

Designed for use with the **Basic Fantasy** Role-Playing Game

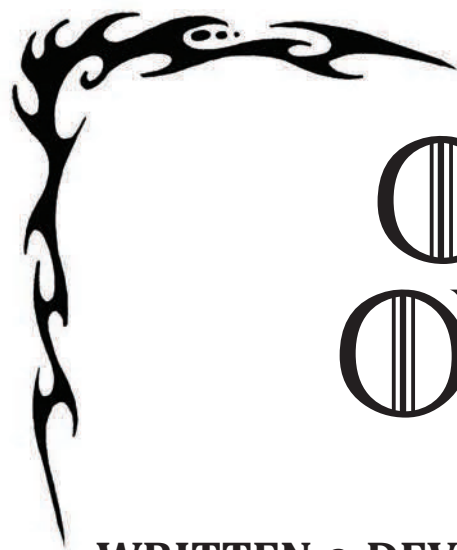
ODYSSEYS & OVERLORDS



GAME MASTER'S GUIDE



A GRITTY OSR FANTASY SETTING BY TRAVIS LEGGE



ODYSSEYS & OVERLORDS

GAME MASTER'S GUIDE

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ODYSSEYS & OVERLORDS

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wrath. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership.

Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords!**

WHAT IS THIS?

Odysseys & Overlords is designed for use with **The Basic Fantasy Role-Playing Game**, a rules-light game system based on the d20 SRD v3.5, but heavily rewritten with inspiration from early role-playing game systems. It is intended for those who are fans of "old-school" game mechanics. Basic Fantasy RPG is simple enough for children in perhaps second or third grade to play, yet still has enough depth for adults as well.

The Basic Fantasy Role-Playing Game is available FREE at <https://www.basicfantasy.org/> and <https://www.drivethrurpg.com/product/140455/Basic-Fantasy-RPG-3rd-Edition>

A copy of **The Basic Fantasy Role-Playing Game 3rd Edition** is highly recommended for use with this product, but any OSR basic ruleset should get you by in a pinch.

GAME MASTER'S GUIDE

This book is written specifically for the use of the Game Master. If you are planning to be a player, you will not need the information within these pages. If you would like to act as Game Master in your **Odysseys & Overlords** group, you have come to the right place! Although you will need to read through and occasionally reference the materials in the **Odysseys & Overlords Player's Guide**, this book will be your companion on the journey of storytelling you and your friends are about to embark on.

Within this book you will find rules, systems, and monster stat blocks that will help you design and run adventures for your **Odysseys & Overlords** group!

GAME MASTER INFORMATION

DUNGEON ENCOUNTERS

Besides “placed” monsters, dungeons usually contain wandering monsters. The Game Master may create special wandering monster tables for specific dungeons, or the general wandering monster tables (below) may be used.

In an average dungeon, a wandering monster encounter will occur on a roll of 1 on 1d6; the Game Master should check once every 3 turns. The circumstances of a specific dungeon may call for higher odds or more frequent (or possibly less frequent) wandering monster checks.

Creatures listed on these tables that are not described in this book can be found in **The Basic Fantasy Role-Playing Game 3rd Edition**.

WILDERNESS ENCOUNTERS

The Game Master should check for random encounters in the wilderness about every four hours of game time; this translates nicely to three night checks and three daytime checks. If your players choose to stand three night watches, you simply check for each watch; in the daytime, check morning, afternoon, and evening.

To check for a wilderness encounter, roll 1d6; on a roll of 1, an encounter occurs. If a wilderness encounter is indicated, roll 2d8 on the appropriate table below. The Game Master should think carefully about how the encounter happens; check for surprise in advance, and if the monster is not surprised, it may be considered to have had time to set up an ambush (at the GM’s option).

TABLE: DUNGEON ENCOUNTERS

Die Roll	Level 1	Level 2	Level 3
1	Water Termite, Giant	Water Termite, Giant	Ant, Giant
2	Goblin	Cromag	Bugbear
3	Green Slime*	Ghoul	Doppelganger
4	Kobold	Gnoll	Gargoyle*
5	NPC Party: Adventurer	Gray Ooze	Gelatinous Cube
6	NPC Party: Bandit	Urgoblin	Hyenodon
7	Gnome	Lizard Man	Lycanthrope, Wererat*
8	Skeleton	NPC Party: Adventurer	Ogre
9	Snake, Cobra	Snake, Pit Viper	Rhagodessa, Giant
10	Spider, Giant Crab	Spider, Giant Black Widow	Tentacle Worm
11	Hobgoblin	Troglodyte	Water Termite, Giant
12	Wolf	Zombie	Wight*
Die Roll	Level 4-5	Level 6-7	Level 8+
1	Bear, Cave	Basilisk	Black Pudding
2	Caecilia, Giant	Black Pudding	Chimera
3	Cockatrice	Caecilia, Giant	Giant, Stone
4	Doppelganger	Displacer	Hydra
5	Gray Ooze	Hydra	Lycanthrope, Wereboar*
6	Hellhound	Lycanthrope, Weretiger*	Purple Worm
7	Lycanthrope, Werewolf*	Mummy*	Salamander, Flame*
8	Minotaur	Owlbear	Salamander, Frost*
9	Ochre Jelly*	Rust Monster*	Vampire*
10	Owlbear	Scorpion, Giant	Wyvern
11	Rust Monster*	Spectre*	
12	Wraith*	Troll	

Creatures listed on these tables that are not described in this book can be found in **The Basic Fantasy Role-Playing Game 3rd Edition**.

URBAN ENCOUNTERS

It’s important for the Game Master to remember that, unlike dungeon or wilderness environments, cities, towns and villages are busy places. During the day, most towns will have people on the streets more or less all the time; the absence of people on the streets is often an indication of something interesting. By night, much of the town will be dark and quiet, and encounters will be mostly Thieves or other unsavory types; but near popular eating (or drinking) establishments, people of all sorts are still likely to be encountered. The GM must make sure that their descriptions of the town environment make this clear; of course, this will also make it harder for the players to identify “real” encounters.

TABLE: URBAN ENCOUNTERS

Die Roll	Day Encounter	Night Encounter
2	Doppelganger	Doppelganger
3	Noble	Gnome
4	Thief	Press Gang
5	Bully	Busker
6	City Watch	Thief
7	Merchant	Bully
8	Busker	Merchant
9	Priest	Giant Rat
10	Mercenary	City Watch
11	Wizard	Wizard
12	Lycanthrope, Wererat*	Lycanthrope, Wererat*

The GM is encouraged to create their own encounter tables for use in each city, town or village created (or

assign encounters by other means if desired); however, a set of “generic” encounter tables are provided below for those times when such preparation has not been completed. Roll 2d6 on the table above to determine what sort of encounter occurs; a description of each type of encounter appears below.

Bully encounters will be with 2d4 young toughs; each is 70% likely to be normal folk, 30% likely to be a 1st level Fighter. Bullies generally appear unarmed, depending on their brawling ability in a fight (but keeping a dagger or shortsword hidden, to be used in case the fight is going against them). Bullies can be

TABLE: WILDERNESS ENCOUNTERS

Die Roll	Desert or Barren	Grassland	Inhabited Territories
2	NPC Party: Pilgrim (Ragnar)	Rhagodessa, Giant	Doppelganger
3	Hellhound	Troll	Ghoul
4	Giant, Fire	Bugbear	Bugbear
5	Purple Worm	Scorpion, Giant	Goblin
6	Fly, Giant	NPC Party: Bandit	Centaur
7	Scorpion, Giant	Lion	NPC Party: Bandit
8	Camel	Boar, Wild	NPC Party: Merchant
9	Spider, Giant Tarantula	NPC Party: Merchant	NPC Party: Pilgrim (Any)
10	NPC Party: Merchant	Wolf	NPC Party: Noble
11	Hawk	Bee, Giant	Dog
12	NPC Party: Bandit	Gnoll	Gargoyle*
13	Ogre	Goblin	Gnoll
14	Griffon	Blink Dog	Ogre
15	Gnoll	Wolf, Dire	Minotaur
16	Rhagodessa, Giant	NPC Party: Pilgrim (Chandra)	Vampire*

Die Roll	Jungle	Mountains or Hills	Ocean
2	NPC Party: Pilgrim (Any)	Giant, Cyclops	Dragon Turtle
3	NPC Party: Bandit	Harpy	Hydra
4	Goblin	Bugbear	Whale, Sperm
5	Hobgoblin	Lycanthrope, Werewolf*	Crocodile, Giant
6	Centipede, Giant	Mountain Lion	Crab, Giant
7	Snake, Giant Python	Wolf	Whale, Killer
8	Elephant	Spider, Giant Crab	Octopus, Giant
9	Antelope	Cromag	Giant, Storm
10	Jaguar	Gnoll	NPC Party: Merchant
11	Stirge	Bat, Giant	NPC Party: Buccaneer (Pirate)
12	Beetle, Giant Tiger	Hawk, Giant	Shark, Bull
13	Caecilia, Giant	Giant, Stone	Harpy
14	Wight*	Chimera	Shark, Great White
15	NPC Party: Merchant	Wolf, Dire	Water Termite, Giant
16	Lycanthrope, Weretiger*	Giant, Frost	Sea Serpent

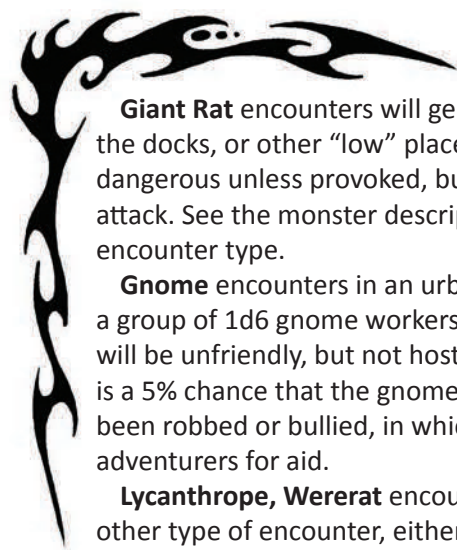
Die Roll	River or Riverside	Swamp	Woods or Forest
2	NPC Party: Pilgrim (Any)	Urgoblin	Urgoblin
3	Fish, Giant Piranha	Bugbear	Centaur
4	Cromag	Troll	Treant
5	Fish, Giant Bass	Lizard, Giant Draco	Cromag
6	NPC Party: Merchant	Centipede, Giant	Boar, Wild
7	Lizardfolk	Leech, Giant	Bear, Black
8	Crocodile	Lizardfolk	Hawk, Giant
9	Frog, Giant	Crocodile	Antelope
10	Fish, Giant Catfish	Ghoul	Wolf
11	NPC Party: Buccaneer	Water Termite, Giant	Ogre
12	Troll	Toad or Frog, Giant	Bear, Grizzly
13	Jaguar	Troglodyte	Wolf, Dire
14	Nixie	Blood Rose	Giant, Hill
15	Water Termite, Giant	Hangman Tree	Owlbear
16	Centaur	Basilisk	Unicorn

a bit unpredictable, such that the GM may want to use a reaction roll to determine the leader's mood.

Busker encounters generally represent the party stumbling across a street performer of some sort. The busker is 90% likely to be normal folk, and 10% likely to be a 1st level Bard.

City Watch encounters will be with 2d6 members of the watch, all 1st level Fighters save for the squad leader, who will be from 2nd through 4th level. They will confront "suspicious-looking" characters, but generally will need a good reason before they attempt to arrest or otherwise interfere with player characters.

Doppelganger encounters will, of course, appear to be some other type of encounter; the GM should roll again to determine what the doppelganger is masquerading as. 1d6 doppelgangers will be encountered; any extra group members will be humans who do not know they are traveling in the company of shapeshifting beings. If the party is "interesting" to the doppelgangers, one or more of the doppelgangers will attempt to follow them and replace a party member (as described in the monster description). In many cases, player character parties will not discover the true nature of the encounter until much later.



Giant Rat encounters will generally involve alleys, the docks, or other “low” places. Rats are generally not dangerous unless provoked, but if surprised they may attack. See the monster description for details of this encounter type.

Gnome encounters in an urban environment will be with a group of 1d6 gnome workers. Like most gnomes, they will be unfriendly, but not hostile, unless provoked. There is a 5% chance that the gnome workers have recently been robbed or bullied, in which case, they may ask the adventurers for aid.

Lycanthrope, Wererat encounters will appear to be some other type of encounter, either another sort of “normal” encounter or a giant rat encounter (depending on the circumstances). Wererats are cowardly and will not attack a party of equal or larger size.

Mercenary encounters will involve 2d6 members of a mercenary company, going about some business or other. A mercenary leader may offer a position to Fighter-classed player characters if they have any reputation at all.

Merchants are a common feature of towns, and may be encountered performing any sort of business. As with mercenary encounters, merchants may offer jobs to interesting player characters, particularly those with good reputations. See **Creating an NPC Party**, below, for details on this type of encounter. (A merchant in a town may not have a full entourage as described below; the GM should use their discretion in creating the encounter.)

Nobles encountered may also offer positions to player characters, or possibly offer a reward for some dangerous task. Player characters with bad reputations may be confronted, ordered to leave town, or even arrested if the noble is able to call for the city watch. (See **Creating an**

NPC Party, below, for details on this type of encounter.) A noble in a town may not have a full entourage as described below; the GM should use their discretion in creating the encounter.

Press Gangs will consist of 2d6 Fighters, all 1st level except for one or two leaders of 2nd through 5th level. They will be armed with blunt weapons or possibly will fight with their bare hands, since their goal is to capture rather than kill player characters; however, it is likely that at least some members of a press gang will have daggers or swords on their persons in case a serious fight breaks out. A press gang will not confront a party of equal or greater size unless the party is obviously weakened, drunk, etc. If the party loses, they will awaken aboard a ship at sea or in a military camp (depending on whether sailors or soldiers captured them), unarmed and at the mercy of their captors.

Priest encounters will usually be similar to a group of pilgrims (see **Creating an NPC Party**, below, for details), though the group encountered will not be as large as would be encountered in the wilderness. Generally, a single priest of 1st through 4th level will be encountered, accompanied by 1d4 of the faithful.

Thief encounters will be with a group of 1d6 Thieves, generally disguised as ordinary townsmen or sometimes as beggars. One Thief in the group will be from 2nd to 4th level, with the others being 1st level only. They will seek to steal from the party, of course, unless watched very carefully.

Wizard encounters will involve a Magic-User of 4th through 7th level, accompanied by 1d4-1 apprentices of 1st level. The GM must decide on the temperament and mood of the wizard.

CREATING AN NPC PARTY

ADVENTURERS

A party of NPC adventurers will usually consist of 4-8 characters, as follows: 1d2-1 Bards, 1d3 Fighters, 1d2 Thieves, 1d2 Clerics, and 1d2-1 Magic-Users. Usually the characters will all be of similar levels; after deciding what average level the party should be, you may wish to make a few of the characters lower levels (to reflect the usual “replacements” brought in when some characters die).

The Game Master must choose the genus of any NPC adventurers to suit the region they are found in (or come from). In the Kingdom of Estria 80% or more of adventurers are Human, 10% are Wild folk, 6% are Spellscorched and the remaining 4% Abyss-kissed. In Chandra’s Haven, the demographics are nearly equal among the main genera, with 21% Human, 15% Wild folk, 15% Spellscorched, 15% Abyss-kissed, and the remaining 34% divided among various humanoid monsters and other folk. These demographics change drastically by region. If the NPC adventurer party is evil, the GM may choose to



replace some party members with humanoid monsters such as orcs, hobgoblins, or gnolls.

The party may be rivals with the player characters, vying for the same treasures, or they may actually be enemies, evil marauders that the player characters must defeat. It is, of course, possible that the NPC adventurers are allied or otherwise friendly with the player characters, but this may make things too easy for the players.

BANDITS, BRIGANDS, AND HIGHWAYMEN

A party of bandits will generally consist of 2d12 1st level Fighters and 1d6 1st level Thieves, led by a Fighter or Thief of 2nd to 5th level (1d4+1) or by one of each class (if there are 11 or more 1st level members total). In the wilderness, bandits will generally have horses or other steeds appropriate to the terrain (stolen, of course) as well as light armor, swords and bows or crossbows. Determine magic items as given below for the leaders only; rank-and-file members will not normally have magic items.

In their lair or hideout, a party of bandits will generally have type A treasure (with magic items omitted since they will have already been generated using the rules below).

BUCCANEERS AND PIRATES

The difference between buccaneers and pirates is largely a question of what they wish to be called; whatever you call them, they are waterborne equivalents of bandits, attacking other ships or raiding coastal towns for plunder. Pirates are most common in the waters of the Austral Ocean. Many work in the service of the dragon turtles and black dragons that live in the coastal waters of the Isle of Dragons.

A buccaneer party will consist of 3d8 1st level Fighters, led by a Fighter of 3rd to 6th level (1d4+2) and 1d3 Fighters of 2nd to 5th level. All will be experienced at handling ships, of course. They will be unarmored or armored only in leather, and will be armed with swords and bows or crossbows. There is a 10% chance that a buccaneer party will be accompanied by 1d3 wyverns.

Seagoing pirates may appear in larger numbers, but the number of leader-types will be similar to that given above. Generate magic items for leaders only as described below. A shipload of pirates or buccaneers will have a type A treasure, with magic items omitted (since magic items will already have been rolled for the NPCs); the treasure may not be aboard the ship, however, as pirates often prefer to bury their treasures on islands. In such a case, the Captain or one of his mates will have a treasure map leading to the location of the treasure.

MERCHANTS

Merchants must often transport their wares through wilderness areas. Roughly half of the time (50%), a land-bound merchant party will be led by a single wealthy merchant; other merchant parties will consist of 1d4+1 less wealthy merchants who have banded together for their

own safety. There will be 2d4 wagons (but at least one per merchant) drawn by horses or mules. Each wagon is driven by a teamster who is normal folk, usually unarmored and armed with a dagger or shortsword. The caravan will employ 1d4+2 first-level Fighters and 1d4 second-level Fighters as guards. There is a 10% chance that a second level Bard will accompany the group.

If encountered at sea, a merchant party will generally consist of a single ship owned or rented by a single merchant. The ship will have a crew of 2d8+8 regular crewmen, who are normal folk, unarmored and armed with clubs, daggers or shortswords; the Captain, First Mate, and other officers are taken from this number. Large ships may require larger crews. 1d4+2 first-level Fighters and 1d4 second-level Fighters will be aboard as guards, just as with a caravan. There is a 10% chance that a second level Bard will accompany the group.

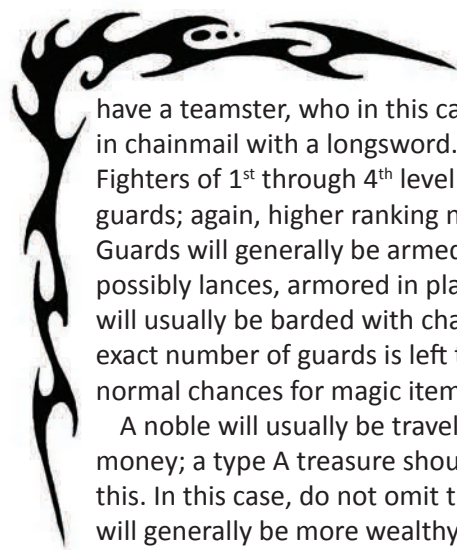
Besides the valuable but undoubtedly bulky trade goods transported by the merchant caravan or ship, such a party will also have a type A treasure, with magic items omitted; it may be in one chest, or spread out among the wagons.

NOBLES

A noble party will consist of a noble (of course), possibly accompanied by a spouse (also a noble, of course) and/or one or more children. Each adult noble will have at least one attendant (assistant, lady-in-waiting, etc.).

Lower-ranking nobles (such as barons) will have a single wagon or carriage, drawn by fine horses; higher-ranking nobles will have two or more wagons. The noble may be mounted on a warhorse, though they may choose to ride in a carriage part of the time. Each carriage or wagon will





have a teamster, who in this case will be a 1st level Fighter in chainmail with a longsword. At least two mounted Fighters of 1st through 4th level will be with the noble as guards; again, higher ranking nobles will have more guards. Guards will generally be armed with longswords and possibly lances, armored in platemail, and their warhorses will usually be barded with chainmail. Determining the exact number of guards is left to the GM in this case. The normal chances for magic items apply, of course.

A noble will usually be traveling with a little spending money; a type A treasure should be rolled to represent this. In this case, do not omit the magic items, as nobles will generally be more wealthy than the average party of men.

Nobles are usually (70%) normal folk; otherwise, roll 1d10: 1 indicates a Bard, 2-6 indicates a Fighter, 7-8 indicates a Magic-User, 9 indicates a Cleric, and 10 indicates a Thief. (Clerical “nobles” are bishops, archbishops, and the like.) Roll 2d4-1 for the level of each “classed” noble.

PILGRIMS

A party of pilgrims is on its way to (or from) a major religious locale or activity. Such a party will be led by a 1d4 Clerics of level 1-4 (roll for each). The nature of the party will be determined by the deity these Clerics serve. Parties traveling with a Cleric of Ragnar will be evil, though generally they will abide by the laws of the land they travel through, unless they are certain they will not be caught breaking them. Clerics of Chandra are good, and the pilgrimages they lead will often act as roving charity groups, easing the ills and tending the needs of any and all they encounter on their travels.



The remainder of the party is rather random in nature; most pilgrim groups include 3d6 normal folk, 1d6 Fighters of level 1-4 (roll for each) with chainmail and longsword, and 1d4 Thieves of level 1-4 (each of whom may be a genuine devout person, or possibly just on the lam). There is also a 50% chance of a single Bard or Magic-User of level 1-4 being with the party.

Pilgrims usually travel light, carrying a single bag each and walking or riding mules or horses. The pilgrim party will most likely be bringing offerings of some sort to their destination; generate a type A treasure for this purpose.

MAGIC ITEMS FOR NPCs

NPCs will generally have magic items in proportion to their class and level; assume a 5% chance per level that any given Bard, Fighter, Thief or Cleric NPC will have a magic weapon or magic armor (roll for weapon and armor separately for each NPC). Regardless of level, a roll of 96-00 should be considered a failure. Magic-Users will have a Ring of Protection (roll the bonus as usual for the item) on a roll of 4% per level, and a magic dagger or walking staff on a roll of 3% per level.

In addition, assume a 2% per level chance that any given character will have a potion, and 3% per level that a Cleric or Magic-User will have a scroll of some sort.

Finally, add up the levels of all members of the party, and use this number as a percentage chance that a Miscellaneous Magic item will be found among them. If the roll is made, divide the number by two and roll again; if the second roll is made, two such items are found. If the party has more than 3 members, you might wish to divide the number in half again and roll for a third such item. Assign the Miscellaneous Magic item or items to whichever party members seem most appropriate or roll randomly if you can't decide.

HUMANOID PARTIES

It is assumed above that NPC parties will be Human, or predominantly so; but the Game Master may choose to present parties of Abyss-kissed, Spellscorched, or Wild folk from time to time, depending on where the adventurers are traveling. In general, a party of humanoids will be homogeneous... a Spellscorched party would consist of all Spellscorched, for instance. If encountered in the territory of another genus, the humanoid party might include a guide hired to lead them to their destination. For example, the Spellscorched party mentioned above might hire a Human guide to help them when traveling through a Human country.

The Game Master may simply use the figures given above when generating such parties. One thing that the GM must decide is whether or not the “normal folk” rules apply to humanoids... are there “normal spellscorched” for instance? This decision is left to the GM. If there are such characters, they will have the same basic abilities as others

of their genus, but will fight with an Attack Bonus of +0 just as normal folk do. If there are no such characters in the campaign world, then simply substitute 1st level Fighters for the normal folk listed above.

DEALING WITH PLAYERS

CHARACTER CREATION OPTIONS

The standard character creation rules call for Rolling 4d6 dropping the lowest die result and adding the remainder for each ability score, in order. The player may then swap two score values on the character for further customization.

Players may complain that they can't create the sort of characters they want to play under this system. Here are additional options you may choose from if you wish to make things easier for your players. Note that the players must not be allowed to demand these options; it's purely the decision of the Game Master.

Point Swapping: Allow the player to "move" points from one Ability Score to another, at a rate of -2 to one score for each +1 added to the other. The maximum score is still 18 (or the racial maximum if lower), and the player should not be allowed to lower any score below 9.

The Full Shuffle: Let the player arrange the six Ability Score values as they wish. This allows the most customization for the player, but on the other hand you may find that all player characters in your campaign begin to look very much alike. It's not uncommon for players to "dump" the lowest statistic in Charisma, for instance.

HOPELESS CHARACTERS

Sometimes a player will look at the six scores rolled, and declare the character "hopeless." At this point, the player may call for a Mulligan and reroll all their scores, but there are other options that can be brought to bear. The Game Master should always encourage the player to scrap a character with less than 9 in the first four scores (since four classes would be unavailable to that character). However, you as the Game Master might choose to allow the player to reroll a character with scores that are overall below average even if the character isn't as "hopeless" as this.

Here's a suggestion: Sum up the Ability Score bonuses or penalties that apply to the character. If the total is negative, consider the character below average, and allow the player to scratch the entire set of scores and reroll. If the total is zero, the character is "average," and the player probably should go ahead and play the character as rolled. Obviously, if the total is greater than zero, the character should be played as rolled.

As an alternative, a player who rolls a set of ability scores where the total of all the bonuses and penalties is negative may be allowed to "flip" the scores by subtracting all the scores (not just the "bad" ones) from 21. This makes a 3 into an 18, for example, and will result in a total of bonuses

and penalties that is positive if the total was previously negative.

ACQUISITION OF SPELLS

Clerics have an obvious advantage over Magic-Users, in that, in theory, they have access to any spell of any level which they can cast. However, note that Clerics are limited in their spell selection based on their deity, faith or ethos. Chandra and Ragnar are both relatively strict in their spell choices and do not grant spells that stand in opposition to their values. If a Cleric prays for a spell that is not allowed, the Game Master may choose to grant the character a different spell, or optionally (if the deity is angered) no spell at all for that "slot."

Magic-Users begin play knowing two spells, **read magic** plus one other (unless the GM grants more starting spells). Each time the character gains a level, they gain the ability to cast more spells; in addition, every other level the Magic-User gains access to the next higher level spells (until all levels are available). However, gaining the ability to cast these spells does not necessarily mean the Magic-User instantly learns new spells.

Magic-Users may learn spells by being taught by another Magic-User, or by studying another Magic-User's spellbook. If being taught, a spell can be learned in a single day; researching another Magic-User's spellbook takes one day per spell level. In either case, the spell learned must be transcribed into the Magic-User's own spellbook, at a cost of 500 gp per spell level transcribed.

A Magic-User may add a new spell of any level they may cast at any point; however, spells of higher levels may not be learned or added to the Magic-User's spellbook. The Magic-User must find a teacher or acquire a reference work (such as another Magic-User's spellbook) in order to learn new spells, and the cost of such is in addition to the costs given above. Often a Magic-User will maintain a relationship with their original master, who will teach the character new spells either for free or in return for services. Sometimes two Magic-Users will agree to exchange known spells. In many cases the only option available to a Magic-User will be to pay another Magic-User (often an NPC) anywhere from 100 gp to 1000 gp per spell level in return for such training.

Magic-Users may also create entirely new spells (or alter existing spells); see the Magic Research rules, below, for details.

WEAPON AND ARMOR RESTRICTIONS

Several genera and classes have weapon and/or armor restrictions applied to them. What happens when a player declares that their character is going to use a prohibited weapon or wear prohibited armor?

Bards: Bards wearing any armor other than leather or hide cannot move efficiently and therefore cannot perform their Bard Songs. Bards are not restricted in weapon use,



choose to wear such armor, but this only makes them a poor excuse for a Fighter.

WISHES

Wishes are one of the most potentially unbalancing things in the game. With a carefully worded wish, a player character can make sweeping, dramatic changes in the game world, possibly even rewriting history. Before allowing the player characters in your game access to even one wish, think about how you will deal with it.

Wishes are granted by a variety of beings. Even when a wish comes from a device (a ring or a sword, for instance), some extradimensional being, god or devil or whatever, has placed that wish in the device. A wish will tend to further the goals of the granting being; if the granter is an evil efreeti, for instance, it will attempt to twist the meaning or intent of the wish so that it does not really accomplish what the player character wants. On the other hand, if the granter is one of the good powers, it will grant the wish as intended so long as the player character isn't being greedy or spiteful.

