

# DUNGEONS & DRAGONS<sup>®</sup>



THE ORIGINAL  
ADULT FANTASY  
ROLE-PLAYING GAME  
FOR 3 OR MORE PLAYERS



# DUNGEONS & DRAGONS®



## Rules for Fantastic Medieval Role Playing Adventure Game Campaigns

Playable with Paper and Pencil and Miniature Figures

By Gary Gygax and Dave Arneson  
Edited by Steven J. Ege

for  
E.G.G. 1938-2008

© 1974-2008 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc.  
All Rights Reserved.



Wizards of the Coast, Inc.  
PO Box 707  
Renton, WA 98057

## Foreward

Once upon a time, long, long ago there was a little group known as the Castle and Crusade Society. Their fantasy rules were published, and to this writer's knowledge, brought about much of the current interest in fantasy wargaming. For a time the group grew and prospered, and Dave Arneson decided to begin a medieval fantasy campaign game for his active Twin Cities club. From the map of the "land" of the "Great Kingdom" and environs — the territory of C & C Society — Dave located a nice bog wherein to nest the weird enclave of "Blackmoor," a spot between the "Giant Kingdom" and the fearsome "Egg of Coot." From the Chainmail fantasy rules he drew ideas for a far more complex and exciting game, and thus began a campaign which still thrives as of this writing! In due course the news reached my ears, and the result is what you have in your hands at this moment. While the C & C Society is no longer, its spirit lives on, and we believe that all wargamers who are interested in the medieval period, not just fantasy buffs, will enjoy playing Dungeons & Dragons. Its possibilities go far beyond any previous offerings anywhere!

While it is possible to play a single game, unrelated to any other game events past or future, it is the campaign for which these rules are designed. It is relatively simple to set up a fantasy campaign, and better still, it will cost almost nothing. In fact you will not even need miniature figures, although their occasional employment is recommended for real spectacle when battles are fought. A quick glance at the Equipment section of this booklet will reveal just how little is required. You have everything needed with this edition of the game except pencil and paper. The most extensive requirement is time. The campaign referee will have to have sufficient time to meet the demands of his players, he will have to devote a number of hours to laying out the maps of his "dungeons"

and upper terrain before the affair begins. The third booklet of this set will be of great help in this respect, for a number of helpful suggestions regarding how to accomplish it all have been given in order to help you accomplish the task with a minimum of time and effort. [This information is now included in the single book you have in your hand.] There should be no want of players, for there is unquestionably a fascination in this fantasy game — evidenced even by those who could not by any stretch of the imagination be termed ardent wargamers. The longevity of existing campaigns (notably "Blackmoor" in the Twin Cities and "Greyhawk" in Lake Geneva) and the demand for these rules from people outside these campaigns point towards a fantastic future. Tactical Studies Rules [now Wizards of the Coast, Inc.] believes that of all forms of wargaming, fantasy will soon become the major contender for first place. The section of this booklet entitled Scope [now covered in the Introduction] will provide an idea of just how many possibilities are inherent in Dungeons & Dragons.

These rules are strictly fantasy. Those wargamers who lack imagination, those who don't care for Burroughs' Martian adventures where John Carter is groping through black pits, who feel no thrill upon reading Howard's Conan saga, who do not enjoy the de Camp & Pratt fantasies or Fritz Leiber's Fafhrd and the Gray Mouser pitting their swords against evil sorceries will not be likely to find Dungeons & Dragons to their taste. But those whose imaginations know no bounds will find that these rules are the answer to their prayers. With this last bit of advice we invite you to read on and enjoy a "world" where the fantastic is fact and magic really works!

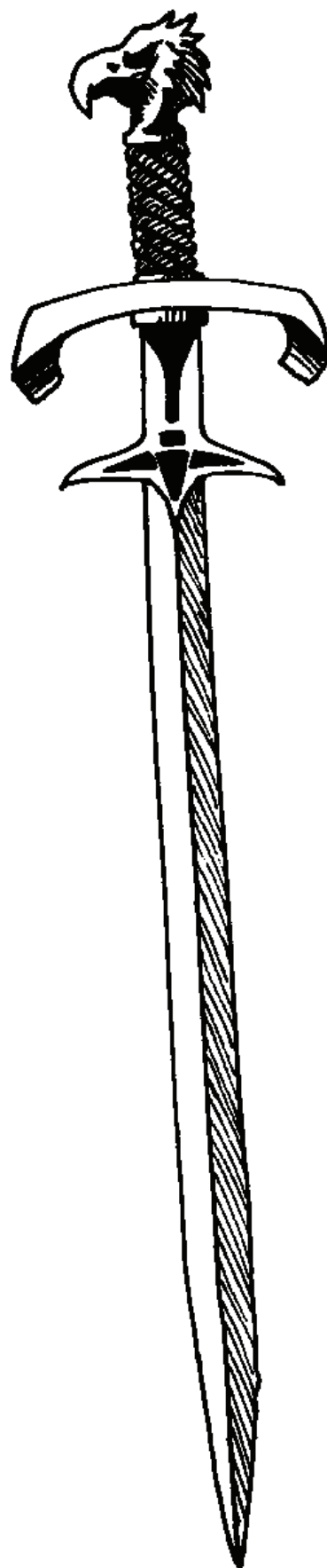
E. Gary Gygax  
TSR Hobbies, Inc.  
1 November 1973  
Lake Geneva, Wisconsin



