chaos (Law), 10ft.

Range: 10 ft.

Duration: 2 hours

This spell has the same effects as a 'Protection from Chaos (Law)' spell, except that it effects a 10-foot area around the caster.

5th Level Spells

Commune

Range: Caster

Duration: 3 questions

The deity the Cleric worships will answer three questions posed by the caster. This spell may only be cast once per year; the higher powers do not appreciate mortals posing them questions.

Dispel Chaos (Law)

Range: 30 ft.

Duration: 10 min.

This spell works similarly to Dispel Magic, but works against items, spells or agents of Chaos (Law). This spell also functions against chaotic (lawful) sendings, including dreams and visions.

Quest

Range: 30 ft.

Duration: Until completed

If the victim fails his saving throw, the caster may set a task for him. If the target fails to complete this task, then he will be under the effects of a Curse until the caster chooses to release him from his task.

Raise Dead

Range: Line of sight

Duration: See below

Raise Dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every caster level higher than 8th, the time limit extends another 4 days. To be resurrected, the target must roll equal to or under his Constitution on 1d20. Two weeks is required before the target can function normally; one point of Constitution is permanently lost as a result of the ordeal. This spell only functions on races that can be used for Player Characters.

Druid Spell Lists

1st Level Spells

Detect Magic

Range: 60 ft.

Duration: 20 min.

The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

Faerie Fire

Range: 60 ft.

Duration: 20 min.

This spell envelopes a target creature in gentle fire, making him softly glow in the dark. The fire does no damage to the target.

Know Weather

Range: 2 miles x level

Duration: Instantaneous

The caster is able to forecast the weather for the radius of the spell for the next day, with only a 1 in 20 chance of error.

Magic Fang

Range: 15 ft.

Duration: 5 mins.

The natural weapons of the target animal are treated as being +1 magical weapons for the duration of the spell.

2nd Level Spells

Barkskin

Range: Caster

Duration: 2 hours

The caster's skin becomes hard and wooden; it does not restrict movement but provides an Armour Class of 5 for the duration of the spell. Normal armour does not stack with this spell, but shields do.

Obscuring Mist

Range: 20 ft.

Duration: 5 mins x level

This spell conjures up a mist that obscures the area around the caster, making combat in the area difficult; a -3 penalty is imposed on all fighting inside the area, or on any ranged attacks into the area.

Speak with Animals

Range: 30 ft.

Duration: 1 hour

The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

Warp Wood

Range: 30 ft.

Duration: Permanent

This spell causes straight wooden shafts, equivalent to a spear or six arrows, to bend and become unusable.

3rd Level Spells

Call Lightning

Range: 180 ft.

Duration: Instantaneous

A bolt of lightning is summoned from the heavens and strikes a target of the caster's choice, causing 8d6 points of damage. This spell *only* works outdoors.

Hold Animal

Range: 120 ft.

Duration: 1 hour + 10 min./level

The caster can target either 1d4 animals (saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

Plant Growth

Range: 120 ft.

Duration: Permanent until dispelled

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines, crops grow to fruition. The caster can decide the shape of the area to be enchanted.

Sticks to Snakes

Range: 120 ft.

Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

4th Level Spells

Animal Summoning

Range: 30 ft

Duration: 1 hour

The caster summons natural animals to serve as willing allies, obeying his command at will. The spell summons either one creature larger than a man (bear, elephant), three creatures of similar size to man (lion, horse) or six small creatures (wolf, dog.)

Insect Plague

Range: 480 ft.

Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 square feet (20 × 20 feet, with roughly corresponding height). Any creature with fewer than 2 HD exposed to the cloud of insects will flee in terror (no saving throw).

Reincarnate

Range: Touch

Duration: Permanent

This spell returns the soul of a fallen comrade to life in a new, magically created body. No control is possible over the body created; this is a decision of nature itself. If the subject dies again, he is resurrected in his new form. The character is subject to any class or level restrictions of the new species. The same ability scores are retained; Constitution and Charisma are each permanently reduced by 2.

Reincarnation Table

<u>D12</u>	<u>Result</u>
1	Human
2	Dwarf
3	Elf
4	Halfling
5	Gnome
6	Half-Orc
7	Half-Ogre
8	Half-Elf
9	Orc
10	Goblin
11	Kobold
12	Hobgoblin

Speak with Plants

Range: 30 ft.

Duration: 1 hour

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).

5th Level Spells

Animal Growth

Range: 120 ft.

Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal.

Commune with Nature

Range: Caster
Duration: 3 questions

The caster can ask three questions of Nature herself; the questions must pertain to Nature. The spell may only be cast once per month.

Stoneskin

Range: Caster
Duration: 2 hours

The caster's skin becomes hard and stony; it does not restrict movement but provides an Armour Class of 0 for the duration of the spell. Normal armour does not stack with this spell, but shields do.

Transform

Range: 120 ft.
Duration: 3d6 days, or spell reversal

This spell transforms rock (and any other form of earth) into mud, or mud to rock. An area of roughly 300 × 300 feet becomes a deep mire, reducing movement to 10% of normal.

Magic-User Spell Lists

1st Level Spells

Charm Person

Range: 120 ft.
Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Detect Magic

Range: 60 ft.
Duration: 20 min.

The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

Floating Disc

Range: 20ft.
Duration: 1 hour/level

Creates an invisible floating disc that follows the caster within twenty feet, and is capable of carrying eighty pounds. It moves at the same rate as the caster, and is under his control within the area of effect.

Hold Portal

Range: Touch
Duration: 2d6 turns

This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without much effort.

Light

Range: 120 ft.
Duration: 2 hours

This spell, targeted on a person or object, will produce a light as bright as a lantern within a 20 ft. radius.

Magic Missile

Range: 150 feet
Duration: Immediate

A magical missile flies where the caster directs, with a range of 150 feet. The missile hits automatically, doing 1d8+1 points of damage. For every two levels of experience, the Magic-User creates an additional missile. Thus, at 3rd-level, the Magic-User creates two missiles.

Read Languages

Range: Reading distance
Duration: 1 or 2 readings

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps.

Read Magic

Range: Caster only
Duration: 2 scrolls or other writings

This spell allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without the use of this spell.

Shield

Range: Caster
Duration: 2 turns

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's armour class to 2 against missile attacks and to 4 against melee attacks. If the caster's armour class is already better than the spell would grant, the spell has no effect.

Sleep

Range: 240 ft.
Duration: Game Master's discretion

This spell puts enemies into an enchanted slumber (no saving throw is permitted). It can affect a number of creatures based on their hit dice.

<u>Victim's HD</u>	<u>Number Effected</u>
-1 to +1	2d8 + 1
1+ to 2+	2d6
3 to 4+1	2d4

2nd Level Spells

Detect Invisibility

Range: 10 ft./caster level
Duration: 1 hour

Caster can perceive invisible creatures and objects.

Inspire Rage

Range: 10'
Duration: Until broken

This spell causes the target to explode in a berserk frenzy of violence, removing any sense of fear and causing an explosion of rage. For the duration of the spell, the target has a +4 to hit and damage, and an amount of additional hit points equal to the Constitution of the target. The subject of the spell must attack the nearest humanoid or monster, whether friend or foe. He may make a saving throw at the beginning of each combat round to break the spell. When the spell is broken, the additional hit points are deducted from the target's total – this may cause the target to die.

Invisibility

Range: 240 ft.
Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible to both normal vision and to darkvision. If the Game Master is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit.

Knock

Range: 60 ft.
Duration: Instantaneous

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

Levitate

Range: 20 ft./level
Duration: 10 min./level

This spell allows the Magic-user to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could be used to move along hand-over-hand.

Levitation allows up or downward movement at a rate of up to 6 feet per minute (60 feet per turn), and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast (such range being applied both to movement into the air and to downward movement into a pit or chasm).

Light, Continual

Range: 120 ft.
Duration: Permanent until dispelled

As the *Light* spell, but the effects are persistent.

Locate Object

Range: 90 ft. (C)
Duration: 1 min./level

This spell gives the caster the correct direction (as the crow flies) toward an object the caster specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Strength

Range: Touch

Duration: 8 hours (80 turns)

This spell may be cast upon a Fighter or a Cleric. For the duration of the spell, a Fighter gains 2d4 points of Strength, and a Cleric gains 1d6 points of Strength. Strength cannot exceed 18 unless the Referee chooses to allow additional bonuses resulting from the additional Strength.

Web

Range: 30 ft.

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10 × 10 × 20 feet. It is extremely difficult to get through the mass of strands; it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through - perhaps 3 to 4 turns, or longer at the Game Master's discretion.

Wizard Lock

Range: Close

Duration: Permanent until dispelled

As with a Hold Portal spell, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Magic-user three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).

3rd Level Spells

Alter Time

Range: 240 ft.

Duration: 30 min.

The caster must announce which of the two options is being cast. Both options have a 60 foot radius area of effect:

1. As a Haste spell, as many as 24 creatures may move and attack at double normal speed.
2. As a Slow spell, as many as 24 creatures failing a saving throw may only move and attack at half speed.

Darkvision

Range: Touch

Duration: 1 day

The recipient of the spell can see in total darkness, to a range of 50 feet.

Dispel Arcane Magic

Range: 120 ft.

Duration: 10 min.

This spell can be cast to attempt dispel arcane spells and enchantments. The caster makes a saving throw to undo the effects of the spell.

Fireball

Range: 240 ft.

Duration: Instantaneous

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

Fly

Range: Touch

Duration: 1d6 turns + 1 turn/level

This spell grants the power of flight, with a movement rate of 120 feet per round. The Game Master rolls for the duration of the spell in secret and does not disclose this information to the Player.

Hold Person

Range: 120 ft.

Duration: 1 hour + 10 min./level

The caster can target either 1d4 persons (with the same parameters as Charm Person; saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

Invisibility, 10' radius

Range: 240 ft.

Duration: Until dispelled or an attack is made

Identical to the Invisibility spell, which makes the target creature or object invisible to normal vision and to dark vision, except that it also throws a sphere of invisibility (with a 10 foot radius) around the recipient, which moves along with the target.

Lightning Bolt

Range: 60 ft.

Duration: Instantaneous

A nearly ten foot wide bolt of lightning extends 60 feet from the fingertip of the caster. Anyone in its path suffers 1d6 points of damage per level of the caster, though a successful saving throw halves damage. The bolt always extends 60 feet, even if this means that it ricochets backward from something that blocks its path.

Protection from Normal Missiles

Range: 30 ft.

Duration: 2 hours

The recipient becomes invulnerable small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected.

Water Breathing

Range: 30 ft.

Duration: 2 hours

This spell grants the ability to breathe underwater until the spell's duration expires.

4th Level Spells

Charm Monster

Range: 60 ft.

Duration: Until dispelled

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

Confusion

Range: 120 ft.

Duration: 2 hours

This spell confuses people and monsters, making them act randomly. The effects of the confusion may shift every 10 minutes or so, and the dice are rolled again to determine any change. Roll 2d6 to determine the creature's behavior:

Roll	Reaction
2-5	Attack Caster
6-8	No action – confused
9-12	Attack nearest target.

The spell affects 2d6 creatures, plus an additional

creature for every caster level above 8th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it reaches its full power, which takes a number of minutes equal to 1d12 minus the caster's level. These creatures must make a saving throw when the effect reaches full power and every 10 minutes thereafter or become confused for the remainder of the spell's duration.

Contact Other Plane

Range: None

Duration: See table

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

Plane*	Insanity†	Correct	Incorrect‡
1	1-2	3-11	12-20
2	1-4	4-13	14-20
3	1-6	7-16	17-20
4	1-8	9-17	18-20
5	1-10	11-18	19-20
6	1-12	13-19	20

* Planes are the "depth" at which the caster chooses to seek the truth; number of Yes/No questions asked

† Temporary insanity lasts for as many weeks equal to the depth of the plane where the caster's sanity failed

‡ This represents the possibility of being misled or misinterpreting an answer

Dimension Portal

Range: 10 ft. casting, 360 ft. teleport

Duration: Instantaneous

Dimension Portal is a weak form of the Teleport spell that can be managed by lesser magicians. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's given range.

Polymorph

Range: See below

Duration: See below

The caster must announce which of the two options are being cast:

1. The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Game Master might allow the benefit of the new form's armour class, if it is due to heavily armoured skin. A great deal of the spell's effect is left to the Game Master to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.
2. Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 feet. This form of the spell lasts until dispelled.

Remove Curse

Range: Close/Touch

Duration: Instantaneous

This spell removes one curse from a person or object. It does not remove any damage that may have been caused by the curse.

Summon Minor Demon

Range: 10 feet

Duration: Varies

This spell summons a demon or other fiend (such as a devil) from the lower planes of existence, of a maximum of 6 HD. The spell provides no protection whatsoever against the wrath of the summoned creature, and the Magic-User should be versed in the lore of pentacles and other magical means of hedging out demons. Gaining the demon's assistance is beyond the spell's power, coming down to a matter of negotiations and threats between the caster and the fiend.

Wall of Fire

Range: 60 ft.

Duration: Concentration

The caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit

points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high.

Wall of Ice

Range: 60 ft.

Duration: Concentration

The caster conjures up a 6 foot thick wall of ice. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Wizard Eye

Range: 240 ft.

Duration: 1 hour

The caster conjures up an invisible, magical "eye," that can move a maximum of 240 feet from its creator. It floats along as directed by the caster, at a rate of 120 feet per turn.

5th Level Spells

Animate Dead

Range: 20 ft.

Duration: Permanent

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

Cloudkill

Range: Close

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius. The cloud moves away from the caster at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. This spell affects only creatures with 5 or fewer HD.

Conjure Elemental

Range: 240 ft.

Duration: Until dispelled

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day. The elemental obeys the caster only for as long as the caster concentrates on it; when the caster ceases to concentrate, even for a moment, the elemental is released and will attack.

Feeblemind

Range: 240 ft.

Duration: Permanent until dispelled

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

Hold Monster

Range: 120 ft.

Duration: 1 hour + 10 min./level

The caster can target either 1d4 creatures (saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

Inspire Mass Rage

Range: 40'

Duration: Until broken

This spell works as *Inspire Rage*, but on a number of targets equal to the level of the caster within the range of the spell.

Magic Jar

Range: See below

Duration: See below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The "jar" must be within 30 feet of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 feet of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's

body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Magic-user's soul is within, the soul is lost. The Magic-user can return from the jar to his own body whenever desired, thus ending the spell.

Massmorph

Range: 240 ft.

Duration: Until negated or dispelled

One hundred or fewer man-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.

Passwall

Range: 30 ft.

Duration: 30 min.

This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep and is large enough to allow the passage of an average sized man.

Teleport

Range: Touch

Duration: Instantaneous

This spell transports the caster to a destination that the caster knows (at least knowing what it looks like from a painting or a map). Success depends on how well the caster knows the targeted location:

1. If the caster has only indirect experience of the destination (known only through a picture or map) there is a 25% chance of success -with failure resulting in death.
2. If the caster has seen but not studied the destination there is an 20% chance of failure. Half of failures will place the traveller 1d10 × 10 feet below the intended location, possibly resulting in death from arrival within a solid substance. The other half of failures will place the traveller 1d10 × 10 feet above the targeted location, possibly resulting in a deadly fall.
3. If the caster is familiar with the location or has studied it carefully there is a 5% chance of failure, with 1 in 6 failures arriving below and 5 in 6 arriving above the targeted location. In either case, the arrival is 1d4 × 10 feet low or high.

6th Level Spells

Anti-Magic Shell

Range: Caster

Duration: 2 hours

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

Death Spell

Range: 240 ft.

Duration: Permanent

Within a 60 foot radius, up to 2d8 creatures with fewer than 7 HD perish.

Disintegrate

Range: 60 ft.