Game balance is the main issue that must be considered. Using a wish to heal the entire party, teleport everyone without error to a distant location, or to avoid or redo a catastrophic battle, is reasonable. A wish that a character be restored to life and health is reasonable, but a wish that not only restores but also improves the character is not.

In general, a wish is granted with at least literal accuracy... the words of the wish must be fulfilled. The exception is wishes that are unreasonable for game balance purposes; they are still at least literally interpreted but may be only partially granted. In the last example above, for instance, the granting power would likely restore the character to life and health but ignore the "improvements" wished for.

ADVANCED OPTIONS & RULES

ADVANCEMENT

AWARDING EXPERIENCE POINTS FOR TREASURE GAINED

The Game Master may also assign experience points for treasure gained, at a rate of 1 GP = 1 XP. This is optional; GMs wishing to advance their players to higher levels more quickly may choose to do this, while those preferring a more leisurely pace should omit it. If experience is awarded for treasure, it should be awarded only for treasure acquired and returned to a place of safety. Alternately, the GM may require treasure to be spent on training in order to count it for experience. This is a highly effective way to remove excess treasure from the campaign, and is the recommended option for **Odysseys & Overlords**.

and many favor unusual weapons that add panache and flair. Bards cannot use any weapon while using a musical instrument.

Clerics: The prohibition against edged weapons is a matter of faith for Clerics. Therefore, if a Cleric uses a prohibited weapon, they immediately loses access to their spells as well as the power to Turn the Undead. A higher-level NPC Cleric of the same faith must assign some quest to the miscreant which must be completed in order for the fallen Cleric to atone and regain their powers. If unrepentant, the character is changed permanently from a Cleric to a Fighter. Re-figure the character's level, applying the current XP total to the Fighter table to determine this. Hit points and attack bonus remain the same; change the attack bonus only after a new level is gained as a Fighter, and roll Fighter hit dice as normal when levels are gained.

Magic-Users: These characters are simply untrained in any weapon other than those normally allowed to them and should suffer a -5 attack penalty when using any prohibited weapon. A Magic-User in armor can't cast spells at all; any such attempt fails, and the spell is lost.

Thieves: Wearing armor heavier, more restrictive and/or noisier than leather armor prevents the use of any Thief ability, including the Sneak Attack ability. Thieves may

NARRATIVE ADVANCEMENT

The GM may elect to ignore the tracking of XP altogether, instead selecting narrative beats, goals, or achievements as moments to award an increase in level. This can be very rewarding for games that focus on political intrigue or social interaction. The GM should use caution though, as players who feel they are not gaining levels quickly enough may grow frustrated or bored. There are several good benchmarks that a GM might use for this kind of advancement. When the players defeat a major enemy, overcome a political rival, open a new business, arrive at a physical or spiritual destination, or forge a new, lasting alliance, are just a few examples of potential Narrative Advancement awards.

ABILITY ROLLS

There will be times when a player character tries to do something in the game that seems to have no rule covering it. In some of those cases, the only attribute the PC has that seems appropriate may be an Ability Score. Here is a suggested method for making rolls against Ability Scores that still gives better odds to higher level characters:

The player rolls 1d20 and adds his or her Ability Bonus for the score the GM thinks is most appropriate, as well as any situational bonus or penalty the GM assigns. Consult the following table. If the total rolled is equal to or higher than the given Target number, the roll is a success.

Level	Target
NF or 1	17
2-3	16
4-5	15
6-7	14
8-9	13
10-11	12
12-13	11
14-15	10
16-17	9
18-19	8
20	7

PREPARING SPELLS FROM MEMORY

Sometimes a Magic-User will want to prepare spells, but their spellbook may be unavailable; this includes when the book has been destroyed or stolen as well as times when the Magic-User has been captured or trapped.

A Magic-User can always prepare **read magic** from memory. Other spells require an Intelligence ability roll, as described above, with the spell level as a penalty on the die roll.

Failure exhausts the spell slot being prepared, just as if it had been successfully prepared and then cast; so if a 5th level Magic-User attempts to prepare **fireball** from

memory, and fails, they will have no 3rd level spells for the day.

Some players of Thieves may wish to have more control over their Thief abilities. If you study the Thief Abilities table, you'll discover its secret: from levels 2-9, the Thief improves 30 percentiles (total) each level; from levels 10-15, 20 percentiles; and from level 16 on, 10 percentiles. If you wish to allow Thief customization, simply let the player allocate these points as they wish rather than following the table. Allow no more than 10 percentiles to be added to any single Thief ability per level gain. Note also that no Thief ability may be raised above 99 percent.

MORTALITY

DEATH AND DYING

The rules state that at zero hit points the character is dead. If this is too harsh for you, there are several alternate approaches you can take to character death:

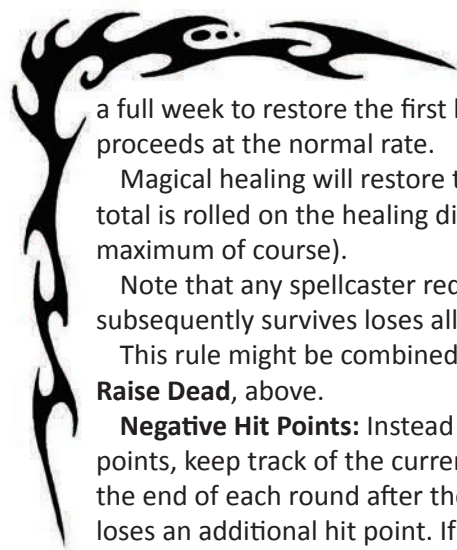
Raise Dead: The first approach doesn't change the rules a bit. Arrange matters so that characters killed in an adventure can be easily **raised** (but at a substantial cost). This not only "deals" with the mortality issue, it also soaks up excess treasure, preventing the player characters from becoming too rich to be interested in adventuring. It also tends to reward the cautious (since they get to keep their gold more often).

What if the characters don't have enough money when they die to afford to be **raised**? Allow the nearest temple of Chandra to **raise** dead adventurers in return for their indenture... that is, the adventurers, upon being restored to life, owe the temple the money it would have cost to be **raised**, or an *equivalent service*. Thus, the local religious leaders would have a ready pool of adventurers to undertake dangerous missions for them.

But the adventurer(s) are dead... how can they agree to the indenture? There are two options: the priests can use **speak with dead** to attain agreement, or the adventurers can sign an agreement with the temple before leaving on the potentially dangerous adventure. The latter is a standard procedure for adventurers leaving Chandra's Haven on treasure hunts in the Untamed Gauntlet.

Save vs. Death: The first actual rule alteration is to allow characters reduced to zero hit points to save vs. **Death Ray** to avoid death. If the save is failed, the character is immediately dead, just as in the normal rules. If the save is made, the character remains alive for 2d10 rounds. If the character's wounds are bound (or they receive healing magic) within this time frame, death is averted. The character remains unconscious for the full 2d10 rounds rolled, either dying if left untreated or awakening if their wounds are bound.

Binding the wounds of the dying character stabilizes them at zero hit points. Non-magical healing will require



a full week to restore the first hit point; after this, healing proceeds at the normal rate.

Magical healing will restore the character to whatever total is rolled on the healing die roll (up to the usual maximum of course).

Note that any spellcaster reduced to zero hit points who subsequently survives loses all remaining prepared spells.

This rule might be combined with the suggestions under **Raise Dead**, above.

Negative Hit Points: Instead of stopping at zero hit points, keep track of the current negative figure. At the end of each round after they falls, the character loses an additional hit point. If a total of -10 is reached, the character is dead. Before this point is reached, the character may have their wounds bound and/or receive magical healing, which will stabilize the character. The injured character may not move more than a few feet without help, nor fight, nor cast spells, until their hit points are again greater than zero. This rule should *not* be combined with the Save vs. Death option.

Just as with the **Save vs. Death** rule, spellcasters who survive being reduced to zero or negative hit points lose all currently prepared spells.

As a further option, the GM may choose to use a negative number equal to the character's Constitution score rather than a straight -10.

ALTERNATE POISON RULES

Poisons, as described in the Encounter and Monster sections, kill characters instantly. Game Masters may find this makes the mortality rate of player characters a bit too high. On the other hand, poisons **should** be scary. Here's an optional rule which may make things a bit easier without entirely removing the fear from poison:

Where a "save or die" poison is indicated, the victim must make a save vs. Poison or suffer 1d6 damage per round for 6 rounds, starting the round following the exposure to the poison; this is an average of 21 points of damage, but even a first level character might survive with a combination of luck and healing magic. The GM may create poisons which vary from these figures, of course. If the **Negative Hit Points** optional rule is being used, it is suggested to increase the poison duration to 10 rounds (an average 35 points).

MAGICAL RESEARCH

GENERAL RULES FOR RESEARCH

At some point a Magic-User or Cleric may wish to start creating magic items or inventing spells. This is termed magical research. For any research, Magic-User must have a tower or laboratory, while a Cleric requires a properly consecrated temple of their faith. In addition, there will be a cost for the creation of each item, a minimum time required to create it, and a given chance of success. If the

roll fails, generally the time and money are wasted and the procedure must be started again from the beginning; however, consult the detailed rules below for exceptions.

In almost all cases, the Game Master should make this roll in secret. There are many situations where the character (or the player) should not know whether the roll has actually failed, or whether the GM has decided the research is impossible for the character. The GM may decide to tell the player that the research is impossible if the roll succeeds; if the roll is a failure, that is all the player should be told.

In general, Clerics may only create magic items reproducing the effects of Clerical spells; Clerics may also make enchanted weapons and armor, even those sorts which they may not use themselves (since they may be creating weapons or armor for other followers of their faith). Magic-Users may create any sort of magic item except for those reproducing Clerical spells for which no equivalent Magic-User spell exists.

Time spent doing magical research must be eight-hour workdays with interruptions lasting no more than two days. Longer interruptions result in automatic failure of the project.

The GM may, if they so desire, grant Experience Points to characters who successfully complete magical research. It is suggested that the rate of such awards be 1 XP per 10 gp spent on the research. This award may be granted for all research, or only for creation of magic items, or not at all if the GM prefers to emphasize adventuring for advancement purposes.

SPELL RESEARCH

Researching new spells is the most common type of magical research. A Magic-User may research a standard spell, removing the need for a teacher or reference; alternately, a Cleric or Magic-User may research an entirely new spell. Of course, no character may invent or research a spell of a level higher than they can cast.

If the character is inventing a spell outright, the GM must determine the spell's level and judge whether or not the spell is possible "as is." The GM does not have to tell the player whether the spell is possible, and in fact this may be preferable.

The cost to research a spell is 1,000 gp per spell level for "standard" spells, or 2,000 gp per spell level for newly invented spells; in either case, one week is required per spell level to complete the research. The chance of success is 25%, plus 5% per level of the character, minus 10% per level of the spell; the maximum chance of success is 95%.

If the research roll is successful, the character may add the spell to their spellbook (if a Magic-User) or may subsequently pray for the spell (if a Cleric). On a failure, the money and time are spent to no avail. Clerics of the same deity, faith or ethos may teach each other the prayers required to access new spells; this takes one hour

per spell level. The procedure to exchange spells with other Magic-Users has already been explained (under Acquisition of Spells, above).

As mentioned above, the GM may decide that a proposed new spell is not “correct” for their campaign; too powerful, too low in level, etc. Rather than tell the player this, there are two strategies that may be used.

First, the Game Master may decide to revise the spell. If the roll is a success, the GM then presents the player with a revised writeup of the spell, adjusted however the GM feels necessary for game balance purposes.

The alternative, more appropriate when the GM believes the spell should be higher level than the player character can cast, is to make the roll anyway. If the roll fails, that is all the player needs to know; but if it succeeds, the GM should then show the player the revised version of the spell and explain that the character may try again when they attain a high enough level to cast it. In this case, the GM may allow the character to reduce either the time or the cost by half when the research is attempted again at the higher level.

MAGIC ITEM RESEARCH

Any character who wishes to create magical items must know all (if any) spells to be imbued in the item. Items that produce effects not matching any known spell may require additional research (to devise the unknown spell) if the GM so desires.

Some magic items require one or more special components that cannot usually be bought. Special components can only be used once on such a project. For example, the GM might require the skin of a displacer to create a **cloak of displacement**, or red dragon saliva to create a **wand of fireballs**. Note that there are specific rules for components under Other Magic Items, below.

Special component requirements are entirely at the option of the Game Master, and are usually employed to slow the creation of powerful magic items that might tend to unbalance the campaign. It’s also a good way to lead the spellcaster (and his party) into dangerous adventures.

CHANCE OF SUCCESS

Unless given differently below, the base chance of success creating a magic item is 15% plus 5% per level of the spellcaster, plus the spellcaster’s full Intelligence (if a Magic-User) or Wisdom (if a Cleric). Thus, a 9th level spellcaster with a 15 Prime Requisite has a base chance of 75%.

SPELL SCROLLS

A spellcaster may create a scroll containing any spell they have access to (for a Magic-User, spells in their spellbook; for a Cleric, any spell the character might successfully pray for). The cost is 500 gp per spell level, and the time required is 1 day per spell level.

Reduce the chance of success based on the level of the spell being inscribed, at a rate of -10% per level.

If the roll fails, the enchantment of the scroll has failed; however, if the caster tries again to inscribe the same spell, either the cost or the time is reduced by half (at the character’s option).

OTHER SINGLE-USE ITEMS

Scrolls (other than spell scrolls), potions, and a few other items (such as the **rod of cancellation**) are single-use items. These items may be created by Magic-Users or Clerics of the 7th level or higher.

The chance of success is as given for scrolls, above, when the item being created reproduces a known spell (or when the GM decides a spell must be created, as described above). For other types of items, the GM should assign a spell level as they see fit, and the cost and time required is doubled (making up for the spell research or knowledge required for spell-reproducing items). The time required is one week plus one day per spell level (or equivalent), and the cost to enchant the item is 50 gp per spell level, per day.

Potions are a special case; the character creating a potion may create a large batch, consisting of several doses, which may be bottled in separate vials or combined in a larger flask. For each additional dose created at the same time, reduce the chance of success by 5% and increase the time required by one day. Note that increasing the time required will directly increase the cost. If the roll to create the item fails, the entire batch is spoiled.

PERMANENT MAGIC ITEMS

Creating permanent magic items (rings, weapons, wands, staves, and most miscellaneous magic items) requires a Magic-User or Cleric of the 9th level or higher.

When enchanting an item with multiple abilities, each ability of the item requires a separate roll for success; the first failed roll ends the enchantment process. Such an item will still perform the powers or effects already successfully enchanted into it, but no further enchantment is possible.

Permanent magic items, including weapons (described in detail below), must be created from high-quality items. The cost of such items will generally be ten times the normal cost for such an item.

ENCHANTING WEAPONS

The base cost of enchanting a weapon or armor is 1,000 gp per point of bonus. For weapons with two bonuses, divide the larger bonus in half (don’t round) and add the smaller bonus; thus, a **sword +1, +3 vs. dragons** would cost 2,500 gp to enchant. Enchanting a weapon takes one week plus two days per point of bonus; thus, the sword described would require twelve days to enchant.

Reduce the chance of success by 10% times the bonus; so, a **sword +1** would reduce the base chance 10%, while

the **sword +1, +3 vs. dragons** described above would reduce the base chance 25%. Further, the chance of success may be increased 25% by doubling the cost and time required (this decision must be announced before the roll is made).

For weapons having additional powers, combine the rules above with the rules for creating permanent items. All enchantments must be applied in a single enchantment "session."

OTHER MAGIC ITEMS

Magic items can have several **features**. Each feature added to a magic item increases the cost and the time required, and decreases the chance of success. The features are as follows:

Creates a spell or spell-like effect: This is the basic feature of all non-weapon magic items. The base cost of this enchantment is 500 gp per spell level; time required is five days plus two days per level. If the magic item has multiple spell or spell-like effects, add the cost and time figures together. The chance of success is reduced 5% per spell level.

Has multiple charges: This includes, of course, wands and staves, but several other magic items would also have charges. Each spell or spell-like effect normally has a separate pool of charges (but see next). The table below shows the various maximum charge levels and the associated cost, time and chance adjustments:

Charge Level	Cost per Charge	Charges per Day	Chance
2-3	+150 gp	1	- 5%
4-7	+125 gp	2	- 10%
8-20	+100 gp	3	- 20%
21-30	+75 gp	4	- 30%

When using the table above, don't count the first charge for cost or time purposes. Note that each separate pool of charges in the item must be figured separately.

Item can be recharged: Figure the additional cost and time, and the penalty to the chance of success, for rechargeable items as being exactly twice the figures from the table above; so, creating a rechargeable item with 3 charges costs 600 gp more rather than 300 gp more, and takes two days per charge (or four extra days); the chance of success is lowered 10% rather than 5%.

Item recharges itself: Creating a self-recharging item is expensive; apply the following adjustments to the charge cost, time and chance for items that recharge automatically. Note that self-recharging items are never "rechargeable" in that they may not be recharged other than by themselves.

Charging Rate	Cost	Time	Chance
1 per day	x 3	x 2	- 10%
All per day	x 5	x 3	- 30%
All per week	x 4	x 2	- 20%

Charges are generic: This means that all the effects of the item draw power from the same pool of charges; most Magic-User staves are in this category. Items with generic charges are automatically rechargeable; don't apply the normal adjustments for this feature. Instead, combine the normal costs for the charge pools of each effect (which must all have the same number of charges), and then divide the charge cost, time and chance adjustments by two. Thus, two effects sharing one pool costs the same as a single effect with a single pool.

Item may be used by any class: By default, magic items may only be used by the class that created them; so a **wand of fireballs** is normally usable only by Magic-Users, or a **staff of healing** only by Clerics. This feature allows the item to be used by any class of character, and involves assigning simple command words and gestures to the item. Adding this feature costs 1,000 gp per effect. Note that all the item's effects do not have to be covered; it is possible to create an item where some effects may be used by any class, but other effects may only be used by the creator's class.

Item operates continuously or automatically: This feature supersedes both the charges and item use features. The item works whenever properly worn, or activates automatically when required. A **ring of fire resistance** is a good example; also, the **ring of invisibility** is in this category. Adding this feature multiplies the final cost and time figures by five and applies a 40% penalty to the chance of success.

Each feature above applied to a magic item will require a valuable, rare and/or magical material to support the enchantment. For example, a wand of fireballs has a spell effect that is powered by charges; these are two relatively ordinary features, so the Magic-User creating the item proposes a rare wood for the shaft and a 1,000 gp value ruby for the tip. The GM may, of course, require something more rare or valuable if the magic item is particularly powerful.

The base cost of a spell effect feature can be reduced by 25% by applying limits to the ability. For example, a **ring of charm dryad** is an example of limited **charm person** spell effect, which would qualify for the deduction. This does not affect the chance of success or the time required.

Weapons which are to be enchanted with additional powers other than the normal bonus require combining the standard weapon enchantment rules with the rules given above. Perform the weapon enchantment first; if it is successful, then the character enchanting the weapon must immediately (within two days, as previously explained) begin the spell or spell-like power enchantment process. Failure of the second procedure does not spoil the weapon enchantment.

CURSED ITEMS

Some cursed items, such as cursed scrolls, are created that way specifically by the spellcaster. The difficulty of creating such an item is roughly the same as the difficulty of creating a spell scroll of **bestow curse**.

Other cursed magic items may be the result of a failed attempt to create a useful item. The GM must decide whether or not a failed research project will actually create a cursed item.

CREATING A DUNGEON ADVENTURE

1. THINK ABOUT WHY

When creating a dungeon, the first question you must answer is: Why will your player characters risk going into this dangerous dungeon full of monsters and traps?

Here are some possible scenarios:

To Explore the Unknown: This is common in **Odysseys & Overlords**. One or more of the player characters has heard of some ancient site, and wishes to explore purely for knowledge. Possibly some of the other player characters are involved for other reasons. With significant portions of the world in ruins, especially in the area known as the Untamed Gauntlet, legends of ancient ruins, lost knowledge, powerful artifacts, and unknown riches are common.

To Battle An Evil Incursion: Cromags are raiding farms in the area, and the Baron has offered a reward for stopping the raids; the player characters are happy to help.

To Rescue A Kidnapped Victim: Some friend of the player characters has been kidnapped, and they must sneak into or storm the villain's tower/cave/dungeon to rescue the victim. Or, perhaps, the victim is the son or daughter of local nobility or a wealthy merchant who offers a reward for the safe return of their offspring.

To Fulfill A Quest: The local temple, to whom the player characters owe a favor, would like an ancient relic recovered from a lost mountain fortress, and the High Priest asks them to look into it; or some similar task might be assigned, depending on who the player characters owe a favor.

To Get Loot: This is a surprisingly common scenario (well, perhaps not so surprising). The dungeon is rumored to contain a hidden treasure of great value, and the first characters to find it will be rich! Of course, the treasure might not be *that* huge, and might be guarded by any number of horrific monsters...

To Escape Confinement: The player characters have been captured by an enemy, and find themselves incarcerated without their weapons, armor, or equipment. This scenario must be used with care, as the GM must not be seen to be "railroading" the characters into the adventure.

There are many other possible scenarios, and each has many variations. Knowing the answer to this question will make the next questions easier to answer.

2. WHAT KIND OF SETTING IS IT?

Is the dungeon beneath a ruined fortress, or an ancient wizard's tower? Or perhaps it's a natural cave, which has been expanded by kobolds... or the tomb of an ancient barbarian warlord, guarded by undead monsters... there are many possibilities.

3. CHOOSE SPECIAL MONSTERS

Now you know why the player characters want to go there (or why they will, when they learn of the dungeon), and you know what sort of place it is. Next, decide what special monsters you will place within. For instance, the natural cave expanded by kobolds contains kobolds, obviously, while the warlord's tomb contains some undead, zombies and skeletons perhaps.

4. DRAW THE DUNGEON MAP

Dungeon maps can be drawn on graph paper in pencil, or created on the computer with any of a broad variety of dungeon-drawing programs. If you like the design of the maps in the official Basic Fantasy RPG adventure modules, be sure to visit www.basicfantasy.org and try out their map designer, MapMatic +2. This sample map was gathered from the [blog of Dyson Logos](#), who provides free access to dozens of maps for personal and professional use. When creating a dungeon for personal use, there is certainly no good reason not to use pencil and paper.



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5. STOCK THE DUNGEON

“Stocking” the dungeon refers to assigning contents to each room. There are several possibilities; a room might contain a monster (which might or might not have treasure), a trap (which might guard a treasure, or might not), an “unguarded” treasure, a “special” (something other than a monster, trap, or treasure; often a puzzle of some sort), or be “empty.”

The GM may choose the contents of any room, or may roll on the table below:

d%	Contents
01-16	Empty
17-20	Unguarded Treasure
21-60	Monster
61-84	Monster with Treasure
85-88	Special
89-96	Trap
97-00	Trap with Treasure

An **unguarded treasure** will generally be hidden (such as in a secret room, inside an unusual container, etc.) or protected by a trap (a poison needle in the lock of a chest, or a poison gas canister that explodes if the container is opened, or something similar); such a treasure might even be hidden **and** trapped! Again, some sort of saving throw should be allowed if a trap is used. It’s not a bad idea to hide a treasure so well that the player characters are unlikely to find it; don’t be concerned if they don’t. If you give away the location of all your unguarded treasures, your players will not appreciate it properly when they manage to find one by cleverness or luck.

A **monster** might be selected by the GM or rolled on the random encounter tables. It’s traditional that the first level (below ground) contains monsters of 1 hit die or less, the second level contains monsters of around 2 hit dice, and so on, but the GM may choose to arrange their dungeon in any way desired.

A **monster with treasure** might indicate a lair, or it might be a group of monsters carrying loot, possibly camping for some reason before moving on.

A **trap** is, obviously, some sort of device intended to harm the player characters, including such things as pendulum blades, hidden pits, spear-chucking devices, and so forth. A **trap with treasure** is such a trap protecting a treasure, which might be in the room beyond the trap or actually within it (such as in a pit). See the Traps section, below, for more information.

A **special** might be a puzzle of some sort, such as a door that can only be opened by a combination (hidden elsewhere in the dungeon); or perhaps an oracle that answers questions about the dungeon (but possibly it lies). The classic “magic fountain” that randomly changes the ability scores of the drinker is another possibility; if this is done, some sort of limit should be imposed (such as, the device only affects a given creature once, or the device causes harm more often than it gives aid) to prevent abuse. In general, a “special” room is any room containing something that either interests or obstructs the player characters but is not a monster, trap, or unguarded treasure.

Empty rooms contain no monsters, traps, unguarded treasures, or specials. This does not mean that they are truly “empty;” a room might contain a fireplace, upholstered chairs, side tables, torch sconces, and curtains, and still be considered empty. Hide a treasure in a secret drawer in a side table, and it becomes an unguarded treasure room; in other words, to be empty there has to be basically nothing of serious interest to the player characters in the room.

6. FINISHING TOUCHES

The GM may wish to create one or more custom wandering monster tables for the dungeon; monster patrols, if any, may need to be described; and possibly some locations may have unusual sounds, smells, graffiti, etc. which need to be noted. Don’t spend too much time on this, though.

Remember, if you only detail the “interesting” things, your players will begin to guess what might be in a room. Some extra description will help make things uncertain for the players. For instance, a room with an unguarded treasure:

Game Master: *This room contains a chest, centered against the far wall.*

Player 1: *We look for monsters, and if we don’t see any, the thief will check the chest for traps.*

Kind of boring, right? This might be better:

Game Master: *In this room you see a comfortable-looking upholstered chair, a side table and a foot stool. Two burned-out torches are held by sconces on each wall.*

Player 1: *If we don’t see any monsters, the thief will check the table and the footstool for traps and see if anything is hidden inside them, while the rest of us check for secret doors... one of those sconces might open one.*

A little extra detail can add a lot to the adventure.



TRAPS

Some suggestions of typical traps are listed below, to assist the GM. Deadlier traps can be created by combining simple traps, by making their effects harder to avoid, or by making them capable of dealing more damage.

Traps are not necessarily reliable; the GM may choose to make a roll of some sort for each potential victim until the trap is sprung (say, 1-2 on 1d6). Or, a trap door might not open until a given weight is placed on it, so that a lightly loaded thief might cross without difficulty, only to see his heavily armored warrior ally fall victim to it.

Alarm: Everyone within a 30' radius must save vs Spells or be deafened for 1d8 turns by the loud noise. The GM should check immediately for wandering monsters, which, if indicated, will arrive in 2d10 rounds.

Arrow Trap: A hidden, mounted crossbow attacks at AB +1, doing 1d6+1 points of damage on a successful hit.

Chute: These are usually covered with a hidden trap door. The triggering character must save vs. Death Ray (with Dexterity bonus added) or tumble down to lower level of the dungeon. Chutes usually do little or no damage to the victim.

Falling stones or bricks: Rocks fall from the ceiling. The triggering character must save vs. Paralysis or Petrify (with Dexterity bonus added) or take 1d10 points of damage.

Flashing Light: With a loud snap, a bright light goes off in the face of the character that triggered the trap. That character, and anyone else looking directly at it, must save vs. Spells or be blinded for 1d8 turns.

Monster-Attracting Spray: A strong-smelling but harmless liquid is sprayed on the triggering character. The smell attracts predatory creatures, doubling the chances of wandering monsters for 1d6 hours or until washed off.

Oil Slick: Oil is sprayed onto the floor of the room. Anyone trying to walk through the oil must save vs Death Ray (with Dexterity bonus added) or fall prone. Oil is highly flammable and may be ignited by torches or other flame sources held by characters who slip and fall into it.

Pit Trap: Usually hidden with a breakable cover, trap door, or illusion. The victim must save vs Death Ray (with Dexterity bonus added) or fall into the pit, taking damage according to the distance fallen (see "Falling Damage"). A pit trap can be made deadlier by placing spikes, acid, or dangerous creatures at the bottom, or partly filling it with water to represent a drowning hazard.

Poison Dart Trap: A spring-loaded dart launcher attacks at AB +1 for 1d4 points of damage, and the victim must save vs. Poison or die.

Poison Gas: Gas emerges from vents to fill the room. All within the affected area must save vs. Poison or die. Poison gases are sometimes highly flammable and may be ignited by torches or other flame sources, doing perhaps 1d6 points of damage to each character in the area of

effect (with a save vs. Dragon Breath allowed to avoid the damage).

