Circe Unmastered

Rules for Random Play

Introduction

Role-playing games are meant to be run with an impartial referee who plans out adventures ahead of time and looks over all the myriad details of running the game. But sometimes the referee can't run a game. Typically when this happens, the playing group either cancels the session entirely, or ends up playing a board game. But it doesn't have to happen this way. The rules detailed in this document allow the players to run a session without a designated referee, and with no more than fifteen minutes of pre-game preparation. It gets around the DM problem by separating the DM's work into six main tasks.

Essentially, the game is run via a set of random tables, with each player using die rolls and their own common sense to carry out their assigned task. Each player is required to use a little discretion and a little impartiality, but only in one area of the game; and so they are still able to play and advance their character. The Master is allowed to fudge with the results, modifying things as desired. Masters are encouraged to make up different items not currently on the lists.

Breaking the tasks up into smaller parts has other benefits as well. Since each player can concentrate on a single task, he can devote more time to it than an all-encompassing referee could. Surprisingly, play goes a lot faster than under a single DM. As the Map Master is drawing the lines for the new room, the Monster Master has already determined the presence and identity of the monsters in the room and is already planning strategy. And while the treasure is being determined, the map master has already figured out what the next room shall be. Play moves swiftly from combat to mapping and back.

Player Tasks

Since the optimum gaming group size is about six people, the referee's tasks have been broken into six areas. If there are fewer than six people, some of the tasks can be combined or eliminated. For example, if there are only four people, the following is a good division of labor:

Map Master & Number Keeper
Campaign Master & Monster Master
Trap Master & Map Keeper & Fund Keeper
Treasure Master & Character Master

Campaign Master

The Campaign Master's primary responsibility is the administration of the game world and the running of NPCs outside of combat. He is also tasked with deciding on any rule which does not fit under one of the other Masters, or on any rule disputes which cannot be resolved through a vote.

In a group with fewer than six players, this task can be given to one of the other players doing any of the other tasks.

Character Master

The Character Master is responsible for administering all aspects of character generation and advancement. He determines costs and time requirements for training, supervises over training rolls, and rules on research of new spells. This duty can be combined with the Treasure Master if there are not enough players to fulfill all of the tasks.

Map Master

The Map Master generates the dungeon setting. He also referees spells which affect the characters' surroundings if another Master does not have priority in that area. The Map Master has a lot to do during the adventure so should not take on more tasks. The Map Master should be a "middle of the party" type character, not a "scout."

Monster Master

The Monster Master determines and runs any and all monsters the party encounters. The Monster Master also referees any monster related rules, such as all combat rules, special monster powers, spells cast by monsters, and any and all traps set by monsters. As the Monster Master will have his hands full running the monsters, it is suggested that he play a non-combat oriented character, such as a thief. In any case, control of this character will pass to another player or the character will simply stay out of combat.

The Monster Master also has a big job to do, but this work occurs primarily during combat. Thus this job could easily be combined with the Campaign Master, Treasure Master or the Character Master.

Trap Master

The Trap Master is responsible for determination and administration of any and all traps found by the party. This duty should be given to a player who is not running a thief or other character that would be employed in disarming or triggering the trap. The trap master also referees rules, spells, etc. related to traps. Obviously, the trap master should play a non-thief (a fighter or cleric, for example).

This task is not critical to the game and could be dropped if the group decides to not use traps or tricks. It is also a fairly simple task that could be combined with any of the other tasks.

Treasure Master

The Treasure Master determines the treasure won by the players and magic items found or designed by the players. He has the ability of reducing, re-rolling, or skipping any treasures he deems severely unbalancing. The treasure master also referees any rules disputes over magic items.

This job is fairly minor but it cannot be left out. If need be, it could be combined with any of the other tasks.

Other Player Tasks

The above six tasks are the major time consuming tasks to be performed, but there are other minor jobs that should be assigned before play starts:

- **Number Keeper**. One person should be assigned the responsibility of keeping track of time so that long duration effects, sleep periods, etc. can be managed. The Number Keeper can also be assigned the task of tracking hit point losses, fatigue, and so forth as needed.

- **Funds Keeper.** When the Treasure Master announces treasures received, this person notes them and keeps track of party expenses.

- **Map Keeper.** While the Map Master is drawing the map on a mat or playing surface, another player should be drawing the map on graph paper. He should keep notes about things discovered in the various rooms (traps, tricks, possibilities of secret doors, etc.) This is a good job for the Trap Master, as they can note undiscovered traps or more clearly label trap effects.

Campaign World

The Campaign Master's primary responsibility is the administration of the game world and the running of NPCs outside of combat. He is also tasked with deciding on any rule which does not fit under one of the other Masters, or on any rule disputes which cannot be resolved through a vote.

As this is a no-DM game, it is not expected that there will be much in the way of global organization of the campaign, but simple hack-n-slash gaming can become somewhat boring after awhile. The Campaign Master should provide a rational for why the characters are entering the dungeon and should provide for a skeletal world outside the dungeon.

The Villain

To allow for a sense of closure to the adventure, there will be a "main villain" in the adventure. After characters are rolled up, the villain's details will be created.

Villain is:

A mad wizard and his monstrous creations and star apprentice.

A group of evil cultists and their head priest.

Leader of a band of humanoids bent on evil.

Queen of an insect hive.

A single, solitary but very powerful monster such as a dragon, giant, or lich.

A group of rival adventurers are also in the dungeon. There is a 50% chance that a given room was already defeated and looted by the rivals and a cumulative 1% chance of encountering them in any room (restart count after meeting the other party.)

The Goal

The players are undertaking the dungeon expedition for a very specific reason. It is possible that they have several reasons, and may roll on the following table multiple times.

Rescue someone trapped in the dungeon or by the villain.

Bring the villain to justice

Recover a special item stolen or possessed by the villain

Complication

Often there is some detail that colors the goal somewhat.

One of the characters owns the dungeon.

There is a time limit to when the task can be completed.

Characters have additional expenses and must maintain a specific cash flow to continue adventuring.

Characters are trapped in the dungeon from the very start.

Other Mastering Tasks

The Campaign Master should, at the start of the game, make sure that the other Masters perform several tasks to prepare for the endgame.

The Map Master will draw a multi-room area at the start of the game where the villain will be found. The Treasure Master will decide on a few magical items the villain will be able to access and the villain's treasure hoard. Meanwhile, the Monster Master will determine the villain's identity and stats, as well as designing some minions to populate the multi-room area designed by the Map Master. The Monster

Master is allowed to look at the magical items determined by the treasure master, and at the multi-room area drawn by the Map Master.