Duration: Permanent

The caster defines one specific target such as a door, a peasant, or a statue, and it disintegrates into dust. Magical materials are not disintegrated, and living creatures (such as the aforementioned peasant) are permitted a saving throw. The Disintegrate spell cannot be dispelled.

Enchant Item

Range: Touch

Duration: Permanent

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

Invisible Stalker

Range: Near Caster

Duration: Until mission is completed

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

Move Earth

Range: 240 ft.

Duration: Permanent

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 6 feet per minute for 1 hour.

Move Water

Range: 240 ft.

Duration: See below

The caster must announce which of the two options are being cast:

1. The spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to 1/2 their normal levels. Used this way, the spell lasts for 10 turns.
2. Alternately, this spell creates a gap through water, but only to a depth of 10 feet. Used this way, the spell lasts for 6 turns.

Reverse Gravity

Range: 90 feet

Duration: 1 round (minute)

The spell reverses gravity in a cubical area approximately 30 feet x 30 feet x 30 feet in size. Everything in the area falls upward, and then when the spell ends it all falls back down again.

Summon Major Demon

Range: 10 feet

Duration: Varies

This spell is as 'Summon Minor Demon', but demons of up to 12 HD can be summoned.

Wall of Stone

Range: 60 ft.

Duration: Permanent

The caster conjures a wall of stone 2 feet thick, with a surface area of 1,000 square feet.

Illusionist Spell List

1st Level Spells

Detect Illusion

Range: Caster

Duration: 5 mins.

This spell allows the caster to immediately determine if any illusions are present in the immediate area.

Detect Invisibility

Range: 10 ft./caster level

Duration: 1 hour

Caster can perceive invisible creatures and objects.

Hypnotise

Range: 30 ft.

Duration: Until broken

This spell fascinates 2d4 HD of creatures within eye contact of the caster; until the spell is broken they receive a -2 to all rolls.

Light

Range: 120 ft.

Duration: 2 hours

This spell, targeted on a person or object, will produce a light as bright as a lantern within a 20 ft. radius.

Minor Phantasmal Force

Range: 240 ft.

Duration: Until negated or dispelled

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real he can take damage from it. The illusion is visual only.

Ventriloquism

Range: 120 ft.

Duration: 1 min/level

The caster is able to throw his voice to anywhere within range, making it appear to come from elsewhere.

2nd Level Spells

Blur

Range: Caster

Duration: 2 hours

The outline of the caster appears blurred and faded, making him more difficult to hit; this gives him an effective AC of 3.

Invisibility

Range: 240 ft.

Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible to both normal vision and to darkvision. If the Game Master is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit.

Major Phantasmal Force

Range: 240 ft.

Duration: Until negated or dispelled

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real he can take damage from it. The illusion is both visual and audible.

Mirror Image

Range: 240 ft.

Duration: 1 hour

The caster projects an image of his person to a maximum range of 240 feet. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image.

Phantom Trap

Range: 120 ft.

Duration: Until dispelled

The caster creates an illusion of a trap. It will only be detected in the same manner as a normal trap; it will do no damage, but disappears if triggered.

Pyrotechnics

Range: 240 feet

Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Referee will decide exactly how much smoke (or fireworks) is produced, what effect it has, and what happens to it as it is produced, but the amount of smoke will definitely be more than 8000 cubic feet (roughly 20 x 20 x 20 feet).

3rd Level Spells

Confusion

Range: 120 ft.

Duration: 2 hours

This spell confuses people and monsters, making them act randomly. The effects of the confusion may shift every 10 minutes or so, and the dice are rolled again to determine any change. Roll 2d6 to determine the creature's behaviour:

Roll

Reaction

2-5

Attack Caster

6-8

No action – confused

9-12

Attack nearest target.

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it reaches its full power, which takes a number of minutes equal to 1d12 minus the caster's level. These creatures must make a saving throw when the effect reaches full power and every 10 minutes thereafter or become confused for the remainder of the spell's duration.

Greater Phantasmal Force

Range: 240 ft.

Duration: Until negated or dispelled

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real he can take damage from it. The illusion operates on all five senses.

Hallucinatory Terrain

Range: 240 ft.

Duration: Until touched by an enemy or dispelled

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

Lesser Illusionary Magic

Range: Varies

Duration: Varies

The caster may appear to cast any 1st-level Magic-User spell he has seen used.

Invisibility 10' radius

Range: 240 ft.

Duration: Until dispelled or an attack is made

Identical to the Invisibility spell, which makes the target creature or object invisible to normal vision and to dark vision, except that it also throws a sphere of invisibility (with a 10 foot radius) around the recipient, which moves along with the target.

Misdetection

Range: 100 ft.

Duration: Until dispelled

The caster can make any object falsely appear to be magical.

4th Level Spells

False Vision

Range: 10 ft.

Duration: 1 day

Any magical attempts to perceive the caster or his immediate environs will show what the caster wishes to be seen.

Greater Invisibility

Range: 240 ft.

Duration: 4 hours

Identical to the Invisibility spell, but the caster may attack while invisible.

Hallucinatory Pattern

Range: 30 ft.

Duration: Until broken

As 'Hypnotise', but affects 10d4 HD of creatures of 4 HD or less.

Illusionary Wall

Range: 90 ft.

Duration: Until dispelled

The caster creates a magical wall, ceiling or floor that anything can pass through, without dispelling the illusion.

Nightmare

Range: 60 ft.

Duration: Instant

The caster inflicts upon the target his worst nightmare, making it briefly seem real. The target must make a Saving Throw vs. Spells to avoid dying from fear.

Summon Illusionary Creature

Range: 60 ft.

Duration: Concentration

The illusionist can conjure into existence any creature he has personally seen; he controls the creature while he is concentrating on the spell. The creature appears real to all who see it, to the point of being able to do damage; however all damage disappears when the creature is dispelled. (Those 'killed' are found to be simply unconscious.) A Saving Throw vs. Spells can be made to disbelieve the creature.

5th Level Spells

Greater Illusionary Magic

Range: Varies

Duration: Varies

The caster may appear to cast any 2nd-level Magic-User spell he has seen used.

Mass Hallucination

Range: 30 ft.

Duration: Until broken

As 'Hallucinatory Pattern', but affects 15d4 HD of creatures, of 6 HD or less.

Persistent Phantasmal Force

Range: 240 ft.

Duration: Until negated or dispelled

This spell creates a realistic illusion in the sight of all who view it. This illusion can only be dispelled; it persists even when touched. The illusion operates on all five senses.

Summon Dream

Range: 60 ft.

Duration: 6 hours

The caster can create a dream for a sleeping target; this can be used to relay messages. The target can make a Saving Throw vs. Spells to resist.

Summon Shadow Creature

Range: 20 ft.

Duration: Permanent

The illusionist creates a Spectre. It can be ordered to guard an area or accompany the Illusionist.

Walk Through Shadows

Range: 3 miles

Duration: Instant

The caster can move from one shadow to another through another realm, untraceable, with total accuracy, to any place he has previously seen.

Healer Spell List

1st Level Spells

Cure Light Wounds

Range: Touch

Duration: Instantaneous

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

Diagnose Condition

Range: Touch

Duration: Instantaneous

This spell allows the caster to determine the nature of any disease suffered by the target.

Read Magic

Range: Caster only

Duration: 2 scrolls or other writings

This spell allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without the use of this spell.

Resist Disease

Range: Touch

Duration: 1 hour

This spell grants a +4 to all saving throws made against disease for the duration of the spell.

2nd Level Spells

Cure Disease

Range: Touch

Duration: Instantaneous

This spell will cure the target of a disease currently being suffered.

Cure Moderate Wounds

Range: Touch

Duration: Instantaneous

This spell cures 3d6+1 hit points of damage.

Detect Magic

Range: 60 ft.

Duration: 20 min.

The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

Resist Poison

Range: Touch

Duration: 1 hour

This spell grants a +4 to all saving throws made against poison for the duration of the spell.

3rd Level Spells

Cure Serious Wounds

Range: Touch

Duration: Instantaneous

This spell cures 5d6+1 hit points of damage.

Neutralise Poison

Range: Touch

Duration: Instantaneous

This spell will remove poison from an object, or neutralise the effects of poison on the target. It will *not* heal any damage that has been inflicted by the poison.

Resist Magical Disease

Range: Touch

Duration: 1 hour

This spell grants a +4 to all saving throws made against magical disease for the duration of the spell.

Resist Paralysis

Range: Touch

Duration: 1 hour

This spell grants a +4 to all saving throws made against paralysis for the duration of the spell.

4th Level Spells

Cure All Wounds

Range: Touch

Duration: Instantaneous

This spell cures all damage suffered by the target, restoring him to full health.

Cure Blindness

Range: Touch

Duration: Instantaneous

This spell restores the sight of the target, regardless of how the blindness was inflicted.

Cure Insanity

Range: Touch

Duration: Instantaneous

This spell restores the subject to sanity.

Cure Paralysis

Range: Touch

Duration: Instantaneous

This spell removes any paralysis inflicted on the target, no matter how inflicted.

5th Level Spells

Cure Magical Disease

Range: Touch

Duration: Instantaneous

This spell will cure the target of a magical disease, such as lycanthropy, currently being suffered.

Longevity

Range: Touch

Duration: Instantaneous

This spell either reverses all unnatural ageing suffered by the target within the last week, or renders the target ten years younger. In the latter case, the caster *ages* by one year.

Raise Dead

Range: Line of sight

Duration: See below

Raise Dead allows the caster to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every caster level higher than 8th, the time limit extends another 4 days. To be resurrected, the target must roll equal to or under his Constitution on 1d20. Two weeks is required before the target can function normally; one point of Constitution is permanently lost as a result of the ordeal. This spell only functions on races that can be used for Player Characters.

Regenerate

Range: Touch

Duration: Instantaneous

The target of the spell will, over the course of the next week, regrow any lost limbs, fingers, teeth or other lost appendages.

Pyrocaster Spell List

1st Level Spells

Detect Magic

Range: 60 ft.

Duration: 20 min.

The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

Fire Bolt

Range: 100 ft.

Duration: Instantaneous

A bolt of fire leaps from the hands of the caster and strikes a designated target, causing 2d4 + 1 points of damage.

Fire Shield

Range: Caster

Duration: 10 minutes

The caster's skin toughens and hardens as if burned, becoming more resistant to attack. This gives the caster an effective AC of 3 for the duration of the spell.

Light

Range: 120 ft.

Duration: 2 hours

This spell, targeted on a person or object, will produce a light as bright as a lantern within a 20 ft. radius.

Protection from Fire

Range: Caster

Duration: 2 hours

This spell creates a magical field of protection from himself, that protects against all magical and non-magical fire; the caster has a +3 bonus to all saving throws against fire for the duration of the spell.

Read Magic

Range: Caster only

Duration: 2 scrolls or other writings

This spell allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without the use of this spell.

2nd Level Spells

Burning Hands

Range: Touch

Duration: Instantaneous

The caster's hands erupt in flame, igniting anything they touch. The caster must make an attack roll against the target; if successful, he inflicts 3d8 points of damage.

Cloud of Smoke

Range: 60 feet
Duration: 5 mins.

Centred on the caster, this spell creates a blinding cloud of smoke, rendering attacks into the zone extremely difficult. Fighting with in the zone, or shots into the area, are taken at a -4 'to hit' penalty.

Continual Light

Range: 120 ft.
Duration: Permanent until dispelled

As the *Light* spell, but the effects are persistent.

Fire Burst

Range: 60 ft.
Duration: Instantaneous

A burst of fire leaps from the caster's outstretched hands, covering the target and any creature within ten feet. All in the affected area suffer 2d8 points of damage.

Lesser Kindle Flame

Range: 100 ft.
Duration: Instantaneous

Cast on any flame, this causes it to strengthen and double in size. If the flame was on the verge of dying, it is now strong.

Resist Fire

Range: Caster
Duration: 15 mins.

This spell renders the caster temporarily immune to the effects of non-magical fire.

3rd Level Spells

Fireball

Range: 240 ft.
Duration: Instantaneous

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

Flame Skin

Range: Caster
Duration: 10 mins.

The very skin of the caster begins to catch fire. Not only does the caster have an AC of 0 in relation to melee attacks, but anyone attacking in melee automatically suffers 1d6 damage.

Flame Weapon

Range: Touch
Duration: 5 mins.

The caster touches a weapon, making flames shoot from its tip; its damage is increased by 1d8 for the duration of the spell. (5 arrows can be affected by one spell.)

Protection from Fire 10' Radius

Range: Caster
Duration: 2 hours

This spell is identical to 'Protection from Fire', but covers an area within a 10 feet of the caster.

4th Level Spells

Cloud of Ash

Range: 60 feet
Duration: 5 mins.

This spell is the same as 'Cloud of Smoke', but those trapped within the cloud suffer 3d4 points of damage per round.

Delayed Action Fireball

Range: 240 ft.
Duration: Up to ten rounds

This spell creates a Fireball, but the ball does not explode immediately; the caster chooses *when* the fireball detonates. Once chosen, it cannot be changed or stopped. (Except with Dispel Magic.)

Greater Kindle Flame

Range: 100 ft.
Duration: Instantaneous

As 'Lesser Kindle Flame', but fires *quadruple* in size.

Wall of Fire

Range: 60 ft.

Duration: Concentration

The caster conjures up a 6 foot thick wall of ice. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

5th Level Spells

Firestorm

Range: 50 feet

Duration: Instantaneous

An area centred on the caster, fifty feet in diameter, explodes in flame as hot, briefly, as the heart of an exploding volcano. All in the area of effect, except the caster, take 8d8 points of damage.

Summon Fire Elemental

Range: 240 ft.

Duration: Until dispelled

The caster summons a 16 HD fire elemental from the elemental planes of existence, and binds it to his commands. The elemental may only be summoned once per day. The elemental obeys the caster only for as long as the caster concentrates on it; when the caster ceases to concentrate, even for a moment, the elemental is released and will attack.



CHAPTER SEVEN: RUNNING THE GAME

(Some elements of this Chapter consist of reprinted material from 'OD&DITIES' magazine.)

The whole point of 3d6 In Order is a simple rules system that still allows substantial player choice; it should not under any circumstances be a 'chore' to run, nor will the DM find himself buried under mountains of paperwork in between games. The majority of situations can simply be handled with 'common sense', though it is a good idea to keep a notebook of such decisions for the sake of consistency. Groups will likely find after a while that they have a substantial collection of 'house rules'; this is a very good thing! It means the group is *making the game its own*. Keeping the rules to a minimum provides a greater outlet to creativity, and should make for a much more free-flowing game, rather than getting bogged down in min-maxing minutiae.

For example – say a group of players are sneaking up on an Orcish encampment. Rather than rolling a series of dice, the players must describe the actions being taken by their characters to hide their movement and noise, and the DM can make a judgement as to whether the Orcs hear them. Either they are approaching like a ton of bricks, in which case they will be surprised, or their actions are so well thought-out as to guarantee they make it through, or somewhere in between. The best way is for the DM to rate the odds out of six, and then simply roll a single six-sider behind the screen to decide, if it is not obvious in play. One dice to rule them all!

Designing a Campaign Setting

Designing your setting is often a surprisingly straightforward task. First, you need to decide whether you are going to just use the 3d6 In Order rules, or whether you wish to bring in any other content from other sources. Are there any pre-published scenarios you wish to use? A beginning DM should probably stick to just this book for the moment, adding in any expansions later on.

Although it has been known to start with a map of a whole world, with areas delineated, this approach is not really recommended as it will create much work for little real benefit – most of the material generated will never be used. It is far better to start with a small map. Take a piece of A4 squared or hex paper (you can use plain, but the squares or hexes are very useful for showing distance), and mark out terrain features.

The PC's will need a base of operations – but not a large one. Basing the PC's in a city can make for an exciting campaign, but for beginners it can be too complicated to run – both for players and DM's. A small base of operations will provide ample NPC's without overflowing the DM – it also requires less preparation. Put a point on your paper, about in the middle of the page.