# Table of Contents

<b>Introduction</b> .....	<b>5</b>	Cleric Spells.....	26
<b>Supplies</b> .....	<b>5</b>	1st Level Cleric Spells .....	26
<b>Players</b> .....	<b>5</b>	2nd Level Cleric Spells .....	27
<b>Characters</b> .....	<b>5</b>	3rd Level Cleric Spells.....	27
Character Creation .....	5	4th Level Cleric Spells.....	28
Requisites.....	6	5th Level Cleric Spells.....	28
Strength.....	6	6th Level Cleric Spells.....	28
Intelligence.....	6	7th Level Cleric Spells.....	29
Wisdom.....	6	Druid Spells.....	30
Dexterity.....	6	1st Level Druid Spells.....	30
Constitution.....	7	2nd Level Druid Spells.....	31
Charisma.....	7	3rd Level Druid Spells.....	31
Adjustments to Earned Experience.....	7	4th Level Druid Spells.....	32
<b>Races</b> .....	<b>7</b>	5th Level Druid Spells.....	32
Dwarves.....	7	6th Level Druid Spells.....	33
Elves.....	8	7th Level Druid Spells.....	33
Half-Elves.....	8	Wizard Spells.....	34
Halflings.....	8	1st Level Wizard Spells.....	34
Men.....	8	2nd Level Wizard Spells.....	35
Other Races.....	9	3rd Level Wizard Spells.....	36
Available Classes by Race.....	9	4th Level Wizard Spells.....	37
<b>Character Classes</b> .....	<b>9</b>	5th Level Wizard Spells.....	39
Cleric.....	9	6th Level Wizard Spells.....	40
Druid (Cleric sub-class).....	10	7th Level Wizard Spells.....	41
Fighter.....	10	8th Level Wizard Spells.....	42
Paladin (Fighter sub-class).....	11	9th Level Wizard Spells.....	43
Ranger (Fighter sub-class).....	12	Illusionist Spells.....	44
Wizard.....	13	1st Level Illusionist Spells.....	44
Illusionist (Wizard sub-class).....	13	2nd Level Illusionist Spells.....	44
Thief.....	14	3rd Level Illusionist Spells.....	45
Assassin (Thief sub-class).....	15	4th Level Illusionist Spells.....	46
Changing Classes.....	16	5th Level Illusionist Spells.....	46
<b>Alignment</b> .....	<b>17</b>	6th Level Illusionist Spells.....	47
Good vs. Evil.....	17	7th Level Illusionist Spells.....	47
Law vs. Chaos.....	17	General Note on Spells.....	47
The Nine Alignments.....	17	Saving Throws.....	47
Changing Alignment.....	19	Magical Research.....	48
<b>Languages</b> .....	<b>19</b>	Spell Books.....	48
<b>Equipment</b> .....	<b>19</b>	<b>Time &amp; Movement</b> .....	<b>48</b>
Costs and Weight.....	19	<b>Combat</b> .....	<b>49</b>
Encumbrance.....	19	Combat Sequence.....	49
Selling Loot.....	19	Surprise.....	49
Weapons.....	19	Initiative.....	49
Weapon Notes.....	20	Melee Rounds.....	50
Armor.....	20	Men vs. Monsters.....	50
Armor Notes.....	20	Monsters vs. Men.....	51
Goods and Services.....	20	Combat Resolution.....	51
Adventuring Gear.....	22	Poisoned Weapons.....	51
Special Substances and Items.....	23	Missile Weapons.....	51
Tools and Skill Kits.....	23	Magic Weapons.....	51
Clothing.....	24	Parries.....	52
Food, Drink, and Lodging.....	24	Cover.....	52
Mounts and Related Gear.....	24	<b>Monsters</b> .....	<b>53</b>
Transport.....	25	Monster Experience.....	91
Services.....	25	Use of the Treasure Table.....	91
<b>Non-Player Characters</b> .....	<b>26</b>	<b>Random Magic Determination</b> .....	<b>92</b>
<b>Spells</b> .....	<b>26</b>	Magic Item Descriptions.....	98
		Potions.....	98
		Scrolls.....	100

Rings .....	100
Rods .....	102
Staves .....	103
Wands.....	103
Miscellaneous Magic.....	105
Armor and Shield .....	118
Swords.....	118
Unusual Swords .....	120
Miscellaneous Weapons.....	121
<b>The Underworld.....</b>	<b>123</b>
A Sample Level.....	123
Tricks and Traps .....	125
Additional Tricks & Traps .....	125
Monstrous Tricks & Combination Monsters.....	126
Monster & Treasure Distribution.....	127
Maintaining Freshness .....	128
The Turn in the Underworld .....	128
<b>Random Encounter Tables .....</b>	<b>129</b>
Number of Wandering Monsters Appearing.....	129
Avoiding Monsters.....	129
Random Actions by Monsters.....	130
<b>Refereeing Example.....</b>	<b>130</b>
<b>The Wilderness.....</b>	<b>131</b>
Castles.....	131
Sighting Monsters .....	132
Surprise .....	132
Lost Parties .....	132
Wandering Monsters.....	132
Evading .....	134
Pursuit .....	135
<b>Construction of Castles &amp; Strongholds.....</b>	<b>135</b>
<b>Specialists .....</b>	<b>136</b>
Men at Arms .....	137
Obtaining Specialists & Men at Arms .....	137
Rumors, Information, and Legends.....	137
Player Character Support and Upkeep.....	138
Baronies .....	138
<b>Other Worlds .....</b>	<b>138</b>
<b>Aerial Combat.....</b>	<b>138</b>
Playing Area .....	138
Movement .....	138
Missile Fire .....	139
Melee .....	139
<b>Naval Combat.....</b>	<b>139</b>
Ships .....	139
Hull Points.....	140
Ship Modifications.....	140
Weather .....	140
Encounters at Sea.....	141
Combat at Sea .....	141
<b>Healing Wounds.....</b>	<b>142</b>
<b>Timekeeping.....</b>	<b>142</b>
<b>Afterward .....</b>	<b>142</b>
<b>References.....</b>	<b>142</b>
<b>Spell Index .....</b>	<b>143</b>



## Introduction

I started out by trying to compile all the rules presented in the Dungeons & Dragons® rules and supplements into one cohesive whole. Based on Bruce Mohler's prior work, I aimed to present this book as if it were the book that Eric Holmes had written all along, before severe editing pared down the rules to the 48 pages that exist today. The largest difference between Bruce's work, this work, and the original rules is the absence of both the rather poor Greg Bell art, and references/dependencies to Chainmail®. A major goal was to complete what Bruce had started, but as work progressed, the book was steadily becoming less a "Dungeons & Dragons compilation" and more of an "Advanced Dungeons & Dragons Light".

The original material has been edited for readability and reorganized into a cohesive whole. However, this work is more of a cosmopolitan whole than the original rules, in that things from virtually every edition of the Dungeons & Dragons rules make an appearance here. The presence of this very book hearkens back to the recent past, when people used the words written in the books as guidelines, and not hard and fast rules.

A common representation for dice is used through out this book. A four-sided die is a d4; a six-sided die is a d6, etc. If you should roll two six-sided dice, that would be represented as 2d6. If there is a bonus or penalty to added to the result roll, it is represented as a "+n suffix". For example, adding 2 points after rolling two six-sided dice would be represented as 2d6+2.