Poison Needle Trap: A tiny, spring-loaded needle pops out of a keyhole or other small aperture and injects poison into the finger of the character who triggered the trap (most likely, a Thief trying to pick the lock), who must save vs. Poison or die.

Portcullis: A falling gate blocks the passage. The character who triggered the trap must save vs Death Ray or take 3d6 points of damage.

Rolling Boulder Trap: A spherical or cylindrical rock rolls down a slanting corridor. Anyone in its path must save vs. Death Ray (with Dexterity bonus added) or take 2d6 points of damage. Alternately, if the corridor has no other place for the character to escape to (that is, no room for the character to step out of the path of the rock), it may be necessary to outrun the rock to avoid the damage.

Blade Trap: A blade or spear drops down from the ceiling or pops out of the wall and attacks at AB +1 for 1d8 points of damage. Particularly large blades might attack everyone along a 10' or 20' line.

Triggered Spell: When activated, a spell of the GM's choice is cast, targeting or centered on the character who triggered it. Popular choices include curses, illusions, or a **wall of fire**.

DESIGNING A WILDERNESS ADVENTURE

1. THINK ABOUT WHY

This is much the same task as was described above. The player characters may enter a particular area looking for a town to resupply from, temple to provide healing services, or for many other reasons. A common cause for adventure in **Odysseys & Overlords** is to map or explore areas that have not been visited since the ceasefire between Chandra and Ragnar. Once in the area, the Game Master can make the player characters aware of adventuring opportunities in the area, by means of rumors, posted bounties (such as for raiding humanoids), quests offered by local clergy, and so forth.

2. WHAT KIND OF SETTING IS IT?

Decide whether the area is deep in the wilderness, or in more inhabited territories, what sort of climate will be found there, how many towns, and of what size, are present, and so on.

You may choose to design a new territory based on the goals of the player characters in your campaign. For example, if the player characters decide to seek their fortunes in the richest city in the world, you could decide where this is and begin to describe it by providing rumors of its wealth and splendor told by far-wandering merchants. If these descriptions intrigue the characters and they travel toward the city, you will have time to decide what terrain – and dangers – lie in their path.

On the other hand, your setting should make sense, which will help players make meaningful choices when traveling. For example, areas under human control will be settled, with signs of civilization such as cleared land for agriculture, roads, strongholds, etc. Areas dominated by humanoid monsters, or

which are being raided by wandering humanoids, will be battle-scarred and will not have food or other goods available. A valley that was settled many years ago but abandoned after a dragon attacked could contain ruined buildings, their walls likely still bearing the marks of flame and claw, and fields grown high with saplings.

The major settlements and areas of the world of **Odysseys & Overlords** will be detailed in the forthcoming **Odysseys & Overlords Gazetteers**

3. DRAW AN AREA MAP

Now it's time to draw the area map. Some Game Masters prefer to draw maps freehand, while others like to use hex or graph paper; of course, programs are available to create maps on a computer as well. It is a good idea to provide a **scale** for the map, which can be whatever best fits the map and the area you want to depict. A scale of 18 miles per square or hex is a good choice for a large-scale map, as this is the distance that a group of humans can cover in a day in clear terrain (see **Wilderness Movement Rates**), which makes it easy to determine travel times.

Rivers and coastline, hills and mountains, forests and plains must be clear on the map. All of these areas should have an appropriate climate: for example, the windward side of a mountain range will usually receive a great deal of rain, while the other side will be dry. You may choose to create an area with abnormal weather for its location, such as a sandy desert in the midst of a rain forest, but this should be unusual, a tip to observant players that strange magic is involved.

Go ahead and place any interesting sites such as towns, ruins, and significant monster lairs. Remember, in most cases your party of adventurers will need some base of operations, be it a city, town, village, or border fortress.

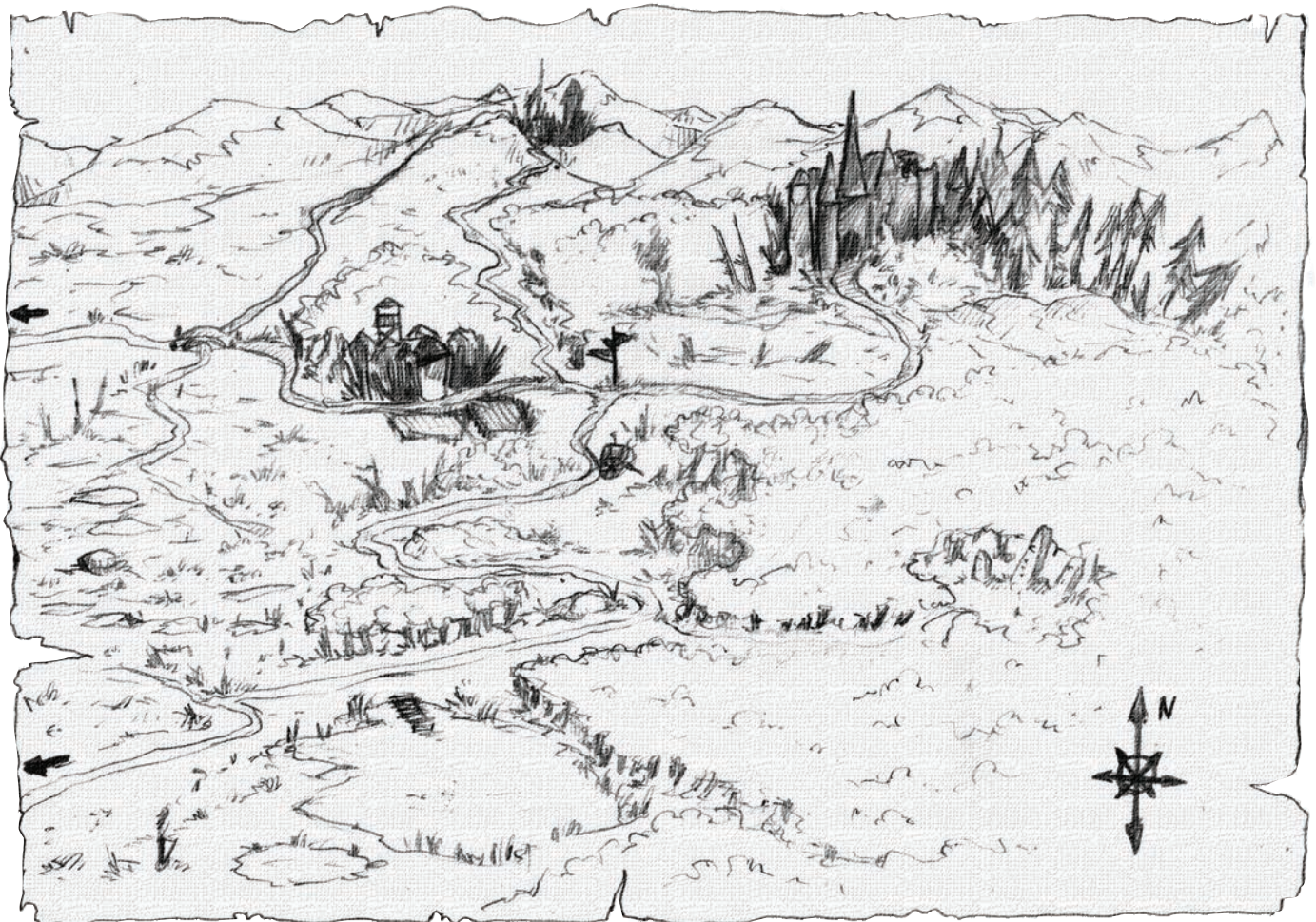
4. DETAIL INTERESTING SITES AND PEOPLE

Describe at least the base town, and the dungeon you expect the party to visit first. Also detail any set or placed encounters you laid out in the step above. There is lots of room for creativity here: a distant, unfamiliar town may have different laws, traditions, or currency. You should also describe key NPCs and their connections to each other. NPCs have their own goals and plans, which may or may not involve the PCs, and the actions of player characters toward one person will often influence how others treat them. Don't go overboard trying to detail every single place on the map... leave some room for expansion later, after you have a feel for your players and their characters.

5. CREATE ENCOUNTER TABLES

When designing a wilderness area, one touch that will really set it apart is a custom encounter table. Choose those monsters that seem most appropriate to the area, using the standard encounter tables as a guide. If you have placed humanoid lairs or encampments, you may wish to include their patrols on the custom table.

Another alternative is to roll six or eight or ten random encounters using the "generic" encounter table for the relevant terrain type, and use that list as your random encounter table for the area. When doing this, you probably should re-roll duplicates.



STRONGHOLDS

Many player characters, upon reaching higher levels, choose to settle down and build a **stronghold**. Generally this is allowed when a character reaches 9th level or higher. The player character must obtain land on which to build; in some lands, frontier territory may be made available to any free folk who can tame it; in others, land may be available for someone with enough gold; while in other cases the character will need to petition the local Count, Duke or King for a land grant.

Usually, Bards build **colleges**, Fighters build **castles**, Magic-Users build **towers**, Clerics build **temples** and Thieves build **guildhouses**, but this is not always so. Any character who builds a stronghold suitable to their class will attract 1st level followers of the same class as follows:

Class	Number of Followers
Bard	3d8
Fighter	3d6
Magic-User	1d8
Cleric	2d8
Thief	2d6

These followers will assist the character, but will not go on adventures away from the stronghold in most cases (especially dangerous dungeon adventures). They live from the income generated by the stronghold. The primary sources of this income are taxes on peasants for castles, fees for magical services and students' tuition for towers, tithing from the faithful for temples, and criminal activities for guildhouses. A stronghold must have 200 square feet of living space for each follower, as well as quarters for guests, stables for horses, and so on.

A player who wants to build a stronghold should draw its floor plan. Each story is usually 10' tall. The construction costs for the stronghold are determined by the square footage of its walls, floors and roofs, the materials used, and the thickness of the walls.

Make sure not to double-count corners on walls that are 5' thick or thicker – count the length of only one face. When determining wall length for round walls and towers, approximate π by 3, since the inner face of the wall has a shorter circumference. The table below gives costs in gp for each 10' square section of wall. The number by the material is its *hardness*, which is deducted from damage to the wall.

Wall material	1' thick	5' thick	10' thick	15' thick
Maximum height	40'	60'	80'	100'
Wood (H 6)	10 gp	n/a	n/a	n/a
Brick (H 8)	20 gp	50 gp	n/a	n/a
Soft stone (H 12)	30 gp	70 gp	200 gp	n/a
Hard stone (H 16)	40 gp	90 gp	260 gp	350 gp

A 1' thick wall is made of solid pieces of material held with mortar (or pegs and ropes for wooden walls); such walls may be at most 40' tall. A 5' thick wall consists of two 1' thick walls sandwiching 3' of earth and rubble; such a wall may be at most 60' tall. A 10' thick wall consists of a

4' thick outer wall and a 2' thick inner wall sandwiching 4' of earth and rubble, and may be built up to 80' tall. A 15' thick wall consists of a 6' thick outer wall and a 2' thick inner wall sandwiching 7' of earth and rubble; these walls may be built up to 100' tall. To attain the maximum height, thinner walls can be used on upper stories. For example, an 80 ft. tower must have at least 20' of 10' thick walls at the base, but more could be used.

The character will have to pay engineering costs for designing the stronghold, and tall structures are more difficult to design and to build. For each portion of the stronghold (wall, tower, and so on), each 10' of height adds 10% to the costs in both time and money. The GM should feel free to add a multiplier to reflect the difficulties of building in a remote area, obtaining materials, etc. In particular, if materials need to be transported, they require 1 ton of cargo space per 5 gp of wood or stone construction. (The increased weight of stone compensates for its compactness compared to wood.)

A building over 40' high must have a solid foundation, and if over 60' high, it must rest on bedrock.

A stronghold requires one worker-day of construction labor for every gp it costs to build. Adding more workers reduces construction time, but the time cannot be reduced below the square root of the time for one worker to build the stronghold. Assume that there are 140 working days per year (seven months of 20 working days each) in temperate climates.

Floors and thatched roofs cost as much and take as long to build as it would take to build the square footage of their bases of 1' thick wood walls. Wood-shingled roofs cost twice this amount and take twice as long to build, while slate-shingled roofs cost four times as much and take four times as long. (You don't need to calculate the greater surface area of a pitched roof, since the increased height increases construction costs enough to cover this.)

These costs include normal features of construction such as stairs, doors and windows. Interior walls are not included; they are usually 1' thick. **Parapets**, which provide cover for defenders atop castle walls and towers, are usually 1' thick and 5' high (so they are half-cost).

Note that **guildhouses** are almost always built in cities and thus are usually built with 1' thick exterior walls, but they cost twice as much to build due to the traps and secret passageways that are designed into them. A Magic-User's **tower** costs three times as much to build, due to the need for ancient books, alchemical equipment, and other supplies for conducting research.

For example, Percival, a 9th-level Fighter, desires to build a 60' tall square keep (50' walls with a 10' peaked slate-shingled roof) that is 50' square. The keep will have four stories and an attic, and the first story, which will contain the great hall, will be 20' high. Percival wishes his keep to be strongly built, so he tells his architect to build with hard

stone and use 10' thick walls for the first two stories and 5' thick walls for the rest. The first and second floors will thus be 30' square or 900 square feet, and the third and fourth floors will be 40' square or 1,600 square feet. With a total floor area of 5,000 square feet, Percival's keep will house him and up to 24 other people (or animals such as horses, which during an attack may be stabled in the great hall!) in acceptable comfort. Its floor plans are shown on the next page.

The first floor has 30 (= 5 [for 50' length] x 2 [for 20' height] x 4 walls, minus 8 sections double-counted at the corners and 2 sections for the entrance) 10' square sections of 10' thick hard stone walls, which cost 7,800 gp, and 9 10' square sections of floor, which cost 90 gp, for a total cost of 7,890 gp. The second floor is the same as the first, except that the walls are 10' high and there is no deduction for an entrance, giving a cost of 4,250 gp. The third and fourth floors each require 18 sections of 5' thick hard stone walls, costing 1,620 gp, and 16 sections of floor, costing 160 gp, for a total of 1,780 gp per floor. The 50' square roof costs 4 x 25 x 10 = 1,000 gp, and the 40' square attic floor adds 160 gp. The design calls for a total of 770' of 1' thick interior walls and doors, which would cost 30,800 gp if made of hard stone; Percival uses wood, which costs only 7,700 gp. These costs total 24,560 gp, but since the keep is 60' high, its cost is increased by 60% to 39,296 gp. The keep will require 39,296 worker-days. Percival may employ up to 198 workers to build the keep, in which case it will take 198 working days to build, or a year and three months' time. Keep in mind what might happen in this time, given that the area is dangerous enough to warrant building a castle.

Dungeons: A stronghold may also have a dungeon excavated under it. A dungeon is an excellent place to store perishable supplies, a good shelter if the castle is overrun, and often incorporates an escape route if all is lost for the castle's defenders or a secret way out for raids is desired. Magic-Users sometimes encourage monsters to take up residence in their dungeons, as they provide a convenient source of supplies for magical research and help keep away unwanted guests. Use the following figures for skilled workers, such as gnomes or goblins, to create dungeons; double the times for less skilled miners.

Material	Time for one worker to excavate a 5' cube
Earth	5 days (supports are required)
Soft stone	10 days
Hard stone	20 days

Structural strength and breaches: A section of stronghold wall has as many hit points as its base cost in gp (for example, a section of 10' thick soft stone wall has 200 hit points). Stone and brick walls only take damage from crushing blows, while wood walls are also affected by fire and chopping attacks. If a given section of wall loses all of its hit points, it is breached, allowing attackers to

pass through. If a breach occurs on a lower course of wall, there is a 40% chance that the 10' section above it will be breached by collapse, and a 20% chance that the section below it will be breached. These secondary breaches have the same chances of affecting the next 10' section above or below them, and so on until the top or bottom course of wall is reached. If a breach occurs on a right or acute corner (90 degrees or less), the chances of breaches double in each direction.

Attacking a Castle: Siege engines are difficult to aim, but as castles don't dodge around, each successive shot by a given siege engine with a given crew has an increasing chance of hitting. To reflect this, the first attack on a castle's walls is made against Armor Class 20; each subsequent attack by that weapon, fired by that crew, at that same point in the wall, is made against an Armor Class one lower than the previous shot, to a minimum AC of 11.

Attacks on a castle's defenders are at -4 on the attack roll if they are standing on the parapets, and at -10 if they are behind arrow slits. Since characters defending the castle do move around, the odds of hitting them with a siege engine do not improve from shot to shot. There is an additional -2 on the attack roll for missile attacks if the defenders are more than 20' higher than the attackers; this is not specifically due to altitude, but rather because the defenders can use more of the wall for cover. The defenders can take advantage of their height by dropping objects on attackers near the castle's base; these missiles do 2d10 points of damage, but they have a -2 attack penalty if dropped from a height of 30' or more.

Siege engines can damage several adjacent characters; roll damage separately for each character in the 10' square hit by the missile. Of course, the attack roll must be high enough to damage each one; a roll of 19 against characters having Armor Classes of 18 and 20 would hit the former but not the latter.

A castle may also be attacked by **mining**. This method of attack involves tunneling under the castle wall, then setting fire to the supports of the tunnel to cause the wall to collapse. It is also slow, and if the castle has a moat, the tunnel must avoid it, which requires that it be dug deeper, requiring twice the time. A mine is dug like a dungeon, and once its supports are fired, the wall above is breached; if the mine is only 5' wide, there is only a 50% chance of causing a breach.

Finally, a **screw** may be used to attack a stronghold. This device, which costs 200 gp, is used to bore through castle walls. A crew of at least eight is required to operate it. It is only used at the base of a wall, and it is usually operated under a **sow**, or portable roof, as it is slow. (A sow typically costs about 100 gp.) The device does 1d8 points of damage per turn, but it ignores hardness. The breach caused is small, so it has only half the usual chance of spreading to the next course of wall, unless widened by miners.

MONSTERS

Name: The first thing given for each monster is its name (or its most common name, if the monster is known by more than one). If an asterisk appears after the monster's name, it indicates that the monster is only able to be hit by special weapons (such as silver or magical weapons, or creatures affected only by fire, etc.) which makes the monster harder to defeat.

Armor Class: This line gives the creature's AC for normal combat. If the monster customarily wears armor, the first listed AC value is with that armor, and the second, in parentheses, is unarmored. Some monsters are only able to be hit (damaged) by silver or magical weapons; these are indicated either in words or with a dagger †; some monsters may only be hit with magical weapons, indicated by a double dagger ‡.

Hit Dice: This line gives the creature's number of hit dice and lists any bonus **hit points**. Monsters always roll eight-sided dice (d8) for **hit points**, unless otherwise noted. So for example a creature with 3+2 hit dice rolls 3d8 and adds 2 points to the total.

One or two asterisks (*) may appear after the hit dice figure; where present, they indicate a Special Ability Bonus to experience points (xp) awarded for the monster. See **Character Advancement** in the **Adventure** section of the **Odysseys & Overlords Player's Guide** for more details.

If the monster's Attack Bonus is different than its number of Hit Dice, for convenience the Attack Bonus will be listed in parentheses after the Hit Dice figure.

Movement: This line gives the monster's **movement rate**, or rates for those monsters able to move in more than one fashion. For example, Bugbears have a normal walking movement of 30', and this is all that is listed for them. Giant water termites can only move about in the water, and so their movement is given as **Swim 40'**. Pixies can both walk and fly, so their movement is listed as **30' Fly 60'**.

In addition, a distance may appear in parentheses after a movement figure; this is the creature's turning distance (see Maneuverability in the **Odysseys & Overlords Player's Guide** page 46). If a turning distance is not listed, assume 5'.

Attacks: The number (and sometimes type or types) of attacks the monster can perform. For example, Goblins may attack once with a weapon, so they are marked **1 weapon**. Ghouls are marked **2 claws/1 bite** as they can attack with both claws and also bite in one round.

Monster Hit Dice	Attack Bonus
Less than 1	+0
1	+1
2	+2
3	+3
4	+4
5	+5
6	+6
7	+7
8	+8
9	+8
10	+9
11	+9
12	+10
13	+10
14	+11
15	+11
16	+12

Monster Hit Dice	Attack Bonus
17	+12
18	+12
19	+12
20	+13
21	+13
22	+13
23	+13
24	+14
25	+14
26	+14
27	+14
28	+15
29	+15
30	+15
31	+15
32+	+16

Damage: The damage figures caused by successful attacks by the monster. Generally, this will be defined in terms of one or more die rolls.

No. Appearing: This is given in terms of one or more die rolls. Monsters that only appear underground and have no lairs will have a single die roll; those that have lairs and/or those that can be found in the wilderness will be noted appropriately. For example, a monster noted as "1d6, Wild 2d6, Lair 3d6" is encountered in groups of 1d6 individuals in a dungeon setting, 2d6 individuals in the wilderness, or 3d6 individuals in a lair.

Note that number appearing applies to combatants. Non-combatant monsters (juveniles, and sometimes weak or passive adults) do not count in this number. The text of the monster description should explain this in detail where it matters, but the GM is always the final arbiter.

Save As: The character class and level the monster uses for saving throws. Most monsters save as Fighters of a level equal to their hit dice.

Morale: The number that must be rolled equal to or less than on 2d6 for the monster to pass a Morale Check. Monsters having a Morale of 12 never fail morale checks, and fight until destroyed (or until they have no enemies left).

Treasure Type: This line reflects how much wealth the creature owns. See the **Treasure** section for more details. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as **magic items**) tend to carry and use these, leaving bulky items at home.

XP: The number of experience points awarded for defeating this monster. In some cases, the figure will vary; for instance, Dragons of different age categories will have different XP values. Review the Experience Point Awards table to calculate the correct figure in these cases.

TABLE: BEASTS OF BURDEN

	Camel	Donkey	Horse, Draft	Horse, Riding
Armor Class:	13	13	13	13
Hit Dice:	2	2	3	2
No. of Attacks:	1 bite/1 hoof	1 bite	2 hooves	2 hooves
Damage:	1/1d4	1d2	1d4/1d4	1d4/1d4
Movement:	50' (10') [40' (10')]	40' (10')	60' (10')	80' (10')
No. Appearing:	Wild 2d4	Wild 2d4	domestic only	Wild 10d10
Save As:	Fighter: 2	Fighter: 2	Fighter: 3	Fighter: 2
Morale:	7	7	7	7
XP:	75	75	145	75
	Horse, War	Mule	Pony	
Armor Class:	13	13	13	
Hit Dice:	3	2	1	
No. of Attacks:	2 hooves	1 kick or 1 bite	1 bite	
Damage:	1d6/1d6	1d4 or 1d2	1d4	
Movement:	60' (10')	40' (10')	40' (10')	
No. Appearing:	domestic only	domestic only	domestic only	
Save As:	Fighter: 3	Fighter: 2	Fighter: 1	
Morale:	9	7	6 (9)	
XP:	145	75	25	

Table: Experience Point Awards

Monster Hit Dice	XP Value	Special Ability Bonus
less than 1	10	3
1	25	12
2	75	25
3	145	30
4	240	40
5	360	45
6	500	55
7	670	65
8	875	70
9	1,075	75
10	1,300	90
11	1,575	95
12	1,875	100
13	2,175	110
14	2,500	115
15	2,850	125
16	3,250	135
17	3,600	145
18	4,000	160
19	4,500	175
20	5,250	200
21	6,000	225
22	6,750	250
23	7,500	275
24	8,250	300
25	9,000	325

For convenience, animals commonly used to carry loads and/or characters are listed here together. Such creatures obviously have no treasure.

Camels are known for their ability to travel long distances without food or water. The statistics presented here are for the dromedary, or one-humped camel, which thrives in warm deserts. A dromedary stands about 7 feet tall at the shoulder, with its hump rising 1 foot higher. The two-humped, or Bactrian, camel is suited to cooler, rocky areas. It is stockier, slower (speed given in brackets), and tougher than the dromedary. A light load for a camel is up to 400 pounds; a heavy load, up to 800 pounds.

Donkeys are long-eared, horselike creatures. They are surefooted and sturdy and can be taken into dungeons or caverns. The statistics presented here could also describe burros. A light load for a donkey is up to 70 pounds; a heavy load, up to 140 pounds.

Draft Horses include large breeds of working horses such as Clydesdales. These animals are usually ready for heavy work by age three. A light load for a draft horse is up to 350 pounds; a heavy load, up to 700 pounds.

Riding Horses include smaller breeds of working horses such as quarter horses and Arabians as well as wild horses. These animals are usually ready for useful work by age two. Riding horses cannot fight while a rider is mounted. A light load for a riding horse is up to 250 pounds; a heavy load, up to 500 pounds.

War Horses are trained and bred for strength and aggression. They usually are not ready for warfare before age three. A light load for a warhorse is up to 350 pounds; a heavy load, up to 700 pounds.

Mules are sterile crossbreeds of donkeys and horses. They can be taken into dungeons or caverns. A mule is similar to a riding horse, but slightly stronger and more agile. A light load for a mule is up to 300 pounds; a heavy load, up to 600 pounds.

A **Pony** is a small horse, under 5 feet tall at the shoulder. Ponies are otherwise similar to riding horses and cannot fight while carrying a rider. Ponies can be trained for war, and the morale in parentheses above is for a war pony; this does not allow them to fight while carrying a rider. A light load for a pony is up to 275 pounds; a heavy load, up to 550 pounds.

MONSTER DESCRIPTIONS

Many monsters encountered in *Odysseys* and *Overlords* are the same as those in any OSR Fantasy game. Rather than reprint page after page of stat blocks here, this section focuses on new or significantly altered monsters.

For a comprehensive list of monsters see **Basic Fantasy 3.0 Part 6: Monsters.**

MONSTER ATTACK BONUS

When looking up a monster's hit dice on the Attack Bonus Table, ignore all "plus" or "minus" values; so a monster with 3+2 hit dice, or one with 3-1, is still treated as just 3 hit dice. The exception is monsters with 1-1 or lower hit dice, which are considered less than one hit die and have an attack bonus of +0.

BUGBEAR

Armor Class:	15 (13)
Hit Dice:	3+1
No. of Attacks:	1 weapon
Damage:	1d8+1 or by weapon +1
Movement:	30' Unarmored 40'
No. Appearing:	2d4, Wild 5d4, Lair 5d4
Save As:	Fighter: 3
Morale:	9
Treasure Type:	Q, R each; B, L, M in lair
XP:	145

Hailing from the inner mountains of the Untamed Gauntlet, bugbears look like huge, hairy goblins, standing about 6 feet tall. Their eyes are usually a darkish brown color and they move very quietly. They are wild and relatively fearless, and bully smaller humanoid whenever possible.

Bugbears prefer to ambush opponents if they can. When hunting, they often send scouts ahead of the main group. Bugbear attacks are coordinated, and their tactics are sound if not brilliant. They are able to move in nearly complete silence, surprising opponents on 1-3 on 1d6. In order to remain silent, they must wear only leather or hide armor, as indicated in the Armor Class scores above. Bugbears receive a +1 bonus on damage due to their great Strength. As with most goblinoid monsters, they have Darkvision with a 30' range.

Bugbears generally do not value treasure. They hunt for food or sport. Many of the bugbear tribes of the Untamed Gauntlet mark the outer borders of their hunting grounds with the impaled corpses of their prior victims, keeping only the heads as trophies. Wise travelers change their route when coming across such a ghastly marker on their travels.

One out of every eight bugbears will be a hardened warrior of 4+4 Hit Dice (240 XP), with a +2 bonus to damage. In lairs of 16 or more bugbears, there will be a chieftain of 6+6 Hit Dice (500 XP), with a +3 bonus to damage. Bugbears gain a +1 bonus to their morale if they are led by a hardened warrior or chieftain. In the lair, bugbears never fail a morale check as long as the chieftain is alive. In addition, there is a 2 in 6 chance that a shaman will be present in a lair. A shaman is equal to an ordinary bugbear statistically but possesses 1d4+1 levels of Clerical abilities.



CROMAG

Armor Class:	12
Hit Dice:	2
No. of Attacks:	1 weapon
Damage:	1d8 or weapon + 1
Movement:	40'
No. Appearing:	1d10, Wild 10d4, Lair 10d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	C
XP:	75

Cromag are a species closely related to humans; they are shorter and stockier, and much more heavily muscled. They tend to have abundant body hair and use primitive stone tools and weapons. Whether they are actually less intelligent than "normal" humans or not is a matter of debate, but it is true that they do not have the facility for language as other humanoid species.