The villain and his details will be set aside once the game starts. At some point the Map Master will decide to place the villain. He will begin drawing the multi-room area and the Monster Master will begin running the villain.

Character Generation

The Character Master is responsible for administering all aspects of character generation and advancement. He determines costs and time requirements for training, supervises over training rolls, and rules on research of new spells. This duty can be combined with the Treasure Master if there are not enough players to fulfill all of the tasks.

Character Generation

Standard Circe rules will be used for generating characters. The Character Master will decide on the method used to generate characters and will make any and all rulings related to character professions and races allowed.

Equipment Purchases

It is suggested that the characters be kept poor at the start of the game. If they are not able to buy everything they want, then treasure will be that much more valuable. All characters will begin with 25 gp.

Random Dungeon Generation

Use the random dungeon generation tables in the First Edition Dungeon Master's Guide to create the dungeon. Replacement tables are given below; these provide a more interesting session in that there are fewer "empty room" and "no encounter" results.

Each square on the map is five feet per side.

Table D.1: End of Corridor

Die	Result
1	Creative fit, up to 5 squares space.
2	Turns right 90 degrees and runs d6+2 squares straight.
3	Turns left 90 degrees and runs d6+2 squares straight.
4	Corridor tees. Both branches are d4+2 squares long.
5	Cross in corridor. All branches are d4+2 squares long.
6-7	Continues straight d6+2 squares.
8-9	Blank wall.
10	Stairs down one level.
11-12	Door on {1-2 right, 3-4 left, 5-6 both} walls and continues straight d6 squares.
13	Door at end of passageway.
14-19	Opens into a room.
20	If on first level, exits dungeon. Else, stairs up one level.

Table D.2: Behind Door

Die	Result
1	Nothing - false door.
2	Closet. 1 square room.
3-6	Corridor ahead d6 squares.
7	Stairs down one level.
8-17	Room.
18	Corridor to the right, d4+2 squares.
19	Corridor to the left, d4+2 squares.
20	Corridor running both directions d4 squares.

Table D.3: Room shape and size

Die	Result
1-2	Square, 10'x10'.
3-4	Square, 20'x20'.
5-6	Square, 30'x30'.
7-8	Square, 40'x40'.
9-10	Rectangular, 10'x15'.
11-12	Rectangular, 10'x20'.
13-14	Rectangular, 15'x20'.
15-16	Rectangular, 15'x30'.
17-18	Rectangular, 20'x30'.
19	Rectangular, 30'x40'.
20	Unusual shape and size. Roll on D.4.

Table D.4: Unusual room shape and size

Try to put room entrance in the center of one wall if possible.

Die	Result
1-5	Creative fit. d6x100 sq. ft.
6-10	Circular. Diameter (d6+2)x5'.
11	Oval. (d4+1)x5' wide, (d4+3)x5' long.
12	Triangular. Base is (d4+2)x5' long; height is (d6+1)x5'.
13	Trapezoidal. Base is (d4+2)x5' long, height is (d4+1)x5', top is d4x5'.
14	Hexagonal. Distance between opposite sides is (d4+1)x5'.
15	Octagonal. Distance between opposite sides is (d4+2)x5'.
16-20	Cave. Draw creatively, d10x100 sq. ft.

Table D.5: Room exits and traps

Roll once on this table for each 400 square feet of area of the room. Place exits symmetrically in the center of each wall if possible.

Die	Result
1-5	No exit.
6-10	Door.

Trap or Trick Presence

Corridor

10% chance of trap
5% chance of trick

Stairs

15% chance of trap

Door

Die	Result
1-3	Door is stuck
4-11	Door opens normally
12-15	Door is locked
16-17	Door is trapped
18	Door is a false door
19-20	Roll twice with 3d6

Room

Die	Result
1-8	Nothing
17-18	Room Trap
19-20	Room Trick

Treasure Container

10% chance of trap on container.

Random Trap Selection

The trap master will decide on the exact nature of encountered traps. The following tables are provided to allow random determination of the trap:

16-20   Roll twice more on this table.

Table T.1: Room or corridor trap

Die	Result
1-4	Trip wire. First character passing through trapped area will automatically trigger trap. Detect trap rolls are at +20%. Wire activates trap when (1-2 broken, or 3-6 pulled.) Non-thief characters can detect these traps 10% of the time if actively looking for traps, 25% of the time if actively looking for trip wires. Roll on table III for effect.
5-8	Levered flagstone. Each character passing through area has a 50% chance of setting off trap. Roll on table III for effect.
9	Doors close and lock. Walls begin to squeeze in. Characters will die if they don't find a way out.
10	Ball trap. Huge metal or stone ball begins rolling down passageway or across room. Damage is 2d10, save vs death to escape it.
11	Caltrops have been scattered across floor. Damage is 1d6 to first d3 people entering room. 25% chance caltrops are poisoned (see table IV.)
12	Magical trap. See table V.

Table T.2: Door or container trap

Die	Result
1	Hinge spring. When item is opened, trap is activated. Roll on table III for effect.
2	Levered flagstone in front of item. Roll on table III for effect.
3	Contact poison on (1-4 container, 5-6 contents). Roll on table IV for effect.
4-5	Needles in (1-4 lock, 5-6 handles). 90% chance of poison (toll on table IV for effect.)
6-7	Wire connected to item leading to trap in wall. Roll on table III for effect.
8	Poisonous snakes or insects inside container. Rot grubs in door.
9	Snapping trap. Item opens normally, but when anything passes into item it will reveal blades and snap shut, doing 2d6 points damage.

10	Stone slides slowly down to block up to d6 exits. One character can run and get to the other side of the block if he makes a successful dex check. Anyone failing the check or otherwise under the block will take 4d8 hp damage and lose a limb.
11	Releases portcullises to block up to d6 exits. One character can run and get to the other side of the block if he makes a successful dex check. Anyone failing the check or otherwise under the block will take 2d6 hp damage.
12	Magical trap. See table V.
13	In corridor, there is a deep dip filled with poison gas.