In addition, measures of length, rather than being in inches, have been converted to feet. As the original rules were written with the assumption that Chainmail was to be used as the default combat system, all measurements were originally written to fit that system. The assumption was that 1 inch equaled 10 feet.

## Supplies

The following supplies are required in order to play the game:

- This book
- Dice
  - 1 pair d4
  - 4 – 20 pairs d6
  - 1 pair d8
  - 1 pair d12
  - 1 pair d20
  - 1 pair d%
- Binder
- Lined paper
- Sheet protectors
- Quad rule paper (for mapping – six lines to the inch is ideal)

- Hexagonal paper (for outdoor mapping, 1/4 inch hexes is ideal)
- Drafting equipment and colored pencils
- Scratch paper and pencils
- Imagination
- Miniature figures (optional)

## Players

In any campaign there is the referee and the players. The referee is the person who prepares the campaign. He or she is the one who creates the geographic and cultural setting in which the campaign plays out. Any campaign will involve one (or more) referee(s) and at least four players. The maximum number of players per referee should be about twenty.

## Characters

There are two main types of characters:

- Primary (or player) characters
- Non-player characters (NPCs)

Each player has one and only one primary character. This is their persona and, for purposes of role playing, they play their primary character.

As their primary character gains experience, they may acquire an entourage of one or more non-player characters (NPCs). These characters form a team of characters that the player can manipulate but don't represent the player's persona to the same degree as the primary character does. Characters have characteristics. They have an alignment and belong to a character class. Within their class, the character is at a certain experience level. Characters may also own equipment and treasure (weapons, armor, magical items, gems, and gold).

## Character Creation

3d6 are rolled six times (once for each characteristic). After all six characteristics have been rolled and recorded on a separate piece of paper or other permanent record for the character, the player chooses what alignment he wishes to play, and decides what class the character will be. These decisions are based on the character's strongest abilities and the player's preferences. Certain alignments will prohibit the character from selecting certain classes, and this is noted in the description for each class. The player next rolls another 3d6, multiplies the result by 10 to determine the initial number of gold pieces (gp) the character starts with. This will result in an initial character definition of the following fields:

Name:	Class:	
Strength:	Intelligence:	Wisdom:
Dexterity:	Constitution:	Charisma:
Gold pieces:	Experience:	

## Requisites

There are six characteristics that define a character: **Strength**, **Intelligence**, **Wisdom**, **Dexterity**, **Constitution**, and **Charisma**.

### Strength

Strength is the prime requisite for fighters. Strength will also aid in opening traps, etc. It also aids the fighter in his ability to both score a hit upon an adversary and damage it. Low strength will affect any character's fighting ability.

Strength	Hit Probability	Damage	Weight Allowed (lbs.)*	Open Doors (d6)
3-4	-2	-1	-10	1
5-6	-1	Normal	-5	1
7-9	Normal	Normal	Normal	1-2
10-12	Normal	Normal	+5	1-2
13-15	+1	Normal	+10	1-2
16	+1	+1	+15	1-3
17	+2	+2	+30	1-4
18	+2	+3	+50	1-5

\*This is an addition or subtraction to or from the normal carried without encumbrance.

Fighters with strength of 18 are entitled to make an additional roll with percentile dice in order to determine if their exceptional strength is highly extraordinary.

d%	Hit Probability	Damage	Weight Allowed (lbs.)*	Open Doors (d6)*
01-50	+2	+3	+50	1-5
51-75	+3	+3	+60	1-5
76-90	+3	+4	+70	1-6 (1)
91-99	+3	+5	+90	1-6 (1-2)
00	+4	+6	+120	1-6 (1-3)

\*The numbers in parenthesis represent the chance of a fighter with that particular score of opening a wizard locked or magically held portal.

Fighters of exceptional strength are now far more formidable opponents, and those of extraordinary strength even more terrible in that they can hit more easily, do more damage, lug large amounts of loot around without encumbrance, bend iron bars and perform other feats of strength with ease.



### Intelligence

Intelligence is the prime requisite for wizards. It also determines how many spells a wizard may know and

learn (see the table below). Fighters and clerics can trade in 2 points of intelligence to earn 1 point in their respective prime requisites, so long as intelligence is not reduced below 9. Intelligence will affect referee's decisions as to whether or not a certain action would be taken. It also allows additional languages to be spoken.

Intelligence	Chance to Know Any Given Spell	Minimum Spells*	Maximum Spells*
3-4	20%	2	3
5-7	30%	2	4
8-9	40%	3	5
10-12	50%	4	6
13-14	65%	5	8
15-16	75%	6	10
17	85%	7	All
18	95%	8	All

\*Minimum and maximum numbers of spells known or knowable in each spell level.

The intelligence level of the wizard also serves to delineate the use of spells above the 5th level:

Intelligence	Wizard Can Use
12 or higher	6th level spells
14 or higher	6th and 7th level spells
16 or higher	6th, 7th, and 8th level spells
18	6th, 7th, 8th, and 9th level spells

### Wisdom

Wisdom is the prime requisite for clerics. Fighters and wizards can trade in points of wisdom (3 points for fighters, 2 points for wizards) to earn 1 point in their prime requisites as long as wisdom is not reduced below 9. Wisdom will act much as intelligence does. Wisdom acts as an experience booster for clerics, but it doesn't help them in learning or knowing spells.

The wisdom level of the cleric also serves to delineate the use of spells above the 5th level:

Wisdom	Cleric Can Use
16 or higher	6th level spells
18	6th and 7th level spells

### Dexterity

Dexterity is the prime requisite for thieves. It applies to both manual speed and conjuration, and affects the ability of characters to act, react, or fire missiles. It indicates the speed of actions such as firing first or getting off the first spell. Fighters with high dexterity are harder to hit, thus for every point of dexterity greater than 14, opponents receive a -1 penalty on chances to hit a fighter due to the fighter's greater ability to dodge and parry blows. Thieves may use 2 points of intelligence and 1 point of wisdom to gain 1 point in dexterity, as long as intelligence and wisdom do not fall below 9.