Cromags are most frequently encountered in the southern mountains of the Untamed Gauntlet. Some scribes believe that they worship or serve the giants of Gianthome, but this is mere speculation based on the fact that the giants seem to ignore Cromags, allowing them to live on their border without challenge or violence. This is a sharp contrast to the giants' response to other humanoid and goblinoid species who try and settle the southern mountains.



CENTAUR

Armor Class:	15 (13)
Hit Dice:	4
No. of Attacks:	2 hooves/1 weapon
Damage:	1d6/1d6/1d6 or by weapon
Movement:	50' Unarmored 60' (10')
No. Appearing:	Wild 2d10
Save As:	Fighter: 4
Morale:	8
Treasure Type:	A
XP:	240

Centaur appear to be half human, half horse, having the torso, arms and head of a human in the position a horse's head would otherwise occupy. A centaur is as big as a heavy horse, but much taller and slightly heavier; average males are about 7 feet tall and weigh about 2,100 pounds, and females are just a bit smaller. Centaurs may charge with a spear or lance just as a human on horseback, with the same bonuses. They typically wear leather armor when prepared for combat.

Centaur dominate the border region where the Untamed Gauntlet, Gianthome, and Chandra's Haven meet. The centaurs are incredibly protective of their territory and have successfully repelled any attempt by invaders to overwhelm their lands. Most centaur tribes have an uneasy truce with the Parliamentary Theocracy of Chandra's Haven, permitting travel to and from the Nation of the Goddess so long as the travelers do not disturb any of the creatures within the centaur protectorates. Travelers who do not bear a Writ of Salvage from Chandra's Haven are expected to pay a tax in trade goods, food, or livestock worth 5 gp per traveler. This tax may be paid with coin at

double the cost. Those who bear a writ may travel through the region duty-free.

Centaur despise the people of Gianthome and will bring swift and brutal violence to any giant, or suspected servant thereof, who enters their territory.

DOPPLEGANGER

Armor Class:	15
Hit Dice:	4*
No. of Attacks:	1 fist
Damage:	1d12 or by weapon
Movement:	30'
No. Appearing:	1d6, Wild 1d6, Lair 1d6
Save As:	Fighter: 4
Morale:	10
Treasure Type:	E
XP:	280

Doppelgangers are strange beings that are able to take on the shapes of those they encounter; they can also read minds (as the spell, **ESP**, but with no limit of duration). In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance. In its natural form a doppelganger is about 5½ feet tall and weighs about 150 pounds.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all other humanoids as playthings to be manipulated and deceived.

When in its natural form, a doppelganger strikes with its powerful fists. In the shape of a warrior or some other armed person, it attacks with whatever weapon is appropriate. In such cases, it uses its mind reading power to employ the same tactics and strategies as the person it is impersonating.

Doppelgangers can be found in most of the nations of the north, playing out their schemes and infiltrating various societies. Despite their apparently disparate and disconnected agendas, many scribes speculate that the doppelgangers could be working toward a common purpose at the behest of some powerful force such as dragons, giants, or some as-yet-unknown threat from the south.

For the true origins of doppelgangers, see *The Collective* on page 61.

DRAGON

Dragons are large (sometimes very large) winged reptilian monsters. Unlike wyverns, dragons have four legs as well as two wings; this is how experts distinguish "true" dragons from other large reptilian monsters. All dragons are long-lived, and they grow slowly for as long as they live. For this reason, they are described as having seven "age categories," ranging from 3 less to 3 more hit

dice than the average. For convenience, a table is provided following the description of each dragon type; this table shows the variation in hit dice, damage from their various attacks, and other features peculiar to dragons.

If one dragon is encountered, it is equally likely to be a male or female ranging from -2 to +3 hit dice (1d6-3); two are a mated pair ranging from -1 to +2 hit dice (1d4-2). If three or four are encountered, they consist of a mated pair plus one or two young of -3 hit dice in size. If this is the case, the parents receive a Morale of 12 in combat since they are protecting their young.

A dragon attacks with its powerful claws and bite, its long, whiplike tail, and most famously with its breath weapon. It prefers to fight on the wing, staying out of reach until it has worn down the enemy with the breath weapon (or possibly with spells, if the dragon can cast any). Older, more intelligent dragons are adept at sizing up the opposition and eliminating the most dangerous foes first (or avoiding them while picking off weaker enemies).

Each dragon can use its breath weapon as many times per day as it has hit dice, except that dragons of the lowest age category do not yet have a breath weapon. The breath may be used no more often than every other round, and the dragon may use its claws and tail at the same time. The tail swipe attack may only be used if there are opponents behind the dragon, while the claws may be used only on those opponents in front of the creature. Due to their serpentine necks, dragons may bite in any direction, even behind them.

The breath weapon of a dragon does 1d8 points of damage per hit die (so, a 7 hit die dragon does 7d8 points of damage with its breath). Victims may make a save vs. Dragon Breath for half damage. The breath weapon may be projected in any direction around the dragon, even behind, for the same reason that the dragon can bite those behind it.

There are three shapes (or areas of effect) which a dragon's breath weapon can cover. Each variety has a "normal" shape, which that type of dragon can use from the second age category (-2 hit dice) onward. Upon reaching the sixth age category (+2 hit dice), a dragon learns to shape its breath weapon into one of the other shapes (GM's option); at the seventh age category (+3 hit dice), the dragon is competent at producing all three shapes.

The shapes are:

Cone Shaped: The breath weapon begins at the dragon's mouth, and is about 2' wide at that point; it extends up to the maximum length (based on the dragon type and age) and is the maximum width at that point (again, as given for the dragon's type and age).

Line Shaped: The breath weapon is 5' wide and extends the given length in a straight line.

Cloud Shaped: The breath weapon covers an area up to the maximum given width (based on the dragon type and age) in both length and width (that is, the length figure given for the dragon type and age is ignored). A cloud-shaped breath weapon is, at most, 20' deep or high.

All dragons save for those of the lowest age category are able to speak Dragon. Each type has a given chance of "talking;" this is the chance that the dragon will know a humanoid language. Many who talk choose to learn Spellspeech. If the first roll for "talking" is successful, the GM may roll again, with each additional roll adding another language which the dragon may speak.

Some dragons learn to cast spells; the odds that a dragon can cast spells are the same as the odds that a dragon will learn to speak to lesser creatures, but each is rolled for separately.

Although goals and ideals vary among varieties, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magic items as possible. Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate area or to get food. For dragons, there is no such thing as enough treasure. It's pleasing to look at, and they bask in its radiance. Dragons like to make beds of their hoards, shaping nooks and mounds to fit their bodies. Note that, for most monsters, the Treasure Type given is for a lair of average numbers; for dragons, the Treasure Type is for a single individual of average age. Note also that mated pairs do not share treasure! Rather than adjusting the treasure amounts for the number of monsters, adjust for the age of the dragon; a dragon of the highest age category would have about double the given amount, while one of the next to lowest age category would have perhaps a tenth that amount (hatchlings have no treasure).

Dragons played a significant role during the Schism, acting as elite soldiers for the Gods, whom even these magnificent wyrms feared. Hundreds of dragons died in the Schism along with their divine superiors. When the cease fire was called, Chandra and Ragnar gave the surviving dragons the massive island now known as the Isle of Dragons. The dragons were granted absolute domain over their home, so long as none of their number left the Isle. Fearing the power of the Gods, the dragons have so far obeyed this edict, though they have maintained servants and proxies across the Nations. The machinations of the dragons are all but inscrutable to the humanoids, many of whom are blissfully unaware of draconic involvement in the outside world.

DRAGON, BLACK

Armor Class:	18
Hit Dice:	7**
No. of Attacks:	2 claws/1 bite or breath/1 tail
Damage:	1d6/1d6/2d10 or breath/1d6
Movement:	30' Fly 80' (15')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 7 (as Hit Dice)
Morale:	8
Treasure Type:	H
XP:	800

Black dragons usually make their homes deep inland on the Isle of Dragons. This grants the black dragons a bit more room to move and slightly larger domains than most other dragons, who tend to fight over the lands closer to the edge of the island. Black dragons are the least likely to employ servants and proxies in the outside world, making them less interested in the outer reaches of the island. Most are perfectly content to live in the marshlands and swamps of the inner island.

Black dragons prefer to ambush their targets, using their surroundings as cover. When fighting in heavily forested swamps and marshes, they try to stay in the water or on the ground; trees and leafy canopies limit their aerial maneuverability. When outmatched, a black dragon attempts to fly out of sight, so as not to leave tracks, and hide in a deep pond or bog. Black dragons are more cruel than white dragons but are still motivated mostly by the urge to live, breed and collect valuable items.



BLACK DRAGON AGE TABLE

Age Category	1	2	3	4	5	6	7
Hit Dice	4	5	6	7	8	9	10
Attack Bonus	+4	+5	+6	+7	+8	+8	+9
Breath Weapon	Acid (Line)						
Length	-	70'	80'	90'	95'	100'	100'
Width	-	25'	30'	30'	35'	40'	45'
Chance/Talking	0%	15%	20%	25%	35%	50%	60%
Spells by Level							
Level 1	-	1	2	4	4	4	4
Level 2	-	-	-	-	1	2	3
Level 3	-	-	-	-	-	1	2
Claw	1d4	1d4	1d6	1d6	1d6	1d8	1d8
Bite	2d4	2d6	2d8	2d10	2d10	2d10	2d12
Tail	1d4	1d4	1d4	1d6	1d6	1d8	1d8

Black dragons often choose to hide underwater, leaving only part of the head above the waterline, and leap up suddenly when prey comes within 100' (surprising on a roll of 1-4 on 1d6 in this case).

Black dragons are immune to all forms of acid. A black dragon may hold its breath up to three turns while lying in wait underwater.

DRAGON, BLUE

Armor Class:	20
Hit Dice:	9** (+8)
No. of Attacks:	2 claws/1 bite or breath/1 tail
Damage:	1d8/1d8/3d8 or breath/1d8
Movement:	30' Fly 80' (15')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 9 (as Hit Dice)
Morale:	9
Treasure Type:	H
XP:	1,225

Blue dragons love to soar in the hot desert air, preferring to fly in the daytime when temperatures are highest. Some nearly match the color of the sky and use this coloration to their advantage. Their vibrant color makes blue dragons easy to spot in their preferred barren desert surroundings. However, they often burrow into the ground so only part of their heads are exposed, waiting until opponents come within 100 feet to spring out and attack (surprising on a roll of 1-4 on 1d6 in this case).

The terms of the cease fire have been very difficult for the blue dragons to abide. Though they make their homes on the southern coast of the Isle of Dragons, where the climate is warmest, there is no true desert to speak of. Blue dragons tend to resent their kin because no desert territory was negotiated for in the ceasefire. As such, the blue dragons will take any opportunity they can to undermine the schemes of their brethren.

Blue dragons lair in vast underground caverns, where they also store their treasure. Although they collect anything that looks valuable, they are most fond of gems, especially sapphires. Blue dragons are evil monsters, though not so fierce as red dragons. They particularly enjoy tricking intelligent prey into entering their lairs or passing by their hiding places to be ambushed and killed; usually one member of a party attacked by a blue dragon

will be left alive for a while, and the dragon will play with that person as a cat plays with a mouse.

Blue dragons are immune to normal lightning and suffer only half damage from magical lightning.

BLUE DRAGON AGE TABLE							
Age Category	1	2	3	4	5	6	7
Hit Dice	6	7	8	9	10	11	12
Attack Bonus	+6	+7	+8	+8	+9	+9	+10
Breath	Lightning (Line)						
Weapon							
Length	-	80'	90'	100'	100'	110'	120'
Width	-	30'	35'	45'	50'	55'	60'
Chance/	0%	15%	20%	40%	50%	60%	70%
Talking							
Spells by Level							
Level 1	-	1	2	4	4	4	5
Level 2	-	-	1	2	3	4	4
Level 3	-	-	-	-	1	2	2
Level 4	-	-	-	-	-	-	1
Claw	1d4	1d4	1d6	1d8	1d8	1d8	1d10
Bite	2d6	3d6	3d8	3d8	3d8	3d8	3d10
Tail	1d4	1d6	1d6	1d8	1d8	1d8	1d8

DRAGON, GREEN

Armor Class:	19
Hit Dice:	8**
No. of Attacks:	2 claws/1 bite or breath/1 tail
Damage:	1d6/1d6/3d8 or breath/1d6
Movement:	30' Fly 80' (15')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 8 (as Hit Dice)
Morale:	8
Treasure Type:	H
XP:	1,015

Green dragons initiate fights with little or no provocation, picking on creatures of any size. If the target is intriguing or seems formidable, the dragon stalks the creature to determine the best time to strike and the most appropriate tactics to use. If the target appears weak, the dragon makes its presence known quickly – it enjoys evoking terror.

Green dragons especially like to question adventurers to learn more about their society and abilities, what is going on in the countryside, and if there is treasure nearby. The lack of fresh interaction with small folk since the end of the Schism has weighed heavily on the green dragons. Some, looking to stave off boredom, have lured pirates in the service of other dragons inland to their forest homes. The dragon then captures their new “guests” and makes them tell stories of their travels. Such prisoners may be allowed to live so long as they remain interesting... but woe to them when the dragon becomes bored. This practice has caused a number of feuds between the green dragons and their neighbors, as no one likes having their toys stolen.

Green dragons are immune to all poisons. Note that, despite their breath weapon being described as “poison gas,” damage done by it is exactly the same as with other dragons. More specifically, those in the area of effect do not have to “save or die” as with ordinary poison, but rather save vs. Breath Weapon for half damage.



GREEN DRAGON AGE TABLE							
Age Category	1	2	3	4	5	6	7
Hit Dice	5	6	7	8	9	10	11
Attack Bonus	+5	+6	+7	+8	+8	+9	+9
Breath	Poison Gas (Cloud)						
Weapon							
Length	-	70'	80'	90'	95'	100'	100'
Width	-	25'	30'	40'	45'	50'	55'
Chance/	0%	15%	20%	30%	45%	55%	65%
Talking							
Spells by Level							
Level 1	-	1	2	3	3	4	4
Level 2	-	-	1	2	3	3	4
Level 3	-	-	-	-	1	2	3
Level 4	-	-	-	-	-	-	1
Claw	1d4	1d6	1d6	1d6	1d6	1d8	1d10
Bite	2d4	3d4	3d6	3d8	3d8	3d8	3d10
Tail	1d4	1d4	1d6	1d6	1d6	1d8	1d8

DRAGON, RED

Armor Class:	21
Hit Dice:	10** (+9)
No. of Attacks:	2 claws/1 bite or breath/1 tail
Damage:	1d8/1d8/4d8 or breath/1d8
Movement:	30' Fly 80' (20')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 10 (as Hit Dice)
Morale:	8
Treasure Type:	H
XP:	1,480

Red dragons are the de facto rulers of the Isle of Dragons. Might makes right among dragonkind, and none are as mighty, ruthless, or brutal as the red dragons. Prior to the Schism, red dragons were feared by others of their kind. When the war between gods descended into open conflict, the red dragons took to battle with maniacal glee. Countless cities and villages were burned to ash as



RED DRAGON AGE TABLE							
Age Category	1	2	3	4	5	6	7
Hit Dice	7	8	9	10	11	12	13
Attack Bonus	+7	+8	+8	+9	+9	+10	+11
Breath	Fire (Cone)						
Weapon							
Length	-	70'	80'	90'	95'	100'	110'
Width	-	30'	35'	45'	50'	55'	60'
Chance/	0%	15%	30%	50%	60%	70%	85%
Talking							
Spells by							
Level							
Level 1	-	1	2	3	4	5	5
Level 2	-	-	1	2	3	4	5
Level 3	-	-	-	1	2	2	3
Level 4	-	-	-	-	1	2	2
Level 5	-	-	-	-	-	1	2
Claw	1d4	1d6	1d8	1d8	1d8	1d10	1d10
Bite	2d6	3d6	4d6	4d8	5d8	5d8	6d8
Tail	1d4	1d6	1d6	1d8	1d8	1d8	1d10

DRAGON, WHITE

Armor Class:	17
Hit Dice:	6**
No. of Attacks:	2 claws/1 bite or breath/1 tail
Damage:	1d4/1d4/2d8 or breath/1d4
Movement:	30' Fly 80' (10')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 6 (as Hit Dice)
Morale:	8
Treasure Type:	H
XP:	610

White Dragons prefer to live in cold regions, which places the majority of their lairs in the highest mountains of the Isle of Dragons. This places the white dragons in an excellent vantage point to watch the shores of the Isle of Dragons. White dragons are the least intelligent of dragons, though this does not mean that they are stupid by any stretch of the imagination. They are motivated completely by a drive to live, to reproduce, and (of course) to accumulate treasure; they kill to live, not for pleasure.

White dragons prefer sudden assaults, swooping down from aloft or bursting from beneath water, snow, or ice. Typically, a white dragon begins with its icy breath weapon, then tries to eliminate a single opponent with a follow-up attack.

White dragons are immune to normal cold, and take only half damage from magical cold or ice.

WHITE DRAGON AGE TABLE							
Age Category	1	2	3	4	5	6	7
Hit Dice	3	4	5	6	7	8	9
Attack Bonus	+3	+4	+5	+6	+7	+8	+8
Breath	Cold (Cone)						
Weapon							
Length	-	60'	70'	80'	85'	90'	95'
Width	-	25'	30'	30'	35'	40'	45'
Chance/	0%	10%	15%	20%	30%	40%	50%
Talking							
Spells by							
Level							
Level 1	-	1	2	3	3	3	3
Level 2	-	-	-	-	1	2	3
Level 3	-	-	-	-	-	-	1
Claw	1d4	1d4	1d4	1d4	1d4	1d6	1d8
Bite	2d4	2d6	2d6	2d8	2d8	2d10	2d10
Tail	1d4	1d4	1d4	1d4	1d4	1d6	1d6

red dragons responded to the tiniest acts of disobedience with unrestrained brutality at the behest of their divine masters.

Because red dragons are so confident, they seldom pause to appraise an adversary. On spotting a target, they make a snap decision whether to attack, using one of many strategies worked out ahead of time. A red dragon lands to attack small, weak creatures with its claws and bite rather than obliterating them with its breath weapon, so as not to destroy any treasure they might be carrying.

Red dragons are cruel monsters, actively seeking to hunt, torment, kill and consume intelligent creatures. A red dragon will attack almost any creature less powerful than itself.

Red dragons are immune to normal fire, and suffer only half damage from magical fire.

DRAGON TURTLE

Armor Class:	22
Hit Dice:	30**
No. of Attacks:	2 claws/1 bite or breath
Damage:	2d8/2d8/10d6 or 30d8
Movement:	10' (10') Swim 30' (15')
No. Appearing:	Wild 1
Save As:	Fighter: 20 at +5
Morale:	10
Treasure Type:	H
XP:	13,650

A dragon turtle's rough, deep green shell is much the same color as the deep water the monster favors, and the silver highlights that line the shell resemble light dancing on open water. The turtle's legs, tail, and head are a lighter green, flecked with golden highlights. An adult dragon turtle can measure from 100 to 200 feet from snout to tail. They are occasionally mistaken for rocky outcroppings or even small islands.

Dragon turtles often act as emissaries and messengers between the Isle of Dragons and the rest of the world. Though dragon turtles served alongside true dragons in the Schism, they are not bound to the Isle of Dragons by the terms of the ceasefire. Instead, they are required to remain in the coastal waters of the Isle of Dragons only by the decree of their red dragon masters. This allows dragon turtles the freedom to engage with other species, pass messages along, and facilitate communication without breaking the terms of the divine cease fire. On rare occasion, a dragon turtle will escape from the coastal waters and make their way to the northern waters. Such fugitives are often hungry, aggressive, and frightened.

Dragon turtles are fierce fighters and generally attack any creature that threatens their territory or looks like a potential meal. Though they are not true dragons, they do advance through the same sort of age categories as the true dragons do; however, each age category changes the dragon turtle's Hit Dice by 5.

Due to their massive size, dragon turtles are immune to virtually all poisons.

DRAGON TURTLE AGE TABLE							
Age	1	2	3	4	5	6	7
Category							
Hit Dice	15	20	25	30	35	40	45
Attack	+11	+13	+14	+15	+16	+16	+16
Bonus							
Breath	Steam (Cloud)						
Weapon							
Length	-	50'	75'	100'	125'	150'	175'
Width	-	25'	50'	75'	100'	125'	150'
Chance/Talking	0%	15%	20%	30%	45%	55%	65%
Spells by Level							
Level 1	-	-	1	2	2	3	3
Level 2	-	-	-	1	2	2	3
Claw	1d6	2d4	2d6	2d8	2d10	2d12	3d10
Bite	4d6	6d6	8d6	10d6	12d6	14d6	16d6

DRYAD

Armor Class:	15
Hit Dice:	2*
No. of Attacks:	1
Damage:	1d4
Movement:	40'
No. Appearing:	Lair 1d6
Save As:	Magic-User: 4
Morale:	6
Treasure Type:	D
XP:	100

Dryads are nature spirits; each is mystically bound to a single tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's tree does not radiate magic. A dryad lives as long as their tree, and dies when the tree dies; likewise, if the dryad is killed, their tree dies also.

A dryad's delicate features are much like a petite and slender human's, though their flesh is like bark or fine wood, and their hair is like a canopy of leaves that changes color with the seasons. Although they are generally solitary, up to seven dryads have been encountered in one place on rare occasions.

Shy, intelligent, and resolute, dryads are as elusive as they are alluring -- they avoid physical combat and are rarely seen unless they wish to be. If threatened, or in need of an ally, a dryad can charm (as the spell **charm person**), attempting to gain control of the attacker(s) who could help the most against the rest. Any attack on their tree, however, provokes the dryad into a frenzied defense.

Dryads are most commonly found in centaur territory, though anywhere that hosts lush forest can serve as a suitable home for dryads. It is rumored that there is a large population in the Orc kingdom, but no one can say for sure due to the isolationist orcs strongly protecting their borders.



GARGOYLE*

Armor Class:	15 ‡
Hit Dice:	4**
No. of Attacks:	2 claws/1 bite/1 horn
Damage:	1d4/1d4/1d6/1d4
Movement:	30' Fly 50' (15')
No. Appearing:	1d6, Wild 2d4, Lair 2d4
Save As:	Fighter: 6
Morale:	11
Treasure Type:	C
XP:	320

Gargoyles are demonic-looking winged humanoid monsters with gray stone-like skin. They are often mistaken for winged stone statues, for they can remain still indefinitely without moving. Gargoyles use this disguise to ambush their foes, surprising on 1-4 on 1d6 if their foes do not otherwise suspect them. They are cruel monsters, inflicting pain on other creatures for the sole purpose of enjoyment.

Gargoyles are typically found in the western mountains of the Shard, or in the northern settlements of Madrea, though some have wandered deep into the Untamed Gauntlet, seeking to claim abandoned ruins as their personal hunting grounds and strongholds.

Gargoyles require no food, water, or air. Due to their highly magical nature, they can only be harmed by magical weapons.



GELATINOUS CUBE

Armor Class:	12
Hit Dice:	4*
No. of Attacks:	1
Damage:	2d4 + paralysis
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 2
Morale:	12
Treasure Type:	V
XP:	280

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is ten feet on a side and weighs about 15,000 pounds; however, smaller specimens have been reported.

A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes. Any character hit by a gelatinous cube must save vs. Paralysis or be paralyzed for 2d4 turns.

Any treasure indicated will be visible inside the creature, which must be slain if the treasure is to be recovered.

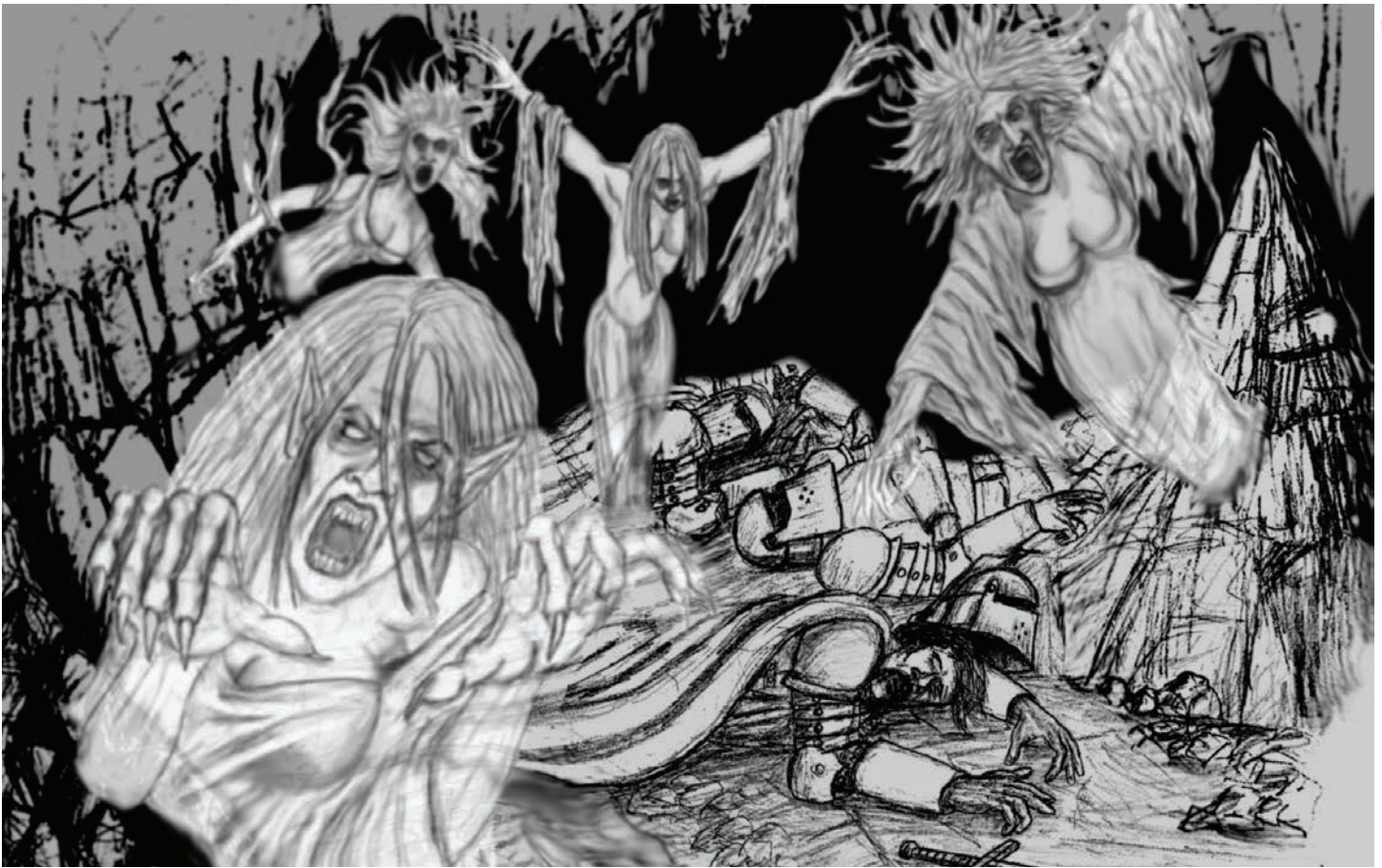
While Gelatinous Cubes can be found in any ruins or caves, they are most common in the subterranean ruins of the Untamed Gauntlet. While scribes have a number of theories regarding this phenomenon, the prevailing wisdom teaches that these creatures, like many oozes and slimes, are byproducts of magical effects used in the final battle between Chandra and Ragnar.

GHOST*

Armor Class:	20 ‡
Hit Dice:	10* (+9)
No. of Attacks:	1 touch/1 gaze
Damage:	1d8 + special
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	10
Treasure Type:	E, N, O
XP:	1,390

Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves. This circumstance has become far more common in the years since the destruction of Husque, the God of Death. Ghosts can be found in every corner of the world, though the Untamed Gauntlet boasts a relatively high quantity of all forms of undead. A ghost normally resembles the form it had in life, but sometimes the spiritual form is altered. For instance, the ghost of someone who believed they were evil might look a bit demonic. Because they are incorporeal, ghosts may be hit only by magical weapons.

Seeing a ghost is so terrible that the victim must save vs. Spells or flee for 2d6 rounds. A character or creature who



successfully saves vs. a given ghost's **fear** attack may not be so affected by that ghost again, but of course may still be affected by another.