What is this base? Several possibilities suggest themselves. A village is the classic one, with opportunities for much adventure, but there are others. A travelling inn is also a possible idea – many different NPC's can pass through here, equipment is not readily available but in wide variety, and numerous possibilities for adventures still remain. A small military garrison is also an interesting idea. When you decide upon your base of operations, work through adventure types in your minds. If you want to run military ideas, the garrison is a good idea. If you wish to try several different types of adventure, a village is an excellent idea, as it is easiest to incorporate different ideas into such a setting. All of these ideas have been used many times, so let's try something different. The base of operations on this map is a Dwarven Mine. This has several interesting opportunities for adventure. The mine itself can provide a multi-level dungeon, with the PC's base on the first level.

Now, we must design the rest of the local area. At this point, you need to work out a scale for your map. Let us say each square represents two square miles. On A4 squared paper, this should give you about 60 x 30 miles (vary the scale depending on the size of squares / hexes). Draw the scale on your map, so that you will remember it. It is a good idea to put a trade route on the map – this means that the PC's have an obvious route out of the area that you can plan for. In a fantasy world, there are two main options: roads and rivers. Let us use a river. Place a river on the map, running from left to right. Place it near the Mine, so that the PC's can access it. Do not simply draw a straight line – make it jagged – look at real maps for guidance.

Are there any creature types you particularly want to use? If, for example, Lizard Men are to be common, a large swamp will be required. Centaurs will require Plains. Elves will require Forests. Orcs and Goblins will require broken badlands. Think about the options carefully, but remember you cannot have them all – the small map will look awfully crowded. As we have a river on our map, swamps seem logical. Give the river a branch, and have it run into a swamp – mark this on your map. (The Expert Rules set has suggested terrain designations that you can use for this.) Make it about 10 by 10 miles, fairly large but not unrealistic.

Misty hills also seem appropriate to this setting. Add some ranges of hills on the map, on the banks of the river, near the swamp, and in the open terrain. Finally, put a small forest in one corner of the map, away from the other terrain features. You now have the start of a map. Some finishing touches are required. The Mine will need somewhere local for trade, and you might want to have some different types of adventures, so add in a village, probably on the river. The area will presumably have a ruler – he needs a castle. A few other unusual terrain features should be added at this point. A stone circle, mysterious obelisk, series of caves, ruined fort, monastery, wizard's tower, ancient battleground, river rapids, all of these are possibilities. Select three of these and place them on the map in appropriate locations.

For the purposes of the piece, we will assume a stone circle, ancient battleground, and river rapids. Now, your map is complete. All that are lacking are names, and we will select those later. You should be able to almost visualise the map in your mind. We have a bleak, forbidding wilderness, with a raging river running through the area. There is a dark swamp branching off the river, surrounded by fog-laden hills. There is a small forest near the edge of the area, filled with mystery. On the edge of the swamp is an ancient battlefield, where the bones are still visible through the muck. In the centre of the forest is an ancient stone circle, where Druids might still worship. There are two centres of habitation – a Dwarven Mine, and a small village.

The next thing to decide is the dominant culture type of the region. This will affect everything from the architecture to the inhabitants, and must be decided first. It is usually best to stick to a real-world culture type, and history is replete with examples. The standard fantasy type is to use the culture of northern Europe in the Middle Ages, but others are available. A

complicating factor could be the presence of two cultures, of equal stature – both must then be decided. It can be interesting to have a 'culture clash' in this situation, but bear in mind that the cultures cannot be too dissimilar, or credibility will be stretched too far. It is also quite possible that different races might share the same culture, or at least be part of the same civilisation. Make sure you do some research on the culture beforehand, especially if it is something you are not familiar with. We could all probably manage to run a campaign in a medieval setting, but in one based on the Indus Valley?

To continue with the example setting, there are three cultures: the Dwarves, the (presumably Human) inhabitants of the village, and the Lizard Men in the Swamp. To simplify matters, we will combine the Dwarves and Humans into a single culture, reasoning that they are part of the same civilisation. The Humans are the 'major partners' in this culture, but the Dwarves are not oppressed. This culture will be Dark Ages, slightly less advanced than a normal OD&D world. As for the Lizard Men, it might be interesting to make their culture of an Aztec type. (Just imagine those step pyramids climbing out of the swamp.)

Having determined the culture, we must now provide place names. Towns, cities and villages must obviously be named, but important terrain features should also be given names, as well as any other sites of interest. At this point, it might also be interesting to add some other, minor terrain features to the map, to go along with the culture decisions. For a setting that is not normal, such as the Aztec one mentioned above, you can often just use real place-names, to make things easier and to add a realistic touch.

For the example setting, the following features require names: the Dwarven Mine, the village, the river, the swamp, the hills, the castle, the battlefield and the stone circle. It would be good to add in a feature for the lizard men – so a step pyramid is placed in the middle of the swamp. For the castle, it is important to note that such buildings are often named after their owners – so remember this when designing NPCs. Naming the area is often a good idea, also.

Now, once this has been completed, it is time to take a look at languages. This can be as detailed or as simple as you like – but in my experience, keeping the number of languages limited is often for the best. Although the list of languages will expand as your campaign grows, here we will look only at the ones

available to your players at the start of the campaign. You will probably want to consider removing the extra languages normally given to demihumans – they should speak Common and their own language.

Each major culture should have one language associated with it, naturally. Thieves often have their own special language, and wizards often should have one, also. (These should be allowed only to the relevant character classes, at least to begin with.) Often, there will be older languages, from which the common ones developed – it is often useful to put these in also, to use as writing on old maps or the walls of tombs. Some of these languages can have interesting differences, so be creative. A primitive culture would probably have no written alphabet, for example. The wizard's language might have no spoken form, and is found only in arcane journals.

In this example campaign, there will be a number of languages available. The humans in the village will speak Common, the Dwarves in the mines Dwarven. The lizards in the swamp will have their own tongue, Saurian, but this will not be available to the players at the start of the campaign. (Though there will be NPC's who possess this language.) The old human language will be Auld Common, and will have no written form. The old Dwarven language will be Runic, and will have no spoken form. (Although it did in the past, it has long been forgotten.) The lizards, being a new and primitive culture, will have no older languages. Thieves' Cant will exist, but instead of being a written or spoken language, it is instead a collection of secret hand signals that amount to a crude sign language. Wizards have their own language also, Arcane, which is spoken and written.

The next step is a quite simple one, and that is to place your campaign setting on a world. All this means is that you should give brief thoughts to what lies beyond your maps. If there is no city on your map, where is the nearest one, and what is it called. Is your setting part of an Empire or kingdom, and if so, what is it called. Are invading barbarians likely to cross over the border of the map and invade? Just make a few brief notes about this, for future reference. Your PC's may wish to ask questions about this, and some could even come from other areas. It is often useful to talk to your players beforehand, to find out if they want anything special included. After that, it is time to populate the setting with adventures...

Designing an Adventure

One of the most important elements of a successful campaign is the first adventure. It must be created with care, and with consideration to several important factors. First, if you are attempting to introduce new players to the game, or to your campaign world, you have to keep elements simple, but also showcase the game and demonstrate the rules, as well as providing the players with information about the campaign world. It is also a good idea to provide the players with an enemy at this point, one that will last throughout the campaign that will follow.

To begin with, you must find out what characters your players will be using. Sometimes, especially with new players, this can be a problem. An obvious solution is to generate characters beforehand, and this is highly recommended. You must work out if there are any gaps in your party that could affect the game. The most obvious example is the Cleric or Healer, whose healing skills are very useful to any adventuring party. If there is no Cleric or Healer in your party, you will have to be careful to allow plenty of NPC healing – you might wish to consider adding a Cleric NPC to the party as a GM-controlled character (often useful anyway when you are playing with inexperienced players - he allows you to provide in-game advice and help keep the party alive.)

Once you have worked out what characters you are using, you must select your adventure. You might wish to use a published adventure; if so, then a lot of your work is done for you, but it does present other difficulties. It might assume knowledge of the game system, or knowledge of the background. They are also not campaign specific, so if you are running in a homebrew campaign, you will have to add detail anyway.

Here, we will assume that you wish to create your own adventure. The first adventure must hook your players into the campaign, and so must introduce NPC's, a local area for the players to explore, hooks for future adventures, sources of supply for equipment and training.

Now, the first step is to work out the basic plot. What do the PC's have to do, and why. You should already have worked out why the PC's are together, and this might provide the reason for the first adventure. The idea we will use here is that a group of bandits have been raiding supply shipments of iron from a mining village. The PC's are hired by the owner of the mine, a

Dwarf. They know that there is an informer in the village, who they might be able to obtain information from. The bandits have a small lair in a nearby mountain range, with the PC's must clear, to recover the ore shipments that have been stolen.

Next, break down the adventure into its component parts. One - the PC's are hired by the Dwarf, and informed about the nature of the problem. Two - the PC's wander around the village talking to the locals. They discover who the informer is, through working out who knew about the supply routes, and get information about the bandit lair.

Three, the PC's journey to the bandit lair, having various encounters along the way, and then they finally enter the bandit lair, a small, one-level dungeon, and capture or kill the bandits, recovering what they have stolen. Optionally, they might have further encounters along the way home. These five stages are fairly common to this type of adventure.

Now that the adventure has been plotted, you must add encounters to these stages, and flesh out the skeleton you have constructed. The first part of the adventure is hard to alter - it is a simple meeting with a patron. However, you can describe the mine, and maybe some of the patron's assistants. If one of the PC's is a Dwarf, he can be introduced at this point.

For the second part, you have to work out who the informer is, and how the PC's will find out about him. Let us say that it is the bartender of the local inn. He also has access to a group of three thugs (1st level fighters), who work for the bandits and have been assigned to protect the informant. There is also a runner (a 1st level Thief) who takes information from the bartender to the bandits. By questioning the caravan guards, the PC's will find out that the bartender always questions the guards about the shipments, and a check through the roster will show that he was once a caravan guard himself, before being wounded in a goblin ambush, and so is familiar with the route. If confronted with force, the bartender will admit the truth, and will offer to supply information. Later, the thugs will attempt to kill the PC's so they cannot pass on the information. If the PC's do not work it out, they will come anyway, with the bartender, to 'inquire' why the PC's are so inquisitive.

The third part of the adventure easily writes itself. Wilderness travel is often hard to describe in detail, so the best method is to dodge it. Describe the route the PC's take, and the encounters the PC's have en route. For this adventure, three encounters are about right. One with a small group of bandits, attempting to ambush the PC's, another with a group of friendly Centaurs and a third with a group of Goblins who might or might not be hostile, depending on the players reactions.

The fourth involves a dungeon crawl. The dungeon must be mapped, and the enemies the PC's must face have to be worked out. This dungeon will have to include quarters for the bandits and their leader, and the stores of iron ore that they have stolen.

The final part of the adventure, where they must return home, is easy to run - often it can just be run through fairly quickly, just describing the trip home and the reception they get when they come in.

Now the adventure is described, and you have filled out the basic plot line. I assume that you have been following along, creating your own adventure along similar lines. If not, do so now, before reading on. Take the five parts of the adventure as outlines - Patron, Village, Wilderness, Dungeon, Return, create your own reason for adventuring, and fill them in, in the same way as shown in the example.

Once you have done this, the next step is to fit the adventure into your campaign world. As this is the first adventure, it is important to showcase the campaign world to the players. The best way to do this is to introduce NPC's that are stereotypical of their race / class / culture, as well as working out descriptions of the buildings and people that fit the campaign. The buildings could be typical Medieval, Viking halls, Oriental, or of any other type, and the people could be of different types as well. Names are also highly important, and should be chosen with care to make them relevant to the campaign setting.

In the adventure described, suitable places for encounters are in parts two and three, with people in the village, shopkeepers or travellers, or in the wilderness - inhabitants of the mountains, Dwarves, Gnomes and so forth. These encounters can be friendly or hostile, but should all provide the PC's with information about the campaign world. It goes without saying that any maps or statistics required should be readied beforehand. It should be said that

maps should be kept simple to begin with. The village should be small, and laid out in an easy-to-describe manner, and the dungeon should be easy for the players to map from your descriptions.

When you are preparing the statistics for the creatures that your players are to meet, it is important to remember that it is their first adventure. The creatures should be easy to defeat. Kobolds, Goblins, Normal Bats and the like are all suitable. The PC's will not have the expertise to deal with more powerful creatures, either in or out of the game. First-level NPC's should also be the standard form, as they are easier to kill, perhaps with a second or third level leader. (One tip - have the PC's face a Clerical group - 1st Level Clerics are easier opponents than most other 1st level NPC's.)

It is an excellent idea to avoid character death unless it cannot be helped - fudge rolls to avoid this. If a player loses his character in his first ever session, it is unlikely that he will return for a second session.

Finally, one critical element of the first adventure should be introducing hooks for further adventures. In the brigand adventure described, there are questions left unanswered. Why were shipments of iron ore being diverted, when there were other, more profitable cargoes elsewhere? What made the bartender turn against his former employer? These could form the lead to future adventures, later on in the campaign.

Other hooks can be introduced in the form of encounters. Tales of a monster roaming a nearby forest, strange happenings in the lower levels of the mines, old legends about mysterious tombs, all of these can be introduced in order to set up adventures. Perhaps the bandit leader has a brooch belonging to an old noble family, which the nobles will then accuse the PC's of stealing. Of course, there is one more golden rule, and it is simply this. No matter what else you do...have fun!



Game Master's Note: Get the Band Together

A model for an adventuring party that is not commonly seen is that of the travelling band; but it can help in terms of the perceived nature of an adventuring group to think of it in this manner. At first level, they are probably 'roadies' for another group; by third they are 'performing' in inns and taverns, and by sixth – great command performances for kings and princes. Ninth level is the 'retirement tour'....and tenth level their much-called for comeback tour! Taking this analogy further, 'named' bands of adventurers could be roaming the world, as potential enemies/rivals for the PCs...



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CHAPTER 8: MONSTERS

Deliberately, not much material about the descriptions of monsters is provided; the DM and players are encouraged to use their imaginations to fill in the gap. The DM especially should tweak the monsters to fit the campaign world he has created. Below is a reference guide, to read monster descriptions:

Armour Class

"Armour Class" is explained earlier in the rules for combat.

Attacks

"Attacks" lists the number of attacks a monster has and the damage they inflict. Most monsters have one attack and inflict 1d6 damage — there are, however, some exceptions.

Experience Points

"Experience Points" are presented after a monster's Hit Dice Equivalent (HDE) rating, and list the number of XP the adventuring party gains as a result of killing the creature. In some cases, however, the Referee may choose to award experience points for defeating a creature without killing it (circumventing it by creative means, capturing it to bring home, etc.). Some monsters have multiple Experience Points listed — this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

Hit Dice

"Hit Dice" is the number of dice (d6) rolled to determine an individual creature's HP. If there is a plus or minus after the number, add or subtract that number once from the total rolled.

Magic Resistance

"Magic Resistance" isn't one of the entries, but some creatures may have "magic resistance." The given percentage chance is the likelihood that any magic used against the creature (other than bonuses from weapons) will fail to take effect. To determine whether or not magic used will have an impact, roll a d100. The magic fails if the result is less than the given percentage.

Move

"Move" is the monster's movement rate and is handled like it is for PCs.

Saving Throw

"Saving Throw" isn't one of the entries, but all creatures have a saving throw. It is the number on the d20 the monster needs to equal or exceed in order to avoid a threat or lessen its effect. It is found by subtracting the monster's HD from 19. For example, a monster with 4 HD has a saving throw of 15. Alternatively, a monster can simply be treated as a Fighter or whatever character class makes sense for that monster, with the monster's hit dice being used for its level.

Special

"Special" is just a "flag" of sorts for the Referee that serves as a reminder that a monster has a special ability.