Dexterity	Bonus or Penalty
8 or less	Fire any missile at -1
9-12	No bonus or penalty
13 or greater	Fire any missile at +1

## Constitution

Constitution is a combination of health and endurance. It will influence such things as the number of hits that can be taken or how well the character can withstand being paralyzed, turned to stone, etc. A character's constitution score is the maximum number of times that character may be resurrected (via clerical spell).

Constitution	Hit Dice Bonuses	Probability of	
		Resurrection Survival	Surviving Spells*
3-6	-1**	30%	35%
7-10	None	50%	55%
11-12	None	75%	80%
13-14	None	85%	90%
15	+1	90%	95%
16	+1	95%	98%
17	+2	98%	99%
18	+3	99%	100%

\*Polymorph, turn to stone, etc.

\*\*Minimum of 1 hit point per hit die.

## Charisma

Charisma is a combination of appearance and personality. Its primary function is to determine how many hirelings of unusual nature a character can attract. This requisite will also affect the loyalty of other NPCs that the character wishes to hire. A primary character can employ only as many NPCs as indicated by their charisma requisite.

Charisma	Maximum Number of NPCs	Loyalty Base
3-4	1	-2
5-6	2	-1
7-9	3	0
10-12	4	0
13-15	5	+1
16-17	6	+2
18	12	+3

The charisma requisite is also useful for determining responses to the character.

### 2d6 Response

2	Attempts to attack
3-5	Hostile reaction
6-8	Uncertain, make additional offers
9-11	Accepts offer
12	Enthusiastic, +3 to loyalty

## Adjustments to Earned Experience

Prime Requisite	Bonus or Penalty
6 or less	-10% to earned experience
7-8	-5% to earned experience
9-12	No bonus or penalty
13-14	+5% to earned experience
15 or greater	+10% to earned experience

## Races

### Dwarves

Dwarves may only be fighters or thieves. Dwarves are about 4' tall, stocky of build, weigh 150 pounds, with very broad shoulders, their skin a ruddy tan, brown, or gray, and are of various types (hill, mountain, or burrowers, such as gnomes). Dwarves with strength of 17 can work up to 7th level fighter and those of 18 strength can work up to 8th level. Among the dwarves themselves (but never as a player), there are clerical types. Dwarf clerics are found as high as 7th level, and they can cure and resurrect their own. These clerics are also fighters.

Dwarves can work simultaneously as fighters and thieves, but no bonuses for abilities above the normal are then given, and earned experience is always divided evenly between fighter and thief even when the dwarf can no longer progress in the fighter class. When acting as thieves, dwarves can only wear leather armor. In addition, dwarves have infravision and can see monsters up to 60' away in the dark.

They enjoy the following benefits:

- They are resistant to magic, having saving throws equal to a human four levels higher. For example, a 1st level dwarf saves as a 5th level human.
- All dwarves have +1 to hit and -1 from chances to be hit when fighting "Giant Class" creatures: bugbears, giants, gnolls, goblins, hobgoblins, kobolds, ogres, ogre magi, orcs, and trolls.
- They are the only race able to fully employ the *hammer +3, dwarven thrower*.
- They can note slanting passages, traps, shifting walls, and new construction in underground settings.
- They speak the languages of gnomes, kobolds, and goblins in addition to the usual tongues.
- They gain racial benefits when acting as thieves.

Because of their relatively short size, clumsy monsters like ogres, giants, and the like will have a difficult time hitting dwarves, and do only half damage when a hit is scored. Any body of dwarves will have 1 above average fighter for every 40 dwarves in the group. To determine the level of the leader, simply roll 1d6. If in their lair, the score will be adjusted so that 1-2 is a 3rd level fighter, 3-



4 is a 4th level fighter, and 5 and 6 are 5th and 6th level fighters, respectively. For every level of fighting ability there will be a 10% chance that the dwarf will have a magic shield, magic armor, or a magic sword (1–4 on a d6) or hammer (5–6 or a d6). Unintelligent beasts may sometimes be used by dwarves to form a part of their defenses (domesticated bears, wolves, or whatever at the referee's discretion).

## Elves

Elves are 5 or more feet in height, slim of build, weigh about 120 pounds, have tan to fair skin, and are of various types (wood, meadow, high, fairies), wood elves being the darkest. Elves of 17 or 18 strength can work up as high as 5th level or 6th level fighter, respectively. Elves with 18 intelligence can work up to as high as 9th level wizards. Among the elves there are clerical types as high as 6th level that interacts only with their own kind. These clerics (fighter/wizard/cleric types) have magical ability limited to the 6th level.

Elves can begin as either fighters or wizards and may freely switch class between campaigns (unless also a thief, see below). They gain benefits from both classes and may use both weaponry and spells. They may use magic armor and still act as wizards. However, they may not progress beyond 4th level fighter or 8th level wizard.

Elven thieves work in all 3 categories at once (fighter, wizard, thief) unless they opt to never be anything other than in the thief category. Thus, experience is always distributed proportionately in the 3 categories even when the elf can no longer gain additional levels in a given character class. However, it is possible to be an elven 6th level fighter, 9th level wizard, and a 10th level thief, for example, with a character having exceptionally high scores in strength and intelligence, and the only limit on how high in the thief category the elf can progress will be that placed on him by the division of experience points. When acting in the thief capacity, the elf can wear only leather armor. As dwarves, elves have infravision and can see monsters up to 60' away in the dark.

- They can note secret and hidden doors (1–4 on a d6).
- Have +1 to hit when using sword or bow.
- They are not paralyzed by the touch of ghouls.
- They speak the languages of orcs, hobgoblins, and gnolls in addition to the usual tongues.
- They gain racial benefits when acting as thieves.

Elves are of two general sorts, those who make their homes in woodlands and those who seek the remote meadowlands. For every 50 elves encountered there will be 1 of above normal capabilities. Roll 1d4 to determine the fighter class level and 1d6 to determine the wizard class level of the leader. Treat any 1 rolled on either the d4 or d6 as a '5' (where appropriate). For every 100 elves encountered there will be a 4th level fighter/8th level

wizard. Half of the elves in any given party will be bow armed, the other half will carry spears, and all will have swords besides. Elves have the ability of moving silently and are nearly invisible in their gray-green cloaks. Elves armed with magical weapons will add 1 to damage points rolled to determine damage. Elves are not naturally adapted to horseback.