Table T.3: Directed trap

Die   Result

1-2	Spring darts. Each character in area of effect is attacked by d6+2 darts. For each dart, save vs. breath weapon or take d3 points damage. Characters in plate armors get a +2 to saving throw. 20% chance darts are poisoned (see poison table.)
3-4	Arrows. Same as darts, but d6+1 arrows which do d6 hp damage. Save is at +1. 10% chance arrows are poisoned (see poison table.)
5-6	Spears. Same as darts, but d6 spears which do d6 hp damage. Save is at -1. 5% chance spears are poisoned (see poison table.)
7	Falling block from ceiling. Save vs. death or take 3d12 hp damage.
8-9	Poison gas. Roll on table IV for effect.
10-12	Pit trap. Roll d6 for depth: 1-3. 10', 4-5. 20', 6. 30'. Damage is d6 per 10' fallen. 50% chance to fall in.
13	Locking Pit trap. Roll d6 for depth: 1-3. 10', 4-5. 20', 6. 30'. Damage is d6 per 10' fallen. 50% chance to fall in. 50% chance pit will flood with water once pit is locked. It will fill in 3-8 rounds.
14	Pit trap. Roll d6 for depth: 1-3. 10', 4-5. 20', 6. 30'. Damage is d6 per 10'

fallen. 50% chance to fall in. Walls of pit will move together crushing character in 5 rounds.

15	Spiked pit trap. Roll d6 for depth: 1-3. 10', 4-5. 20', 6. 30'. Damage is d6 per 10' fallen, plus 2d6 for spikes. 50% chance to fall in. 25% chance spikes are poisoned (see poison table.)
16	Oil pours on character followed by flaming cinder doing 2d6 hp damage unless save vs. magic is made.
17-18	Scything blade. Damage is 3d6.
19	Ceiling lowers slowly toward floor, taking one turn before it reaches the floor.
20	Magical effect. Roll on table T.5.

Table T.4: Poison

Die   Result

1. Type A
2. Type A
3. Type A
4. Type B
5. Type B
6. Type C
7. Type D
8. Acidic. Save vs. poison or take d4 hp damage. All metal items save or become corroded and will break as soon as used.
9. Sleep (as *sleep* spell but lasts 2d6 turns).
10. Paralytic. Save vs. paralyzation or be paralyzed for d6 hours.
11. Nausea. Save vs. poison or spend d6 rounds retching and vomiting. Attack is at -4 to hit, no dex bonus for AC, no strength bonus for damage.
12. Fear. Run mindlessly 120 feet {1-2 ahead, 3-6 behind} unless save vs. poison made.
13. Weakness. Lose 2d4 points strength for d8 turns.
14. Obscuring. Can only see one square. Affects infravision as well.
15. Blinding. 5% permanent, otherwise lasts 2d6 turns.

16. Slowing. Movement ¼, Initiative at +4 penalty, ROF and # attacks reduced to ¼ normal. Lasts 2d6 turns.
17. Choking. Save or fall to ground and be unable to move. After 4 rounds save vs. death or die (each round). Take d6 hp damage each round after the 4th.
18. Corroding. Make saving throws for all non-magical metal items. If failed the item will become brittle and will break on its next use.
19. Sickness. Character is unable to fight and needs assistance to move. Effect lasts 2d20 hours.
20. Multi-effect. Roll two more times on this table.

Table T.5: Magical Trap

Die   Result
1. Rune carved in item or on wall
2. Statue. Effect occurs when statue is touched or moved.
3. Glowing blue web of mana hanging in mid-air
4. Wooden pole with carved symbols and faces upon it.
5. Pentagram on floor
6. Tapestry with magical weavings
7. Small figurine
8. Pool
9. Fountain
10. Chair. Effect occurs when sat in.

Table T.6: Magical Trap Effects

Die   Result
1. (d6 + dungeon level) HD Lightning bolt
2. (d6 + dungeon level) HD Explosion. Damage is (# HD)d6 points to everyone within 20 feet, half to all within 30'. 20% chance of characters are deafened d6 rounds (save vs. paralyzation to avoid). 10% chance of causing a cave-in (those within 20' of collapse take an additional d10 hp damage and must save vs. death or be crushed to death; those still conscious can make a strength check on %dice to dig themselves free.)
3. (d6 + dungeon level) HD Fireball
4. One magic item is disenchanted.
5. Teleported to: { 1. Dungeon entrance, 2. Surface directly above the room or corridor, 3. Nearby city or town, 4. Other area of dungeon (same level), 5. Other area of dungeon (1 level up), 6. Other area of dungeon (1 level down), 6. Another dungeon's 1st level. }
6. *Light* cast on character's eyes.
7. Summon a monster.
8. All of character's possessions teleported to another room. From now on, each new room entered has a 5% chance of containing the equipment.
9. Level drain. Save vs. death or lose a level. 1st level characters die when drained and become zombies.
10. Character goes berserk and attacks everyone in sight for 2d6 rounds.
11. Character permanently cursed (-1 to hit, -1 damage, -1 on saves.)
12. Electric shock. D12 hp damage
13. Character turned to stone.

Special Effects

Tricks are unique things which are sometimes beneficial and sometimes detrimental to the party.

Table S.1. General Features

Die   Result
1. Elevator room. Descends one level and does not ascend for 5 hours.
2. *Illusion* of a treasure. Roll on table V.1.
3. Pool. Roll on table S.2 for effects when drunk. 25% of these pools will have a single effect, the rest will have a different effect for each drinker. 10% can be drunk from multiple times by the same character; the rest are once per character.

4. Fountain. Roll on table S.2 for effects when drunk. All fountains have a single effect and can only take effect once per character.
5. Statue or idol. Roll on table S.2 for effects when touched.
6. Altar. Roll on table S.2 for effects when touched.
7. Floor is covered in water about a foot deep.
8. River d6x5' (or as fits) wide bisects room. 10% chance of a bridge. 10% chance of a water frequenting creature to be present. If characters travel downstream, roll d10: 1-4 river flows deeper underground; 5-6 river opens into another room in dungeon some distance away; 7-8 river reaches surface after d6 minutes make a con check to avoid drowning or getting stuck in river; 9-10 river reaches surface, but after 3d20 minutes. 10% chance river is magical, in which case roll on table S.2 for effect when {1-3 drunk, 4-6 touched}.
9. Force field. Can be *dispelled*.
10. Tapestries. 10% chance of an effect when touched; roll on table S.2.
11. Fire. 75% chance of an effect when touched; roll on table S.2.
12. Room has pillars. There is a 25% chance that touching any of the pillars will produce an effect; roll on table S.2.