A ghost that hits a living target with its touch attack does 1d8 points of damage, and at the same time regenerates the same number of hit points. In addition, the victim loses 1 Constitution point. Abyss-kissed (and long-lived creatures such as dragons) are allowed a saving throw vs. Death Ray to resist this effect, which must be rolled on each hit. Characters who lose Constitution appear to have aged. If a ghost is fighting a living creature which does not have a Constitution score, the GM should assign whatever score they see fit.

Lost Constitution can be regained at a rate of one point per casting of **restoration**; nothing else (except a **wish**) can restore Constitution lost to a ghost. If a character's Constitution falls to 0, they die permanently and cannot be **raised** (but still may be **reincarnated**).

Once per turn, a ghost can use **telekinesis** (as the spell) as if it were a 10th level Magic-User.

Instead of attacking, a ghost may attempt to possess a living creature. This ability is similar to a **magic jar** spell (as if cast by a 10th level Magic-User), except that it does not require a receptacle. To use this ability, the ghost must be able to move into the target (so it is possible to outrun it). The target can resist the attack with a successful save vs. Spells. A creature that successfully saves is immune to being possessed by that ghost for 24 hours. If the save

fails, the ghost enters the target's body and controls it; control may be maintained until the ghost chooses to leave the victim's body, or until it is driven out by means of a **remove curse** spell. While it is possessing a living creature, a ghost may not use any of its special abilities.

GHOUL

Armor Class:	14
Hit Dice:	2*
No. of Attacks:	2 claws/1 bite
Damage:	1d4/1d4/1d4, all plus paralysis
Movement:	30'
No. Appearing:	1d6, Wild 2d8, Lair 2d8
Save As:	Fighter: 2
Morale:	9
Treasure Type:	B
XP:	100

Ghouls are **undead** monsters which eat the flesh of dead humanoids to survive. They are vile, disgusting carrion-eaters, but are more than willing to kill for food. Those slain by ghouls will generally be stored until they begin to rot before the ghouls will actually eat them.

Those hit by a ghouls bite or claw attack must save vs. Paralysis or be paralyzed for 2d8 turns. Spellscorched are immune to this paralysis. Ghouls try to attack with surprise whenever possible, striking from behind tombstones and bursting from shallow graves; when these methods are employed, they are able to surprise opponents on 1-3 on 1d6. Like all undead, they may be Turned by Clerics and are immune to **sleep**, **charm** and **hold** magics.

Humanoids bitten by ghouls may be infected with ghoulish fever. Each time a humanoid is bitten, there is a 5% chance of the infection being passed. The afflicted humanoid is allowed to save vs. Death Ray; if the save is failed, the humanoid dies within a day.

An afflicted humanoid who dies of ghoulish fever rises as a ghoulish at the next midnight. A humanoid who becomes a ghoulish in this way must make an Intelligence Ability Roll (see page 11) Failure on this check means that the newly risen ghoulish retains none of the knowledge or abilities they possessed in life. However, if the ghoulish succeeds, they retain the majority of their knowledge and memories, becoming an intelligent ghoulish. Though intelligent ghoulish use the same stat block as regular ghoulish, they can make informed decisions and are often tortured by their memories of life, wishing to return to their homes, families, companions, and loved ones. Whether or not the ghoulish retains their intelligence, they are not under the control of any other ghoulish. All ghoulish, intelligent or not, hunger for the flesh of the living.

GIANT, CLOUD

Armor Class:	19 (13)
Hit Dice:	12+3* (+10)
No. of Attacks:	1 giant weapon or 1 thrown rock
Damage:	6d6 or 3d6
Movement:	20' Unarmored 40' (10')
No. Appearing:	1d2, Wild 1d3, Lair 1d3
Save As:	Fighter: 12
Morale:	10
Treasure Type:	E plus 1d12x1000 gp
XP:	1,975

Cloud giants' skin ranges in color from milky white to light sky blue. They have hair of silvery white or brass, and their eyes are iridescent blue. Adult males are about 18 feet tall and weigh about 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old.

Cloud giants dress in the finest clothing available and wear jewelry. To many, appearance indicates station: The better the clothes and the finer the jewelry, the more important the wearer. They also appreciate music, and most can play one or more instruments (the harp is a favorite). Like most giants, they are suspicious of the smaller species, but cloud giants do not usually prey upon them. The cloud giants of Gianthome act as diplomats, seneschals, and overseers, managing the small folk in their region and representing their tribe's interests in inter-tribal and international affairs. Cloud giants also work as assessors, calculating taxes and collecting tribute from small folk living nearby.

Cloud giants fight in well-organized units, using carefully developed battle plans. They prefer to fight from a position above their opponents. Cloud giants can throw large stones up to 200' for 3d6 points of damage each. Also, 5% of cloud giants have the abilities of a Magic-User of

level 2 to 8 (2d4). A favorite tactic is to circle the enemies, barraging them with rocks while the giants with magical abilities confound them with spells. In battle, cloud giants wear finely crafted, intricately engraved plate mail.

GIANT, CYCLOPS

Armor Class:	15 (13)
Hit Dice:	13* (+10)
No. of Attacks:	1 giant club or 1 rock (thrown)
Damage:	3d10 or 3d6
Movement:	20' Unarmored 30'
No. Appearing:	1, Wild 1d4, Lair 1d4
Save As:	Fighter: 13
Morale:	9
Treasure Type:	E plus 1d8x1000 gp
XP:	2,285

A cyclops is a one-eyed giant. Huge and brutish, they dress in layers of crudely prepared hides with the fur left on, unwashed and unrepaired.

They are reclusive and unfriendly to almost all of the smaller folk, working as the enforcers and muscle for other giants. Some lead raiding parties into the Untamed Gauntlet to harass and rob adventurers for their superiors.

A cyclops can throw a large rock up to 200' for 3d6 points of damage, but they aim poorly and thus suffer an attack penalty of -2. Once per year, a cyclops can cast the spell **bestow curse** (the reverse of the spell **remove curse**).



GIANT, FIRE

Armor Class:	17 (13)
Hit Dice:	11+2* (+9)
No. of Attacks:	1 giant weapon or 1 thrown rock
Damage:	5d6 or 3d6
Movement:	20' Unarmored 40' (10')
No. Appearing:	1d2, Wild 1d3, Lair 1d3
Save As:	Fighter: 11
Morale:	9
Treasure Type:	E plus 1d10x1000 gp
XP:	1,670

An adult male fire giant is 14 feet tall, has a chest that measures 9 feet around, and weighs about 3,200 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old. Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.

Fire giants are unfriendly to almost all other humanoid species, though they sometimes subjugate nearby humanoid species to act as their servants. Fire giants are the rarest type of giant in Gianthome, as many were killed in the Schism. Those who remain work as blacksmiths, weapons masters, and warriors for hire to other tribes of giants. Fire giants get along best with stone giants, whom they share subterranean dwellings with, but even that relationship is strained, as the fire giants resent the stone giants for their lack of support during the fire giant purge of the Schism.

A fire giant can throw large stones up to 200' for 3d6 damage. Fire giants are immune to all fire-based attacks.

GIANT, FROST

Armor Class:	17 (13)
Hit Dice:	10+1* (+9)
No. of Attacks:	1 giant weapon or 1 thrown rock
Damage:	4d6 or 3d6
Movement:	20' Unarmored 40' (10')
No. Appearing:	1d2, Wild 1d4, Lair 1d4
Save As:	Fighter: 10
Morale:	9
Treasure Type:	E plus 1d10x1000 gp
XP:	1,390

Frost giants have pale, almost white skin. A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors add chain shirts and metal helmets decorated with horns or feathers.

An adult male is about 15 feet tall and weighs about 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old.

Frost giants are, first and foremost, cunning. They dislike the smaller species as much as any giant, but rather than attacking outright they will try to use their advantages to convince those weaker than them to submit. If faced with

a stronger force, frost giants will parley or withdraw if possible, attacking only if victory seems assured.

Frost giant tribes presently dominate the political landscape of Gianthome. From their villages atop the Shimmering Peaks, the frost giants command their forces to raid the Untamed Gauntlet and to collect tribute from the other giant tribes. Though there is an uneasy peace under frost giant rule, skirmishes between giant tribes do break out on occasion.

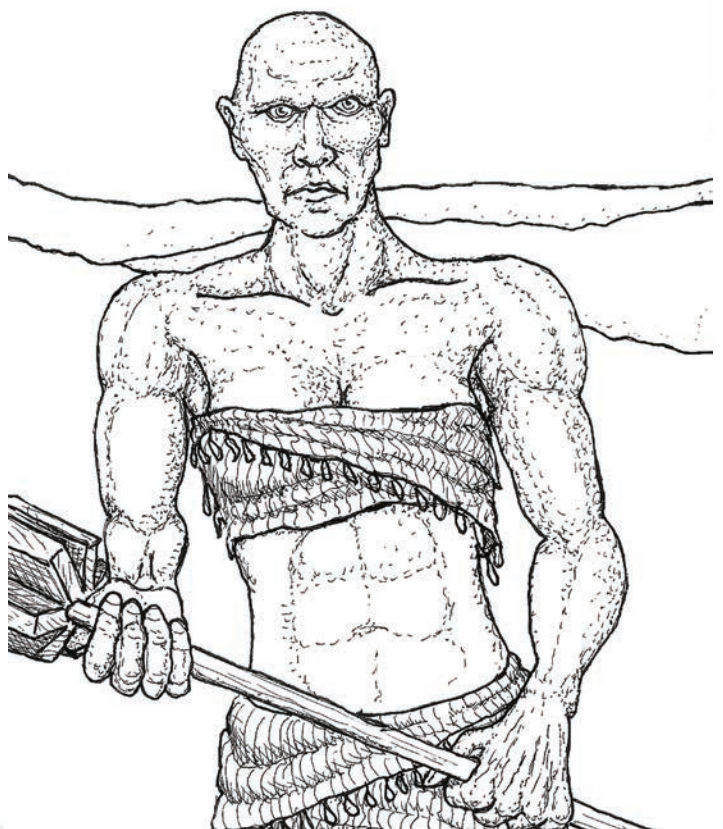
A frost giant can throw large stones or iceballs up to 200' for 3d6 damage. Frost giants are immune to all ice or cold-based attacks.

GIANT, STONE

Armor Class:	17 (15)
Hit Dice:	9 (+8)
No. of Attacks:	1 stone club or 1 thrown rock
Damage:	3d6 or 3d6
Movement:	30' Unarmored 40'
No. Appearing:	1d2, Wild 1d6, Lair 1d6
Save As:	Fighter: 9
Morale:	9
Treasure Type:	E plus 1d8x1000 gp
XP:	1,075

Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old.

Stone giants make their homes in the subterranean caverns and tunnels beneath the Shimmering Peaks. Stone giants are known to train purple worms to act as miners



on their behalf, digging tunnels and opening new caverns. While the stone giant tribes pay lip service to the notion of frost giant rule, they permit no one to question their absolute supremacy in the underground. Stone giants are reclusive, but they will defend their territory against any who trespass therein.

A stone giant can throw large stones up to 300' for 3d6 damage.

GIANT, STORM

Armor Class:	19 (13)
Hit Dice:	15** (+11)
No. of Attacks:	1 giant weapon or 1 lightning bolt
Damage:	8d6 or 15d6
Movement:	30' Unarmored 50' (10')
No. Appearing:	1, Wild 1d3, Lair 1d3
Save As:	Fighter: 15
Morale:	10
Treasure Type:	E plus 1d20x1000 gp
XP:	3,100

Adult storm giants are about 21 feet tall and weigh about 12,000 pounds. They can live to be 600 years old. Most storm giants have pale skin and dark hair. Very rarely, storm giants have violet skin. Violet-skinned storm giants have deep violet or blue-black hair with silvery gray or purple eyes.

Storm giants generally dress in short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food.

Storm giants prefer to attack first with their **lightning bolts** (which work just as the spell does, and can be used

once per five rounds; a save vs. Spells reduces damage to half). Also, 10% of storm giants have the abilities of a Magic-User of level 2 to 12 (2d6). In battle, they wear well-crafted and well-cared-for plate mail.

Unlike most other giants, storm giants have been known to befriend humans, spells-corched, or wild folk. Though storm giants pay tribute and adhere to most requests from the frost giants, they are generally not aggressive toward small folk unless attacked first.

GNOLL

Armor Class:	15 (13)
Hit Dice:	2
No. of Attacks:	1 weapon
Damage:	2d4 or by weapon +1
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 3d6, Lair 3d6
Save As:	Fighter: 2
Morale:	8
Treasure Type:	Q, S each; D, K in lair
XP:	75

Gnolls are hyena-headed, evil humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish-brown fur. An adult male gnoll is about 7½ feet tall and weighs 300 pounds.

Gnolls are nocturnal, and have Darkvision with a 30' range. They are cruel carnivores, preferring intelligent creatures for food because they scream more. They show little discipline when fighting unless they have a strong leader.

One out of every six gnolls will be a hardened warrior of 4 Hit Dice (240 XP) having a +1 bonus to damage due to strength. Gnolls gain a +1 bonus to their morale if they are led by such a warrior. In lairs of 12 or greater, there will be a pack leader of 6 Hit Dice (500 XP) having a +2 bonus to damage. In the lair, gnolls never fail a morale check as long as the pack leader is alive. In addition, a lair has a chance equal to 1-2 on 1d6 of a shaman being present, and 1 on 1d6 of a witch or warlock. A shaman is equivalent to a hardened warrior statistically, and in addition has Clerical abilities at level 1d4+1. A witch or warlock is equivalent to a regular gnoll, and has Magic-User abilities of level 1d4.

GNOME

Armor Class:	15 (11)
Hit Dice:	1
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	20' Unarmored 40'
No. Appearing:	1d8, Wild 5d8, Lair 5d8
Save As:	Fighter: 1 (with Spellscorched bonuses)
Morale:	8
Treasure Type:	D
XP:	25

Gnomes stand 3 to 3½ feet tall and weigh 40 to 45 pounds. Their skin color ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Males usually wear short, carefully trimmed beards.



Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry. Gnomes reach adulthood at about age 40, and they live about 350 years. They have Darkvision with a 30' range. When attacked in melee by creatures larger than human-sized, gnomes gain a +1 bonus to their Armor Class. Outdoors in their preferred forest terrain, they are able to hide very effectively; so long as they remain still there is only a 20% chance they will be detected. If one or more gnomes who are successfully hiding attack from ambush, they surprise their foes on 1-4 on 1d6.

Gnomes speak their own language, Gnomish. Most gnomes who travel outside gnome lands (as traders or tinkers) know Common, while warriors in gnome settlements usually learn Goblin. Gnomes encountered in the wilderness are likely to be unfriendly, but not hostile. They dislike most other humanoid species. When forced to interact with other species, a gnome will generally be recalcitrant, unless offered a significant amount of treasure.

Most gnomes encountered outside their home are either workers or warriors; the statistics above can be used for either. In the lair, for every warrior or worker there will be an average of three civilians having 1-1 Hit Dice and Armor Class 11; such gnomes have Morale of 7. One out of every eight gnome warriors will be a sergeant having 3 Hit Dice (145 XP). Gnomes gain a +1 bonus to their morale if they are led by a sergeant. Both warriors and sergeants commonly wear chainmail. In gnomish communities, one out of every sixteen warriors will be a captain of 5 Hit Dice (360 XP) with an Armor Class of 16 (11), adding a shield. In addition, in communities of 35 or greater, there will be a king of 7 Hit Dice (670 XP), with an Armor Class of 18 (11), in plate mail and carrying a shield, having a +1 bonus damage due to strength. In their community, gnomes never fail a morale check as long as the king is alive. There is a chance equal to 1-4 on 1d6 that a community will have a Cleric of level 1d6+1, and 1-2 on 1d6 of a Magic-User of level 1d6. Gnomish Clerics and Magic-Users are equivalent to regular gnomish warriors statistically.

Gnome workers are exceptional carpenters, miners, shipwrights, and laborers. They carry gnomish tools which allow for repair and construction work to be completed in 85% of the normal time. Due to their skill, gnome workers are in high demand.

GOBLIN

Armor Class:	14 (11)
Hit Dice:	1-1
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	20' Unarmored 30'
No. Appearing:	2d4 ,Wild 6d10, Lair 6d10
Save As:	Fighter: 1
Morale:	7 or see below
Treasure Type:	R each; C in lair



XP:	10
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Goblins are small, wicked humanoids that favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise. Lacking a homeland of their own, several goblin tribes have laid claim to various ruins in the Untamed Gauntlet. An adult goblin stands 3 to 3½ feet tall and weigh 40 to 45 pounds. Its eyes are usually bright and crafty-looking, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. They have Darkvision with a 30' range.

The statistics given above are for a standard Goblin in leather armor with a shield; they have a natural Movement rate of 30' and a natural Armor Class of 11.

Some goblins ride **dire wolves** into combat, and large groups of goblins will often employ them to track and attack their foes.

One out of every eight goblins will be a warrior of 3-3 Hit Dice (145 XP). Goblins gain a +1 bonus to their morale if they are led by a warrior. In a lair or other settlement, one out of every fifteen will be a chieftain of 5-5 Hit Dice (360 XP) in chainmail with an Armor Class of 15 (11) and movement of 10' that gains a +1 bonus to damage due to strength. In lairs or settlements of 30 or more goblins, there will be a goblin king of 7-7 Hit Dice (670 XP), with an Armor Class of 16 (11), wearing chainmail and carrying a shield, with a movement of 10', and having a +1 bonus to damage. Goblins have a +2 bonus to morale while their king is present (this is not cumulative with the bonus given by a warrior leader). In addition, a lair has a chance equal to 1 on 1d6 of a shaman being present (or 1-2 on 1d6 if a goblin king is present). A shaman is equivalent to a regular goblin statistically, but has Clerical abilities at level 1d4+1.

HANGMAN TREE

Armor Class:	16
Hit Dice:	5
No. of Attacks:	4 limbs plus strangle
Damage:	1d6 per limb or strangle
Movement:	0
No. Appearing:	Wild 1
Save As:	Fighter: 4
Morale:	12
Treasure Type:	None
XP:	360

Hangman trees are horrible, semi-animate creatures that fertilize themselves with dead bodies. Most scholars believe that the prevalence of hangman trees within the Untamed Gauntlet is due to the poisoned spiritual energy of the region. Some Clerics believe that hangman trees are born from dryads who become corrupted by death energies, but no one has been able to verify this theory. A hangman tree has four animated limbs that can wrap around the necks of living creatures that pass beneath, strangling for 1d6 points of damage per round. These limbs are arranged evenly around the tree in most cases, and generally no more than one limb can attack any single creature at a time.

The roots of this tree are also animated; they do not attack, but they do pull dead bodies below the surface of the ground for "digestion."

HARPY

Armor Class:	13
Hit Dice:	2*
No. of Attacks:	2 claws/1 weapon + special
Damage:	1d4/1d4/1d6 or by weapon + special
Movement:	20' Fly 50' (10')
No. Appearing:	1d6, Wild 2d4, Lair 2d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	C
XP:	100

A harpy looks like a giant vulture bearing the torso and face of a human. They are able to attack with their claws as well as with normal weapons, but their most insidious ability is their song. When a harpy sings, all creatures (other than harpies) within a 300' radius must succeed on a save vs. Spells or become **charmed**. The same harpy's song cannot affect a creature that successfully saves again for 24 hours. A charmed victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through an open flame, off a cliff, or the like), that creature is allowed a second saving throw to resist the charm. Charmed creatures can take no actions other than to defend themselves. A victim within reach of the harpy offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings, and for one round thereafter.

HOBGOBLIN

Armor Class:	14 (11)
Hit Dice:	1
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 1
Morale:	8
Treasure Type:	Q, R each; D, K in lair
XP:	25

Hobgoblins are larger cousins of goblins, being about the same size as humans. Unlike the smaller goblins, the hobgoblins have pledged their allegiance to the giant tribes in the hopes of finding a new home within giant society. Their 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. They wear toughened hides and carry wooden shields for armor. As with most goblinoids, they have Darkvision with a 30' range.

Though they were never especially peaceful, hobgoblins have grown sadistic and cruel in the years since their ancestral homes were destroyed in the Schism. Hobgoblins are cruel and calculating warriors, always looking to exploit those weaker than themselves. They have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor.

One out of every six hobgoblins will be a warrior of 3 Hit Dice (145 XP). Regular hobgoblins gain a +1 bonus to their morale if they are led by a warrior. In hobgoblin lairs, one out of every twelve will be a chieftain of 5 Hit Dice (360 XP) in chainmail with an Armor Class of 15 (11) and a movement of 20', having a +1 bonus to damage due to strength. In lairs of 30 or greater, there will be a hobgoblin king of 7 Hit Dice (670 XP), adding a shield for an Armor Class of 16 (11) (movement is still 20') having a +2 bonus to damage. In the lair, hobgoblins never fail a morale check as long as the king is alive. In addition, a lair has a chance equal to 1-2 on 1d6 of a shaman being present (or 1-3 on 1d6 if a hobgoblin king is present), and 1 on 1d6 of a witch or warlock. A shaman is equivalent to a hobgoblin warrior statistically but has Clerical abilities at level 1d6+1. A witch or warlock is equivalent to a regular hobgoblin but has Magic-User abilities of level 1d6.

HYENA

Armor Class:	13
Hit Dice:	2+1
No. of Attacks:	1 bite
Damage:	1d6
Movement:	60'
No. Appearing:	1d8
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	75

Hyenas are doglike carnivores who exhibit some of the behaviors of canines but are not related. They not only hunt but also scavenge and steal meals. A hungry hyena will chew on anything that is even remotely tainted by blood, meat or other food traces. They will mostly be found in the same savanna-like environments where lions and zebras may be found. They can live in clans of up to a hundred individuals, though smaller groups are more common. They are among the favorite pets of gnolls, who may take them into regions where they are not normally found.

Because of the proliferation of gnoll armies during the Schism, Hyenas can be found scattered across the North. Certain areas of the Untamed Gauntlet are overrun with the beasts.

HYENODON

Armor Class:	13
Hit Dice:	3+1
No. of Attacks:	1 bite
Damage:	1d8
Movement:	40'
No. Appearing:	1d6, 1d8 Wild Lair 1d8
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	145

These ancient four legged predators are named for their tooth shape, and while they are not technically prehistoric hyenas, the statistics work for the giant prehistoric varieties of hyenas as well. Many varieties of hyenodons were smallish, sometimes no bigger than a common hyena, and the statistics for standard hyenas may be used for them. The above statistics are for the larger types of Hyenodons or giant varieties of Hyena. A notable feature is that their massively built skull features a long jaw (similar to that of a crocodile) full of teeth, with four great fangs.

Hyenodons tend to live in the mountains between Gianthome and the Untamed Gauntlet. Some hyenodons are domesticated as pets by the more intelligent giants.

KOBOLD

Armor Class:	13 (11)
Hit Dice:	1d4 Hit Points
No. of Attacks:	1 weapon
Damage:	1d4 or by weapon
Movement:	20' Unarmored 30'
No. Appearing:	4d4, Wild 6d10, Lair 6d10
Save As:	Normal Man
Morale:	6
Treasure Type:	P, Q each; C in lair
XP:	10

Kobolds are small reptilian humanoids. A kobold is 2 to 2½ feet tall and weighs 35 to 45 pounds. They prefer ranged combat, closing only when they can see that their foes have been weakened. Whenever they can, kobolds set up ambushes near trapped areas. They aim to drive enemies into the traps, where other kobolds wait to pour flaming oil over them, shoot them, or drop poisonous vermin onto them. Kobolds have Darkvision with a range of 60' and suffer a -1 penalty to attack rolls in bright sunlight or within the radius of **light** spells. Kobolds typically wear leather armor in battle.

One out of every six kobolds will be a warrior of 1 Hit Dice (25 XP). Kobolds gain a +1 bonus to their morale if they are led by a warrior. In kobold lairs, one out of every twelve will be a chieftain of 2 Hit Dice (75 XP) with an Armor Class of 14 (11) and having a +1 bonus to damage due to strength. In lairs of 30 or greater, there will be a kobold king of 3 Hit Dice (145 XP) who wears chain mail with an Armor Class of 15 (11) and a movement of 10', and who has a +1 bonus to damage. In the lair, kobolds never fail a morale check as long as the kobold king is alive. In addition, a lair has a chance equal to 1 on 1d6 of a shaman being present (or 1-2 on 1d6 if a kobold king is present). A shaman is equivalent to a regular kobold statistically but has Clerical abilities at level 1d4+1.

Kobolds are cunning foes. They see all larger creatures as enemies, with the exception of dragons whom they worship. As such, kobolds are likely to be hostile when encountered. However, they are naturally cowardly, and prefer to avoid combat, leading enemies into ambushes or traps rather than facing them directly. Sometimes kobold tribes build and inhabit extensive dungeon areas filled with deadly traps which only they know how to avoid.

Most Kobold tribes outside the Isle of Dragons reside in the Shard, though some have settled ruins in the Untamed Gauntlet, seeking to capitalize on the lost treasures of the region for their own gain.

LIZARDFOLK

Armor Class:	15 (12)
Hit Dice:	2
No. of Attacks:	1 weapon
Damage:	1d6+1 or by weapon +1
Movement:	20' Unarmored 30' Swim 40' (not in armor)
No. Appearing:	2d4, Wild 2d4, Lair 6d6
Save As:	Fighter: 2
Morale:	11
Treasure Type:	D
XP:	75

Lizardfolk are usually 6 to 7 feet tall with green, gray, or brown scales. Their tails are used for balance and are 3 to 4 feet long. Adult males can weigh from 200 to 250 pounds. Due to their great Strength they always receive a +1 to damage done with melee weapons. They wear leather armor and carry shields in battle.

Lizardfolk are excellent swimmers and can hold their breath for an extended period of time (up to a full turn). They cannot swim while wearing armor; however, they often hide in the water even while armored, standing on the bottom with just nose and eyes exposed (similar to a crocodile). When they are able to employ this maneuver, lizard men surprise on 1-4 on 1d6.

Lizardfolk are largely indifferent to other species, being primarily interested in their own survival. If aroused, however, they are fearsome warriors, using simple but sound tactics. Most lizardfolk settlements are found in swamps or near rivers. Both are abundant in the Untamed Gauntlet.



LYCANTHROPE*

Lycanthropes are humanoids who can transform themselves into animals. In its natural form, a lycanthrope looks like any other member of their genera, though those who have been afflicted for a long time tend to acquire features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence.

Lycanthropy is spread like a disease. Any human, Spellscorched, or Wild folk who loses half or more of their hit points due to lycanthrope bite and/or claw attacks will subsequently contract the same form of lycanthropy in 3d6 days. For Abyss-kissed, contracting the disease is fatal in the same time period. A **cure disease** cast before the onset is complete will stop the progress of the disease, but once the time has elapsed, the transformation is permanent.

In animal form, lycanthropes may be hit only by silver or magical weapons.

LYCANTHROPE, WEREBEAR*

Armor Class:	18 †
Hit Dice:	6*
No. of Attacks:	2 claws/1 bite + hug
Damage:	2d4/2d4/2d8 + 2d8
Movement:	40'
No. Appearing:	1d4, Wild 1d4, Lair 1d4
Save As:	Fighter: 6
Morale:	10
Treasure Type:	C
XP:	555

Werebears are humanoids that can transform into large bears. When in humanoid form, they typically appear as well-muscled, imposing figures, with an abundance of thick hair. Werebears typically dwell in deep forests, far from civilization. They are distrustful of those that they do not know but will ferociously defend those that they have befriended.

LYCANTHROPE, WEREBOAR*

Armor Class:	16 †
Hit Dice:	4*
No. of Attacks:	1 bite
Damage:	2d6
Movement:	50' Human Form 40'
No. Appearing:	1d4, Wild 2d4, Lair 2d4
Save As:	Fighter: 4
Morale:	9
Treasure Type:	C
XP:	280

Wereboars in humanoid form tend to be stocky, muscular individuals of average height, though some become more pudgy than muscular. They dress in simple garments that are easy to remove, repair, or replace. In either form, wereboars are as aggressive and ferocious as normal boars.

LYCANTHROPE, WERERAT*

Armor Class:	13 †
Hit Dice:	3*
No. of Attacks:	1 bite or 1 weapon
Damage:	1d4 or 1d6 or by weapon
Movement:	40'
No. Appearing:	1d8, Wild 2d8, Lair 2d8
Save As:	Fighter: 3
Morale:	8
Treasure Type:	C
XP:	175

A wererat in humanoid form tends to be a thin, wiry individual of shorter than average height, with eyes constantly darting around. A wererat's nose and mouth may twitch if he or she is excited. Males often wear thin, ragged mustaches.