## Half-Elves

Half-elves are half elven and half human, and as such, they gain some abilities from each heritage. Half-elves are able to progress simultaneously in both the fighter and wizard classes and may use both weaponry and spells and otherwise act as elves do. They may work up to the 6th level as a fighter and the 6th level as a wizard. Half-elves of exceptional strength (17 or 18) may progress as high as a 7th or 8th level fighter, respectively. Those of exceptional intelligence (17 or 18) may work up to a 7th or 8th level wizard respectively. They spot secret doors and hidden doors as do elves but they do not gain any advantages when fighting certain monsters as do elves. They speak all languages which elves do. There are no half-elf clerics, for in this regard their elven side prevails. However, half-elves with a basic wisdom score of 13 or more may also become (multi-class) clerics. If they so opt, all experience will be divided in equal proportions between fighter, wizard, and cleric. Half-elves may work up as high as the 4th level as a cleric. Note that half-elf clerics may not themselves act chaotically, nor may they associate with chaotic characters or creatures.

## Halflings

Halflings stand about 3 feet tall, weighing about 60 pounds with skin ranging from tan to fair. Their general appearance is similar to a human child, but their slightly pointed ears and rounded bellies give away their true nature. Halflings can be only fighters or thieves, and as thieves they have better chances for doing most things and are not limited to how high in levels they can progress. As fighters, they may not progress beyond the 4th level.

- They are resistant to magic, having saving throws equal to a human six levels higher. For example, a 1st level halfling saves as a 7th level human.
- They have deadly accuracy with missiles (+3 to hit when using a sling).
- They gain racial benefits when acting as thieves.

## Men

Men range greatly in height and weight and in other physical features such as skin and hair. Men receive no special bonuses or penalties due to race. Unlike the other races, there is no theoretical limit as to how high a human character may progress in their class.

## Other Races

There is no reason that players cannot be allowed to play as virtually anything, provided they begin relatively weak and work up to the top, i.e., a player wishing to be a dragon would have to begin as let us say, a “young” one and progress upwards in the usual manner, steps being predetermined by the campaign referee.

## Available Classes by Race

The following table describes which races can adopt which character classes (including appropriate sub-classes, except as noted in the class descriptions):

Race	Fighter	Wizard	Cleric	Thief
Dwarf	Yes	No	No	Yes
Elf	Yes	Yes	No	Yes
Half-elf	Yes	Yes	Yes	Yes
Halfling	Yes	No	No	Yes
Human	Yes	Yes	Yes	Yes

## Character Classes

There are 9 classes of characters available to players, 4 main classes, and 5 sub-classes:

- Clerics (includes Druid sub-class)
- Fighters (includes Paladin and Ranger sub-classes)
- Thieves (includes Assassin sub-class)
- Wizards (includes Illusionist sub-class)

## Cleric

Level	EP	Hit Dice	Spells by Level						
			1	2	3	4	5	6	7
1st	0	1d6	–	–	–	–	–	–	–
2nd	1,500	2d6	1	–	–	–	–	–	–
3rd	3,000	3d6	2	–	–	–	–	–	–
4th	6,000	4d6	2	1	–	–	–	–	–
5th	12,000	5d6	2	2	–	–	–	–	–
6th	25,000	6d6	2	2	1	1	–	–	–
7th	50,000	7d6	2	2	2	1	1	–	–
8th	100,000	8d6	2	2	2	2	2	–	–
9th	150,000	8d6+1	3	3	3	2	2	–	–
10th	200,000	8d6+2	3	3	3	3	3	–	–
11th	250,000	8d6+3	4	4	4	3	3	–	–
12th	300,000	8d6+4	4	4	4	4	4	1	–
13th	350,000	8d6+5	5	5	5	4	4	1	–
14th	400,000	8d6+6	5	5	5	5	5	2	–
15th	450,000	8d6+7	6	6	6	5	5	2	–
16th	500,000	8d6+8	6	6	6	6	6	3	–
17th	550,000	8d6+9	7	7	7	6	6	3	1
18th	600,000	8d6+10	7	7	7	7	7	4	1
19th	650,000	8d6+11	8	8	8	7	7	4	2
20th	700,000	8d6+12	8	8	8	8	8	5	2

+50,000 ep and +1 hit point per level above 20th.

A member of the clergy, a group of ordained ministers that run a church, the cleric of Dungeons & Dragons is more a warrior priest than one who preaches to the flock. While the cleric is similar to holy knights like the Knights Templar, the paladin fills that roll better. The cleric is able to fight adequately, but not to the level of the fighter. Their primary purpose in the game is to render aid to those in need, usually their party.

The prime requisite of a cleric is wisdom. To be a cleric a character needs a minimum wisdom of 9. Only men can be single-classed clerics. Half-elves must multi-class.



A cleric can be of any alignment, but ideally he should be of an alignment close or identical to his patron deity.

It may be one step away on either the lawful/chaotic axis or the good/evil axis, but not both.

When clerics reach 8th level they may opt to build their own stronghold and when doing so receive help from above. If they invest 100,000 gp in construction costs, they may build a fortress of double that cost. Faithful men will come to such a stronghold, be fanatically loyal, and will server at no cost. There will be 10d6 heavy cavalry, 10d6 horsed crossbowmen, and 30d6 heavy foot soldiers.

Clerics have an interesting effect on a class of monsters called undead. They have the possibility of turning away or dispelling undead, depending on their level. Start by rolling 2d6. If the die roll equals or exceeds the number on the table, 2d6 hit dice of undead are turned. “T” results on the table mean 2d6 hit dice of undead are automatically turned. “D” results are like “T” results, except that the undead are destroyed. “N” results mean no effect.