Table S.2. General Effects

Die **Result**
1. Aged 10 years.
2. Permanently lose d4 hit points.
3. Cursed to emit a very loud buzzing noise.
4. One of target's magic items is disenchanted.
5. Completely blind for 2d6 days.
6. Permanently turned into a toad. Dispel Magic or Remove Curse to fix.
7. Anything touching item begins to turn to a metal at a rate of 1 lb per round. Metal is (1. gold, 2. silver, 3. copper, 4. lead, 5. bronze, 6. steel).
8. Adds (1-3) or subtracts (4-6) from one characteristic (1. strength, 2. dexterity, 3. constitution, 4. intelligence, 5. wisdom, 6. charisma, 7. luck, 8. perception).
9. Terrible taste causes vomiting and loss of 1 hp.
10. Gain magical ability to levitate 1x per day
11. Skin turns dark green, hair falls out, skin gets warty. Lose d3+3 points charisma. Gains a taste for flys. People run from character screaming "Troll! Troll!" Heroes try to bash PC with torches.
12. Fluids problem. Character urinates continually, esp. in times of stress or when very relaxed. The amount of fluid lost is extreme; character will dehydrate unless he drinks a quart of water per hour. If a day passes without proper hydration, then character will lose 1 hp per hour in which no water was consumed.
13. Gain a psionic wild talent.
14. If a pool or fountain, is poisoned (roll on poison table in traps section). If not a pool or fountain, then is trapped (roll on trap table).
15. Teleports to another area of dungeon on {1-4 same level, 5 one level up, 6 one level down}.
16. Teleports to outside dungeon
17. Talks. Will grant one wish to one character of its alignment and d20 hp damage to all those not so.
18. Changes sex.
19. Enlarges character by 50%.
20. Reduces character by 50%.
21. *Invisible* monster. Roll on table M.1.
22. Turns character *gaseous*.
23. Releases coins.
24. *Polymorphs* character.
25. Reverses gravity for d6 turns.
26. *Flesh to stone*.
27. Trades mind of character with a random party member.
28.
29.

30. Roll on this table d4 more times.

Solo Play

In truth, this system is not really referee-less. The tasks have not been eliminated but have been spread throughout the players. To play the game solitaire, the following rules should be used.

Simplifications

The solo player's task is going to be difficult enough as it is. To simplify matters, make the following rule changes. Ignore fatigue rules except for spell effects. Do not use the fast or deliberate phases. Roll one die for each side, not for each attack. Do not use multiple attacks - both players and monsters are restricted to a single attack and a single defense (or replace one or the other with a movement.) All out actions are not allowed.

Further, do not do any spell design - the temptation to tweak spells in one's favor is too strong.

Ambiguities

In any situation where there is a question on rules, the player must make a die roll, with even indicating one decision, and odd the other.

Traps

If a trap is indicated, the player must make *one* detection check and *one* disarm check. If either are failed, then the trap is sprung. The trap will only affect the character performing the check.

Monster Strategy

Monsters and combat opponents must be played as though they were highly experienced and well trained - in other words, they will not make silly or stupid decisions. They will all fight to the death and will never bargain or parlay. If they win the battle, they will steal the character's possessions and eat or destroy the corpse. Monsters will never chase after fleeing opponents.

Monster Presence

Wandering Monsters

There is a 5% chance of a wandering monster for every 30 feet of corridor explored.

Room Monster

There is a 50% chance that a monster will be present in a newly explored room.

In room explored on a previous day their is a 10% chance of a new monster being present.

Random Monster Selection

The Monster Master will roll up the identity of the monster encountered by the party on the following monster tables. The monsters are not organized by powerfulness or rarity, so when rolling up monsters, both these factors should be taken into account. In the case of multiple creatures, not all of them may be present in the encounter area but in nearby rooms or corridors.

Table M.1: Wimpy Monsters

Die	Result
1.	**Ant, Giant** (3-10) AC 3; Thac0 16; Dam d6/2d4; HD 2/3; Mv 18; Mor 9; Sz T(2') Workers: HP 3x10, 4x12, 3x16; XP: 40, 45, 50 Warriors: HP 3x14, 4x19, 3x22; XP: 190, 225, 250 SA: Poison Sting - If bite successful, gets a chance to sting for 3d4 hp, save vs. body for d4 hp.

2. **Black Shaper** (1) AC 0; Mv 18; HD 3; Thac0 18; # Attacks variable; Dam: Variable; SA: shape change; SD: Immune to bludgeoning attacks, half damage from slashing attacks. Mor 10; Sz M (var.); XP 250. Is a mass of black, rubbery protoplasm. It can shape itself as it wishes, but fine detail (like faces, hair, etc.) are beyond its capabilities. It can make any number of attacks it wishes, but the damage done is inversely proportional. The number of attacks and the damage done per attack is as follows: 1:3d8, 2:2d6, 3:1d8; 4:d6, 5-8:d4, 9-19:d2, 20+:1. Black shades live for many centuries and spend most of their time sitting motionless. While they can move rapidly they prefer to not move at all. They have no minds to speak of, but they possess an animalistic intelligence. They will generally hide from people invading their territory and will only attack when they are sure of victory. These creatures can be trained and are sometimes used as guards.

3. **Beetle, Fire** (1-2) AC 4; Mv 12; HD 1+2; Thac0 19; Dam 2-8; Size S(2½'); Mor 12; HP: 10 ea.; XP: 50 ea.; Treasure: Nil

4. **Brown Bear** (1-2) AC 6; Thac0 15; Dam 1-6/1-6/1-8; HD 5+5; Mv 12; Mor 9; Sz L SA: Hug (Paw hit on 18-20 does +2d6 Dam); SD: Continue fighting until -9 hp or below 0 for d4 rnds. HP:35, 38; XP: 510, 540

5. **Bugbear** (2-5) AC 5; Thac0 17; Dam 2-8 or by weapon; HD 3+1; Mv 9; Mor 10; SA: Surprise -3, +2 dam; Sz L(7'); Treas: d20 core, d6-3 crown ea HP: 12, 16, 21, 22, 23; XP:150,170,200,200,200

6. **Cockroach, Giant** (1-100) AC 3; Mv 18; HD 2; Thac0 19; Dam 2 bites at d6 + 5% chance of disease (save vs. poison); Mor 6; XP 35;

7. **Frog, poisonous** (10) AC 8; Mv 3, Sw 9; HD 1; HP 8; Thac0 19; dam 1 hp; Poison save at +4, type L: 2-8 min. 10/0 hp; size T (6"-1') Mor 6; XP 75 ea.