Banshee

Armour Class: 0
 Hit Dice: 7
 Attacks: Claw
 Special: See below
 Move: 12
 XP: 1,700

Banshees are horrid fey (or undead) creatures that live in swamps and other desolate places. They can only be harmed by magical or silver weapons. Banshees have a 49% resistance to magic, and they are immune to enchantments. Their shriek (once per day) necessitates a saving throw versus death or the hearer will die in 2d6 rounds. They can travel over water and other terrain as if it were land, but crossing running water causes it to lose its magic resistance for 3d6 hours. They look like gaunt humans with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. At the Referee's discretion, such creatures might be undead rather than faerie-folk, and are considered to have 9 HD for turning purposes.

Basilisk

Armour Class: 4
 Hit Dice: 6
 Attacks: Bite
 Special: Petrifying gaze
 Move: 6
 XP: 800

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (fighting without looking incurs a -4 penalty "to-hit"). If the basilisk's own gaze is reflected back at it, it has a 10% chance to force the basilisk into a saving throw against being turned to stone itself.

Beetle, Giant Fire

Armour Class: 4
 Hit Dice: 1+3
 Attacks: Bite
 Special: None
 Move: 12
 XP: 15

A giant fire beetle's oily light-glands glow red, and continue to give off light for 1d6 days after they are removed (shedding light in a 10 foot radius).

Black Pudding

Armour Class: 6
 Hit Dice: 10
 Attacks: Strike
 Special: Acidic
 Move: 6
 XP: 1,700

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armour contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chain mail or lesser armour (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armour is magical, it can take an additional hit per +1 before being dissolved. They are immune to cold and divide when attacked by lightning.

Blink Dog

Armour Class: 5
 Hit Dice: 6
 Attacks: Bite
 Special: Teleport
 Move: 12
 XP: 240

Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can teleport short distances (without error) and attack in the same turn — in most cases (75%) a blink dog will be able to teleport behind an opponent and attack from the rear (with bonuses).

Bugbear

Armour Class: 5
 Hit Dice: 3+1
 Attacks: Weapon or bite
 Special: Surprise opponents
 Move: 9
 XP: 120

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even the most alert opponents with a roll of 1-3 on a d6 (50% of the time).

Centaur

Armour Class: 5, 4 w/ shield
 Hit Dice: 4
 Attacks: Weapon or kick
 Special: None
 Move: 18
 XP: 240

Half man, half horse, centaurs are fierce warriors and well-known creatures of mythology. The Referee may choose any "version" of the centaur from folklore for his campaign: some are chaotic, some aloof, and some are soothsayers.

Centipede, Giant (small)

Armour Class: 9
 Hit Dice: 1d2 HP
 Attacks: Bite
 Special: Poison (see below)
 Move: 13
 XP: 30

Giant lethal centipedes of the small size inflict a lethal amount of poison with each bite, but inflict no damage if the saving throw is successful (+4 modifier to opponent's saving throw).

Centipede, Giant (medium)

Armour Class: 5
 Hit Dice: 2
 Attacks: Bite
 Special: Poison (see below)
 Move: 15
 XP: 240

This man-sized giant centipede is a deadly predator with armoured segments, a vicious bite, and a lethal (though relatively weak) poison (+6 modifier to opponent's saving throw).

Centipede, Giant (large)

Armour Class: 0
 Hit Dice: 4
 Attacks: Bite
 Special: Poison (see below)
 Move: 18
 XP: 400

A twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom (+6 modifier to opponent's saving throw).

Chimera

Armour Class: 4
 Hit Dice: 9
 Attacks: Bite (equals # of heads)
 Special: Breathes fire, flies
 Move: 12/18 (when flying)
 XP: 1,700

The chimera is a winged, three headed beast; one is the head of a goat, one the head of a lion, and one the head of a dragon. The dragon head can breathe fire (3 times per day) with a range of 50 feet, causing 3d8 damage to anyone caught within the fiery blast (saving throw for half damage).

Cockatrice

Armour Class: 6
 Hit Dice: 5
 Attacks: Bite
 Special: Bite turns bitten into stone
 Move: 6/18 (when flying)
 XP: 600

Resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless a successful saving throw is made.



Demons

Demons are creatures of the lower planes of existence, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful Magic-users or Chaotic Clerics. The more intelligent varieties might also be interrupted while carrying out plots of their own. There is no meaningful game distinction between demons and devils.

Demon, Baalroch

Armour Class: 2

Hit Dice: 9

Attacks: Sword or whip (2d6)

Special: See below

Move: 6/15 (when flying)

XP: 1,400

The Baalroch's name means, roughly, the Bull of Baal: the Baal-aurochs (the aurochs was a bull that stood twelve feet tall at the shoulder, and Baal is an ancient and evil pagan deity). These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. The spells of casters below 6th level do not affect them, and against higher-level spell casters they are yet 75% immune to all spells. In combat, a Baalroch uses whip and sword; the whip can be used to reach great distances—on a successful hit the victim is pulled close to the Baalroch and burned by the fires of the demon's body (3d6 damage). Baalrochs are sometimes referred to in ancient texts as Balor or Baalor, which may be the name of a single demon rather than a term for all of them. A Baalroch could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

Demon, Lemure

Armour Class: 7

Hit Dice: 3

Attacks: Claw

Special: Regenerate (1 HP/round)

Move: 3

XP: 120

Lemures are vaguely humanoid — their flesh is mud-like, shifting and soft upon their horrible bodies. Like manes and wretches, lemures are lower forms of demons, the fleshly manifestations of damned souls. These demons can only be permanently destroyed by sprinkling their disgusting bodies with holy water.

Demon, Succubi

Armour Class: 4

Hit Dice: 5

Attacks: Claw

Special: Charm

Move: 12

XP: 280

Succubi appear as beautiful humanoid women (Charisma 15+d3), and attempt to seduce powerful heroes in order to serve their dark masters; they are often the allies of evil magic-users. They can *Charm* once per day, and the target has a -4 penalty to all saves...those who chose to save. They flee rather than fight; where necessary they fight with their claws.

Djinni

Armour Class: 5

Hit Dice: 7+1

Attacks: Fist or weapon (2d6)

Special: See below

Move: 9/24 (when flying)

XP: 1,100

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of weight, and have a number of magical powers. A djinni can create food and water of high quality, as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinn can call up illusions, and although these are quite excellent they disappear when touched. Djinni can turn themselves into gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will. Finally, a djinni can turn itself into a whirlwind much like an air elemental,

sweeping away any creature with one or fewer hit dice (the diameter of the whirlwind is 10 feet). More powerful types of djinn might be capable of granting limited wishes or even true wishes.

Doppelganger

Armour Class: 5

Hit Dice: 4

Attacks: Claw

Special: See below

Move: 9

XP: 240

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm, and are considered magic resistant for purposes such as breaking through wizard locks and similar spells. They have a very good saving throw (+5) against magic of all kinds.



Dragons

All dragons have a breath weapon of some kind, which can be used up to three times in a day. The Referee chooses when a dragon will use the breath weapon or may roll for it (50% chance) in any given round.

Referees should not roll for a dragon's hit points, like one would for other monsters. Instead, determine the age category of the dragon — this will give both the dragon's hit points per hit dice and how many points of breath weapon damage per hit dice the dragon inflicts.

Dragon Age Category

Roll	Age	HP/HD	Dmg./HD	Spells
1	Very Young	1	1	0
2	Young	2	2	0
3	Immature	3	3	1
4	Adult	4	4	2
5	Old	5	5	3
6	Very Old	6	6	5
7	Aged	7	7	7
8	Ancient	8	8	9

Dragon Breath Weapons

Shape	Type
Cloud	Gaseous
Cone	Fiery/Frosty
Line	Spitting

* The dimensions of a dragon's breath differ according to the dragon's type. For example, an "Adult" dragon has both 4 hit points and 4 points of breath weapon damage per hit dice. So an "Adult" black dragon with 6 HD would have 24 HP and deal 24 points of acid damage when using its breath weapon.

Note that dragons, while dangerous opponents, are not by any means invincible. In a medieval-type fantasy world, dragons are a common problem rather than a godlike creature of legend—so the statistics for dragons reflect a deadly but not mythical foe. The Referee is, of course, free to create stats for a more "mythical" conception of dragons. Since dice aren't rolled for dragon hit points, it is possible for a truly mythical dragon to have more "numbers" per die than it's actually possible to roll on a hit dice.

Dragon, Black

Armour Class: 2
Hit Dice: 6–8
Attacks: Bite
Special: Spits acid
Move: 12/24 (when flying)
XP: 800; 1,100; 1,400

Black dragons spit a deadly, corrosive acid rather than a breath of fire. The acid covers everything in a line 5 feet wide and 60 feet long.

Dragon, Blue

Armour Class: 2
Hit Dice: 8–10
Attacks: Bite
Special: Spits lightning
Move: 12/24 (when flying)
XP: 1,400; 1,700; 2,000

Blue dragons spit a blast of electric lightning, affecting everything in its path, in a line 5 feet wide and 100 feet long. A successful saving throw against the blast of lightning indicates half damage.

Dragon, Gold

Armour Class: 2
Hit Dice: 10–12
Attacks: Bite
Special: Breathes poisonous gas or fire
Move: 12/24 (when flying)
XP: 2,000; 2,300; 2,600

Gold dragons are of lawful alignment, can always speak, and cast spells as if they were a Magic-user of equal level to their age category (so that "Very Old" gold dragons are 6th level Magic-users). They can choose to either breathe fire in a cone 90 feet long and roughly 30 feet wide at the base or breathe chlorine gas in a cloud 50 feet in diameter.

Dragon, Green

Armour Class: 2
Hit Dice: 7–9
Attacks: Bite
Special: Breathes poisonous gas
Move: 12/24 (when flying)
XP: 1,100; 1,400; 1,700

Green dragons breathe a cloud of poisonous gas that is 50 feet in diameter. A successful saving throw indicates half damage.

Dragon, Red

Armour Class: 2
Hit Dice: 9–11
Attacks: Bite
Special: Breathes fire
Move: 12/24 (when flying)
XP: 1,700; 2,000; 2,300

Red dragons are the fire-breathing wyrms of legend. They breathe fire in a cone-shape 90 feet long and roughly 30 feet wide at the base.

Dragon, White

Armour Class: 2
Hit Dice: 5–7
Attacks: Bite
Special: Breathes cold
Move: 12/24 (when flying)
XP: 600; 800; 1,100

White dragons are usually found in cold regions, where they can utilize their natural camouflage in the ice and snow to ambush their prey. They breathe intensely cold air and frost in a cone shape 70 feet long and roughly 30 feet wide at the base.

Dragon Magic

All adult Dragons have access to an array of special 'Dragon Magic' spells, spells unique to dragonkind that can only be learned by such creatures. (There may be legends of humans wielding such spells; it is up to the DM whether these have any basis in reality.) Each Dragon will have a different suite of spells, as determined by the DM prior to play. (Or randomly rolled in the unusual event of a 'Dragon' random encounter...)

Charm Group

Range: 90'
Duration: 6 hours

This spell works as *Charm Person*, but on all individuals within range.

Death Cry

Range: 50 miles
Duration: 1 hour

If the Dragon dies within an hour of the spell being cast, all Dragons within the radius of the spell will know of it.

Dragon Ward

Range: 60'
Duration: Permanent

This spell enchants one item from the dragon's hoard; the bearer of this item is immune to the dragon's breath attack.

Drain Spell

Range: 100'
Duration: 1 min.

The dragon 'sucks' a spell out of a nearby magic-user, of his choice. He can cast it next round at any target.

Enhance Breath

Range: 100'
Duration: 1 min.

When cast, this spell *doubles* the damage inflicted by the dragon's breath.

Phantasmal Hoard

Range: 400'
Duration: Permanent

This spell creates an illusionary hoard, subject to the rules for 'Phantasmal Force'.

Poison Fang

Range: Caster
Duration: 2 mins.

The dragon's claws all drip poison for the duration of the spell; those hit take *triple* damage.

Summon Horde

Range: 1 mile
Duration: Instantaneous

Any servants of the Dragon will be alerted to the fact that their master is in danger, and will rush to his aid.

Thick Skin

Range: Caster
Duration: 5 mins.

For the duration of this spell, the Dragon's AC is -5.

Dragon Turtle

Hit Dice: 11 to 14

Armour Class: 2

Attacks: 2 claws (1d8), bite (3d10)

Special: Break ships, breathe steam

Move: 3 (9 swimming)

XP: 11 HD (2,300); 12 HD (2,600); 13 HD (2,900); 14 HD (3,200)

Dragon turtles breathe scalding steam in a cone-shape 90 feet long and roughly 30 ft wide at the base, inflicting as many hit points of damage as the monster has (when at full hp). Dragon turtles have a 75% chance of being able to talk, and these have a 20% chance of being able to cast 1d4 first level Magic-User spells, 1d3 second level Magic-User spells, and 1d2 third level Magic-User spells. A dragon turtle that rises beneath all but the largest ship can lift it, possibly making it capsized (roughly 50%).

Dryad

Armour Class: 5

Hit Dice: 2

Attacks: Dagger, wooden

Special: Charm Person

Move: 12

XP: 60

Dryads are beautiful female tree spirits, and do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a Charm Person spell with a -2 saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree.

Dwarf

Armour Class: 4

Hit Dice: 1+1

Attacks: War Hammer

Special: Stonework insight

Move: 6

XP: 15

Dwarves favour earth tones in their clothing and prefer simple and functional garb. The skin can be very dark, but it is always some shade of tan or brown. Hair colour can be black, gray, or brown. Dwarves average 4 feet tall and weigh as much as adult humans. Dwarves speak Dwarvish. Most who travel outside dwarven lands (as traders, mercenaries, or adventurers) know the Common tongue, while warriors in the dwarven cities usually learn Goblin to better interrogate and spy on those evil denizens of the deep caves. Most dwarves encountered outside their home are warriors.

Dwarf, Chaos

Armour Class: 3

Hit Dice: 2

Attacks: Short Sword

Special: Protection from Law

Move: 6

XP: 35

The Chaotic Dwarf is an evil, twisted version of the 'good' Dwarf, dwelling generally deep underground, though occasionally found in sewers or on raids to the surface to collect slaves. They are the enemies of Lawful creatures, and strive to spread the curse of their evil, dark gods around the world.

Efreeti

Armour Class: 3

Hit Dice: 10

Attacks: Fist or sword (2d6)

Special: Wall of Fire

Move: 9/24 (when flying)

XP: 2,000

Efreet are a type of genie, associated with fire (unlike the djinn, who have powers over the air). Efreet can carry up to a thousand pounds of weight, and under the right circumstances they can be forced to serve as a slave (until they figure out how to free themselves). An efreeti can cast Wall of Fire. They appear as giant humans with cruel features, their skin flickering with flames.

Elementals

Elementals are living manifestations of the basic forms of matter; earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be "chained" within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

Elemental, Air

Armour Class: 2

Hit Dice: 8, 12, 16

Attacks: Strike (2d6)

Special: Whirlwind

Move: 36 (when flying)

XP: 1,100; 2,300; 3,400

Air elementals can turn into a whirlwind of air with a diameter of 30 feet, hurling any creature of 1 HD or less for great distances (almost certainly killing them). Elemental whirlwinds are approximately 100 feet tall.

Elemental, Earth

Armour Class: 2

Hit Dice: 8, 12, 16

Attacks: Fist (2d6)

Special: Stone destruction

Move: 6

XP: 1,100; 2,300; 3,400

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d4+4 minutes.

Elemental, Fire

Armour Class: 2

Hit Dice: 8, 12, 16

Attacks: Strike (2d6)

Special: Ignite materials

Move: 12

XP: 1,100; 2,300; 3,400

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials to ignite if the material fails a saving throw (as determined by the Referee).