Undead	Level of Cleric								
	1	2	3	4	5	6	7	8	9+
Skeleton	7	T	T	D	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D	D
Wight	N	11	9	7	T	T	D	D	D
Wraith	N	N	11	9	7	T	T	D	D
Mummy	N	N	N	11	9	7	T	T	D
Spectre	N	N	N	N	11	9	7	T	T
Vampire	N	N	N	N	N	11	9	7	T
Special*	N	N	N	N	N	N	11	9	7

\*Extremely potent undead or denizens of the lower planes

## Druid (Cleric sub-class)

Level	EP	Hit Dice	Spells by Level						
			1	2	3	4	5	6	7
1st	0	1d6	1	–	–	–	–	–	–
2nd	2,000	2d6	2	1	–	–	–	–	–
3rd	4,000	3d6	3	1	–	–	–	–	–
4th	7,500	4d6	3	1	1	–	–	–	–
5th	12,000	5d6	3	2	1	–	–	–	–
6th	20,000	6d6	3	2	2	–	–	–	–
7th	40,000	7d6	4	2	2	1	–	–	–
8th	60,000	8d6	4	3	2	1	–	–	–
9th	90,000	9d6	4	3	3	2	–	–	–
10th	125,000	10d6	5	3	3	2	1	–	–
11th	250,000	11d6	5	3	3	3	2	1	–
12th	400,000	12d6	5	4	4	4	3	2	1
13th	800,000	13d6	6	5	5	4	4	3	2

The druid is a specialized version of the cleric which is based upon Celtic history. Priests, teachers, ambassadors, scientists, astronomers, poets, genealogists, judges, philosophers, musicians, and theologians all rolled into one, the druids were perhaps the most learned people in Celtic society. The druid



of Dungeons & Dragons differs from the cleric in that he is slightly more offensive minded, with stronger attacks and slightly more offensive spells. However, this is tempered by the druid's weaker defenses.

The requirements to be druids are the same as a cleric, however the druid must always be of a neutral alignment, or else lose the powers specific to druids. A return to his original alignment will restore these powers.

Mistletoe takes a place of importance with druids as a holy symbol or item as crosses and other like items do with other types of clerics. Druids have spells which are in general peculiar to them, although some of their spells are similar to those of wizards or clerics in general. Fire, natural forces, and living things tend to be their forte in this regard. Druids are not as involved with humans, or with helping them, as they are in protecting plants and animals.

A druid cannot turn undead, but upon reaching 2nd level, he earns the following innate powers: identify pure water, identify plants, identify animals, and pass through overgrowth.

Upon reaching 6th level, druids may change shape three times per day, once each to any reptile, bird and animal

respectively, from size as small as a raven to as large as a small bear. When changing from one form to another they heal 10d6% of any damage previously sustained; in addition they are not affected by the charm spells of woodland and water creatures such as nixies and dryads.

Druids speak their own special language. In addition they also speak the common tongue. With each level gained, above the 4th level, a druid can learn one of the additional languages: pixie, nixie, dryad, elvish, treant, hill giant, centaur, manticores or green dragon.

Druids are able to employ the following sorts of weapons: daggers, scimitars, spears, slings, and oil. They may wear armor of leather, and use wooden shields. They may not use metallic armor. Druids may use those magical items not otherwise proscribed to them which are usable by "all classes" and all those items normally usable by clerics, excluding all clerical items of a written nature (scrolls, books, etc.). With regard to fighting ability and saving throws treat druids as clerics, except that with regard to fire the saving throw is always +2 in the druids' favor.

Druids have an obligation to protect woodland animals and plants, especially trees. Unlike the obligation of lawful and good types towards others of this sort, the tendency of druids will be to punish those who destroy their charges, rather than risk their own lives to actually save the threatened animal or plant. Druids will not slay an animal if it can be avoided, and they can never willingly or deliberately destroy a copse, woods or forest, no matter how enchanted or evil it may be, although they may attempt to modify such a place with their own magic.

## Fighter

Level	EP	Hit Dice
1st	0	1d8
2nd	2,000	2d8
3rd	4,000	3d8
4th	8,000	4d8
5th	16,000	5d8
6th	32,000	6d8
7th	64,000	7d8
8th	120,000	8d8
9th	240,000	9d8
10th	360,000	9d8+2
11th	480,000	9d8+4

+120,000 ep and +2 hit points per level above 11th.



In the world of Dungeons & Dragons, the fighter is the standard infantry soldier. Lots of power and little finesse define him. Fighters run the gamut from those who help others in need to those who are cruel and/or sadistic. Many set out to seek adventure, as the challenge dwindles in their home towns. Adventuring fighters can call themselves by many different names, depending on what profession they've taken today. Warrior, mercenary, thug, and adventurer all describe the same person: the fighter.



All character types may engage in hand-to-hand combat (melee), but only fighters are able to use their strength and dexterity to utmost advantage. They can use all types of magical weaponry. They intrinsically do more damage during melee. They can use very magical items that are not weapons and can cast no spells.

The prime requisite for fighters is strength. To be an effective fighter, the character needs to have a minimum strength of 9. However, even if the character's strength is less than 9, he may still be a fighter if desired.

Upon reaching 9th level, the fighter may choose to build a stronghold. Fighters who build strongholds are considered Barons and addressed as such.

## Paladin (Fighter sub-class)

The epitome of paladinhood would have to be Galahad of the Knights of Camelot. Galahad, pure of virtue, was the only man able to sit in the siege perilous at the round table, and only he was able to complete the quest for the Holy Grail. Few others have the purity and devotion to be able to walk the path of the paladin, but those who do earn the ability to protect, heal, and to eliminate the enemy. In Dungeons & Dragons, the paladin is the epitome of hope, a beacon of light that cannot be extinguished.



Fighters and paladins utilize the same experience chart and have the same prime requisite. However, the paladin has two additional requirements that the fighter does not.

First, a paladin must have a charisma of 17 or higher. Second, the prospective paladin must always be Lawful Good in alignment.

If such fighters elect to they can then become paladins, always doing lawful deeds, for any chaotic act will immediately revoke the status of paladin, and it can never be regained. The paladin has a number of very powerful aids in his continual seeking for good: He can "lay on his hands" to cure wounds or diseases in others (two points of damage for every level the paladin has attained, one disease per five levels, either function performable but one per day). Paladins are not themselves subject to disease. They have a 10% higher (+2 on the die) saving throw against all forms of attack (excluding melee). Paladins of 8th level and above *dispel evil* (spells, undead, evil enchanted monsters, and the like) simply by ordering it hence, and they detect all evil at a range of 60'.

Paladins that come into possession of a *holy avenger* are formidable opponents indeed. Possession of a *holy avenger* by a paladin renders him virtually immune to the effects of spells as described in the entry for *holy avenger* in the **Magic Items** tables.