8. **Gelatinous Cube** (1) AC 8; Thac0 16; Dam 2-8; HD 4; Mv 6; Mor 10; Sz L (10' cube); Hp 15-30; XP 500; Treasure: misc.; SA: paralyze 5-10 rnds if save vs. paralyzation missed. Cold based attacks only slow 50% if save failed. Electricity, fear, hold, paralization, polymorph and sleep have no effect.

9. **Ghoul** AC 6; Mv 9; HD 2; Thac0 19; Dam 1-3/1-3/1-6; SA: Paralyzation; Size M; Mor 12; XP 175

10. **Goblin** (4-24) AC 6; Thac0 20; Dam 1-6 (weapon); HD 1-1; Mv 6; Mor 10; Sz S(4') HP: 7 ea; XP: 22 ea; Treasure: 3d6 core ea.

11. **Gray ooze** (AC 8, Mv 1, HD 3+3, hp 19, Dam 2-16, SA: corrodes metal, affected only by blows and lightning).

12. **Green Slime** (1) AC 9; Thac0 19; Dam by dissolve; HD 2; Mv 0; Sz S; Hp 12; XP 100; SA: turns flesh into slime in d4 rounds; dissolves wood at 1 inch per hour; dissolves plate mail in 3 rounds; Can only be scraped off, frozen or burned. Cure disease works well, too.

13. **Hell Hound** AC 4; Mv 12; HD 4; Thac0 17; Dam d10 + breath; SA: Stealth (-5 to surprise rolls), Breath fire for 4 hp (save vs. breath weapon for half damage); SD: Immune to fire, only surprised on a 1-2 on d10; Size M; Mor 13; XP 270

14. **Hook Horror** AC 3; Mv 9; HD 5; Thac0 15; Dam 1-8/1-8/2-12; mor 11; XP 300; SA: if both hooks hit in a round, the beak automatically hits doing 2d6 points, and continues to automatically do 2d6 points per round until one claw is dislodged; SD: surprised only on a roll of 1. Strategy: try to ambush intruders.

15. **Kobold** (5-20) AC 7; Thac0 20; Dam 1-6; HD ½; Mv 6; Mor 9; Sz S(3') HP:4 ea; XP: 10 ea; Treasure: 2d10 sp, d6 gp, copper

16. **Kuo-Toa** (2-12) AC 4; Thac0 16 (15 w/ weapon); Dam by spear (+1 from str); HD 2; Mv 8, Sw 18; Mor 13; Sz M; Hp: 10-16; XP: 175; Treasure: none; Special abilities: weapons stick to shield 25% chance, open doors roll to free; special defenses: skin secretions make grappling, web, and tie actions 25% unsuccessful; can see invisible opponents, but can only see movement - characters who do not move cannot be seen. Immune to poison and paralysis, 60 foot infravision, sense vibrations 10 yards, **surprised:** only 1 in 10. Not considered humanoids for spells. Half damage from Electrical attacks, none if save successful. magic missiles do only 1 hp. -1 on attack rolls vs. bright light. -2 on saves vs. fire.

17. **Ogre** (1-3) AC 5; Thac0 17; Dam 1-10/weapon; HD 4+1; Mv 9; Mor 12; Sz L(9') SA: +2 Dam with weapon; Treasure: 100-600 core, 2d10 crown, d6-2 gems HP: 20,20,24;XP:460, 460, 515

18. **Orc** (6-30) AC 5; Thac0 18; Dam d8+1 (weap); HD 1; Mv 9; Mor 12; Sz M HP: 8 ea; XP: 25 ea; Treasure 10-100 core, d10-3 crown

19. **Owlbear** (1) AC 5; Thac0 15; HD 5+2; Dam d6/d6/2d6; SA: if get a claw hit on roll of 18+ it will drag victim into a hug doing beak attack + 2d8 hp/rnd; XP 750.

20. **Rat, Giant** (5-50) AC 7; Thac0 20; Dam 1-3; HD ½; Mv 12; Mor 7; Sz T(2' long) HP:4 ea; XP: 20 ea; Treasure: none (misc stuff in lair)

21. **Rothe** (2-20) Ac 7; Thac0 19; Dam d3/d3/d8; HD 2; Mv 9; Mor 8; Size M (4' high); XP 35; Int Animal; Strategy: attacks with two horms and bite

22. **Shadow** (2-20) AC 7; Thac0 17; Dam 2-5 + 1 str; HD 3+3; Mv 12; SD: +1 or better to hit, immune to *sleep*, *charm*, or *hold* spells, unaffected by cold based spells; SW: Can be turned by clerics; Sz M; Int Low; Align CE; XP 650. Anyone killed by a shadow (or whose str is reduced to zero) will turn into a shadow.

23. **Snake, poisonous** (1) AC 5; Mv 9; HD 2+1; HP 11; XP 200; Thac0 19; Dam 1 hp + poison: save +3, d4 turns, incapacitated 2-8 days; size S (5' long); Mor 8;

24. **Spider, Huge** (1-12) AC 6; Mv 18; HD 2+2; Hp 10-18; Thac0 19; Dam d6 + poison (15/0 +1 save); SA leaps 30 feet; surprise at -6; Size M (6' dia) Mor 8; XP 650; use camouflaged tunnels and holes

25. **Spider, Large** (2-20) AC 8; Mv 6, Wb 15; HD 1+1; hp 9; Thac0 19; Dam 1hp + (15/0) poison (+2 to save); Sz S (2' dia); Mor 7; XP 175; Webs are strong; for each pt str below 19, 1 rnd to free. Webbed individuals +4 to hit, no dex benes.

26. **Spider, Web tossing** (2-12) AC 7; Mv 12, Wb 15; HD 1+1; hp 9; Thac0 19; Dam d3 + paralytic poison (+4 to save, takes effect in d6 rnds); Sz S (2' dia); Mor 12; XP 200; Tosses a web at victim with a +4 to hit. Webs are strong; for each pt str below 19, 1 rnd to free. If the spider chooses to attack the prisoner again it gets a +4 to hit, but the webbed individuals may be able to attack the spider with small weapons (e.g. dagger), but at a -4 penalty to the attack roll. The victim must make another save for each bite taken.