Elemental, Water

Armour Class: 2

Hit Dice: 8, 12, 16

Attacks: Strike (2d6)

Special: Overturn ships

Move: 6/18 (when swimming)

XP: 1,100; 2,300; 3,400

Water elementals cannot move more than 60 feet from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing (or in) a body of water. These powerful beings can overturn small boats, and can overturn a ship if given 1d4+4 minutes to work at it. On water, they can attack ships, battering them to pieces within one hour if not prevented or distracted.

Elf

Armour Class: 5
 Hit Dice: 1+1
 Attacks: Longbow or sword
 Special: None
 Move: 12
 XP: 15

Elves average 5 feet tall and typically weigh just over 100 pounds. They live on fruits and grains, though they occasionally hunt for fresh meat. Elves prefer colourful clothes, usually with a green-and-gray cloak that blends well with the colours of the forest. Elves are cautious warriors and take time to analyse their opponents and the location of the fight if at all possible, maximizing their advantage by using ambushes, snipers, and camouflage. They prefer to fire from cover and retreat before they are found, repeating this manoeuvre until all of their enemies are dead.

Elf, Half

Armour Class: 6
 Hit Dice: 1
 Attacks: Longbow or Sword
 Special: None
 Move: 12
 XP: 15

Half-Elves are often mistaken for Elves, though unlike Elves, they often have facial hair. They are solitary creatures, only occasionally travelling with others – they are cautious in both combat and social situations, preferring to cut and run rather than stand and fight. They prefer the company of Dwarves, Halflings and Gnomes to either Humans or Elves.

Elf, Shadow

Armour Class: 4
 Hit Dice: 2+1
 Attacks: Battle Axe
 Special: Darkvision
 Move: 12
 XP: 35

Shadow Elves were traitors, who allied with the Dwarves in one of the many conflicts in the forgotten times. They were banished, and forced to live underground; they adapted some of the ways of the Dwarves before being cast out from that society as well. They live in small, hidden pockets, plotting their revenge against both the Elves and the Dwarves, and their return to their half-remembered forests.

Gargoyle

Armour Class: 5
 Hit Dice: 4
 Attacks: Claw
 Special: Flight
 Move: 9/15 (when flying)
 XP: 400

Gargoyles are winged creatures resembling the carved monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They can be vicious predators.

Gelatinous Cube

Armour Class: 8
 Hit Dice: 4
 Attacks: Strike
 Special: See below
 Move: 6
 XP: 240

Gelatinous cubes are semi-transparent cubes that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic: if the cube hits successfully, the victim must make a saving throw or become paralyzed (6 turns)—during which time the cube will attempt to devour its victim. Most gelatinous cubes contain various metallic treasures or gems that they have engulfed but not yet digested. Gelatinous cubes are immune to lightning and cold.

Ghoul

Armour Class: 6
 Hit Dice: 2
 Attacks: Claw
 Special: See below
 Move: 9
 XP: 60

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

Giants

Giants are a staple of fantasy gaming, huge and dangerous creatures that often have a taste for human flesh. Most are not particularly intelligent.

Giant, Cloud

Armour Class: 4
Hit Dice: 12+2
Attacks: Weapon (3d6)
Special: Hurls boulders
Move: 15
XP: 2,300

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks for 6d6 hit points of damage. Cloud giants are famous for their ability to smell out food, enemies, and Englishmen.

Giant, Fire

Armour Class: 4
Hit Dice: 11+3
Attacks: Weapon (2d6)
Special: Hurls boulders, fire immunity
Move: 12
XP: 2,000

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 5d6 hit points and are immune to fire.

Giant, Frost

Armour Class: 4
Hit Dice: 10+1
Attacks: Weapon (2d6)
Special: Hurls boulders, cold immunity
Move: 12
XP: 2,000

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6 points of damage and are immune to cold.

Giant, Hill

Armour Class: 4
Hit Dice: 8
Attacks: Weapon (2d6)
Special: Hurls boulders
Move: 12
XP: 1,100

Hill giants are the least of the giant races; most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d8 points of damage.

Giant, Stone

Armour Class: 4
Hit Dice: 9
Attacks: Club (2d6)
Special: Hurls boulders
Move: 12
XP: 1,400

Stone giants dwell in caves, isolated in the mountain fastness. They throw rocks for 3d6 points of damage, and can be quite crafty in setting up ambushes in their native mountains — travelers who wander into the territory of stone giants seldom return.

Giant, Storm

Armour Class: 1
Hit Dice: 16
Attacks: Weapon (3d6)
Special: See below
Move: 15
XP: 3,200

Storm giants are the largest of giants, the most intelligent, the most magical, and the most likely to talk with humans rather than simply devour them. Storm giants can live in underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage, and have the power to cast Control Weather.



Gnoll

Armour Class: 5
 Hit Dice: 2
 Attacks: Bite
 Special: None
 Move: 9
 XP: 30

Gnolls are tall humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home to steal and kill with rapacious ferocity.

Gnome

Armour Class: 4
 Hit Dice: 1
 Attacks: War Pick
 Special: Saving against Spells
 Move: 6
 XP: 15

Gnomes stand 3 to 3½ feet tall and weigh 40 to 45 pounds. Their skin colour ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Gnome males prefer short, carefully trimmed beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewellery. Gnomes reach adulthood at about age 40, and they live about 350 years, though some can live almost 500 years.

Gnome, Dread

Armour Class: 3
 Hit Dice: 2
 Attacks: War Pick
 Special: Poison Bite
 Move: 6
 XP: 35

Dread Gnomes have been corrupted by the dark forces of magic; they resemble normal Gnomes in appearance, but have a pale blue pallor. They seek out wielders of magic in a bid to steal their powers and secrets; they are attracted to arcane spell-wielders, especially illusionists. Their blood is dark black, and provides them with a poison bite that can paralyse a target.

Goblin

Armour Class: 6
 Hit Dice: 1-1
 Attacks: Weapon
 Special: -1 "to-hit" in sunlight
 Move: 9
 XP: 10

Goblins are small creatures (4 feet tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack with a -1 "to-hit" in the full sunlight.

Golems

Golems are man-shaped creatures built to serve their masters, usually powerful wizards or high priests. They are often used as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance). You can find the details in the specific monster descriptions.

Golem, Flesh

Armour Class: 9
 Hit Dice: 12
 Attacks: Fist
 Special: See below
 Move: 8
 XP: 2,000

A creation stitched together from human limbs and other parts, like Frankenstein's monster. Damage inflicted by lightning heals the golem, and it is slowed by fire and cold. No other type of spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm a flesh golem.

Golem, Iron

Armour Class: 3
 Hit Dice: 13
 Attacks: Fist or weapon
 Special: See below
 Move: 6
 XP: 3,500

Iron golems are huge moving statues of iron. They can breathe a 10 foot radius cloud of poison gas as well as attacking with great power. Only +3 or better magic weapons can harm an iron golem. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

Golem, Stone

Armour Class: 5
Hit Dice: 16
Attacks: Fist
Special: See below
Move: 6
XP: 3,200

Stone golems are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, and damaged/healed by rock to mud spells and the reverse. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by weapons +2 or better.

Gorgon

Armour Class: 2
Hit Dice: 8
Attacks: Gore
Special: Stone breath
Move: 12
XP: 1,400

Gorgons are bull-like creatures with dragon-like scales. Their breath turns people to stone (60 foot range, saving throw applies).

Grey Ooze

Armour Class: 8
Hit Dice: 3
Attacks: Strike
Special: See below
Move: 1
XP: 240

Grey ooze is almost identical to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a saving throw vs. acid when exposed to grey ooze (even if the contact is as brief as the strike of a sword) or be rotted through. When the grey ooze hits a character in metal armour, the armour must make an item saving throw. Only cutting and piercing damages a grey ooze—it is impervious to blunt or crushing attacks.

Green Slime

Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance

it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of the spell Cure Disease.

Griffon

Armour Class: 3
Hit Dice: 7
Attacks: Bite
Special: Flight
Move: 12/27 (when flying)
XP: 800

Griffons have the body of a lion, with the wings, head, and fore-talons of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in the marketplaces of the great cities, or to barons and wizards.

Halfling

Armour Class: 7
Hit Dice: 1
Attacks: Short Sword/Sling
Move: 6
XP: 15

Halflings stand about 3 feet tall and usually weigh between 30 and 35 pounds. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen. Halflings prefer simple, comfortable, and practical clothes. Unlike members of most races, they prefer actual comfort to shows of wealth.

Halfling, Feral

Armour Class: 5
Hit Dice: 2
Attacks: Club/Sling
Special: Hide in Shadows
Move: 6
XP: 35

Feral Halflings are the descendants of a tribe that was cast out from the Halfling communities and forced to wander the lands as nomads, before eventually making their home in dark places. They treat normal Halflings and their allies as sworn enemies, and a test of manhood is usually making their way to a shire to assassinate a Halfling. They have the Hide in Shadows skill, as a 5th-level Thief.

Harpy

Armour Class: 7
 Hit Dice: 3
 Attacks: Talons
 Special: Flight, siren song
 Move: 6/18 (when flying)
 XP: 120

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (saving throw applies), and the harpy's touch casts the equivalent of a Charm Person spell (again, saving throw applies).

Hell Hound

Armour Class: 4
 Hit Dice: 4-7
 Attacks: Bite
 Special: Breathes fire
 Move: 12
 XP: 240; 400; 600; 800

Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 2 HP damage per hit die (10 foot range, saving throw for half damage).

Hippogriff

Armour Class: 5
 Hit Dice: 3+1
 Attacks: Claws
 Special: Flight
 Move: 12/27 (when flying)
 XP: 60

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. Voracious omnivores, hippogriffs will hunt humanoids as readily as any other meal. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds.

Hobgoblin

Armour Class: 5
 Hit Dice: 1+1
 Attacks: Weapon
 Special: None
 Move: 9
 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. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair. Hobgoblins speak Goblin and Common.

Horse

Horses are AC 7, with riding horses having 2 HD and warhorses having 3 HD. Horses move at a speed of 18.

Game Master's Note: Random Monster Adaptations

After a time, the DM will find that his players come to know the monsters in his game far too well, able to quote chapter and verse on the game statistics. Such jaded players deserve to receive a surprise once in a while; so occasionally, not so often that they come to expect it, roll on this table to give a monster a surprise ability. (Add an extra 25 XP to the total awarded for the monster for each roll on the table. Yes, sometimes roll twice!) This table is best used for 'mundane' humanoids such as orcs and hobgoblins.

<u>Roll</u>	<u>Ability</u>
1	Super Strong! Monster has a +2 to all melee damage rolls.
2	Wild Mage! Each monster has access to one first-level magic-user spell.
3	Wings! The monster has wings, giving it the ability to fly. (Triple movement when flying.)
4	Rubber Skin! The monster has a much tougher skin than normal, reducing its AC by 3.
5	Never Sleeps! The monster is immune to the <i>Sleep</i> spell. (Devastating for some low-level parties...)
6	Blessed by the Dark Gods! Monster is under the effects of a <i>Bless</i> spell.
7	Poison Breath! The monster can launch a poison spray at a target within 10'; take 1d8 damage.
8	Life-Drinker! For every hit point of damage the monster inflicts, he receives a hit point.

Humans

Humans are such a versatile race that any number of "monsters" and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human "monsters."

Don't try to build your non-player characters according to the rules for player characters. Here are some samples, otherwise just make up their stats and abilities as you see fit.

Human, Bandit

Armour Class: 7

Hit Dice: 1

Attacks: Weapon

Special: None

Move: 12

XP: 15

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice.

Human, Berserker

Armour Class: 7

Hit Dice: 1+2

Attacks: Weapon

Special: Berserking

Move: 12

XP: 30

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +2 is added to their attack rolls. They do not wear armour heavier than leather armour.

Human, Sergeant-at-Arms

Armour Class: 5

Hit Dice: 3

Attacks: Weapon

Special: None

Move: 12

XP: 60

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups in castles and armies.

Human, Soldier

Armour Class: 7

Hit Dice: 1

Attacks: Weapon

Special: None

Move: 12

XP: 15

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armour and a mace, sword, or spear. For every five guardsmen there is usually a sergeant.

Hydra

Armour Class: 5
 Hit Dice: 5–12 (equals # of heads)
 Attacks: 5–12 bites
 Special: See below
 Move: 9
 XP: 600; 800; 1,100; 1,400; 1,700; 2,000

Hydrae are great lizard-like or snake-like creatures with 5–12 heads. Each head has one hit die of its own, and when the head is killed, that head dies. The body has as many hit dice as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads (when all the heads are dead the body dies) or killing the creature by attacking the body (in which case the heads die, too). Hydrae that breathe fire or regenerate their heads are known to exist.

Invisible Stalker

Armour Class: 3
 Hit Dice: 8
 Attacks: Bite
 Special: Flight, invisibility
 Move: 12
 XP: 1,100

Invisible stalkers are generally only found as a result of the spell Invisible Stalker. They are invisible flying beings created to follow a single command made by the caster.

Kobold

Armour Class: 6
 Hit Dice: 1/2
 Attacks: Weapon
 Special: None
 Move: 6
 XP: 10

Kobolds are subterranean, vaguely goblin-like humanoids. They have a -1 "to-hit" penalty when fighting above ground. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat.

Kobold, Winged

Armour Class: 4
 Hit Dice: 1
 Attacks: Weapon (Usually Dagger)
 Special: Flight
 Move: 12 (36 when flying)
 XP: 35

The product of an insane magical experiment, a kobold mutated with the wings of a bat, giving the ability to glide through the air. These Kobolds live in small tribes in high mountain passes, waiting to pounce on the unready.

Liche

Armour Class: 0
 Hit Dice: 12–18
 Attacks: Touch
 Special: See below
 Move: 6
 XP: 2,900; 3,200; 3,500; 3,800; 4,100; 4,400; 4,700

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life or as the result of other magical forces (possibly including their own magics gone awry). A liche has the same spell-casting powers as the original Magic-user (the same level as the liche's HD). A liche's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 4 HD or below. Liches are highly malign and intelligent.

Lizardman

Armour Class: 5
 Hit Dice: 2+1
 Attacks: Claw or sword
 Special: See below
 Move: 6/12 (when swimming)
 XP: 30

Lizardmen are reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for a long duration (an hour or more), while others can actually breathe underwater. Some lizardmen wield a wicked sword made of sharp bone.

Lycanthropes

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They cannot be hit by normal weapons; only silver or magical weapons inflict damage on them. If any character is brought low 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

Lycanthrope, Werebear

Armour Class: 2

Hit Dice: 7+3

Attacks: Bite

Special: Lycanthropy

Move: 9

XP: 800

Werebears are often found in temperate forests.

Lycanthrope, Wererat

Armour Class: 6

Hit Dice: 3

Attacks: Weapon

Special: Control rats, lycanthropy

Move: 12

XP: 120

Wererats are mostly found in cities, lurking in shadowy alleyways. Wererats can control rats, and are extremely stealthy (surprising opponents 1–4 on a d6).

Lycanthrope, Weretiger

Hit Dice: 6

Armour Class: 3 [16]

Attacks: 2 claws, 1 bite

Special: Lycanthropy, hit only by magic or silver weapons

Move: 12

XP: 600

Weretigers are often found in tropical cities and ancient jungle ruins, but will appear in more temperate climates as well, if tigers live in the surrounding wilderness.

Lycanthrope, Werewolf

Armour Class: 5

Hit Dice: 3

Attacks: Bite or Claw

Special: Lycanthropy

Move: 12

XP: 120

Werewolves generally found lurking in forests, on the edge of civilisation. When humanoid they have no distinguishing traits. They are often only affected by silver or magical weapons, and are often humanoid — except for during a full moon, and so on. Occasionally, a 'Werewolf Lord' with 8 HD will appear, leading a pack of his unfortunate brethren.

Manticore

Armour Class: 4
Hit Dice: 6+4
Attacks: Tail-spikes
Special: Flight
Move: 12/8(when flying)
XP: 800

A horrid monster with bat wings, the face of a feral human, the body of a lion, and a tail tipped with 24 iron spikes. The manticore can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of 180 feet.