In addition to assuming the form of a giant rat, wererats can assume an intermediate form (a "ratman"). The ratman form shares the animal form's immunity to normal weapons, and can deliver an identical bite, but in this form the wererat may use a normal weapon instead of biting. Note that the wererat in ratman form cannot bite and use a weapon in the same round.

Unlike most lycanthropes, wererats prefer to inhabit civilized areas, particularly cities. They frequently lair in sewers or other underground areas, coming out by night to steal from or kill city folk.

Wererats are remarkably common in the cities of Chandra's Haven. The wererat enclaves there tend to prefer non-violent mischief, and many wererats belong to the various thieves' guilds operating in the region.

LYCANTHROPE, WERETIGER*

Armor Class:	17 †
Hit Dice:	5*
No. of Attacks:	2 claws/1 bite
Damage:	1d6/1d6/2d6
Movement:	50' Human Form 40'
No. Appearing:	1d4, Wild 1d4, Lair 1d4
Save As:	Fighter: 5
Morale:	9
Treasure Type:	C
XP:	405

Weretigers are humanoids that can transform into tigers. In human form, they tend to be tall, trim, and very agile. They tend to live and hunt close to human settlements and are excellent trackers (5 in 6 chance to track prey in either form). Weretigers will typically only attack if provoked and are capable of maintaining quite peaceful relations with the humanoids around them.



LYCANTHROPE, WEREWOLF*

Armor Class:	15 †
Hit Dice:	4*
No. of Attacks:	1 bite
Damage:	2d4
Movement:	60' Human Form 40'
No. Appearing:	1d6, Wild 2d6, Lair 2d6
Save As:	Fighter: 4
Morale:	8
Treasure Type:	C
XP:	280

Werewolves in humanoid form have no distinguishing traits. They may be found anywhere humanoids are found. They are ferocious predators, equally willing to eat animal or humanoid flesh.

Werewolves in the Untamed Gauntlet tend to travel in packs in wolf form, seeking unwary adventurers to ambush, eat, and rob.

MINOTAUR

Armor Class:	14 (12)
Hit Dice:	6
No. of Attacks:	1 gore/1 bite or 1 weapon
Damage:	1d6/1d6 or by weapon + 2
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 1d8, Lair 1d8
Save As:	Fighter: 6
Morale:	11
Treasure Type:	C
XP:	500

Minotaurs are huge bull-headed humanoid monsters. A minotaur stands more than 7 feet tall and weighs about 700 pounds. Most minotaurs are very aggressive, and fly into a murderous rage if provoked or hungry. Although

minotaurs are not especially intelligent, they possess innate cunning and logical ability. They never become lost, and can track enemies with 85% accuracy. They gain +2 to damage when using melee weapons due to their great Strength. Minotaurs often wear toughened hides for armor.

NIXIE

Armor Class:	16
Hit Dice:	1*
No. of Attacks:	1 dagger
Damage:	1d4
Movement:	40' Swim 40'
No. Appearing:	Wild 2d20, Lair 2d20
Save As:	Fighter: 2
Morale:	6
Treasure Type:	B
XP:	37

Nixies are small water fairies. Most nixies are slim and comely, with lightly scaled, pale green skin and dark green hair. They often twine shells and pearl strings in their hair and dress in wraps woven from colorful seaweed. Nixies prefer not to leave their lakes. A nixie stands about 4 feet tall and weighs about 45 pounds.

Ten or more nixies can work together to cast a powerful charm (similar to **charm person**). The charm lasts one year (unless dispelled). A save vs. Spells is allowed to resist. Each nixie can cast **water breathing** once per day, with a duration of one day. Finally, a group of nixies will often have a school of giant bass living nearby who can be called to their aid (see **Fish, Giant Bass** for details).

Nixies are fey creatures, and thus unpredictable. However, they are rarely malicious, attacking only when they feel threatened.



OGRE

Armor Class:	15 (12)
Hit Dice:	4+1
No. of Attacks:	1 weapon
Damage:	2d6
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 2d6, Lair 2d6
Save As:	Fighter: 4
Morale:	10
Treasure Type:	C + 1d20x100 gp
XP:	240

Ogres appear as large, very ugly humanoids. Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor. Ogres are brutish and aggressive, often serving as muscle for giants or vampires. They employ direct attacks in combat, typically using large clubs, axes, or pole arms, generally causing 2d6 damage. If normal weapons are employed, an ogre has a +3 bonus to damage due to strength. If an ogre fights bare-handed, it does 1d8 subduing damage per hit.

One out of every six ogres will be a pack leader of 6+1 Hit Dice (500 XP). Ogres gain a +1 bonus to their morale if they are led by a pack leader. In ogre lairs of 10 or greater, there will also be an ogre bully of 8+2 Hit Dice (875 XP), with an Armor Class of 17 (13) (movement 20') and having a +4 bonus to damage due to strength. Ogre bullies generally wire together pieces of chainmail to wear over their hides. Ogres gain +2 to morale so long as the ogre bully is present (and alive).

ORC

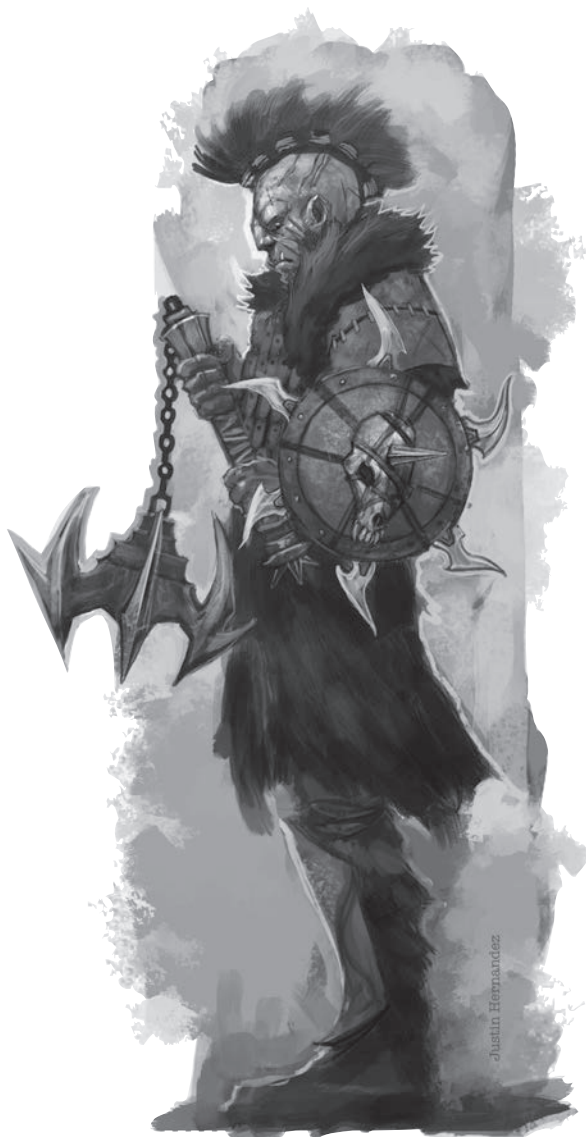
Armor Class:	14 (11)
Hit Dice:	1
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon
Movement:	30' Unarmored 40'
No. Appearing:	2d4, Wild 3d6, Lair 10d6
Save As:	Fighter: 1
Morale:	8
Treasure Type:	Q, R each; D in lair
XP:	25

Orcs are a species of isolationist humanoids who have maintained their ancient civilization and rites for centuries within their isolated kingdoms on the western islands. They have lupine ears, reddish eyes, truncated, upturned noses, and black hair (but very little body hair). An adult male orc is a little over 6 feet tall and weighs about 210 pounds; females are slightly smaller. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. They utilize all manner of weapons and armor in combat, though they are generally peaceful unless threatened, attacked, or their lands are invaded. Beyond this, very little is known about orcs in the other humanoid kingdoms.

Since the divine truce was enacted, some rare orc explorers have made their way inland. Most of these exploratory parties have been spotted in the ruins of the Untamed Gauntlet. Though a few adventurers have managed to parley with the orcs, these strange visitors have not been forthcoming with the nature or goals of their expeditions.

Orcs have Darkvision to a range of 60'. They suffer a -1 attack penalty in bright sunlight or within the radius of a spell causing magical light. They speak their own language, but many also speak some common or goblin.

One out of every eight orcs will be a warrior of 2 Hit Dice (75 XP). Orcs gain a +1 bonus to their morale if they are led by a warrior. In orc lairs, one out of every twelve will be a chieftain of 4 Hit Dice (240 XP) in chainmail with an Armor Class of 15 (11), a movement 20', and having a +1 bonus to damage due to strength. In lairs of 30 or more, there will be an orc king of 6 Hit Dice (500 XP), with an Armor Class of 16 (11), in chainmail with a shield, movement 20', and having a +2 bonus to damage. In the lair, orcs never fail a morale check as long as the orc king is alive. In addition, a lair has a chance equal to 1-2 on 1d6 of a shaman being present. A shaman is equivalent to a warrior orc statistically, but has Clerical abilities at level 1d4+1.



PIXIE

Armor Class:	17
Hit Dice:	1*
No. of Attacks:	1 dagger
Damage:	1d4
Movement:	30' Fly 60'
No. Appearing:	2d4, Wild 10d4, Lair 10d4
Save As:	Fighter: 1 (with Spellscorched bonuses)
Morale:	7
Treasure Type:	R, S
XP:	37

Pixies are winged fairies often found in forested areas. They wear bright clothing, often crafted from plant matter such as leaves, berries, grass, and twigs. A pixie stands about 2-1/2 feet tall and weighs about 30 pounds.

A pixie can become invisible at will, as many times per day as it wishes, and can attack while remaining invisible. Anyone attacking an invisible pixie does so with an attack penalty of -4 unless the attacker can somehow detect invisible creatures. Pixies may ambush their foes while invisible; if they do so, they surprise on 1-5 on 1d6.

Pixies are whimsical, enjoying nothing so much as a good joke or prank, especially at the expense of a "big person" like a humanoid. Pixies tend to take great offense at harm being done to their home forest. Adventurers getting into fights in the woods would be wise to avoid spells and tactics that could destroy the local flora and fauna, lest they earn the ire of these fair folk.

Pixies can only fly for 3 turns maximum before requiring rest of at least one turn, during which time the pixie may walk at normal speed but may not fly.

PURPLE WORM

Armor Class:	16
Hit Dice:	11* (+9) to 20* (+13)
No. of Attacks:	1 bite/1 sting
Damage:	2d8/1d8+poison
Movement:	20' (15')
No. Appearing:	1d2, Wild 1d4
Save As:	Fighter: 6 to 10 (½ of Hit Dice)
Morale:	10
Treasure Type:	None
XP:	1,670 - 5,450

Purple worms are gigantic subterranean monsters; they are rarely found above ground. The stone giants of Gianthome train these incredible beasts to excavate tunnels and caverns for settlements and commerce. The body of a mature purple worm is 5-8 feet in diameter and 60-100 feet long, weighing about 40,000 pounds.

The creature has a poisonous stinger in its tail; those injured by it must save vs. Poison or die. Note that the purple worm's movement is less than the monster's length, so that, if attacking from out of a tunnel, it might not be able to use the stinger for several rounds.

Any time a purple worm successfully bites a human-sized or smaller opponent with a natural roll of 19 or 20, the opponent has been swallowed, and will suffer 3d6 damage

per round afterward due to being digested. A character who has been swallowed can only effectively attack with small cutting or stabbing weapons such as dagger or shortsword.

RAT

	Normal	Giant
Armor Class:	11	13
Hit Dice:	1 Hit Point	1d4 Hit Points
No. of Attacks:	1 bite per pack	1 bite
Damage:	1d6 + disease	1d4 + disease
Movement:	20' Swim 10'	40' Swim 20'
No. Appearing:	5d10, Wild 5d10, Lair 5d10	3d6, Wild 3d10, Lair 3d10
Save As:	Normal Folk	Fighter: 1
Morale:	5	8
Treasure Type:	None	C
XP:	36*	10

These omnivorous rodents thrive almost anywhere. Normal rats attack as a swarm; each point of damage done to the swarm reduces their numbers by one animal.

Giant rats are scavengers, but will attack to defend their nests and territories. A giant rat can grow to be up to 4 feet long and weigh over 50 pounds. A single giant rat, or a small group of up to four, will generally be shy, but larger packs attack fearlessly, biting and chewing with their sharp incisors.

Any rat bite has a 5% chance of causing a disease. A character who suffers one or more rat bites where the die roll indicates disease will sicken in 3d6 hours. The infected character will lose one point of Constitution per hour; after losing each point, the character is allowed a save vs. Death Ray (adjusted by the current Constitution bonus or penalty) to break the fever and end the disease. Any character reduced to zero Constitution is dead. See **Constitution Point Losses** in the **Encounter** section for details on regaining lost Constitution.

* Note: The XP award for normal rats is for driving away or killing an entire pack of normal size. If the adventurers are forced to flee, the GM should award 3 XP per rat slain.



RHAGODESSA, GIANT

Armor Class:	16
Hit Dice:	4
No. of Attacks:	2 legs/1 bite
Damage:	grab/grab/2d8
Movement:	50'
No. Appearing:	1d4, Wild 1d6, Lair 1d6
Save As:	Fighter: 4
Morale:	9
Treasure Type:	U
XP:	240

The rhagodessa is related to both spiders and scorpions, though it is not properly either. Rhagodessas have "pedipalps," an elongated extra pair of legs in front that have sticky pads on them for capturing prey.

Giant rhagodessas are the size of a pony. Those found in desert terrain are generally marked in yellow, red, and brown, while those found underground may be black or white in color (those found in the deepest caverns are always white). Like spiders, they can climb walls, but they are unable to cross ceilings or otherwise climb entirely upside down.

A hit by a leg does no damage, but the victim is stuck fast, and will be drawn to the rhagodessa's mouth the next round and automatically hit for 2d8 damage. The rhagodessa will not use its bite attack against a foe it has not captured in this way, and neither will it attack more than one foe with its legs. If threatened, a rhagodessa which has captured a victim will attempt to withdraw to consume its prey in peace.

SPECTRE*

Armor Class:	17 ‡
Hit Dice:	6**
No. of Attacks:	1 touch
Damage:	Energy drain 2 levels/touch
Movement:	Fly 100'
No. Appearing:	1d4, Lair 1d8
Save As:	Fighter: 6
Morale:	11
Treasure Type:	E
XP:	610

A spectre looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. A spectre is roughly human-sized and is weightless. The same terrible conditions and negative consequences that have created an abundance of ghosts in the wake of the Schism have contributed to an uptick in the population of spectres.

Like all undead, they may be Turned by Clerics and are immune to **sleep**, **charm** and **hold** magics. Due to their incorporeal nature, they cannot be harmed by non-magical weapons.

SPRITE

Armor Class:	15
Hit Dice:	1d4 Hit Points *
No. of Attacks:	1 dagger or 1 spell
Damage:	1d4 or by spell
Movement:	20' Fly 60'
No. Appearing:	3d6, Wild 3d6, Lair 5d8
Save As:	Magic-User: 4 (with Spellscorched bonuses)
Morale:	7
Treasure Type:	S
XP:	13

Sprites are reclusive fey creatures, looking like tiny humans with pointed ears, just a foot tall with dragonfly-like wings. They go out of their way to fight evil and ugliness and to protect their homelands. Sprites fight their opponents with spell-like abilities and pint-sized weaponry. They prefer ambushes and other trickery over direct confrontation.

Sprites are among the creatures allied with the centaurs near the border of the Untamed Gauntlet. If sprites witness a centaur in trouble, they will rush to the centaur's aid, no questions asked.

Five sprites acting together can cast **remove curse**, or its reversed form **bestow curse**, once per day. The latter spell is often used as an attack.

TREANT

Armor Class:	19
Hit Dice:	8*
No. of Attacks:	2 fists
Damage:	2d6/2d6
Movement:	20'
No. Appearing:	Wild 1d8, Lair 1d8
Save As:	Fighter: 8
Morale:	9
Treasure Type:	C
XP:	945

A treant is a large, roughly humanoid tree-man. Treants have leaves of deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree. A treant is about 30 feet tall, with a "trunk" about 2 feet in diameter. It weighs about 4,500 pounds.

Treants speak their own language, plus Common and Spellscorched. Most also can manage a smattering of just about all other humanoid tongues, at least enough to say "Get away from my trees!" Treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests. If sorely pressed, they animate trees as reinforcements.

A treant can animate trees within 180' at will, controlling up to two trees at a time. It takes one round for a normal tree to uproot itself. Thereafter it moves at a speed of 10' and fights as a treant in all respects. Such trees lose



their ability to move if the treant that animated them is incapacitated or moves out of range.

Treants are fairly abundant in Chandra's Haven, where they coexist peacefully with the humanoids who call that nation home. Some treants also live in the southern region of Gianthome, though their relationship with the giants there is much cooler. It is an interesting curiosity that no one has encountered a treant within the Untamed Gauntlet since the end of the Schism. Many believe that the treants of the area are extinct.

URGOBLIN

Armor Class:	14 (11)
Hit Dice:	2*
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon
Movement:	30' Unarmored 40'
No. Appearing:	Special
Save As:	Fighter: 2
Morale:	9
Treasure Type:	Q, R, S each; special in lair
XP:	100

These creatures appear to be normal **hobgoblins**, but urgoblins are actually a mutant subspecies. Urgoblins are able to regenerate much as do **trolls** (with the same limitations). All urgoblins are male; if an urgoblin mates



Forming a treaty with several other monsters, including gargoyles, lycanthropes, and ogres, Lady Moldoveanu forged a small nation that stands virtually impregnable to this day. Most vampires in **Odysseys & Overlords** still live in the Shard, where their need for blood is provided by the blood tithe collected from all humanoids living under Moldoveanu's monarchy.

Vampires appear just as they did in life, although their features are often hardened and feral, with the predatory look of wolves. They often embrace finery and decadence and may assume the guise of nobility. Despite their human appearance, vampires can be easily recognized, for they cast no shadows and throw no reflections in mirrors. They speak any languages they knew in life.

A vampire can charm anyone who meets its gaze; a save vs. Spells is allowed to resist, but at a penalty of -2 due to the power of the charm. This charm is so powerful that the victim will not resist being bitten by the vampire.

The bite inflicts 1d3 damage, then each round thereafter one energy level is drained from the victim. The vampire regenerates a 1d6 hit points (if needed) for each energy level drained. If the victim dies from the energy drain, he or she will arise as a vampire at the next sunset (but not less than 12 hours later). Vampires spawned in this way are under the permanent control of the vampire who created them.

If using the bite attack, the vampire suffers a penalty of -5 to Armor Class due to the vulnerable position it must assume. For this reason, the bite is rarely used in combat. Vampires have great Strength, gaining a bonus of +3 to damage when using melee weapons, and a vampire will generally choose to use a melee weapon (or even its bare hands) in combat rather than attempting to bite.

Vampires are unharmed by non-magical weapons, and like all undead are immune to **sleep**, **charm** and **hold** spells. If reduced to 0 hit points in combat, the vampire is not destroyed, though it may appear to be. The vampire will begin to regenerate 1d8 hours later, recovering 1 hit point per turn, and resuming normal activity as soon as the first point is restored.

Vampires command the lesser creatures of the night and once per day can call forth 10d10 rats, 5d4 giant rats, 10d10 bats, 3d6 giant bats, or a pack of 3d6 wolves (assuming any such creatures are nearby). These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

A vampire can assume the form of a **giant bat** or a **dire wolf** at will, requiring one round to complete the transformation. The flying movement listed is for the giant bat form. In animal form, the vampire can use the normal attacks for that form. It can't use its other powers while in animal form, except that creatures summoned are still controlled, and charms already in effect continue in effect.

with a female hobgoblin, one in four such offspring will share their father's gifts. Like hobgoblins, urgoblins wear toughened hides and carry wooden shields into battle, blending in perfectly.

Some hobgoblin tribes consider urgoblins an abomination, and kill them whenever they can be identified. Other hobgoblin tribes, typically those in the service of frost giants, employ them as bodyguards for the chieftain, and accord them great honor. There are even rumors of a tribe entirely made up of urgoblins, with kidnapped hobgoblin females as their mates; reportedly they slit the throats of all infants born to their mates, so that only those who have the power of regeneration survive.

VAMPIRE*

Armor Class:	18 to 20 ‡
Hit Dice:	7** to 9** (+8)
No. of Attacks:	1 weapon or special
Damage:	1d8 or by weapon or special
Movement:	40' Fly 60'
No. Appearing:	1d6, Wild 1d6, Lair 1d6
Save As:	Fighter: 7 to 9 (as Hit Dice)
Morale:	11
Treasure Type:	F
XP:	800 - 1,225

The Schism was a difficult time for vampires, as they were hunted nearly to extinction. The species may have met its final doom, were it not for Lady Daniela Moldoveanu, a powerful vampire who carved out a safe haven for her people in the area known as the Shard.



WATER TERMITE, GIANT

Armor Class:	13
Hit Dice:	1 to 4
No. of Attacks:	1 spray
Damage:	Stun
Movement:	Swim 30'
No. Appearing:	Wild 1d4
Save As:	Fighter: 1 to 4 (as Hit Dice)
Morale:	10
Treasure Type:	None
XP:	25 - 240

Giant water termites vary from 1' to 5' in length. They attack using a noxious spray with a range of 5' which stuns the target for a full turn on a hit; a save vs. Poison is allowed to avoid the effect. A stunned character can neither move nor take action for the remainder of the current round and all of the next one.

During the Schism, these creatures migrated inland via rivers. There are few areas that do not have some level of infestation of water termites. Young adventurers often make good coin clearing a lake, river, or swamp of the creatures.

The primary concern regarding these monsters is the damage they can do to boats and ships. Each creature can do 2d4 points of damage to a ship's hull per round (no roll required) for a number of rounds equal to 1d4 plus the creature's hit dice total; after this time, the monster is full. They eat noisily.

These creatures are found in fresh and salt water as well as in swamps. The freshwater variety tend to be smaller, 1-2 hit dice, the saltwater variety 3-4 hit dice, and those found in swamps range from 2-3 hit dice.

WIGHT*

Armor Class:	15 †
Hit Dice:	3*
No. of Attacks:	1 touch
Damage:	Energy drain (1 level)
Movement:	30'
No. Appearing:	1d6, Wild 1d8, Lair 1d8
Save As:	Fighter: 3
Morale:	12
Treasure Type:	B
XP:	175

Wights are mystically imbued corporeal undead who act as energy vampires, sucking the life force from their victims. It is said that the first wights were created by Husque to act as foot soldiers during the schism. After the god's destruction, the remaining wights continued wandering the land, attacking randomly.

A wight's appearance is a weird and twisted reflection of the form it had in life. A wight is about the height and weight of the humanoid genus they were in life. Wights do not possess any of the abilities they had in life.

If a wight touches (or is touched by) a living creature, that living creature suffers one level of **energy drain** (see the **Odysseys & Overlords Player's Guide** p. 52). No saving

For all their power, vampires have a number of weaknesses:

Repelling a Vampire: Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire – they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship. They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Vampire: Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it, as described above. However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can act for only one round and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed, by water or sunlight as described above, or by burning it completely in a funeral pyre.

throw is allowed. Striking a wight with a weapon does not count as "touching" it.

Any humanoid slain by a wight becomes a wight by the next sunset (but not less than 12 hours later). Wight spawn are under the command of the wight that created them and remain enslaved until its death.

Like all undead, wights may be Turned by Clerics and are immune to **sleep**, **charm** and **hold** magics. Wights are harmed only by silver or magical weapons and take only half damage from burning oil.

WYVERN

Armor Class:	18
Hit Dice:	7*
No. of Attacks:	1 bite/1 stinger or 2 talons/1 stinger
Damage:	2d8/1d6 + poison or 1d10/1d10/1d6 + poison
Movement:	30' (10') Fly 80' (15')
No. Appearing:	Wild 1d6, Lair 1d6
Save As:	Fighter: 7
Morale:	9
Treasure Type:	E
XP:	735

A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail. A wyvern's body is 15 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 20 feet. A wyvern weighs about one ton. They are built more like bats than lizards, having two legs and two wings; contrast this with true dragons, which have four legs and two wings.

Wyverns are of animal intelligence but are excellent predators with good hunting abilities. When attacking they will make a loud hiss, or sometimes a deep-throated growl much like that of a bull alligator.

Wyverns attack nearly anything that isn't obviously more powerful than themselves. A wyvern dives from the air, clawing at its opponent with its talons and stinging it to death. Any living creature hit by the wyvern's stinger must save vs. Poison or die. A wyvern can slash with its talons only when making a flyby attack or when landing.

If a wyvern hits with both its talons, it may attempt to carry off its victim; only victims weighing 300 pounds or less can be carried off, and the wyvern can only carry a victim for at most 6 rounds. While flying with a victim, the wyvern cannot make any further attacks against it, but of course if the victim makes a nuisance of itself (such as by injuring the wyvern), it may be dropped.

Wyverns are rare outside the Isle of Dragons, though some are kept and bred in the more militant settlements of the Shard. While this is technically a violation of the cease fire, the dragons care very little for their lesser relations. The same can be said for the kobolds who live on the northern continent, some of whom serve as keepers for the domesticated wyverns of the Shard.

TREASURE

DISTRIBUTION OF TREASURE

Some adventurers choose to adventure to battle evil, while other seek to attain glory or power... but others go in search of treasure, gold and jewels and magical items. Below is the information the Game Master will need to satisfy the greedy.

RANDOM TREASURE GENERATION

The tables below describe the various treasure types assigned to monsters, as well as unguarded treasures appropriate to various dungeon levels. To generate a random treasure, find the indicated treasure type and read across; where a percentage chance is given, roll percentile dice to see if that sort of treasure is found. If so, roll the indicated dice to determine how much.

Tables for the random generation of gems, jewelry (and bejeweled art pieces), and magic items are provided after the main treasure tables.

PLACED TREASURES

The Game Master is never required to roll for treasure; rather, treasure may be placed, or random treasures amended, as desired or needed for the purposes of the adventure. Special treasures are always placed; for example, a special magic item needed to complete an adventure.

ADJUSTING TREASURE AWARDS

There will be many cases where random treasure generation is not the best method to employ. For instance, a larger than average treasure assigned to a smaller than average lair of monsters might need to be reduced. It is up to the Game Master to decide how much treasure they wish to allow into the campaign. Too much gold (or other treasure which can be converted to gold) may make things too easy for the player characters. Similarly, too many magic items may also make things too easy.