27. **Spotted Lion** AC 5; Mv 12; HD 6+2; Thac0 15; Dam 1-4/1-4/1-12; SA Rear Claws 2d4 each; SD: Surprised onlt on 1-3; Sz l (4.5'-6.5') Mor 10; XP 420;

28. **Wereboar** (2-8) AC 4; Thac0 15; HD 5+2; Dam 2d6; Mv 12; SD: Hit only by +1 or silver; Size M; Mor 13; XP 650;

29. **Werewolf** (3-18) AC 5; Thac0 15; HD 4+3; Dam 2-8; Mv 15; SA: Surprise; SD: Damaged only by +1 or silver; Size M; Mor 12; XP 420

30. **Wolf** (2-12) AC 8; Thac0 18; HD 2+2; Dam 2-5; Mv 18; Mor 10; Sz S(2'-4') HP: 5x11,4x15,3x18;XP: 75, 85, 100

Table M.1: Tough Monsters

Die   **Result**

1. **Basilisk, lesser** AC 4; Mv 6; HD 6+1; Thac0 15; Dam 1-10; Stonegaze; Mor 12; Size M (7'); XP 975

2. **Carrion Crawler** (1-6) AC 3 (head) / 7 (body); Thac0 17; Dam d2, 8 x paralysis for 2d6 turns unless save made; HD 3+1; Mv 12; Mor 20; Sz L (9' long); XP 270; Weaknesses: Rely heavily on sight and smell.

3. **Dragon, Black** (1) AC: 1 (base); Thac0 9 (base); Dam d6/d6/3d6; HD 12 (base); Mv 12, Fl 30 (C), Sw 12; Mor 16; Size G (30' base); XP var; Int Ave (8-10); SA: breath weapon is 5' stream of acid 60' long (save for half damage), Spells at 5th level plus age modifier; Juvenile: *darkness* 3x per day 10' radius/age catagory. Adult: *corrupt water* 1x per day, 10 foot cube per age catagory SD: Innate water breathing; SW: ; Instinctive and cunning, prefer darkness and ambush. Strategy: Stalk for a few minutes to gauge the power of the foes, then use the powers of the swamp to weaken the party. Use the breath weapon, then close to melee. Stay in the water or near ground since trees and such limit flying. If escaping, fly away to not leave tracks, then hole up in a bog or deep pond.

4. **Dragonnel** HD: 8+4; HP: 29; AC: 4 (natural); Thac0 11; Dam claw, claw bite (d6, d6, 2d8); Mv 12; Mor 13; Size H (24'); XP:2000 ; Int Ave; SA: Tail slap 2d6 if do not attack with claws; SD: None; SW: None;

5. **Gargoyle** (2-16) AC 5; Mv 9; Fl 15; HD 4+4; Hp 15-30; Thac0 17; Dam 1-3/1-3/1-6/1-4; Sz M (6' tall); Mor 11; XP 650; Hit only by +1 weapons; surprise and swooping; Prefer to wound, not kill;

6. **Giant, Hill** AC 3; Mv 12; HD 12+2; Thac0 9; Dam by club (2d6+7) or fist (1d6); SA: Rocks (2d8); Size H; Mor 13; xp 3000;

7. **Giant, Fire** AC-1 (5); Thac0 5; Dam d8 or by weapon (2d10+10); HD 15+2-5 hp; Mv 12 (15); Mor 16; Size H (18'); XP 8000; Int 5-10; SA:strength bonus, hurl rocks for 2d10 points damage from 3 to 200 yards, can catch similar missies 50% of the time; SD: immune to nonmagical fire and heat, as well as red dragon breath.take -1 hp per die on magical fire. Strategy: Wait in ambush by a lava pool or hot springs and use fire as a weapon. Fight in disciplined groups throwing rocks until out of ammo or opponent closes.

8. **Giantkin, Verbeeg** AC 4; Mv 18; HD 5+5; Thac0 15; Dma by 2-handed sword +4(str); Size L (8.5-10' tall) xp 270;

9. **Golem, Flesh** AC 9; Mv 8; 40 hp; Tha0 11; Dam 2d8/2d8; Size L (7.5' tall); Mor 20; XP 5000;

10. **Golem, mini-iron** HD 6, Size M (3'), Thac0 15, Dam Sword 3d6+5 or fist 3d4+2, SF 0, AC 0, Mv 6, HP 40, XP 4000.

11. **Griffon** AC 3; Mv 12, Fl 30; HD 7; Thac0 13; Dam 1-4/1-4/2-16; Size L (9' long); Mor 12; XP 650;

12. **Guardian Daemon - Lesser** (1) AC: 1; Thac0 12; Dam d12/d12/d6; HD 8; Hp 64; Mv 9; Mor 16; Size L; XP 4000; Int Very (11-12); SA: Can speak all languages. 3x/day breath fire cone from 10' to 30', 10' wide at base, for 5d6 points of damage - save vs. breath weapon to take half dmage; SD: +2 or better magic weapon to hit, immune to all fire and *charm, fear, hold,* and *sleep* magic. SW: **Must remain within 90 yards of the object they were summoned to protect. Strategy: Remain at long distance and use breath weapon to maximum advantage. Appearance: Horned and frong-like.**

13. **Hell Hound** AC 4; Mv 12; HD 4; Thac0 17; Dam d10 + breath; SA: Stealth (-5 to surprise rolls), Breath fire for 4 hp (save vs. breath weapon for half damage); SD: Immune to fire, only surprised on a 1-2 on d10; Size M; Mor 13; XP 270

14. **Hook Horror** AC 3; Mv 9; HD 5; Thac0 15; Dam 1-8/1-8/2-12; mor 11; XP 300; SA: if both hooks hit in a round, the beak automatically hits doing 2d6 points, and continues to automatically do 2d6 points per round until one claw is dislodged; SD: surprised only on a roll of 1. Strategy: try to ambush intruders.

15. **Lizard, Fire** (1-4) AC 3; Mv 9; HD 10; Thac0 11; Dam d8/d8/2d8+breath weapon (fire, 5' wd base, 10' wd end, 15' long, 2d6 damage (save for half), Sz G (30' long), int 1, XP 5000, Mor 11-12

16. **Lurker Above** (1) AC 6; Mv 1, Fl 9; HD 10; Hp 30-70; Thac0 10; Dam d6; SA: -4 penalty to surprise; when opponent hit, constricts for automatic d6 hp and suffocation within 2-5 rnds. Target can only use short weapons which were in hand.