The paladin may at any time he chooses obtain a horse which is likewise gifted, but he may never obtain a second within ten years of the first, so if one is killed it is not automatically replaced. The paladin's horse is described below:

### Paladin's Heavy Warhorse

**Armor Class:** 5

**Hit Dice:** 5d10+1 (6)

**Move:** 180'

**No. of Attacks:** 2 hooves, 1 bite

**Damage:** 1d6/1d6/1d4

**No. Appearing:** 1

**% in Lair:** 0%

**Treasure Type:** None

**Alignment:** Lawful Good

The paladin's warhorse has high intelligence.

Paladins will never be allowed to possess more than four magical items, excluding the armor, shield and up to four weapons they normally use. They will give away all treasure that they win, save that which is necessary to maintain themselves, their men, and a modest castle. Gifts must be to the poor or to charitable or religious institutions, i.e. not to some other character played in the game. A paladin's stronghold cannot be above 200,000 gold pieces in total cost, and no more than 200 men can be retained to guard it. Paladins normally prefer to dwell with lawful princes or patriarchs, but circumstances may prevent this. They will associate only with lawful or good characters.

## Ranger (Fighter sub-class)

Level	EP	Hit Dice	Spells by Level					
			Druid			Wizard		
			1	2	3	1	2	3
1st	0	2d8	–	–	–	–	–	–
2nd	2,500	3d8	–	–	–	–	–	–
3rd	5,000	4d8	–	–	–	–	–	–
4th	12,000	5d8	–	–	–	–	–	–
5th	25,000	6d8	–	–	–	–	–	–
6th	50,000	7d8	–	–	–	–	–	–
7th	100,000	8d8	–	–	–	–	–	–
8th	175,000	9d8	1	–	–	–	–	–
9th	275,000	10d8	1	–	–	1	–	–
10th	375,000	10d8+2	1	1	–	1	–	–
11th	475,000	10d8+4	1	1	–	1	1	–
12th	575,000	10d8+6	1	1	1	1	1	–
13th	675,000	10d8+8	1	1	1	1	1	1

+100,000 ep and +2 hit points per level above 13th.

Just as Galahad is the quintessential paladin, so must Aragorn be considered to be the quintessential ranger. Preferring the outdoors to the crowds in cities and towns, the ranger tends to be a loner. The ranger, in being acquainted to the outdoors, can easily survive environmental conditions that would kill



the unprepared. They can easily track their prey, even when the trail has apparently disappeared, and they can do it quietly. Those who seek the path of the ranger learn that with their power comes responsibility to use it wisely.

Rangers are a sub-class of fighter, similar in many ways to the paladins, for they must always remain of a good alignment or lose all the benefits they gained (except, of course, experience as a fighter). Strength is their prime requisite, but they must also have both intelligence and wisdom scores of at least 12 each, and a constitution of at least 15.

Until they attain the 8th level characters in the ranger class are relatively weak, for they have a number of restrictions placed upon them:

- They may own only that which they can carry with them, and excess treasure or goods must be donated to a worthy cause.
- They may not hire any men-at-arms or other servants or aides of any kind whatsoever.
- Only two of the class may operate together due to distrust of others.

Advantages which accrue to low level rangers are:

- They receive no regular bonuses for advancement due to ability, but they automatically gain a 33% experience point bonus (i.e. they get 4 experience points for every 3 earned).
- They have the ability to track the path of most creatures when outdoors, and even in dungeons they are often able to follow:

Monster's Action	Regular Needs to Track
Goes down a normal passage.	01–65
Goes through a normal door.	01–55
Goes through a trap door.	01–50
Goes up/down a chimney.	01–40
Goes through a secret door.	01–30

The ranger so tracking must have observed the monster no more than six turns previously when in dungeon situations. Outdoors he has a basic 90% chance of following a trail, with a 10% reduction for every day old the signs are.

Because of their ability to track rangers also are difficult to surprise, requiring a roll of 1 instead of 1 or 2.

All rangers gain a special advantage when fighting against monsters of the giant class (see **Dwarves**). For each level they have gained they add +1 to their damage die against these creatures, so a 1st level ranger adds +1, a 2nd level +2, and so on.

Upon reaching the 8th and higher levels, rangers begin to accrue a number of advantages besides the use of spells already indicated.

- From 2d12 followers will join the character as soon as 9th level is attained by him.
- 8th level rangers are able to employ magic items which heal or cure disease, including scrolls.
- 9th level rangers are able to employ all devices which deal with *clairvoyance*, *clairaudience*, *ESP*, *telepathy*, *telekinesis*, and *teleportation*, including scrolls.

Drawbacks which apply to the 8th and higher levels are:

- The 33% bonus to experience points is lost.
- Followers who are killed cannot be replaced, although regular mercenaries can be.
- As already mentioned, if a ranger turns away from a good alignment he loses all benefits of the class, forevermore becoming an ordinary fighter.

In all cases not detailed here, rangers are treated as if they were fighters of equivalent level. They may build strongholds. In all cases the ranger will prefer lawful or good aligned types.

## Wizard

Level	EP	Hit Dice	Spells by Level								
			1	2	3	4	5	6	7	8	9
1st	0	1d4	1	-	-	-	-	-	-	-	-
2nd	1,500	2d4	2	-	-	-	-	-	-	-	-
3rd	3,000	3d4	3	1	-	-	-	-	-	-	-
4th	6,000	4d4	4	2	-	-	-	-	-	-	-
5th	12,000	5d4	4	2	1	-	-	-	-	-	-
6th	25,000	6d4	4	2	2	-	-	-	-	-	-
7th	50,000	7d4	4	3	2	1	-	-	-	-	-
8th	75,000	8d4	4	3	3	2	-	-	-	-	-
9th	100,000	9d4	4	3	3	2	1	-	-	-	-
10th	200,000	10d4	4	4	3	3	2	-	-	-	-
11th	300,000	11d4	4	4	4	3	3	-	-	-	-
12th	400,000	11d4+1	4	4	4	4	4	1	-	-	-
13th	500,000	11d4+2	5	5	5	4	4	2	-	-	-
14th	600,000	11d4+3	5	5	5	4	4	3	1	-	-
15th	700,000	11d4+4	5	5	5	4	4	4	2	-	-
16th	800,000	11d4+5	5	5	5	5	5	5	2	1	-
17th	900,000	11d4+6	6	6	6	5	5	5	2	2	-
18th	1,000,000	11d4+7	6	6	6	6	6	6	2	2	1
19th	1,100,000	11d4+8	7	7	7	6	6	6	3	2	2
20th	1,200,000	11d4+9	7	7	7	7	7	7	3	3	2
21st	1,300,000	11d4+10	8	8	8	7	7	7	3	3	3
22nd	1,400,000	11d4+11	8	8	8	8	8	8	4	3	3

+100,000 ep and +1 hit point per level above 22nd.