LAIR TREASURES

Type	100's of Copper	100's of Silver	100's of Electrum	100's of Gold	100's of Platinum	Gems and Jewelry	Magic Items
A	50% 5d6	60% 5d6	40% 5d4	70% 10d6	50% 1d10	50% 6d6 50% 6d6	30% any 3
B	75% 5d10	50% 5d6	50% 5d4	50% 3d6	None	25% 1d6 25% 1d6	10% 1 weapon or armor
C	60% 6d6	60% 5d4	30% 2d6	None	None	25% 1d4 25% 1d4	15% any 1d2
D	30% 4d6	45% 6d6	None	90% 5d8	None	30% 1d8 30% 1d8	20% any 1d2 + 1 potion
E	30% 2d8	60% 6d10	50% 3d8	50% 4d10	None	10% 1d10 10% 1d10	30% any 1d4 + 1 scroll
F	None	40% 3d8	50% 4d8	85% 6d10	70% 2d8	20% 2d12 10% 1d12	35% any 1d4 except weapons + 1 potion + 1 scroll
G	None	None	None	90% 4d6x10	75% 5d8	25% 3d6 25% 1d10	50% any 1d4 + 1 scroll
H	75% 8d10	75% 6d10x10	75% 3d10x10	75% 5d8x10	75% 9d8	50% 1d100 50% 10d4	20% any 1d4 + 1 potion + 1 scroll
I	None	None	None	None	80% 3d10	50% 2d6 50% 2d6	15% any 1
J	45% 3d8	45% 1d8	None	None	None	None None	None
K	None	90% 2d10	35% 1d8	None	None	None None	None
L	None	None	None	None	None	50% 1d4 None	None
M	None	None	None	90% 4d10	90% 2d8x10	55% 5d4 45% 2d6	None
N	None	None	None	None	None	None None	40% 2d4 potions
O	None	None	None	None	None	None None	50% 1d4 scrolls

INDIVIDUAL TREASURES

Type	Pieces of Copper	Pieces of Silver	Pieces of Electrum	Pieces of Gold	Pieces of Platinum	Gems and Jewelry	Magic Items
P	3d8	None	None	None	None	None None	None
Q	None	3d6	None	None	None	None None	None
R	None	None	2d6	None	None	None None	None
S	None	None	None	2d4	None	None None	None
T	None	None	None	None	1d6	None None	None
U	50% 1d20	50% 1d20	None	25% 1d20	None	5% 1d4 5% 1d4	2% Any 1
V	None	25% 1d20	25% 1d20	50% 1d20	25% 1d20	10% 1d4 10% 1d4	5% Any 1

UNGUARDED TREASURES

Level	100's of Copper	100's of Silver	100's of Electrum	100's of Gold	100's of Platinum	Gems and Jewelry	Magic Items
1	75% 1d8	50% 1d6	25% 1d4	7% 1d4	1% 1d4	7% 1d4 3% 1d4	2% Any 1
2	50% 1d10	50% 1d8	25% 1d6	20% 1d6	2% 1d4	10% 1d6 7% 1d4	5% Any 1
3	30% 2d6	50% 1d10	25% 1d8	50% 1d6	4% 1d4	15% 1d6 7% 1d6	8% Any 1
4-5	20% 3d6	50% 2d6	25% 1d10	50% 2d6	8% 1d4	20% 1d8 10% 1d6	12% Any 1
6-7	15% 4d6	50% 3d6	25% 1d12	70% 2d8	15% 1d4	30% 1d8 15% 1d6	16% Any 1
8+	10% 5d6	50% 5d6	25% 2d8	75% 4d6	30% 1d4	40% 1d8 30% 1d8	20% Any 1

Note: Unguarded treasures should be rare; see the **Game Master** section, above, for advice on placement of unguarded treasure.

GEMS AND JEWELRY

Use the tables below to determine the base value and number found when gems are indicated in a treasure hoard. If the number generated in the main table above is small, roll for each gem; but if the number is large (10 or more, at the GM's option), after each roll for Type and Base Value, roll the indicated die to see how many such gems are in the hoard.

d%	Type	Base Value in Gold Pieces	Number Found
01-20	Ornamental	10	1d10
21-45	Semiprecious	50	1d8
46-75	Fancy	100	1d6
76-95	Precious	500	1d4
96-00	Gem	1000	1d2
	Jewel	5000	1

The values of gems vary from the above for reasons of quality, size, etc. The GM may use the table below to adjust the values of the gems in the hoard, if they like. This is why there is no die result given in the table above for Jewel; on a roll of 12 on the table below, a Gem can become a Jewel.

2d6	Value Adjustment
2	Next Lower Value Row
3	1/2
4	3/4
5-9	Normal Value
10	1.5 Times
11	2 Times
12	Next Higher Value Row

d%	Gem Type	d%	Gem Type
01-10	Greenstone	66-70	Topaz
11-20	Malachite	71-75	Bloodstone
21-28	Aventurine	76-79	Sapphire
29-38	Phenalope	80-89	Diamond
39-45	Amethyst	90-94	Fire Opal
46-54	Fluorospar	95-97	Ruby
55-60	Garnet	98-00	Emerald
61-65	Alexandrite		

Standard items of jewelry are valued at 2d8x100 gp value. The table below can be used to generate descriptions of the items themselves.

d%	Type	d%	Type
01-06	Anklet	56-62	Earring
07-12	Belt	63-65	Flagon
13-14	Bowl	66-68	Goblet
15-21	Bracelet	69-73	Knife
22-27	Brooch	74-77	Letter Opener
28-32	Buckle	78-80	Locket
33-37	Chain	81-82	Medal
38-40	Choker	83-89	Necklace
41-42	Circler	90	Plate
43-47	Clasp	91-95	Pin
48-51	Comb	96	Sceptre
52	Crown	97-99	Statuette
53-55	Cup	00	Tiara

Determine the sort of item found by rolling on the following table:

Any	Weapon or Armor	Any Exc. Weapons	Type of Item
01-25	01-70		Weapon
26-35	71-00	01-12	Armor
36-55		13-40	Potion
56-85		41-79	Scroll
86-90		80-86	Ring
91-95		87-93	Wand, Staff, or Rod
96-00		94-00	Miscellaneous Magic

MAGIC WEAPONS

First, roll d% on the following table to determine the weapon type:

d%	Weapon Type
01-02	Great Axe
03-09	Battle Axe
10-11	Hand Axe
12-19	Shortbow
20-27	Shortbow Arrow
28-31	Longbow
32-35	Longbow Arrow
36-43	Light Bolt
44-47	Heavy Bolt
48-59	Dagger
60-65	Shortsword
66-79	Longsword
80-81	Scimitar
82-83	Two-Handed Sword
84-86	Warhammer
87-94	Mace
95	Maul
96	Pole Arm
97	Sling Bullet
98-00	Spear

Next, roll on the Weapon Bonus tables. Follow the directions given if a roll on the Special Enemy or Special Ability tables are indicated; generally multiple rolls on the Special Ability table should be ignored when rolled.

d% Roll		Weapon Bonus
Melee	Missile	Bonus
01-40	01-46	+1
41-50	47-58	+2
51-55	59-64	+3
56-57		+4
58		+5
59-75	65-82	+1, +2 vs. Special Enemy
76-85	83-94	+1, +3 vs. Special Enemy
86-95		Roll Again + Special Ability
96-98	95-98	Cursed, -1*
99-00	99-00	Cursed, -2*

* If cursed weapons are rolled along with special abilities, ignore the special ability roll.

1d6	Special Enemy	1d6	Special Enemy
1	Dragons	4	Regenerators
2	Enchanted	5	Spell Users
3	Lycanthropes	6	Undead

1d20	Special Ability
01-09	Casts Light on Command
10-11	Charm Person
12	Drains Energy
13-16	Flames on Command
17-19	Locate Objects
20	Wishes

MAGIC ARMOR

Generate the type and bonus of each item of magic armor on the tables below.

d%	Armor Type	d%	Armor Bonus
01-09	Leather Armor	01-50	+1
10-28	Chain Mail	51-80	+2
29-43	Plate Mail	81-90	+3
44-00	Shield	91-95	Cursed *
		96-00	Cursed, AC 11 **

* If Cursed armor is rolled, roll again and reverse the bonus (e.g., -1 instead of +1).

** This armor has AC 11 but appears to be +1 when tested.

SCROLLS

d%	General Type
01-03	Cleric Spell Scroll (1 Spell)
04-06	Cleric Spell Scroll (2 Spells)
07-08	Cleric Spell Scroll (3 Spells)
09	Cleric Spell Scroll (4 Spells)
10-15	Magic-User Spell Scroll (1 Spell)
16-20	Magic-User Spell Scroll (2 Spells)
21-25	Magic-User Spell Scroll (3 Spells)
26-29	Magic-User Spell Scroll (4 Spells)
30-32	Magic-User Spell Scroll (5 Spells)
33-34	Magic-User Spell Scroll (6 Spells)
35	Magic-User Spell Scroll (7 Spells)
36-40	Cursed Scroll
41-46	Protection from Elementals
47-56	Protection from Lycanthropes
57-61	Protection from Magic
62-75	Protection from Undead
76-85	Map to Treasure Type A
86-89	Map to Treasure Type E
90-92	Map to Treasure Type G
93-00	Map to 1d4 Magic Items

RINGS

d%	Type
01-06	Control Animal
07-12	Control Human
13-19	Control Plant
20-30	Delusion
31-33	Djinni Summoning
34-44	Fire Resistance
45-57	Invisibility
58-66	Protection +1
67-70	Protection +2
71	Protection +3
72-73	Regeneration
74-75	Spell Storing
76-81	Spell Turning
82-83	Telekinesis
84-90	Water Walking
91-97	Weakness
98	Wishes
99-00	X-Ray Vision

WANDS, STAVES AND RODS

d%	Type
01-08	Rod of Cancellation
09-13	Snake Staff
14-17	Staff of Commanding
18-28	Staff of Healing
29-30	Staff of Power
31-34	Staff of Striking
35	Staff of Wizardry
36-40	Wand of Cold
41-45	Wand of Enemy Detection
46-50	Wand of Fear
51-55	Wand of Fireballs
56-60	Wand of Illusion
61-65	Wand of Lightning Bolts
66-73	Wand of Magic Detection
74-79	Wand of Paralyzation
80-84	Wand of Polymorph
85-92	Wand of Secret Door Detection
93-00	Wand of Trap Detection

MISCELLANEOUS MAGIC ITEMS

d%	Type
01-04	Amulet of Proof against Detection and Location
05-06	Bag of Devouring
07-12	Bag of Holding
13-17	Boots of Levitation
18-22	Boots of Speed
23-27	Boots of Stalking
28	Boots of Traveling and Leaping
29	Bowl Commanding Water Elementals
30-35	Brazier Commanding Fire Elementals
36	Broom of Flying
37-39	Censer of Commanding Air Elementals
40-43	Cloak of Displacement
44-45	Cloak of Shadows
46	Crystal Ball
47	Crystal Ball with Clairaudience
48-54	Drums of Panic
55-61	Efreeti Bottle
62-63	Flying Carpet
64-70	Gauntlets of Ogre Power
71-72	Girdle of Giant Strength
73-78	Helm of Reading Languages and Magic
79	Helm of Telepathy
80	Helm of Teleportation
81	Horn of Blasting
82	Horn of Doom
83-91	Medallion of ESP
92	Mirror of Life Trapping
93-97	Rope of Climbing
98-99	Scarab of Protection
00	Stone Commanding Earth Elementals

USING MAGIC ITEMS

To use a magic item, it must be activated, although sometimes activation simply means putting a ring on your finger. Some items, once donned, function constantly.

Many items are activated just by using them. For instance, a character has to drink a potion, swing a sword, interpose a shield to deflect a blow in combat, wear a ring, or don a cloak. Activation of these items is generally straightforward and self-explanatory. This doesn't mean that if you use such an item, you automatically know what it can do. You must know (or at least guess) what the item can do and then use the item in order to activate it, unless

POTIONS

d%	Type	d%	Type	d%	Type
01-03	Clairaudience	26-32	Delusion	64-68	Heroism
04-06	Clairvoyance	33-35	Diminution	69-72	Invisibility
07-08	Cold Resistance	36-39	ESP	73-76	Invulnerability
09-11	Control Animal	40-43	Fire Resistance	77-80	Levitation
12-13	Control Dragon	44-47	Flying	81-84	Longevity
14-16	Control Giant	48-51	Gaseous Form	85-86	Poison
17-19	Control Human	52-55	Giant Strength	87-89	Polymorph Self
20-22	Control Plant	56-59	Growth	90-97	Speed
23-25	Control Undead	60-63	Healing	98-00	Treasure Finding

the benefit of the item comes automatically, such as from drinking a potion or swinging a sword.

If no activation method is suggested either in the magic item description or by the nature of the item, assume that a command word is needed to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed.

A command word can be a real word, but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the command word is some seemingly nonsensical word, or a word or phrase from an ancient language no longer in common use. Note that many magic items must be held in the hand (or otherwise specially handled or worn) to be used; the risk of accidental activation is less significant for such items.

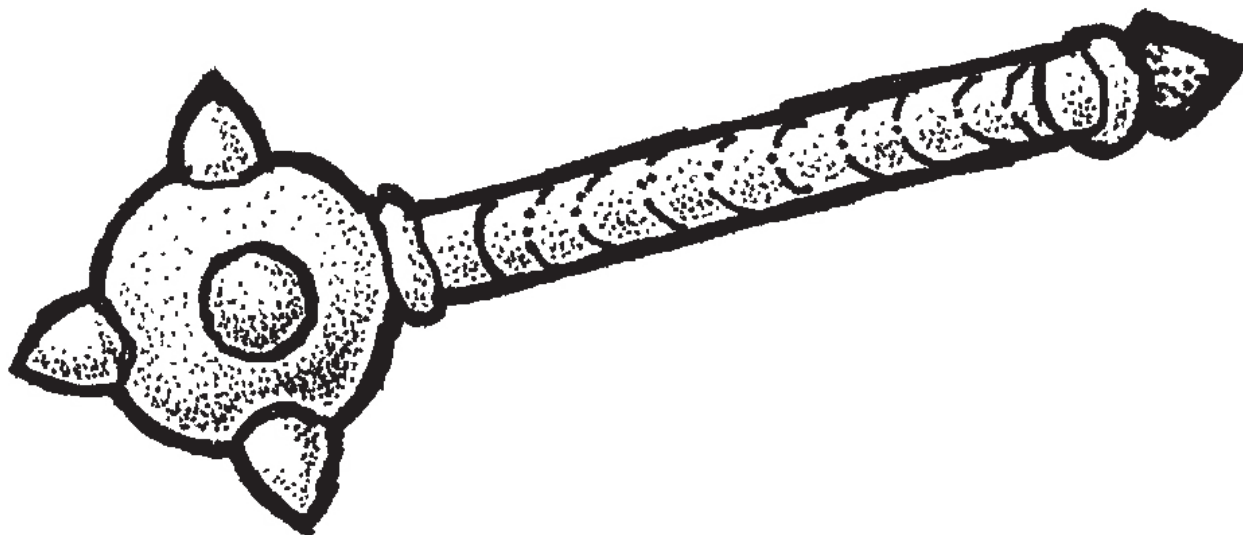
Learning the command word for an item may be easy (sometimes the word is actually inscribed on the item) or it may be difficult, requiring the services of a powerful wizard or sage, or some other means of discovery.

Only the character holding or wearing a magic item may activate it. A character who has been gagged or silenced

may not activate a magic item which requires a command word.

When an article of magic armor, clothing or jewelry (including a ring) is discovered, size is not usually an issue. Such items magically adjust themselves for wearers from as small as gnomes to as large as giants. This effect is called **accommodation**. The GM may create "primitive" items lacking this power if he or she wishes.

Generally only one magical item of a given type may be worn at the same time. For example, a character can normally only wear one suit of armor, wear one necklace and carry one shield at a time. In the case of rings, a character may wear one magical ring per hand. If a character wears more items of a given type than would normally be practical, the items will usually fail to function due to interference with one another; for instance, wearing two rings on the same hand normally results in both rings failing to operate. **Note, however**, that this limitation cannot be used to disable cursed magic items. For example, wearing a cursed ring would prevent another magic ring from being worn and used on that hand, but the curse would not be lifted by donning a second magic ring.



MAGIC WEAPONS

Magic weapons are created with a variety of powers and will usually aid the wielder in combat. A magical weapon's bonus is applied to all attack and damage rolls made with the weapon.

Casts Light on Command: By drawing the weapon and uttering a command word, the wielder may cause it to glow; it will then shed light with the same radius as a **light** spell. Sheathing or laying down the weapon, or speaking the command word again, dispels the effect. This power may be used as often as desired.

Charm Person: This power allows the wielder to cast **charm person** once per day, as if by an 8th level Magic-User, by brandishing the weapon, speaking a command word and gazing at the target creature. (The wielder's gaze does not have to be met for the spell to be cast.) The target creature is allowed saving throws just as described in the spell description.

Drains Energy: A weapon with this power drains one life energy level on a hit (see the **Odysseys & Overlords Player's Guide** p. 52); up to 2d4 levels can be drained by a weapon with this power, after which time the weapon loses this power but retains any other magical effects or bonuses.

Flames on Command: Upon command, the weapon will be sheathed in fire. The fire does not harm the wielder. The effect remains until the command is given again, or until the weapon is dropped or sheathed. While it flames, all damage done by the weapon is treated as fire damage, and an additional +1 bonus (in addition to the weapon's normal bonus) is added to damage when fighting trolls, treants, and other creatures especially vulnerable to fire. It casts light and burns just as if it were a torch.

Locate Objects: This power allows the wielder to cast the spell **locate object** once per day, as if by an 8th level Magic-User.

Special Enemy: These weapons are created to combat a specific sort of creature, as rolled on the Special Ability table. When used against that specific enemy, the second listed bonus applies instead of the first; so a sword +1, +3 vs. Undead would provide +1 attack and damage against giant rats, but +3 attack and damage rolls against zombies.

Wishes: Weapons with this power have the ability to grant 1d4 wishes. The GM must adjudicate all wishes, and instructions are given in the **Game Master** section regarding this. After these wishes have been made, the weapon loses this power, but retains any other bonuses and powers.

Cursed Weapons inflict a penalty to the wielder's attack rolls, as rolled on the Weapon Bonus table. The curse causes the afflicted character to be unable to get rid of the weapon. There are two possible forms the curse may take: Obsession and Affliction. The GM may decide which to use at his or her option.



Obsession: Regardless of how severe the penalty is, the character wielding the weapon will believe it is a bonus and refuse to use any other weapon in combat. A **remove curse** spell is the only way to rid a character of such a weapon; but as he or she will believe the weapon is the best magical weapon ever, the character receives a saving throw vs. Spells to resist.

Affliction: The character knows the weapon is cursed as soon as he or she uses it in combat; however, any attempt to throw it away fails, as the weapon magically appears back in the character's hand whenever he or she tries to draw any other weapon. In this case, the **remove curse** spell needed to rid the character of the weapon will be unopposed (i.e. no saving throw).

MAGIC ARMOR

Magic armor (including shields) offers improved, magical protection to the wearer. In general, magic armor grants the normal Armor Class for its type, plus the magical armor bonus, as rolled on the Magic Armor table; for example, Plate Mail +2 provides an Armor Class of 19.

There are two varieties of **cursed armor**: Cursed Armor -1 and Cursed Armor AC 11. The first variety's AC is reduced by the rolled penalty; for example, Plate Mail -1 grants Armor Class 16. The second type is much worse,

for regardless of the type, it only provides Armor Class 11. Dexterity and shield bonuses still apply.

Cursed armor cannot be removed from the wearer once the curse is proven, that is, once the wearer is hit in combat. Once the curse has taken effect, only a **remove curse** spell, or some more powerful magic (such as a wish), will enable the wearer to remove it. The armor will detect as magical, like any other magic armor; the curse cannot be detected by any means other than wearing the armor in combat.

POTIONS

A potion is an elixir concocted with a spell-like effect that affects only the drinker. Unless otherwise noted, a potion grants its benefits for 1d6+6 turns (even if the duration of an associated spell is longer or shorter).

Clairaudience: This potion enables the drinker to hear sounds in another area through the ears of a living creature in that area, up to a maximum 60' away. This effect otherwise functions just as the spell **clairvoyance**.

Clairvoyance: This potion grants the imbiber the effect of the **clairvoyance** spell.

Cold Resistance: This potion grants the imbiber the power of the spell **resist cold**.

Control Animal: This potion functions like a **control human** potion, but affects only normal, non-magical animals.

Control Dragon: This potion functions like a **control human** potion, but affects only dragons.

Control Giant: This potion functions like a **control human** potion, but affects only giants.

Control Human: This potion allows the drinker to charm a human or humanoid by gazing at them. The effect functions like the **charm person** spell. If the charm is resisted, the drinker can attempt to charm up to two more targets before the potion's benefit is exhausted.

Control Plant: This potion grants the drinker control over one or more plants or plant creatures within a 10' square area up to 50' away. Normal plants become animated, having a movement rate of 10', and obey the drinker's commands. If ordered to attack, only the largest plants can do any real harm, attacking with a +0 attack bonus and inflicting 1d4 points of damage per hit. Affected plant creatures (who fail to save vs. Spells) can understand the drinker, and behave as if under a **charm monster** spell.



Control Undead: This potion grants the drinker command of 3d6 hit dice of undead monsters. A save vs. Spells is allowed to resist the effect. Mindless undead follow the drinker's commands exactly; free-willed undead act as if under a **charm person** spell.

Delusion: This cursed potion will appear, if tested or analyzed, to be one of the other potions (other than poison). When imbibed, the drinker will briefly believe he has received the benefits of the "other" potion, but the illusion will be swiftly exposed...

Diminution: This potion reduces the drinker and all items worn or carried to one-twelfth of his or her original height (so that a 6' tall character becomes 6" tall). The drinker's weight is divided by 1,728; this makes an armed warrior weigh less than 2.5 ounces. The affected creature cannot make an effective attack against any creature bigger than a house cat, but may be able to slip under doors or into cracks and has a 90% chance of moving about undetected (both in terms of sound and vision).

ESP: This potion grants the power of the spell of the same name.

Fire Resistance: This potion grants the imbiber the power of the spell **resist fire**.

Flying: This spell grants the power of the spell **fly**.

Gaseous Form: The drinker and all of his or her gear become insubstantial, misty, and translucent. He or she becomes immune to non-magical weapons, and has an Armor Class of 22 vs. magical weapons. The imbiber can't attack or cast spells while in gaseous form. The drinker also loses supernatural abilities while in gaseous form. A gaseous creature can fly at a speed of 10', and can pass through small holes or narrow openings, even mere cracks, as long as the potion persists. The gaseous creature is subject to the effects of wind, and can't enter water or other liquid. Objects cannot be manipulated in this form, even those brought along when the potion was imbibed. The drinker cannot resume material form at will, but must wait for the potion to expire; however, the potion may be quaffed in thirds, in which case each drink lasts 1d4+1 turns.

Giant Strength: This potion grants the imbiber the Strength of a giant. For the duration, the drinker gains a bonus of +5 on attack and damage rolls with melee or thrown weapons, and can throw large stones just as a stone giant can.

Growth: The drinker of this potion (with all equipment worn or carried) becomes twice normal height and eight times normal weight. The enlarged character is treated as having the Strength of a Stone Giant (but without the rock-throwing ability), gaining +5 on attack and damage rolls.

Healing: The imbiber of this potion receives 1d6+1 hit points of healing (as the spell **cure light wounds**).

Heroism: This potion improves the fighting ability of the drinker. Fighters of less than 3rd level gain +3 to attack

bonus as well as gaining 3 hit dice. Fighters of 4th to 5th level gain +2 to attack bonus and 2 hit dice. Fighters of 6th or 7th level gain +1 to attack bonus and 1 hit die. Fighters of 8th level or higher, as well as non-Fighter class characters, gain no hit dice, but still receive +1 to attack bonus. Hit dice gained are only temporary, and damage received is deducted from those hit dice first; any that remain when the potion expires are simply lost.

Invisibility: This potion makes the imbiber invisible (as the spell). This potion may be quaffed in thirds, in which case each drink lasts 1d4+1 turns.

Invulnerability: This potion grants a bonus of +2 to Armor Class.

Levitation: This potion grants the power of the spell **levitate**.

Longevity: The drinker of this potion becomes younger by 1d10 years.

Poison: This isn't a potion at all, it's a trap. The drinker must save vs. Poison or die, even if only a sip was imbibed.

Polymorph Self: This potion grants the power of the spell of the same name.

Speed: This potion gives the drinker the benefits of the spell **haste**.

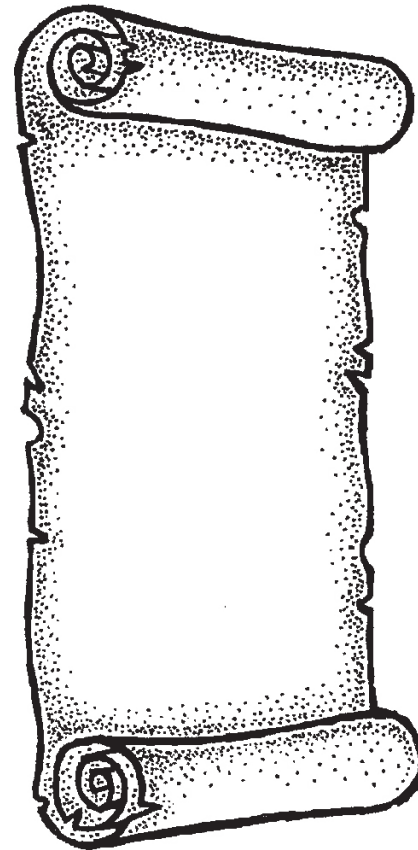
Treasure Finding: The imbiber of this potion will immediately know the direction and approximate distance to the largest treasure hoard in a 300' spherical radius. This potion specifically detects platinum, gold, electrum, silver, and copper; gemstones and magic items are not detected.

SCROLLS

Most scrolls contain some sort of magic which is activated when read, and which may only be used once; the characters burn away as the words are read.

Spell Scrolls are enchanted with one or more Cleric or Magic-User spells (never both sorts on the same scroll). Each spell can be used just once, though of course the same spell may appear multiple times on a single scroll. Use the table below to determine the spell level of each spell on a scroll. Only a Cleric can use a Clerical scroll, and only a Magic-User can use a Magic-User scroll.

Magic-Users must cast **read magic** on a spell scroll before being able to use it; each scroll needs to be treated in this way just once, and the effect lasts indefinitely thereafter. If a Magic-User attempts to cast a spell from a scroll, and they do not know that spell, there is a 10% chance the spell will fail. If a spell on a scroll is of higher level than the highest level spell the Magic-User can cast, for each spell level of difference, add 10% to the chance of failure. For example, Aura the 3rd level Magic-User attempts to cast **polymorph self** from a scroll. Aura is able to cast, at most, 2nd level spells. **Polymorph self** is a 4th level spell, so Aura has a chance of failure of 10% (she doesn't know the spell) plus 20% (2nd level maximum vs. 4th level spell), for a total of 30%.



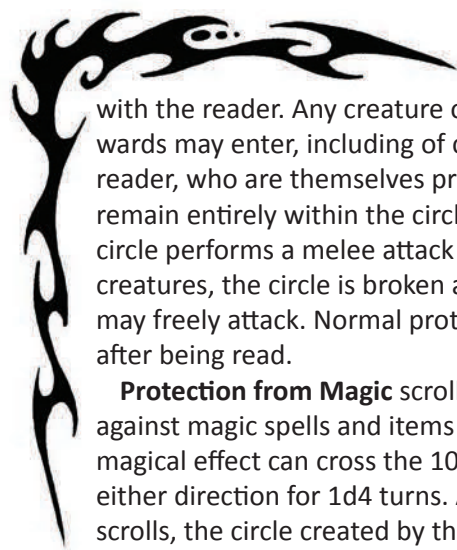
Clerical scrolls are written in a normal language (being just specially enchanted prayers), so the Cleric merely needs to know the language in which the scroll is written in order to use it. Clerics suffer the same chance of failure as do Magic-Users, save that the 10% penalty assigned for not knowing the spell does not apply.

SPELL SCROLLS: SPELL LEVEL

d%	Level of Spell
01-30	1st
31-55	2nd
56-75	3rd
76-88	4th
89-97	5th
98-00	6th

A **Cursed Scroll** inflicts some curse upon whoever reads it. It need not be read completely; in fact, merely glancing at the text is enough to inflict the curse. A saving throw may or may not be allowed, as determined by the GM (though a save vs. Spells should usually be allowed). The GM is encouraged to be creative when creating curses; the spell **bestow curse** (the reverse of **remove curse**) can be used for inspiration, but cursed scrolls can contain more powerful or inventive curses at the GM's discretion.

Protection Scrolls can be read by any character class, assuming the character can read the language the scroll is written in (see **Languages** p. 5 in the **Odysseys & Overlords Player's Guide**). When read, a protection scroll creates a 10' radius protective circle around the reader; preventing the warded creatures from entering. The circle moves



with the reader. Any creature other than the sort the scroll wards may enter, including of course the allies of the scroll-reader, who are themselves protected so long as they remain entirely within the circle. If any creature within the circle performs a melee attack against any of the warded creatures, the circle is broken and the warded creatures may freely attack. Normal protection scrolls last for 2 turns after being read.

Protection from Magic scrolls are special, as they protect against magic spells and items rather than creatures. No magical effect can cross the 10' circle of protection in either direction for 1d4 turns. As with the other protection scrolls, the circle created by this scroll moves with the reader.

Treasure Maps are generally non-magical. They must be created by the GM, although he or she may delay creating the map until the characters can actually use it. The treasure indicated on the map will normally be guarded by some sort of monster, determined by the GM as desired.

RINGS

A ring is a circular metal band worn on the finger (no more than one ring per hand) that has a spell-like power (often a constant effect that affects the wearer).

Control Animal: The wearer of this ring can charm up to 6 hit dice of animals. The effect works much like a **charm person** spell, but only affects animals (including giant-sized animals, but excluding fantastic creatures as well as anything more intelligent than a dog or cat). The wearer can activate the power at will, targeting any animal within 60' that he or she can see. The wearer may choose to end the effect for one or more controlled creatures at any time, in order to "free" enough hit dice to control a new target.