Medusa

Armour Class: 8
Hit Dice: 6
Attacks: Poisoned bite or weapon
Special: Petrifying gaze
Move: 9
XP: 800

Medusae are horrid creatures from Greek mythology with a female face but hair of writhing snakes; they have no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but lethally poisonous with a successful hit (saving throw applies).



Minotaur

Armour Class: 6
Hit Dice: 6+4
Attacks: Weapon
Special: Never lost in labyrinths
Move: 12
XP: 400

The minotaur is a man-eating predator from Greek mythology, with the head of a bull and the body of a massive human, covered in shaggy hair. Sometimes they wield large axes; most are only semi-intelligent.

Mummy

Armour Class: 3
Hit Dice: 5+1
Attacks: Touch (See below)
Special: See below
Move: 6
XP: 600

Mummies cannot be hit by normal weapons and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to half normal, but a Remove Curse spell is required to completely lift the curse.

Ochre Jelly

Armour Class: 8
Hit Dice: 5
Attacks: Acid strike
Special: Lightning divides creature
Move: 3
XP: 400

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making the spell Raise Dead all but impossible.

Ogre

Armour Class: 5
Hit Dice: 4+1
Attacks: Weapon
Special: None
Move: 9
XP: 120

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there. Sometimes ogres are mistaken for trolls.

Ogre, Half

Armour Class: 5
 Hit Dice: 2+1
 Attacks: Weapon
 Special: None
 Move: 12
 XP: 65

Half-Ogres resemble smaller Ogres; they often travel with their larger brethren, but can sometimes be found leading bands of barbarians or humanoid tribes.

Ogre Mage

Armour Class: 4
 Hit Dice: 5+4
 Attacks: Weapon
 Special: Magic
 Move: 12/18 (when flying)
 XP: 600

The ogre mage is an ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn invisible (per the spell), create a 10 foot radius circle of magical darkness, change into human form, cast Sleep and Charm Person once per day, and cast a cone of frost with a range of 60 feet to a base of 30 feet, causing 8d6 damage to any caught within (saving throw applies). Western folklore also contains many examples of shape-shifting, magical ogres (the most famous example being the one in Puss-in-Boots), so there might be many different types of magical ogres, whether or not they are called "ogre mage."

Orc

Armour Class: 6
 Hit Dice: 1
 Attacks: Weapon
 Special: None
 Move: 12
 XP: 15

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a -1 penalty "to-hit" in sunlight. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional HD, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a mystic sorcerer.

Orc, Half

Armour Class: 6
 Hit Dice: 1
 Attacks: Weapon
 Special: None
 Move: 12
 XP: 15

These orc-human crossbreeds can be found in either orc or human society (where their status varies according to local sentiments), or in communities of their own. Half-orcs usually inherit a good blend of the physical characteristics of their parents. They are as tall as humans and a little heavier, thanks to their muscle. They have greenish pigmentation, sloping foreheads, jutting jaws, prominent teeth, and coarse body hair. Half-orcs who have lived among or near orcs have scars, in keeping with orcish tradition.

Pegasus

Armour Class: 6
 Hit Dice: 2+2
 Attacks: Hooves
 Special: Flight
 Move: 24/48 (when flying)
 XP: 120

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. A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. Pegasi cannot speak, but they understand Common.

Purple Worm

Armour Class: 6
 Hit Dice: 15
 Attacks: Bite or sting
 Special: Poison sting
 Move: 9
 XP: 3,500

Purple worms are massive annelids that grow 40+ feet in length and sometimes exceed 10 feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed number, or if the worm rolls double the number required "to-hit". They can swallow anything the size of a horse or smaller.

In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly even from the piercing wound it inflicts. The poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted (or perhaps still do, in deep places) with such natural weapons must have been terrifying indeed. Aquatic versions of the purple worm might also exist.

Rakshasa

Hit Dice: 7
Armour Class: -4
Attacks: 2 claws (1d3) 1 bite (1d6)
Special: Illusory appearance, special magic resistance, spells
Move: 15
XP: 2,000

Rakshasas are evil spirits from Indian mythology. Their true form is that of a demon with the head of a tiger or other predatory animal, but by magical illusion they always appear to others in a friendly or non-threatening form. Rakshasas can only be affected by the most powerful of spells (level 5 or 6), and they can only be hit with magical weapons. Crossbow bolts that have been blessed by a Cleric are the bane of the Rakshasa – such bolts are treated as +3 weapons against them.

Rakshasas are minor spell casters, able to cast Magic-User spells (3/2/1) and Cleric spells (1 Level-1 spell). Typical spells for a rakshasa might be:
Magic-User level 1: *Magic Missile* x3; level 2: *Mirror Image, Web*; level 3: *Fly*
Cleric level 1: *Cure Light Wounds*

Rat, Giant

Armour Class: 7
Hit Dice: 1-1
Attacks: Bite
Special: 5% are diseased
Move: 12
XP: 10

Giant rats are often found in dungeons, and are about the size of a cat or a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw vs. poison is allowed. The effects of the disease are decided by the Referee.

Roc

Armour Class: 4
Hit Dice: 12
Attacks: Claw
Special: None
Move: 3/30 (when flying)
XP: 2,000

Rocs are the mythological great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or fledglings would be a prize indeed, worth great sums of gold. Rocs might grow as large as 18 HD, with commensurately increased statistics.

Salamander

Armour Class: 5, 3
Hit Dice: 7
Attacks: Constrict or touch
Special: Heat, constriction
Move: 9
XP: 800

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human (AC 5) and the lower body of a snake (AC 3), and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of fire damage, and they wrap their tails around foes to cause an additional 2d6 points of crushing damage per round. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

Sea Serpent

Armour Class: 2
Hit Dice: 30
Attacks: Bite
Special: See below
Move: 18 (when swimming)
XP: 8,400

The size and nature of sea serpents is a matter for the Referee to determine. The sea serpent depicted here would be about middle size, about 60 feet in length, with smaller ones being half that size (with adjusted statistics, of course), and large ones being about 50% larger than the one described here. A sea serpent would undoubtedly be capable of swallowing a human whole, probably on a natural attack roll of no more than 14. A character swallowed whole would be digested within, perhaps, three hours.

Shadow

Armour Class: 7
 Hit Dice: 3+3
 Attacks: Touch (See below)
 Special: See below
 Move: 12
 XP: 130

Shadows may or may not be undead creatures: they are immune to sleep and charm, but the Referee may decide whether they are undead creatures subject to turning or whether they are some horrible "other" thing, a manifestation perhaps, or a creature from another dimension. Shadows are dark and resemble shadows, though they may be darker. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a strength of 0, he becomes a shadow. Strength points return after 90 minutes.

Skeleton

Armour Class: 8, 7 w/ shield
 Hit Dice: 1/2
 Attacks: Strike or weapon
 Special: None
 Move: 12
 XP: 15

Skeletons are animated bones of the dead and are usually under the control of some evil master.

Slug, Giant

Armour Class: 8
 Hit Dice: 12
 Attacks: Bite
 Special: Spits acid (2d6)
 Move: 6
 XP: 2,300

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva (one target at a time). The base range for spitting is 60 feet, and within this range the slug's spittle will be 50% likely "to-hit" (no "to-hit" roll required). For every additional 10 feet of range, the chance "to-hit" decreases by 10%. On its first spitting attack, the slug only has a 10% chance "to-hit" within 60 feet, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity (thus changing the damage inflicted).

Spectre

Armour Class: 2
 Hit Dice: 6
 Attacks: Touch (See below)
 Special: Drains 2 levels per hit
 Move: 15/30 (when flying)
 XP: 1,100

Spectres are wraith-like undead creatures without corporeal bodies. When a spectre hits an opponent, either with hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a spectre. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a spectre becomes a spectre himself — a pitiful thrall to its creator.

Spider, Giant

Armour Class: 6
 Hit Dice: 2+2
 Attacks: Bite (See below)
 Special: See below
 Move: 18
 XP: 240

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Giant spider webs require a saving throw to avoid becoming stuck. Those who make their saving throw can fight and move (5 feet per round) in the webs. Giant spiders surprise on a roll of 1–5, being able to hide well in shadows. A giant spider's bite is very poisonous.

Treant

Armour Class: 2
 Hit Dice: 7–12
 Attacks: Strike
 Special: Control trees
 Move: 6
 XP: 600; 800; 1,100; 1,400; 1,700; 2,000

Treants are tree-like protectors and "shepherds" of forest trees. Depending upon their size, they have different hit dice and damage; treants of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, treants of 9–10 hit dice inflict 3d6 points, and treants of 11–12 hit dice inflict 4d6 points. All treants can "wake" trees within 60 feet, allowing them to walk at a rate of 3, and possibly to attack (no more than two trees at a time can be awake at the behest of a single treant).

Troll

Armour Class: 4
 Hit Dice: 6+3
 Attacks: Claw
 Special: Regeneration
 Move: 12
 XP: 800

Trolls are as tall as ogres and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

Unicorn

Armour Class: 2
 Hit Dice: 4
 Attacks: Hoof or horn
 Special: See below
 Move: 24
 XP: 240

Unicorns are generally shy and benevolent creatures, who will only allow a chaste maiden to approach them. They can teleport once per day to a distance of 360 feet, with a rider. When they charge, their horn can deal double damage. Unicorns are 25% resistant to magic. The unicorn's horn has healing properties according to legend (the details of this, if any, are left to the Referee). There is considerable room to create variants of sorts: evil or flying unicorns, etc.

Vampire

Armour Class: 2
 Hit Dice: 7-9
 Attacks: Bite (See below)
 Special: See below
 Move: 12/18 (when flying)
 XP: 1,100; 1,400; 1,700

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons and when "killed" in this way they change into a gaseous form, returning to their coffins. They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire's eyes necessitates a saving throw at -2, or the character is charmed (as per the spell Charm Person). Most terrifyingly, a vampire's bite drains two levels from the victim.

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of "good" holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator.

Wight

Armour Class: 5
 Hit Dice: 3
 Attacks: Claw (See below)
 Special: See below
 Move: 9
 XP: 240

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels (1 level per hit) by a wight becomes a wight.

Worg

Armour Class: 6
 Hit Dice: 4
 Attacks: Bite
 Special: None
 Move: 18
 XP: 120

Worgs are large, intelligent, and evil wolves of chaos. They are sometimes ridden by orcs. They may have supernatural origins.

Wraith

Armour Class: 3
 Hit Dice: 4
 Attacks: Touch (See below)
 Special: See below
 Move: 24
 XP: 400

Wraiths are powerful wights, immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. They drain 1 level per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

Wyvern

Armour Class: 3
 Hit Dice: 7
 Attacks: Bite or sting
 Special: Flight, poison sting
 Move: 6/24 (when flying)
 XP: 1,100

A wyvern is the two-legged form of dragon, and these creatures are smaller and less intelligent than true four-legged dragons, not to mention that they do not have a breath weapon. Wyverns have a poisonous sting at the end of their tails, but they are not coordinated enough to attack with both bite and sting in a single round. In any given round, the wyvern is 60% likely to use its tail, which can lash out to the creature's front even farther than its head can reach.

Yellow Mold

Armour Class: N/A
 Hit Dice: N/A
 Attacks: See below
 Special: Poisonous spores
 Move: 0
 XP: 60

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (50% chance) release a cloud of poisonous spores, roughly 10 feet in diameter. Failing a saving throw against the spores means that the character dies a rather horrible death. Touching yellow mold causes 1d6 points of acid damage. These growths can be destroyed with fire.

Zombie

Armour Class: 8, 7 w/ shield
 Hit Dice: 1
 Attacks: Strike or weapon
 Special: Immune to sleep, charm
 Move: 6
 XP: 30

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.

Zombie Lord

Armour Class: 8
 Hit Dice: 4
 Attacks: Weapon
 Special: Animate Dead, Control Dead
 Move: 12
 XP: 350

These evil shamans, masters of foul necromancy, are masters of the art of raising Zombies from the ground, and using them to carve out puppet empires. They can *Animate Dead* once per day, only creating Zombies, and are able to control any Zombies they have created at will using their magical amulets. Destroying the amulets breaks their hold on the Zombies; given 'free will', the Zombies will turn on their master.

Game Master's Note: Creating New Monsters

Monsters are not Player Characters, and their abilities are not at all determined by the rules for PCs - not even the stats for races that can have player characters, such as Dwarves. A monster's abilities are determined by the Referee, not by any rules! Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! You are responsible for the quality of the swords and sorcery in your game, not the rules. So don't try to create monsters according to any sort of power formula. Create monsters based on how they feel and how they play at the gaming table. Create challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you're "allowed" to do.

CHAPTER 9: TREASURE

Most monsters will have some sort of treasure; this is generally seen as an appropriate reward for their conquest by adventuring parties; this is one of the in-built reward mechanisms of the game, but should be used in caution. Too many large treasures, and they will lose all value to the party. Too many small treasures, and the players will not find themselves gaining experience at an appropriate rate.

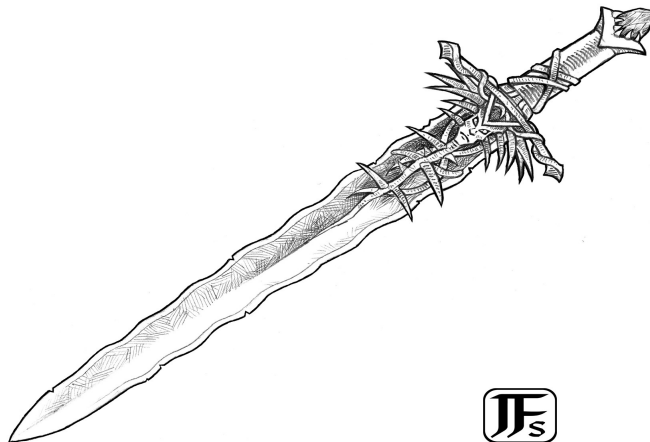
Generally, the monetary value of treasure guarded by a monster or group of monsters should be around 2-3 times the value of the monster in experience points; it should be remembered that monsters will not likely carry all of their treasure with them, but will cache it in hidden bases, or lairs. In addition, the treasure should fit the monster; a wolf is unlikely to have a stash of gold pieces, but his pelt might be worth a pretty penny!

Keep treasure varied; don't make it all in gold pieces. There are four other denominations, use them! Invent other currencies, have some coins minted at double the weight, or half; let the unwary try and pass them on. Give some flavour to the coinage that the party is lugging around the map. Randomly rolling gold pieces is never a great idea; far better to base it roughly on the experience points, as discussed. As well as simple coinage, use gemstones of various sizes and cuts – rubies, emeralds, diamonds, topaz, opals, pearls, you name it! Works of art – statues, portraits, tapestries. Even jewellery; rings and necklaces could fetch a pretty penny...or find themselves adoring an NPC that the PC is hoping to court!

Splitting the take is always controversial. It is often best for a party to simply agree on equal shares of treasure in order to avoid argument, with extra shares allotted perhaps for exceptional performance, bravery, or sacrifice. Likewise, the valuables or shares belonging to a dead character should also be discussed? Does he have a next of kin they must be taken to? That could be an adventure in its own right.

Magical items can be harder, both to place and to pick. The DM should feel able to place items that he thinks would be of use to a character – either specific quest items for future adventures, or because the character has a demonstrable use for it. A Paladin should at some point have the opportunity to quest for his Holy Sword, for example. (These are deliberately not on the table; such swords should never be randomly placed!) To aid placement, a series of random tables are provided; though feel free to re-roll, and try and keep magical items *special*. Don't just drop them into a dungeon; they should be used sparingly. Make each one special. No 'Sword +1' – the 'Blade of Arturo', or the 'Scimitar of the Blood Lord'. Characters will value items much more highly if they have an interesting backstory behind them.