17. **Medusa** (1-3) AC: 5; Thac0 15; Dam 1-4; HD 6; Mv 9; Mor 14; Size M (6'-7'); XP 2000; Int Very 12; SA: Petrification, poison - creatures within 30 feet looking into its eyes are turned to stone unless a save vs. petrification is made; if opponent averts eyes, medusa rushes up and attacks with snakes - poison is save or die - range of 1 foot; SW: Creatures looking at a dead medua's head save at +1 (increases by +1 for each day head decays);

18. **Marid Genie** (1) HD: 13; HP: 60; AC: 0; Thac0 9; Dam 8d4; Mv 9, Fl 15 (B), Sw 24; Mor 16; Size H (18' tall); XP: 15,000; Int High (13-18); SA: Walk on water, Create water at will, and can make a 60' long jet (save vs. breath weapon) causing blindness and 1d6 hp damage. 26th level spellcaster, with *detect evil/good, detect invisibility, deetect magic, invisibility, assume liquid form* (similar to *assume gaseous form*), *polymorph self,* and purify water, all usable one at a time, twice per day each. Seven times per day they can: *assume gaseous form, lower water, part water, wall of fog,* or bestow water breathing upon others for a full day. Once per year they can use *alter reality*; SD: 25% magic resistance, Immune to water-based spells. Cold-based spells give them +2 on saves and -2 per die of damage, fire inflicts +1 hp per die with saves at a -1 penalty; Chaotic.

19. **Minotaur** AC 6; Mv 12; HD 6+3; Thac0 13; Dam 2d4/2d4; SA: Grapple and Charge +2 on surprise roll; Size L (7.5' tall); Mor 13; XP 1400;

20. **Neo-otyugh** (1) AC: 0; Thac0 9; Dam 2d6/2d6/d3; HD 12; Mv 6; Mor 17; Size L (8' diam.); XP 5000; Int Ave; SA: Grab opponent (2-4 hp/rnd, +2 tohit on bite, use as shield instead of squeezing - better AC by 1 and force attackers to hit grappled character with a successful attack roll of its own vs. the grappled character's AC). Grappled opponents with strength of 19 or greater can struggle for a round and automatically break free the following round, other characters must make a successful open doors roll to escape; SD: ; SW: ;

21. **Ogre Skeleton** AC 6; Mv 12; HD 6; Thac0 15; Dam d10; Sz L; XP 650

22. **Otyugh** (1-2) AC 3; Thac0 15 (6 HD) or 13 (7-8 HD); Dam d8/d8/d4+1, if tentacle attack succeeds, opponent is grappled and takes 2-4 hp/rnd and bite gets +2 to hit; SA Disease 90% likely, 80% of diseases debilitating, 20% fatal; SD: Never surprised; Mv 6; Mor 14; Sz M-L (6-7' dia); XP 650, 975, or 1400.

23. **Owlbear** (1) AC 5; Thac0 15; HD 5+2; Dam d6/d6/2d6; SA: if get a claw hit on roll of 18+ it will drag victim into a hug doing beak attack + 2d8 hp/rnd; XP 750.

24. **Thri-Kreen** (2-12) AC 5; Thac0 13; Mv 18; HD 6+3; Hp 30-50; Dam 4x(1d4)/2-5 or by weapon; SA: Successful bite == save or be paralyzed 2d8 rnds. Chatka d6+2 90'; SD Dodge Missiles on 9 or better; Sz M (5'-7'); Mor 11-12; XP 1400; Leap 20' up or 50' forward; Treasure: d4 gems;

25. **Troll** (1-12) AC: 4; Thac0 13; Dam d4+4, d4+4, d8+4; HD 6+6; Mv 12; Mor 14; Size L (9' tall); XP 1400; Int Low; SA: Sometimes throw stones before closing, doing d8 points damage at a range of 20 yards. 80% climb walls, poor hearing but acute sense of smell, if using a weapon, troll gets +5 on damage from strength; SD: starting 3 rounds after taking damage, regain 3 hp/round, continue regenerating even after slain; SW: Attack roll of 20 severs one of the troll's thin limbs, though the limb will continue to fight and rejoin the main body after combat; Only fire and acid cause permanant damage to the troll. Easily distracted by thrown down food.

26. **Umber Hulk** (1-4) AC: 2; Thac0 11; Dam 3-12/3-12/1-10; HD 8+8; Mv 6 Br 10-60 ft/turn; Mor 13; Size L (8' tall, 5' wide); XP 4000; Int Ave (8-10); SA: *confusion* if eyes are looked into (save vs. spell), infravision to 90 feet; SD: ; SW: ; Strategy: Dig to a point adjacent to main corridor, then spring out on startled opponent (-5 to opponent's surprise roll). Also: planned cave ins, dead-end tunnels. If battle going badly, tries to escape. If cornered, causes a cave-in (25% chance per round) and then digs its way out.

27. **Water Weird** (1) AC: 4; Thac0 15; Dam Nil; HD 3+3; Mv 12; Mor 13; Size M; XP 420; Int 12; SA: *Drowning* When encountered, transforms water into a serpentine form (taking 2 rounds) . Avter transformation, attacks as a 6 HD creature (thaco 15). Anyone hit must make a save vs. paralyzation or be pulled in and begin drowning. Character must make a save each round thereafter while still in water or die. SD: indetectable except by *detect invisibility*, sharp weapons only inflict 1 hp damage; SW: bludgeoning weapons cause normal damage; Cold spells work as *slow*, Fire based spells do half damage unless a save is made - then none. A water weird reduced to 0 hp reforms after two rounds with full hit points. *Purify water* instantly slays one creature.

28. **Wight, Crypt** (1) AC 5; Mv 12; HD 7; Thac0 14; Dam 1-4 + level drain, or breath weapon; Int high (15-16); Mor 14; XP 2500; Sz M; SD: Hit only by silver or enchanted weapons, unaffected by *sleep, charm, hold,* or cold-based spells, immune to poison, paralyzation, etc., normal fire does half damage, magic fire works normally, raise dead instantly fatal; SW: holy water does 2-8 points damage, dislike sunlight (though not harmed by it); Creatures drained to death by a crypt wight will turn into a crypt wight under the control of their killer, but usually the original crypt wight will turn the new undead into a noxious zombie using chemicals and magic that can only be performed by an undead creature. Level drain removes hitpoints, spell abilities, thac0 benefits, etc. Does not remove skill points gained. Places character halfway between post-drain level and pre-drain level. Breath weapon is a noxious odor which does 2d6 hit points damage unless a save vs. poison is made. Breath weapon is a cone 15' long and 10' wide at the end.