Control Human: The wearer of this ring may cast the spell **charm person** at any target he or she can see within 60'. The wearer can use this power once per round, at will, but cannot control more than 6 hit dice of creatures at a time; however, the wearer may choose to end the effect for one or more controlled creatures at any time, in order to "free" enough hit dice to control a new target.

Control Plant: The wearer of this ring may create an effect equivalent to a **potion of plant control** at will, affecting plants or plant creatures within 60' that he or she can see. The effect lasts as long as the wearer remains within 60' of the plants or plant creatures. A saving throw is allowed just as for the potion.

Delusion: This ring appears to be some other sort of ring (roll again on the rings table to determine what sort). Whoever wears it believes it is working, and behaves thus (so a character who believes he is wearing a **ring of invisibility** will believe himself to actually be invisible). Unlike the potion of the same name, the ring's effect is not dispelled by the wearer taking damage; in fact, the only way to rid a character of this cursed item is with the spell **remove curse**.

Djinni Summoning: This ring serves as a special gate by means of which a specific djinni can be called from the Elemental Plane of Air. When the ring is rubbed, the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes non-magical and worthless.

Fire Resistance: The wearer of this ring receives protection as the spell **resist fire**, but the protection works continually.

Invisibility: By activating this simple silver ring, the wearer can benefit from **invisibility**, as the spell. If the invisibility is dispelled (as described for the spell), the ring may not be reactivated for one full turn. The invisibility effect otherwise lasts for 24 hours.

Protection: This ring offers continual magical protection in the form of a bonus to the Armor Class of the wearer (varying from +1 to +3 as shown on the table). This bonus is also applied to the wearer's saving throw die rolls.

Regeneration: This ring grants the wearer the power of regeneration, exactly as described in the description of the troll, including the weakness with respect to acid and fire damage. However, only damage taken while wearing the ring is regenerated.

Spell Storing: A ring of spell storing contains a number of Magic-User spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. Any class may wear and use this ring, but it can only be recharged by a Magic-User casting the appropriate spell into it. A table is provided below to determine how many spells, and what levels they are. A ring of spell storing must be recharged with the same spells that were placed into it when it was made; so a ring of two spell storing containing **fireball** and **fly** can only be recharged with those two spells. The ring magically imparts to the wearer the names of all spells stored within it. A ring found in a treasure hoard may be completely charged, or discharged, or partially charged, at the GM's option.



d%	# of Spells	d%	Level of Spell
01-24	1	01-30	1st
25-48	2	31-55	2nd
49-67	3	56-75	3rd
68-81	4	76-85	4th
82-91	5	86-97	5th
92-96	6	98-00	6th
97-00	7		

Spell Turning: This ring reflects spells cast directly at the wearer, but not area effect spells, back at the caster; so a **hold person** spell would be reflected, but not a **fireball**. It will reflect up to 2d6 spells before its power is exhausted.

Telekinesis: The wearer of this ring can use the power of the spell **telekinesis**, as if cast by a 12th level Magic-User. The effect may be used as many times per day as the wearer wishes, but lasts only as long as the wearer concentrates on it.

Water Walking: This ring allows the wearer to walk on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the wearer's feet hover an inch or two above the surface. Molten lava will still cause the wearer damage from the heat since he or she is still near it. The wearer can walk, run, or otherwise move across the surface as if it were normal ground.

Weakness: Whoever puts this ring on is cursed; his or her Strength score is reduced immediately to 3. The ring can only be removed with **remove curse**.

Wishes: A ring of wishes contains the power to grant wishes to the wearer. 1d4 wishes will remain within the ring when it is found. The GM must adjudicate all wishes, and instructions are given in the **Game Master** section regarding this.

X-Ray Vision: On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead or gold blocks the vision. The ring may be used three times per day, and each use lasts at most one turn (or until the wearer ceases to concentrate upon it).

WANDS, STAVES AND RODS

A **wand** is a short stick, generally 12 to 18 inches long, imbued with the power to cast a specific spell or spell-like effect. A newly created wand has 20 charges, and each use of the wand depletes one of those charges; a wand found in a treasure hoard will have 2d10 charges remaining. If a wand generates an effect equivalent to a spell, assume the spell functions as if cast by a 6th level caster, or the lowest level caster who could cast that spell (whichever is higher), unless otherwise noted. Wands are generally usable only by Magic-Users. Saving throws are rolled as normal, but on the Magic Wands column rather than the Spells column.

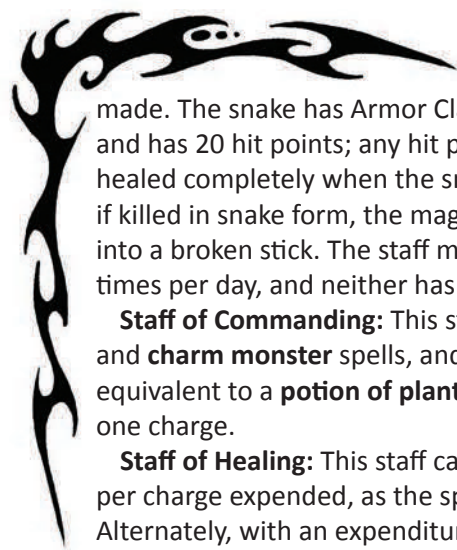


A **staff** has a number of different (but often related) spell effects. A newly created staff has 30 charges, and each use of the staff depletes one or more of those charges. A staff found in a treasure hoard will have 3d10 charges remaining. Spell effects generated by a staff operate at 8th level, or the lowest caster level the spell could be cast by, whichever is higher, unless otherwise stated. Staves are usable only by Magic-Users, except where noted. Saving throws against magic from a staff are rolled on the Spells column.

A **rod** is a scepter-like item with a special power unlike that of any known spell. Rods are normally usable by any class.

Rod of Cancellation: This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. If the item is held by a creature, an attack roll is needed to touch it. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by a **wish**.

Snake Staff: This item is a walking staff +1. When used by a Cleric, the user may command the staff to transform into a constrictor snake (instead of causing damage) on a successful hit. The snake will wrap around a target up to man sized and hold him or her fast for 1d4 turns, unless a save vs. Spells is made. The snake does not attack in any other way, nor cause any damage. The snake may be recalled by the user at any point, in which case it returns to his or her hand and returns to staff form. It also returns in this way when the duration expires, or if the save is



made. The snake has Armor Class 15, moves 20' per round and has 20 hit points; any hit points of damage taken are healed completely when the snake returns to staff form; if killed in snake form, the magic is destroyed and it turns into a broken stick. The staff may be used any number of times per day, and neither has nor uses charges.

Staff of Commanding: This staff can cast **charm person** and **charm monster** spells, and can grant a power equivalent to a **potion of plant control**. Each function uses one charge.

Staff of Healing: This staff can heal 1d6+1 hit points per charge expended, as the spell **cure light wounds**. Alternately, with an expenditure of two charges, the staff can cast **cure disease**. This staff is only usable by a Cleric.

Staff of Power: This is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers costing one charge per use: **lightning bolt** (6d6 damage), **fireball** (6d6 damage), **cone of cold** (as the wand, for 6d6 damage), **continual light**, and **telekinesis** (as the ring, lasting at most 1d6 turns). The staff is also a +2 walking staff, and can be used exactly as a **staff of striking**. A staff of power can be used for a retributive strike, requiring it to be broken by its wielder. All charges currently in the staff are instantly released in a 30' radius, doing 1d6 damage per charge remaining (save vs. Spells for half damage). All within the area, including the wielder, are affected by this.

After all charges are used up from the staff, it remains a +2 walking staff. Once empty of charges, it cannot be used for a retributive strike.

Staff of Striking: This staff has no attack bonus, but is treated as a +1 weapon with respect to what sorts of monsters it can hit (and is usable by any class in that mode). This staff's primary power may only be used if wielded by a Cleric: By uttering a command word, the Cleric may create an effect similar to the spell **striking**. Expenditure of one charge adds 1d6 damage to the weapon's next strike; expenditure of two charges adds 2d6, and expenditure of three charges adds 3d6 damage. If the weapon is not successfully used after the command word has been spoken, the effect dissipates after one turn.

Staff of Wizardry: This staff is equivalent to the **staff of power**, above, and has the following powers as well: **invisibility**, **passwall**, **web**, and **conjure elementals** (as the spell, but conjuring staff elementals as described in the **Monsters** section). These powers each use one charge when activated.

Wand of Cold: This wand generates a conical blast of cold doing 6d8 damage (save vs. Magic Wands for half damage). The cone spreads from the tip of the wand to a width of 30' at a distance of 40' away.

Wand of Enemy Detection: The effect of this wand is to make all enemies of the user within 60' glow with a greenish white light for one round. Even hidden or invisible enemies glow in this way, revealing them, but enemies completely out of sight (such as behind a wall) may not be seen by the user. An "enemy" is any creature which is thinking of or otherwise intending to harm the user; also, all undead monsters and animated constructs within range will glow in this way regardless of intent or thoughts (or lack thereof).

Wand of Fear: This wand generates the effect of the spell **cause fear** (the reverse of the spell **remove fear**).

Wand of Fireballs: This wand generates **fireballs**, exactly as the spell, doing 6d6 damage.

Wand of Illusion: This wand allows the user to create illusions equivalent to the spell **phantasmal force**.

Wand of Lightning Bolts: This wand generates **lightning bolts**, exactly as the spell, doing 6d6 damage.

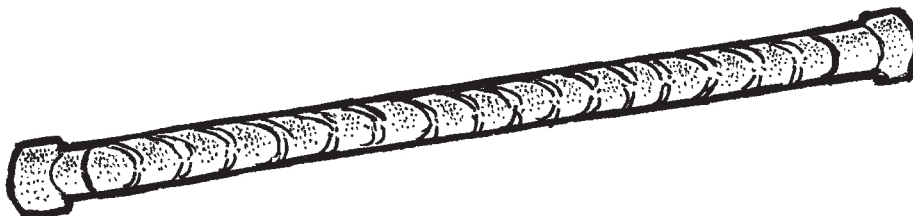
Wand of Magic Detection: This wand grants the user a power equivalent to the spell **detect magic**.

Wand of Paralyzation: This wand creates the effect of the spell **hold person**.

Wand of Polymorph: This wand can be used to cast either **polymorph self** or **polymorph other**.

Wand of Secret Door Detection: This wand grants the user a power similar to the spell **find traps**, but which reveals secret doors rather than traps.

Wand of Trap Detection: This wand grants the user a power equivalent to the spell **find traps**.



MISCELLANEOUS MAGIC ITEMS

Amulet of Proof against Detection and Location: The wearer of this item is immune to all forms of scrying (including crystal balls, clairvoyance, clairaudience, and any other means of location or spying at a distance) as well as any form of mind reading (such as the spell **ESP**). Other characters who remain within 30' of the wearer are also immune to scrying, but not to mind reading.

Bag of Devouring: This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a **bag of holding**, and in fact it performs exactly like one when first used. However, all items placed within disappear forever 1d6+6 turns later. The bag continues to weigh whatever it did after the items were placed within it (that is, one-tenth the total weight of the items), until it is again opened and discovered to be empty.

Bag of Holding: This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into an extradimensional space, and is able to hold more than should be possible: up to 500 pounds of weight, and up to 70 cubic feet of volume. A bag of holding weighs one-tenth as much as the total of the objects held within. Any object to be stored in a bag of holding must fit through the opening, which has a circumference of 4 feet.

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a bag of holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to one turn, after which time they suffocate. Retrieving a specific item from a bag of holding takes a full round during which no movement may be made.

Boots of Levitation: On command, these leather boots allow the wearer to **levitate** as if by the spell of the same name.

Boots of Speed: The wearer of these boots can click their boot heels together, thus activating a **haste** spell effect for up to 10 rounds each day. The duration of the **haste** effect need not be consecutive rounds; the boots can be turned off and on as desired.

Boots of Traveling and Leaping: These boots increase the wearer's base land speed by an additional 10' per round. In addition to this traveling ability, these boots allow the wearer to make great leaps, jumping up to 10' high and/or 30' across.

Bowl Commanding Water Elementals: This large container is usually fashioned from blue or green semiprecious stone. It is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken, a water elemental appears and follows the commands of the summoner (as described for the Elemental monster entry).

The summoning words require 1 full round to speak. Only one such elemental can be called per day.

Brazier Commanding Fire Elementals: This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and the proper summoning words are spoken, a fire elemental appears and follows the commands of the summoner (as described for the Elemental monster entry). The summoning words require 1 full round to speak. Only one such elemental can be called per day.

Boots of Stalking: These soft boots enable the wearer to move quietly in virtually any surroundings, granting a 90% chance of success when moving silently (as the Thief ability of the same name).

Broom of Flying: This broom is able to fly through the air for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed at 30 feet. In addition, the broom can travel alone to any destination named by the owner as long as they have a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when the command word is spoken.

Censer Commanding Air Elementals: This 6-inch-wide, 1-inch-high perforated golden vessel resembles a thurible found in a place of worship. If it is filled with incense and lit, summoning words spoken over it summon forth an air elemental which follows the commands of the summoner (as described for the Elemental monster entry). The summoning words require 1 full round to speak. Only one such elemental can be called per day.

Cloak of Displacement: This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves, causing the wearer's apparent location to shift around constantly over a range of 3' from their true location. The first melee or missile attack by any creature against the wearer will miss, and all further attacks by that attacker are made with an attack penalty of -2. This is not cumulative with the penalty for fighting blind.

Cloak of Shadows: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, the wearer becomes nearly invisible, granting an 80% chance that the wearer can move about unnoticed. If detected by onlookers, the wearer can be attacked without significant penalty.

Crystal Ball: This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. They may only be used by Magic-Users, who can use the device to see over virtually any distance. A crystal ball can be used three times per day, for up to a turn each time.

The chance of success when using a crystal ball is as shown below. Total chances equal to or greater than 100% do not require a roll.

Knowledge and Connection	Chance
Secondhand Knowledge (heard of)	25%
Firsthand Knowledge (seen briefly)	55%
Familiar (known well)	95%
Possession or garment	+25%
Body part, lock of hair, bit of nail, etc.	+50%

The user of the crystal ball is the only one who will see the image. No sound will be heard normally. **Detect magic**, **detect evil**, and **ESP** have a 3% chance per level of the caster of operating correctly if used with a crystal ball.

Crystal Ball with Clairaudience: This item works exactly like the standard crystal ball, above, but also allows the user to hear any sounds in the location viewed as if they were there.

Drums of Panic: These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures of less than 6 hit dice within 120' (with the exception of those within a 20' radius safe zone around the drums) must save vs. Spells or flee in fear. The drums can be used once per day.

Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals; or, it may be a lamp made of brass. A thin stream of smoke is often seen issuing from it. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly. There is a 10% chance (01–10 on d%) that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance (91–100) that the efreeti of the bottle grants three wishes. In either case, the efreeti afterward disappears forever. The other 80% of the time (11–90), the inhabitant of the bottle loyally serves the character for up to an hour per day for 101 days (or until the efreeti's death), doing as they command. After 101 days have passed, the efreeti is freed from service and may return to its extradimensional home. Roll only the first time the bottle is opened (or the GM may choose which sort of bottle is found as they desire).

Flying Carpet: This rug is able to fly through the air on command. A flying carpet is typically 5' x 8' in size and can carry up to 500 pounds at a movement rate of 100' per round, or up to 1000 pounds (its maximum capacity) at a rate of 50' per round. A flying carpet can fly at any speed up to its maximum, and can hover on command.

Gauntlets of Ogre Power: These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer a Strength bonus of +4 (instead of their own Strength bonus). Both gauntlets must be worn for the magic to be effective.

Girdle of Giant Strength: This item grants the wearer the Strength of a giant. For so long as it is worn, the wearer

gains a Strength bonus of +5 (instead of their own Strength bonus), and can throw large stones just as a stone giant does.

Helm of Reading Languages and Magic: Appearing as a normal helmet, this helm grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. Note that the limitations described under the spell **read languages** apply to this device also. Understanding a magical text does not necessarily imply spell use.

Helm of Telepathy: The wearer can read the surface thoughts of a target creature within 90' as if using the spell **ESP**. Furthermore, they can send a telepathic message to anyone whose surface thoughts are thus being read (allowing two-way communication). This helm may be used up to three times per day.

Helm of Teleportation: A character wearing this device may **teleport** three times per day, exactly as if they had cast the spell of the same name.

Horn of Blasting: This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 2d6 points of damage to creatures within a cone 40' long and 40' wide at the far end, and causes them to be deafened for 2d6 rounds. Affected creatures may save vs. Death Ray, taking half damage and avoiding deafness if the save is made. Crystalline creatures take double damage. Nonliving creatures are generally immune to deafness, but still suffer damage as described.

If a horn of blasting is used magically more than once in a given day, there is a 10% cumulative chance with each extra use that it explodes and deals 3d6 points of damage to the person sounding it.

The horn can also be used to damage or destroy buildings, fortifications, etc. Double the damage listed above when a **horn of blasting** is used against a structure. The **Stronghold** rules in the **Game Master** section contains further guidance on this.

Horn of Doom: When blown, this horn will create animated skeletons or zombies as if by the spell **animate dead**. Up to 3d6 hit dice of undead monsters will be so created from remains within a 60' radius of the character who blew the horn. If both skeletal and fleshy remains are available in the area of effect, skeletons will be animated in preference over zombies. If the user is a magic-user or cleric, the created undead may be controlled so long as that character retains the horn. If blown by a fighter or thief, the undead created will be uncontrolled. Uncontrolled undead monsters will attack any living creatures nearby. The horn may be used once per day, but no more than 18 hit dice of undead created by the horn may exist at any one time.

Medallion of ESP: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from



THE KINGDOMS

CHANDRA'S HAVEN

Chandra's Haven is the launching point of many expeditions into the Untamed Gauntlet. The kingdom is run as a Parliamentary Theocracy. The Council of Laypersons is comprised of commoners and those of means without noble title, such as adventurers and wealthy merchants. The Council of Laypersons write the laws by which Chandra's Haven is governed. The Chamber of Nobility ratify these laws. A ratified law is passed to the Grand Temple of Chandra to be assessed for theological purity. If the law is against the teachings of Chandra, it is stricken. A new law must be drafted to address the issue. If the law is not found to be against the teachings of Chandra, it becomes the law of the land.

If an objection to a law is raised within the Chamber of Nobility, there is a Conference between the Council and the Chamber to resolve the issue. If no resolution can be found, the law is scrapped. A new law must be drafted. If the Conference is able to come to an agreed edit, the law is passed on to the Grand Temple for assessment.

This legal system leads to a fairly high standard of living within Chandra's Haven. Taxes are high, but not unmanageable. In exchange for those taxes, the roads are well maintained, the lands are well defended, and the temples offer treatment for most ailments at little to no cost. In addition to income from taxes, Chandra's Haven benefits from the constant influx of expeditions into the Untamed Gauntlet.

Adventurers setting out from Chandra's Haven are expected to gain a Writ of Salvage from their local temple. There is no cost for the writ, though it does guarantee that 10% of the goods, coin, magic items, and other profit (or value thereof) be donated to the temple. Adventurers with a Writ of Salvage are granted latitude and mobility while traveling to and from the Untamed Gauntlet, and can expect respectful treatment from various allies of the nation while on their journey. A Writ of Salvage permits the adventurers to pass through the lands of the Centaur tribes unmolested and without paying a toll for passage (see the Centaur description, p. 24).

The enforcement of the law is left to the landed nobility and the local governments of cities, towns, and villages. This can lead to uneven applications of law throughout the land, but the watchful eyes of the Clerics of Chandra keep most areas in line. There is an 80% chance that any City Watch party within Chandra's Haven includes a Cleric of Level 1d4+1.

bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell **ESP**. It can be used as many times per day as desired, but each such usage requires a minimum of 1 round of full concentration to activate, and the wearer must continue to concentrate to maintain the effect.

Mirror of Life Trapping: This crystal device is usually about 4 feet square and framed in metal or wood. It can be hung or placed on a surface and then activated by giving a command word. Only a Magic-User can properly control this device. The same command word deactivates the mirror. The character who activates the device is immune to it. The mirror has twenty extradimensional cells within it; any creature coming within 30' of the device and looking at its own reflection must make a save vs. Spells or be trapped within the mirror in one of the cells.

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped. A victim's equipment (including clothing and anything being carried) is taken also. The mirror's owner can call the reflection of any creature trapped within to its surface and engage the powerless prisoner in conversation. They can also free any trapped creature by verbal command.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed.

Rope of Climbing: This 50' long rope is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10' per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner. The rope must have something to tie itself to in order to support weight other than its own. One end of the rope must be held by the user when its magic is invoked.

Scarab of Protection: This device appears to be a silver medallion in the shape of a beetle. The scarab absorbs energy-draining attacks, death effects, and curses. Upon absorbing 2d6 such attacks, the scarab crumbles to dust and is destroyed.

Stone Commanding Earth Elementals: A stone of this nature is typically an oddly shaped piece of roughly polished rock. The possessor of such a stone need but utter a few words of summoning, and a Huge earth elemental comes to the summoner and follows the commands of the summoner (as described for the Elemental monster entry). The summoning words require 1 full round to speak. Only one such elemental can be called per day.



ESTRIA

On the western edge of the Untamed Gauntlet is the Kingdom of Estria. Ruled by the human nobles of House Cunningham, Estria touts itself as the perfect human society. The humans of Estria are well-educated and reasonably safe despite the fact that the nation shares borders with the Untamed Gauntlet to the east and the Shard to the west. Both of those regions are hostile and are held at bay only by the elite Knights of Estria.

The Knights of Estria are the nation's fighting force. They function more like a collection of allied adventurers than a true military, and the crown gives the Knights a great deal of latitude so long as the borders of Estria remain secure. While the vast majority of the Estrian population are human, all other genera are represented in the Knights. This is due to the "humanis principle" by which the Estrian throne rules.

Per royal declaration, no non-human may claim citizenship of Estria unless they are active in service among the Knights of Estria. Although there are members of the other genera living in Estria, those who are not members of the Knights are second-class citizens and are afforded virtually no rights. As an example, if a legal dispute arises between a human and a Spellscorched in Estria, the law automatically takes the human's side, regardless of the nature of the dispute. Abyss-kissed, Spellscorched, and Wild folk are unable to own personal property in Estria, unless they are members of the Knights of Estria. As a result, most of the non-humans of Estria join the Knights or emigrate to friendlier lands.

GIANTHOME

Gianthome is the name of the nation that extends from the Shimmering Peaks in the north to the coast of the Austral Ocean in the south. This land is wholly dominated by giants and their kin. The Schism took a heavy toll on the giants who were, according to some historians, peaceful scholars prior to the war coming to their doorstep.

Now, Gianthome is seen as a kingdom of evil by outsiders, but in reality, it is little more than a fractured collection of villages, tribal confederacies, and lone hermits. The giants are angry because their society was shattered in the Schism. As such they have little tolerance for outsiders. Many giants, particularly Frost, Stone, and Storm Giants, command their underlings to raid the lands of the Untamed Gauntlet in search of treasures from the past. Some giants hope that the key to returning giantdom to its former glory may be buried within the ruins of this damned land.

THE ISLE OF DRAGONS

This massive island in the Austral Ocean is home to the majority of dragonkind. The cease-fire that ended the schism caused the dragons to be moved to the Isle and bound by treaty to remain there. While most dragons obey the letter of this edict, few obey its spirit, acting through proxies and servants.

No outsider has set foot on the Isle of Dragons and survived to tell anyone about it since the Schism. The pirates and buccaneers who serve dragonkind meet with their masters off the coast of the Isle, while other servants receive their orders and directives via magic. Given the draconic habit of hoarding treasure and magic items, there could be an incredible trove of wealth and power on the Isle of Dragons, should any adventurers be brave enough to try and venture there.

Of course, getting out alive would be another matter entirely...

THE UNTAMED GAUNTLET

This strip of land runs from the border of Estria in the west to Chandra's haven in the east. The southern border meshes with Gianthome and the northern edge expands all the way to the waters of the Septentrian Ocean. This area, roughly 3500 square mile region contains countless ruins, dungeons, lairs, tombs, and defunct temples dedicated to dead gods. The area known as the Untamed Gauntlet was hit the hardest during the Schism and was where the final battles between the gods took place.

This expanse of land is where the majority of the adventuring in **Odysseys & Overlords** takes place. Each of the nations that neighbors the Untamed Gauntlet has interests within the Untamed Gauntlet. Treasure hunters and grave robbers come from the furthest reaches of the world to seek ancient artifacts and lost fortunes here. Monsters of every imaginable stripe make their homes in the Untamed Gauntlet.

OTHER NATIONS

There are a number of other kingdoms and nations in the world of **Odysseys & Overlords**, which will be detailed further in future sourcebooks. A brief overview of these nations is presented below.

THE COLLECTIVE

Located on a large island to the north of the Untamed Gauntlet, the nation known as the Collective is a mystery to outsiders. Rumors occasionally make their way to the towns and villages of Chandra's Haven that there is some confederation of intelligent monsters that call themselves the Collective and have made the island their home. This rumor is, in part, true.

The Collective is the homeland of doppelgangers. Despite numerous rumors to the contrary, the doppelgangers have a developed society with a number of magical and technological advancements that rival any of the other kingdoms. While much of the knowledge of the Collective is gathered through the various reconnaissance missions and stealth operations performed by doppelgangers on the mainland, there are a number of intact libraries on the island that contain wisdom and lore recorded prior to the Schism.

Doppelgangers will do everything in their power to protect the secrets of the Collective. When would-be invaders approach, the doppelgangers use their shapeshifting abilities, illusion magic, and the mystical armory at their disposal to repel any and all comers. Doppelgangers are notoriously difficult to interrogate, but most will end their own life rather than betray the secrets of the Collective. Fortunately, most interrogators don't even know to ask about the mysterious nation.

LUXANIA

Luxania is a magical kingdom of wonder and sorcery. The birthplace of the Spellscorched, Luxania has survived horrors and war since the Schism began. Though the nation has been nearly razed to the ground a dozen times, the Keepers of the Arcane continue to preserve what they can of the past and rebuild what they cannot.

The people of Luxania are not particularly xenophobic or isolationist, they simply have very little interest in what occurs beyond their borders. Aside from a cool, but pleasant trade relationship with the people of the Orclands, the Spellscorched of Luxania rarely leave their island home. Throughout history, Luxania has always accepted refugees and immigrants. The majority of the non-Spellscorched population are descended from such backgrounds.

Luxania is rumored to be a repository of knowledge rivaled only by some of the hidden libraries of the Untamed Gauntlet. On occasion, adventurers risk the journey to the far-off kingdom in the hope of finding enlightenment. Few make it all the way, and fewer still return. Those that do come back from the Kingdom of Luxania speak of a peaceful and prosperous land of learning.

MADREA

Madrea makes up a large portion of the southern edge of the continent. Compared to even Chandra's Haven, the majority of Madrea is a safe and well-maintained utopia. Monsters in the region are fairly uncommon, the people are well-fed and educated, and daily life is fairly uneventful. The rural areas of Madrea are largely farms and ranches. The cities boast universities and bazaars. The Madrean Guard keeps most monstrous and humanoid threats contained, and life in Madrea is simple. Many adventurers speak of a desire to one day retire to Madrea.

THE ORCLANDS

Beyond the Kingdom of Luxania, at the furthest western edge of the known world, sits the Orclands. This island is ruled entirely by the mysterious and insular orcs, who rarely leave their holdings. No successful invasion has ever been staged on the Orclands, and only the Luxanians are known to have even sporadic contact with the orc people.

THE SHARD

Home to the vampire Lady Daniela Moldoveanu who rules this land from the throne room of Castle Moldov, the Shard is a refuge for undead, lycanthropes, gargoyles, and various other monstrous creatures. Despite being under the rule of an undead monarch, the shard is home to all varieties of humanoids. Any living humanoid who lives within the Shard must pay a blood tithe. Once fortnightly, a vampire visits each home within their territory to feed upon the inhabitants. Refusal to invite the vampire into one's home results in forfeiture of all claims to the home and the property within. Generally, the vampire will order the home burned to the ground as a lesson to the surrounding villages in etiquette.

The Shard is extremely well defended. Adventurers seeking to cleanse the land of evil or some such nonsense would be well advised to remain further inland.



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