Finally – if a monster has magical items, then he is going to use them if at all possible. If he isn't using that magical sword...then the player should wonder what his reason is for failing to use it!



Magic Item Table

This table should naturally be used with discretion; more powerful monsters such as Dragons should have disproportionately larger collections of magical items. Feel free to roll on this table multiple times if warranted.

Roll	Minor (1-4 HD)	Medium (5-8 HD)	Major (9+ HD)
1	1 Potion	3 Potions	6 Potions
2-3	1 Scroll (D6)	1 Scroll (D6 + 6)	1 Scroll (D6+6)
4-5	1 Weapon/Armour (D6)	1 Weapon/Armour (D6 + 6)	1 Weapon/Armour (D6 + 12)
6	1 Misc. Item (D20)	1 Misc. Item (D20 + 20)	1 Misc. Item (D20 + 40)

Magic Potions Table

Roll (1d100)	Potion
1 – 3	Animal Control
4 – 6	Beguiling
7 – 9	Demon Control
10 – 12	Diminution
13 – 15	Dragon Control
16 – 18	Ethereality
19 – 21	Fire Resistance
22 – 24	Flying
25 – 27	Gaseous Form
28 – 30	Giant Strength
31 – 33	Growth
34 – 36	Heroism
37 – 39	Invisibility
40 – 42	Invulnerability
43 – 45	Levitation
46 – 48	Plant Control
49 – 55	Poison
56 – 58	Slipperiness
59 – 61	Treasure Finding
62 – 64	Undead Control
65 – 74	Extra Healing
75 – 00	Healing

*Potion effects last for 1d6 + 1 turns

Magic Melee Weapons Table

Roll (D12)	Type
1	Axe, Hand
2	Axe, Battle
3	Dagger
4	Flail
5	Mace
6	Spear
7	Staff
8	Sword, Short
9	Sword, Long
10	Sword, Two-Handed
11	Warhammer
12	War Pick

Scrolls Table

Roll (D6)	Scroll
1	1 1st-level Magic-User Spell
2	1 1st-level Cleric Spell
3	1 1st-level Illusionist Spell
4	1 1st-level Pyrocaster Spell
5	Protection Scroll
6	Cursed Scroll
7	1 2nd-level Magic-User Spell
8	1 2nd-level Cleric Spell
9	1 2nd-level Illusionist Spell
10	1 2nd-level Pyrocaster Spell
11	Protection Scroll
12	Cursed Scroll
13	1 3rd-level Magic-User Spell
14	1 3rd-level Cleric Spell
15	1 3rd-level Illusionist Spell
16	1 3rd-level Pyrocaster Spell
17	Protection Scroll
18	Cursed Scroll

Determine Spells randomly on relevant spell list.

Protection Scrolls

Roll (D8)	Scroll
1	Demons
2	Dragons
3	Elementals
4	Fire
5	Illusions
6	Lycanthropy
7	Magic
8	Undead

Magic Missile Weapons Table

Roll (D6)	Type
1	2d6 Arrows
2	2d6 Bolts
3	1d6 Sling Stones
4	1 Spear
5	1 Javelin
6	1d6 Darts

Magic Armour Table

Roll (D6)	Type
1	Leather
2	Studded Leather
3	Chain Mail
4	Plate Mail
5	Helmet
6	Ring Mail

Magical Weapons and Armour Table

Roll (D6)	Item
1	Cursed Armour
2	+1 Missile Weapon(s)
3	+1 Shield
4	+1 Melee Weapon
5	+1 Armour
6	Cursed Weapon
7	+2 Missile Weapon(s)
8	+2 Shield
9	+2 Melee Weapon
10	+2 Armour
11	Cursed Weapon
12	+3 Missile Weapon(s)
13	+3 Melee Weapon
14	+3 Shield
15	+3 Armour
16	Unusual Armour
17	Unusual Weapon
18	Re-Roll Twice (D6+6)

Unusual Armour Table

Roll (D4)	Item
1	Armour of Arrow Deflection
2	Demonic Armour
3	Ethereal Armour
4	Fiery Armour

Miscellaneous Items

Roll (D20)	Type
1	Lesser Wand
2	Lesser Ring
3-20	Misc. Lesser Item
21-22	Lesser Wand
23	Greater Wand
24-25	Lesser Ring
26	Greater Ring
27-40	Misc. Medium Item
41-42	Greater Wand
43-44	Greater Ring
45	Staff
46-60	Misc. Greater Item

Lesser Rings Table

Roll (D6)	Ring
1	Fire Resistance
2	Invisibility
3	Mammal Control
4	Poison Resistance
5	Protection +1
6	Protection +2

Cursed Weapon/Armour

Roll (D6)	Item
1-3	-1 Weapon/Armour
4	-2 Weapon/Armour
5	-3 Weapon/Armour
6	Shield of Missile Attraction

Unusual Weapons Table

Roll (D10)	Item
1	+1 Blunt Weapon, Destroys Undead
2	+1 Thrown Weapon, Returns to Hand
3	+1 Weapon, 1 extra attack/day
4	+1, +2 vs. particular foe
5	+1, +4 vs. particular foe
6	+2, +3 vs. particular foe
7	Weapon 'flames'
8	Weapon 'freezes'
9	Dancing Weapon
0	Intelligent Weapon

Lesser Wands Table

Roll (D3)	Wand
1	Level 1 Spell, 1d20 Charges
2	Level 2 Spell, 1d10 Charges
3	Level 3 Spell, 1d4 Charges

Greater Wands Table

Roll (D10)	Wand
1	Level 3 Spell, 1d12 Charges
2	Level 4 Spell, 1d10 Charges
3	Wand of Detection (Enemies)
4	Wand of Detection (Metal)
5	Wand of Detection (Magic)
6	Wand of Detection (Traps/Secret Doors)
7	Wand of Polymorph
8	Wand of Fear
9	Wand of Cold
0	Wand of Paralysing

Greater Rings Table

Roll (D10)	Ring
1	Human Control
2	Three Wishes
3	Regeneration
4	Djinn Summoning
5	Shooting Stars
6	X-Ray Vision
7	Telekinesis
8	Spell Turning
9	Spell Storing (Magic-User)
0	Spell Storing (Cleric)

Staves Table

Roll (D10)	Staff
1	Healing
2	Command
3	Snakes
4	Striking
5	Withering
6	Power
7	Wizardry
8	Beguiling
9	Absorption
0	Lordly Might

Miscellaneous Items (Minor)

Roll (D20)	Item
1	Arrow of Direction
2	Bag of Holding
3	Boots of Elvenkind
4	Boots of Speed/Leaping (50%)
5	Bracers of Defence (AC 6)
6	Chime of Opening
7	Cloak of Elvenkind
8	Cloak of Protection, +1
9	Cursed Item
10	Decanter of Endless Water
11	Dust of Appearance/Disappearance (50%)
12	Dust of Sneezing and Choking
13	Gauntlets of Swimming/Climbing
14	Horseshoes of Speed
15	Luckstone (+1 to rolls)
16	Manual of Beneficial Exercise
17	Pipes of the Sewers
18	Rope of Climbing
19	Rope of Entanglement
20	Spade of Excavation

Magical Weapon Enemies Table

Roll (d6)	Enemy
1	Dragons
2	Demons
3	Elementals
4	Lycanthropes
5	Magic-Users
6	Undead

Cursed Items Table

Roll (D10)	Item
1	Bag of Devouring
2	Censer of Hostile Elementals
3	Cloak of Poison
4	Crystal Ball of Suggestion
5	Dancing Boots

Miscellaneous Items (Medium)

Roll (D20)	Item
1	Amulet Against Scrying
2	Boots of Flying
3	Bracers of Defence (AC 4)
4	Carpet of Flying
5	Cloak of Displacement
6	Cloak of Protection, +2
7	Deck of Many Things
8	Figurine of the Onyx Dog
9	Gauntlets of Ogre Power
10	Helm of Read Magic and Languages
11	Portable Hole
12	Horn of Valhalla (Bronze)
13	Horn of Valhalla (Silver)
14	Jug of Alchemy
15	Manual of Quickness
16	Medallion of Detect Thoughts
17	Mirror of Mental Scrying
18	Robe of Blending
19	Robe of Eyes
20	Robe of Wizardry

Miscellaneous Items (Major)

Roll (D20)	Item
1	Amulet of Demon Control
2	Beaker of Potions
3	Item of Controlling Elementals
4	Crystal Ball
5	Efretti Bottle
6	Figurine of the Golden Lions
7	Gauntlets of Dexterity
8	Gem of Seeing
9	Girdle of Giant Strength
10	Helm of Fiery Brilliance
11	Helm of Teleportation
12	Horn of Blasting
13	Horn of Valhalla (Iron)
14	Lenses of Charming
15	Libram, Magical (Gain Level)
16	Manual of the Golems
17	Manual of Intelligence
18	Manual of Wisdom
19	Necklace of Fireballs
20	Scarab of Insanity

Potion Effects

Animal Control: Results as per the spell Charm Monster.

Begiling: Results as per the spell Charm Person.

Clairvoyance: Results as per the spell.

Demon Control: 1d3 demons of a specific type (determined randomly by the Referee) are affected as per the spell Charm Monster.

Diminution: Imbiber shrinks and becomes 6 inches tall for 2d6 hours.

Dragon Control: 1d3 dragons of a specific type (determined randomly by the Referee) are affected as per the spell Charm Monster.

Ethereality: The imbiber of this potion can move through solid objects but cannot attack. Equipment also becomes ethereal.

Extra Healing: Cures 3d6+3 HP worth of damage.

Fire Resistance: Grants immunity to normal fire, +2 saving throws against fire attacks, and half damage to magic fire attacks that do not permit saving throws.

Flying: Results as per the spell Fly.

Gaseous Form: The user's body turns to a mist that he controls, allowing him to access any place that isn't airtight. Equipment is left behind; only the body becomes gaseous.

Giant Strength: Character gains strength above and beyond 18. Gains an additional 1d6 to damage rolls and +4 "to-hit".

Growth: Character grows and becomes 30 feet tall.

Healing: Cures 1d6+1 HP worth of damage.

Heroism: +2 to attacks and damage.

Invisibility: Results as per the spell.

Invulnerability: +2 saving throws, opponents attack at -2.

Levitation: Results as per the spell.

Plant Control: Results as per the spell Charm Monster.

Poison: Save or die.

Slipperiness: Except for the soles of the feet and the palms of the hands, the character has a virtually frictionless surface.

Treasure Finding: Character can detect hoards of treasure within 400 feet of their current location.

Undead Control: 2d4 undead of fewer than 4 HD and 1d4 undead of 4+ hit dice fall under the imbiber's control as per the Charm Monster spell.

Protection Scroll Descriptions

Demons: Everyone within a 10 foot radius around the reader are protected from the attacks of 1 demon per round for a period of 40 minutes.

Dragons: Everyone within a 10 foot radius around the reader are protected from the attacks of 1 dragon per round for a period of 40 minutes.

Elementals: This scroll protects against a single elemental, and lasts for a duration of 40 minutes.

Fire: This scroll protects everyone within a 10 foot radius from non-magical fire for 30 minutes.

Illusions: For 20 minutes, any illusions within 10 feet of the caster are automatically dispelled.

Lycanthropes: All within a 10 foot radius around the reader, for a duration of one hour, are protected from lycanthropes.

Magic: Anti-magic shell surrounds and moves with the reader for 1 hour, having a radius of 10 feet. Spells cannot pass in or out of the shell.

Undead: All within a 10 foot radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with HD fewer than 4, and 2d6 undead with hit dice 4-5, and 1d6 undead with hit dice of 6+ are foiled by the protection of the scroll. Thus, the scroll is effective against all but a true horde of undead.

Unusual Weapon Descriptions

Blunt weapon that destroys undead: Blunt weapons are the mace, sling, staff, and war hammer. Lesser undead types don't get a saving throw; more powerful ones do.

Thrown weapon returns to hand: These weapons are the hand axe, spear, and war hammer.

Bonus vs. particular type of foe: Examples include dragons, giants, orcs, lycanthropes, undead, etc.

Weapon flames: Additional 1d6 fire damage: roll 1d4-1 for "to-hit" bonus.

Weapon freezes: Additional 1d6 cold damage: roll 1d4-1 for "to-hit" bonus.

Dancing weapon: Fights in the air after 3 rounds, as a +1d3 weapon.

Intelligent weapon: Roll 1d3 for to-hit bonus. There is a 10% chance that such a weapon may have the ability to cast a spell once per day. Such swords generally can communicate with their bearers, and often (25% chance) can speak audibly.

Unusual Armour Descriptions

Armour of Arrow Deflection: +2 against missile fire.

Demonic Armour: Possessed by a spirit or demon, with effects to be determined by the Referee.

Ethereal Armour: +3 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, after which it reverts to normal +3 plate mail. In ethereal form, the wearer cannot be hit and cannot attack (unless the opponent is also ethereal).

Fiery Armour: +1 armour that is surrounded by flames. These flames deal 1d6 damage to melee attackers.

Shield of Missile Attraction: This item attracts missile fire (even those fired at others nearby) and grants a +1 "to-hit" bonus to attack on such missiles.

Greater Wand Descriptions

Wand of Detection (enemies): Detects enemies in a radius of 60 feet, provided that the enemies are actually thinking hostile thoughts. Always active when held, does not use charges.

Wand of Detection (metal): Detects large caches of metal, with a range of 20 feet. The wand's user also gets a vague sense of the metal's type. Always active when held, does not use charges.

Wand of Detection (magic): Functions as a Detect Magic spell with a range of 20 feet. The wand's user gets a vague sense of what sort of magic is being detected. Always active when held, does not use charges.

Wand of Detection (traps and secret doors): Detects traps and secret doors with a range of 20 feet. Always active when held, does not use charges.

Wand of Polymorph: Casts either Polymorph (self) or Polymorph (other), carries 10 charges.

Wand of Fear: Causes creatures in a cone-shaped path to flee (saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 60 feet to a base 30 feet across. Holds 25 charges and cannot be recharged).

Wand of Cold: Casts a cone of cold 60 feet to a base 30 feet across. Creatures in the cone take 6d6 damage (saving throw for half damage). Holds 25 charges and cannot be recharged).

Wand of Paralyzing: Casts a cone of paralysis 60 feet to a base 30 feet across. Creatures in the cone are paralyzed for 3d6 turns. Holds 25 charges and cannot be recharged).

Lesser Ring Descriptions

Fire Resistance: +5 to saving throws vs. magical fire and grants immunity to normal fire.

Invisibility: Turns wearer invisible.

Mammal Control: The wearer controls 1d6 mammals at a range of up to 60 feet. Control does not extend to humans or giant animals.

Poison Resistance: +5 to saving throws vs. poison.

Protection: Grants bonus to armour class and saving throws.

Greater Ring Descriptions

Djinn Summoning: The wearer of this ring can summon a djinn.

Human Control: Allows the wearer to cast Charm Person once per day and maintain the charm on up to

3 individuals at a time.

Regeneration: The wearer regenerates 1 HP/round and thus cannot die unless the ring is removed or the body burned.

Shooting Stars: Once per day, this ring can summon 1d6 flaming meteors from the depths of space. Each meteor can target a separate enemy and deals 3d6 damage. If used indoors or underground, the meteors will strike whatever is directly above the target.

Spell Storing (Magic-user): The ring contains 1d6 Magic-user spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Magic-user) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

Spell Storing (Cleric): The ring contains 1d6 Cleric spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Cleric) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

Spell Turning: Any spell (other than from a wand, etc.) directly aimed at the wearer of this ring is partially reflected back at the caster. Roll a d100 to determine how much of the spell's power bounces back; the exact determination of what happens is up to the Referee.

Telekinesis: The wearer can mentally lift and move up to 200 pounds of weight at a range of 120 feet.

Three Wishes: Grants the wearer 3 wishes; outrageous wishes backfire.