29. **Wolf** (2-12) AC 8; Thac0 18; HD 2+2; Dam 2-5; Mv 18; Mor 10; Sz S(2'-4') HP: 5x11,4x15,3x18;XP: 75, 85, 100

30. **Zombie, Noxious** (2-12) AC 5; Thac0 15; Dam (d8+2)x2; HD 6; Mv 12; Mor 14; Size M; XP 650; Int Ave; **SA:** Jump 30' forward and 10' up. Successfful claw attack indicates that a hand has disattached from the creature's wrist and has gotten a good grip on the victim's neck or face, doing an additional d6 points of damage (mainly from strangling) per round. Only two claws can so attach. Disattaching a single clutching claw requires two hands and a successful strength roll. If only one hand is used to pull the claw free then an additional 2d4 points damage are taking from tearing tissue. Holy water causes up to two claws to immediately disattach and has a 50% chance od destroying the claw or claws entirely. Removed claws will either return to their original owner or will become crawling claws (q.v.) **SD:** Noxious smell imposes a -4 penalty on attacker's hit roll unless a save vs. poison is made.

Treasure and Economy

One of the main motivators of the characters is to gain money for training and equipment. Most of the published treasure tables are a little too lucrative; generally one treasure is enough to get all the equipment the characters want and pay for several levels worth of advancement. In this system training costs have been brought down to within the range of a character's equipment.

Thus it is suggested that treasure rewards be kept sparse. A typical haul for a challenging monster should be on the order of 50-100 gp. Most treasures should be less than that.

Treasure Determination

For all treasures, roll on table 1 to determine the treasure's container and trap. For miscelleneous treasures, roll on table 2 to determine treasure composition.

Table V.1: Treasure Occurrence

Monster in Corridor or Wandering Monster

25% chance of treasure (as per "not in lair" treasure type)

Monster in Room

Die	Result
1-5	No treasure
6-8	As per treasure type of creature (treasure is hidden someplace in room)
9-10	As per treasure type of creature, (treasure is in an obvious place)
11-13	Roll once on miscellaneous treasure table
14-20	Roll in MT&A

Empty Room

Die	Result
1-18	No treasure

19   Roll on table V. 2 for the treasure container and then on the misc. treasure table.
20   Roll on table V.2 for treasure container and then on the MT&A tables.

Table V.2: Treasure container and trap

Die	Result
1.	Bags (1 gallon sized)
2.	Sacks (big enough for a person to fit in.)
3.	Small coffers (4" by 6-8" by 2-4" deep)
4.	Chests (knee high, a few feet across.
5.	Huge chests (metal,
6.	Pottery jars
7.	Metal urns
8.	Stone containers
9.	Iron trunks
10.	Loose
11.	*Invisible*. Roll on this table again with d10.
12.	*Illusion* (to change or hide appearance). Roll on this table again with d10.
13.	Secret space under container has the more valuable portion of the treasure. Roll on this table again with d8+1.
14.	Secret compartment in container has the most valuable item in the treasure. Roll on this table again with d6+3.
15.	Treasure is hidden under a loose stone in the floor. Roll on this table again with d10.
16.	Treasure is hidden behind a loose stone in the wall. Roll on this table again with d10.
17.	Treasure is in a small secret room or closet nearby. Roll on this table again with d10.
18.	- 20. Roll again on this table with d10.

Table V.3: Miscellaneous treasure composition

Die	Result
1-4	Roll on this table 2 more times on 3d6.
5-7	Nothing.

8-9	Copper. 1d10 x 100 coins.
10-11	Silver. 1d100 coins.
12	Gold. 2d20 coins.
13-15	Roll in MT&A.
16-17	Jewelry. d3 items.
18	Magic item.
19-20	d3 gems.

Table V.4: Monster Treasure Types:

Lair Treasures

Treasure Type	Copper	Silver	Electrum (x10)	Gold	Gems	Art Objects	Magical Items
A	100-300 25%	20-200 30%	30-180 35%	100-600 40%	1-10 60%	2-8 50%	Any 3 30%
B	100-600 50%	100-300 25%	10-100 25%	10-100 25%	1-2 30%	1-3 20%	Armor / weapon 10%
C	100-1000 20%	100-600 30%	10-60 10%	- -	1 25%	1-2 20%	Any 2 10%
D	100-600 10%	100-1000 15%	10-60 15%	10-200 50%	1-3 30%	1-4 25%	Any 2 + 1 potion 15%
E	100-600 5%	100-1000 25%	30-180 25%	20-400 25%	1-4 15%	1-4 10%	Any 3 + 1 scroll 25%
F	- -	300-1800 10%	100-400 15%	100-600 40%	1-8 20%	1-6 10%	Any 5 except weapon 30%
G	- -	- -	100-1000 50%	100-1000 50%	2d4 30%	1-4 25%	Any 5 35%
H	300-1800 25%	200-2000 40%	100-800 40%	100-1000 55%	2d6 50%	2-12 50%	Any 6 15%
I	- -	- -	10-60 30%	- -	1-4 30%	1-6 50%	Any 1 15%

Individual and Small Lair Treasures

Treasure Type	Copper	Silver	Electrum	Gold	Gems	Art Objects			Magical Items
J	3-24	-	-	-	-	-	-	-	-
K	-	3-18	-	-	-	-	-	-	-
L	-	-	2-12	-	-	-	-	-	-
M	-	-	-	2-8	-	-	-	-	-
N	-	-	1-6	-	-	-	-	-	-
O	10-40	10-30	-	-	-	-	-	-	-
P	-	10-60	1-20	-	-	-	-	-	-
Q	-	-	-	-	1-4	-	-	-	-
R	-	-	10-60	2-20	2-8	1-3	-	-	-
S	-	-	-	-	-	-	-	-	d8 potions
T	-	-	-	-	-	-	-	-	d4 scrolls
U	-	-	-	-	3d6/d3	d8 - 2	-	-	d4 - 3
V	-	-	-	-	-	-	-	-	2
W	-	-	1-8	5-30	2-16	1-8	-	-	d6-4
X	-	-	-	-	-	-	-	-	2 potions
Y	-	-	-	200-1200	-	-	-	-	-
Z	100-300	100-400	100-400	100-600	d6/d4 - 1	d20/d6 -3	-	-	d6 - 3