X-ray Vision: The wearer has x-ray vision at a range of 40 feet. The maximum distance through which the character can see through solid rock is just over 10 feet, though solid metals (other than lead) is 1 foot, and through lead is 1 inch.

Staff Descriptions

Absorption: Absorbs spells cast directly at the wielder and allows the wielder to cast a spell from his own memory using that power (and thus not losing the spell from memory). Once the staff has absorbed 50 levels of spells (whether or not the power has been cast back out again), it no longer absorbs spells.

Beguiling: Casts Charm Person in a radius of 20 feet from the wielder (uses one charge). The duration of the charm is 1 hour.

Command: A charge can be used to control humans (as per Charm Person), plants, or animals.

Healing: Cures 1d6+1 hit points of damage per charge.

Power: Casts Light (no charge used), casts Fireball (4d6 damage), cold as a Wand of Cold, Lightning Bolt (4d6 damage), acts as a ring of Telekinesis (costs one

charge) and hits for 2d6 damage (no charge used).

Lordly Might: These staves only carry 10 charges, but a charge may be used to cast Raise Dead.

Snake, the: +1 "to-hit" and +1 damage. When commanded (by using a charge) the staff coils around the target with a successful hit and pinions the victim for 1d4 × 10 minutes. The victim must be about the size of a human or smaller to use this power. The staff will slither back to its owner afterwards at a speed of 24. Only Clerics can employ a Staff of the Snake.

Striking: Inflicts 2d6 points of damage with a successful hit (does not use charges).

Withering: Adds ten years of physical aging with a successful hit.

Wizardry: The most powerful of staves. It is a staff of power with additional abilities. At the cost of one charge, it allows invisibility, summoning elementals (calling 1d4 at a time), Hold Person, a Wall of Fire, Passwall, a Web spell, or Fly.

Miscellaneous Magic Item Descriptions

Amulet against Scrying: Protects the wearer from all scrying, such as Detect Thoughts or being viewed through a crystal ball. Usable by: All Classes.

Amulet of Demon Control: Functions as a Protection from Chaos spell, and allows the wearer to attempt to cast Charm Monster upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. Usable by: Magic-users and Clerics.

Arrow of Direction: Points the direction of whatever the owner requests. Cannot be used more than 7 times in a single week. Usable by: All Classes.

Bag of Holding: The inside of this bag is larger than the outside. The inside dimensions are roughly 10 × 5 × 3 feet, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. Usable by: All Classes.

Beaker of Potions: This small jug fills itself with the requested potion, out of the 1d4+1 potions it is able to produce. The jug can be used as many times per week as it can create potions. Usable by: All Classes.

Boots of Elvenkind: The wearer moves with complete silence. Usable by: All Classes.

Boots of Levitation: These boots allow the wearer to Levitate (as per the spell) with unlimited duration. Usable by: All Classes.

Boots of Speed or Boots of Leaping (50%): Boots of Speed double the wearer's movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make prodigious leaps 10 feet high and up to 30 feet horizontally. These boots

also double movement rates, but outdoors only. They do not require the wearer to rest after using them. Usable by: All Classes.

Bracers of Defense, AC 4: These bracers improve the wearer's armour class (whatever part of it is due to actual armour) to the stated level—there is no effect if the wearer is already armoured to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

Bracers of Defense, AC 6: These bracers improve the wearer's armour class (whatever part of it is due to actual armour) to the stated level—there is no effect if the wearer is already armoured to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

Carpet of Flying: The carpet can carry as many as three people, and travels at a speed of 18 when it has more than one passenger. With only one rider, the carpet moves at a rate of 30. Usable by: All Classes.

Censer, Bowl, Brazier, or Stone of Controlling Elementals: Censers control air elementals, bowls (when filled) control water elementals, braziers control fire elementals, and Stones control earth elementals. These items can be used to summon a 12 HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. Usable by: Magic-users.

Chime of Opening: Sounding this small chime opens any door, even if the door is barred or Wizard Locked. Usable by: All Classes.

Cloak of Displacement: The wearer appears to be in a slightly different location than he really is. His AC improves by 2, and he gains a +2 saving throw against any targeted attack upon him. Usable by: All Classes.

Cloak of Elvenkind: The wearer is almost, but not quite, invisible. Usable by: All Classes.

Cloak of Protection, +1: This cloak improves the wearer's AC by 1, and grants a bonus of +1 on saving throws. Usable by: All but Fighters.

Cloak of Protection, +2 or +3 (50%): This cloak improves the wearer's armour class by 2 (or 3), and grants a bonus of +2 (or +3) on saving throws. Usable by: All but Fighters.

Crystal Ball: Allows the user to see what he desires to see, over a considerable distance. A crystal ball may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare. Usable by: Magic-users.

Cursed Item: (See Cursed Items, Page 85)

Decanter of Endless Water: This jug pours out one gallon of water per minute when unstoppered. Usable by: All Classes.

Deck of Many Things: An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per card in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as he likes (with the deck re-shuffled each time), but once he stops drawing cards, the deck disappears in a sound of faintly malevolent laughter. The results are as follows:

The Hearts (♥)

Ace: Gain 50,000 xp.

King: Gain a magic item from the Misc. Magic Items (Greater) table.

Queen: Gain 1d3 wishes

Jack: Gain the ability to summon an 8 HD warrior with +3 sword, shield, to serve for a total of 1 hour.

The Clubs (♣)

Ace: The character's alignment is changed. If the game does not use alignment, the character receives a dangerous Quest (per the spell).

King: The character's most powerful magic item is sucked into the void and disappears.

Queen: The character is instantly turned to stone, a look of great surprise upon his face.

Jack: The character loses one point from his Prime Attribute.

The Spades (♠)

Ace: Lose a level of experience

King: A warrior with 9 HD, a +4 weapon, +4 shield, and +4 armour appears and attacks. When he is killed, his body and all his possessions disappear again.

Queen: The character dies instantly.

Jack: A random monster, with 1d4+6 HD, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

The Diamonds (♦)

Ace: Gain a map to a very significant treasure

King: Gain 5d6 items of jewellery

Queen: Gain a scroll of seven spells, all 2nd level or higher

Jack: Add one point to a single attribute of the player's choice

The Joker: Gain 25,000 XP or choose to draw two more cards.

Dust of Appearance or Disappearance (50%): Dust of Appearance is tossed in a radius of 10 feet around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10 foot radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a Detect Invisibility spell) are not strong enough to work against the dust's powerful enchantment. Usable by: All Classes.

Dust of Sneezing and Choking: Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of 10 feet, the dust causes all in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. Usable by: All Classes.

Efreeti Bottle: The efreeti of the bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude. Usable by: All Classes.

Figurine of the Golden Lions: A small stone figurine that transforms into a lion when the command word is spoken, fighting at the owner's orders. If they are slain, they turn back into figurines, but may be used again. The figurine may be used once per week, and no more. Usable by: All Classes.

Figurine of the Onyx Dog: This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden (and of course its sense of smell detects invisible and hidden creatures with almost perfect success). For purposes of defence and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. Usable by: All Classes.

Gauntlets of Dexterity: When worn, these gloves grant a bonus of +2 to the wearer's dexterity (to a maximum of 18). Usable by: All Classes.

Gauntlets of Ogre Power: These gauntlets raise the wearer's strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +4 (not cumulative with the wearer's existing strength bonus, if any). Usable by: all but Magic-users.

Gauntlets of Swimming and Climbing: These gloves permit the wearer to swim at a rate of 18, and climb sheer walls with a 95% chance of success per ten feet of climbing. Usable by: all but Magic-users.

Gem of Seeing: A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. Usable by: All Classes.

Girdle of Giant Strength: This wide belt grants the wearer the strength of a hill giant (+8 strength damage, not cumulative with any existing strength bonuses). It does not increase "to-hit" probability. Usable by: All Classes.

Helm of Fiery Brilliance: This prodigiously powerful helm grants many benefits to the wearer. He gains a +10 on saving throws against fire damage, and can create a Wall of Fire himself. Fighters wearing the helm may command a weapon in hand to flame (+1d6 damage). Magic-users wearing the helm can add +1 to each die of damage inflicted by a Fireball spell. Clerics wearing the helm can ignite objects within 30 feet at will, and may cast two Light or Continual Light spells for each one actually prepared. The wearer of this helm is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed toward the wearer. Usable by: All Classes.

Helm of Reading Magic and Languages: The wearer can read all languages, including magic script. Usable by: All Classes.

Helm of Teleportation: When the wearer casts a Teleportation spell on himself, while wearing the helm, he may teleport himself without error, anywhere he desires. The helm does not permit the casting of a Teleportation spell on anyone other than the wearer. Usable by: Magic-users.

Hole, Portable: A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10 feet deep—items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name "portable." Usable by: All Classes.

Horn of Blasting: This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 feet long, and widens to a base of 20 feet (the "point" of the cone, at the horn's mouth, is 10 feet wide). Usable by: All Classes.

Horn of Valhalla, Bronze: Summons 2d4 berserk warriors (3 HD) to assist the one who wined the horn. Usable by: Fighters and Clerics only.

Horn of Valhalla, Iron: Summons 2d4 berserk warriors (4 HD) to assist the one who wined the horn. Usable by: Fighters.

Horn of Valhalla, Silver: Summons 2d4 berserk warriors (2 HD) to assist the one who wined the horn. Usable by: All Classes.

Horseshoes of Speed: Double a horse's movement rate. Usable by: Horses.

Jug of Alchemy: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than 7 times per day, and will only produce the liquid first requested in that day. It does not produce magical liquids. Usable by: All Classes.

Lenses of Charming: These lenses, when placed over the eyes, give the wearer the ability to charm those who look into his eyes (as per a Charm Person spell). The saving throw against the power of the lenses is made at -2. Usable by: All Classes.

Libram, magical (level gain): Magical librums grant a level of experience to the reader, if the reader is of the right class. Randomly determine the class for which the libram is written.

Luckstone: This stone grants +1 to saving throws and "to-hit" rolls. Usable by: All Classes.

Manual of Beneficial Exercise: Reading this tome increases the reader's strength by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Golems: This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded, by the original owner, from the touch of anyone not of the Magic-user class, enchanted to inflict damage or even the loss of a level. Usable by: Magic-users only.

Manual of Intelligence: Reading this tome increases the reader's intelligence by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Quickness: Reading this tome increases the reader's dexterity by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Wisdom: Reading this tome increases the reader's wisdom by 1 point (to a maximum of 18). Usable by: All Classes.

Medallion of Detect Thoughts (ESP): Functions as a Detect Thoughts (ESP) spell within 30 feet (75%) or 90 feet (25%). Usable by: All Classes.

Mirror of Mental Scrying: This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast Detect Thoughts (ESP), with the

normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible. Usable by: All Classes.

Necklace of Fireballs: This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell). Usable by: All Classes.

Pipes of the Sewers: These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d4 × 10 minutes), but it is wise to do so. When the rats arrive, there is a 5% chance that they will not obey him, and if he ceases to concentrate on his tune there is a 10% chance that he will lose control of them. Every subsequent round in which he fails to concentrate there is another chance to lose control, and the chance increases by 10% each time it is made (first round, 10%, second round 20%, etc.). Usable by: All Classes.

Robe of Blending: These robes make the wearer appear to be a part of his surroundings, including the ability to appear as another one of a group of nearby creatures. He will appear to be a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. Usable by: All Classes.

Robe of Eyes: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 feet, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives illusions, and his sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day. Usable by: Magic-users only.

Robe of Wizardry: This robe grants the wearer the ability to cast Charm, Polymorph, and Hold Person with a 95% chance of success. The robes may be tied to specific alignments. Usable by: Magic-users only.

Rope of Climbing: A 50 foot length of rope that leaps magically upward and can tie and untie itself upon command. Usable by: All Classes.

Rope of Entanglement: This rope, on command, twines itself around as many as 2d4+1 human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless. Usable by: All Classes.

Spade of Excavation: This ordinary-looking spade digs by itself when commanded, shoveling out 1 cubic yard per ten minutes. Usable by: Fighters.

Symbol—Scarab of Insanity: This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30 feet, fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 1 in 4 chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. Usable by: All Classes.

Cursed Items

Cursed items come in many shapes and forms—most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker's enemies, perhaps). Note that cursed items cannot be dropped or removed without the assistance of a Remove Curse spell.

Cursed Item Descriptions

Bag of Devouring: Functions as a bag of holding, but devours any item placed into it within 1d4+1 hours.

Censer of Hostile Elementals: A censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner's control.

Cloak of Poison: Upon donning this cloak, the wearer's body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.

Crystal Ball of Suggestion: Does not function as a crystal ball, but implants a suggestion in the viewer's mind. Powerful versions of this item might even implant a Quest.

Dancing Boots: These boots function as boots of Elvenkind or speed, until the wearer is in combat or fleeing. Suddenly at that point he will begin to dance a jig, or perhaps a stately waltz.

Flask of Stopped Curses: This flask releases a curse of some kind when its seal is broken.

Horn of Collapse: When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

Medallion of Projecting Thoughts: The wearer's thoughts can be "heard" by all nearby.

Mirror of Opposition: All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

Robe of Feeble-mindedness: Anyone donning this cloak has his intelligence reduced to that of a snail.

APPENDIX I: PSIONICS

There are many who feel that psionics has no place in the fantasy genre; certainly, such abilities are rarely listed in fantasy literature. However, such powers can represent an interesting variation on the normal fantasy tropes, especially in circumstances such as a post-apocalyptic setting. Also – they can provide interesting variations on otherwise normal monsters, providing a 'fun' surprise for your players.

A selection of different powers are presented here; to determine whether a character has psionic powers, roll a d100. On a base 01, the character is psionic; add one to this for every point of Intelligence, Wisdom or Charisma over 15. Hence a character with Intelligence 16 and Charisma 17 would have to roll 04 or less on d100 to have psionic abilities. To determine *which* abilities a character possess, roll 1d6 on the table below. (Alternatively, they can be used as additional magic-user spells; recommended levels are provided.) With psionics, less is more – unless your campaign setting focuses on such things.

Clairaudience

Range: 400ft
Duration: 1 hour

decision, once per day, the player can ask the GM what the best option will be, though only as a yes/no or equivalent answer.

This power allows a psionist to hear sounds spoken at distances behind walls, or other solid objects. It is blocked by lead.

Telekinesis

Range: 120 ft.
Duration: 1 hour

Clairvoyance

Range: 400 ft
Duration: 1 hour

The psionist can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level.

This power allows a psionist to see through solid objects, into places he could not normally see.

Powers

<u>Powers</u>	<u>Roll (D6)</u>	<u>Level</u>
Clairaudience	1	3
Clairvoyance	2	3
Detect Thoughts	3	1
Precognition	4	3
Sixth Sense	5	2
Telekinesis	6	5

Detect Thoughts (ESP)

Range: 60 ft.
Duration: 2 hours

The psionist can detect the thoughts of other beings. The power cannot penetrate more than two feet of stone and is blocked by even a thin sheet of lead.

Mind Lord

Armour Class: 3
Hit Dice: 5
Attacks: Psionic
Special: Psionic Powers
Move: 12
XP: 800

Precognition

Range: 30 ft.
Duration: Instant

The psionist can see the imminent future; the GM must tell him the action that any one enemy will make in the next round of combat, regardless of initiative order.

Mind Lords are the last remnants of a once-proud humanoid race, that now dwells in forgotten ruins and lost dungeons. They wield mental powers as a devastating weapon; not only can they launch mental attacks (1d6 damage per round, no save, no to hit required), but they can also use the following spells/powers once per day: *Detect Thoughts, Telepathy, Telekinesis, Greater Phantasmal Force, Charm Person, Hypnotism, Clairaudience, Clairvoyance.*

Sixth Sense

Range: Self
Duration: Instant

The user of this power has an awareness of the outcome of future events. When forced to make a

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