Another staple of fantasy literature, the wizard is renowned for his prowess in the arcane arts, and his intelligence is the stuff of legends. The wizard's primary reason for adventuring is not for goods and glory, but for the acquisition of the arcane knowledge that adventuring provides.



The first person many people think of when they hear of a wizard is Gandalf or Merlin. Wizards permeate throughout literature, including current literature with the likes of Harry Potter.

Top level wizards are perhaps the most powerful characters in the game, but it is a long, hard road to the top, and to begin with they are weak, so survival is often the question, unless fighters protect the low level magical types until they have worked up. The whole plethora of enchanted items lies at the wizards beck and call, save the arms and armor of the fighters; wizards may arm themselves with daggers only. 18th level and above wizards may manufacture for their own use (or for sale) such items as potions, scrolls, and just about anything else magical. Costs are commensurate with the value of the item, as is the amount of game time required to enchant it.

Examples of costs are:

Item	Cost*
Scroll of spells	100 gp + 1 week, times the spell level, per spell
<i>Potion of healing</i>	250 gp + 1 week
<i>Potion of giant strength</i>	1,000 gp + 1 month
Enchanting 20 arrows	1,000 gp + 1 month
Enchanting armor to +1	2,000 gp + 2 months
<i>Wand of frost</i>	10,000 gp + 6 months
<i>Ring of x-ray vision</i>	50,000 gp + 1 year

\*gp = gold pieces

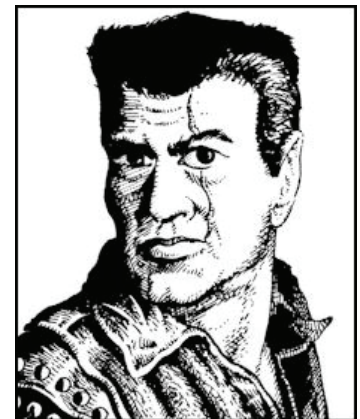
Research can be done at any level of experience but a new spell could only be developed at the current wizard's level or lower.

## Illusionist (Wizard sub-class)

Level	EP	Hit Dice	Spells by Level						
			1	2	3	4	5	6	7
1st	0	1d4	1	-	-	-	-	-	-
2nd	3,000	2d4	2	-	-	-	-	-	-
3rd	6,000	3d4	3	-	-	-	-	-	-
4th	12,000	4d4	4	1	-	-	-	-	-
5th	25,000	5d4	4	3	-	-	-	-	-
6th	50,000	6d4	4	4	1	-	-	-	-
7th	75,000	7d4	4	4	2	-	-	-	-
8th	110,000	8d4	4	4	3	1	-	-	-
9th	175,000	9d4	5	4	4	2	1	-	-
10th	275,000	9d4+1	5	5	4	3	2	-	-
11th	375,000	9d4+2	5	5	4	4	3	1	-
12th	475,000	9d4+3	5	5	5	4	4	2	-
13th	575,000	9d4+4	5	5	5	5	5	2	1
14th	675,000	9d4+5	6	6	5	5	5	3	2

+100,000 ep and +1 hit point for every level above 14th.

The illusionist is a wizard specializing in casting spells that alter reality to the eye of the viewer. As he is a specialist wizard, the illusionist is more restricted in the spells he can cast, and more restricted in the magic items he can use. He is presented here as an example of how to narrow down the wizard's spell capabilities to fit a theme.



Illusionists are a sub-class of wizards who, as the name implies, employ illusion and similar powers. Their prime requisite is dual, in that they must have both a good intelligence and dexterity of not less than 15 as a high degree of manual conjuration is involved when they cast their spells. Although severely limited in the number of



magical items they can employ, illusionists make up for this restriction by the power of their magic.

Items that illusionists can use:

- Illusionists scrolls (or those with wizard spells otherwise employable by this class)
- *crystal balls* (not with *ESP* or *clairaudience*)
- *wand of fear*
- *wand of paralysis*
- *wand of illusion*
- *wand of magic detection*
- Magic daggers

Illusionists may start manufacturing illusionist scrolls, illusion wands etc. at the 10th level. However at the 9th level, he may manufacture minor items such as talking puppets, toys, etc. Illusionists receive a +4 bonus to saving throws versus anything involving illusions or light. In all cases not detailed here, illusionists are treated as if they were wizards of equivalent level.

## Thief

Level	EP	Hit Dice
1st	0	1d6
2nd	1,200	2d6
3rd	2,400	3d6
4th	4,800	4d6
5th	9,600	5d6
6th	20,000	6d6
7th	40,000	7d6
8th	60,000	8d6
9th	90,000	9d6
10th	125,000	10d6
11th	250,000	10d6+2

+125,000 ep and +2 hit points for every level above 11th

It seems that wherever fighters and wizards abound, so do the thieves. Even when fighters and wizards aren't around in fantasy literature, the thief is still there. Bilbo Baggins and the Grey Mouser are two types of thieves, and illustrate how the thief can come from



anywhere, whether it is from the quiet of the Shire, or the bustling streets of Lankhmar. Generally a thief needs very little reason to set out on the road to adventure, though issues with his guild at home, or attempting to stay one step ahead of the law are rather good reasons.

All thieves are either neutral or chaotic, although lawful characters may hire them on a one time basis for missions

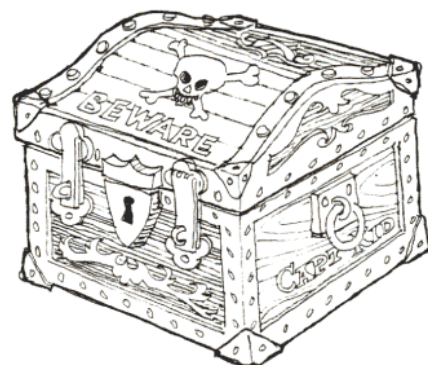
which are basically lawful. They are not as strong as other classes in hit dice, but thieves have many distinct advantages which are enumerated below. Thieves may employ magic daggers and magic swords but no other magical weaponry. They can wear only leather armor and cannot employ shields. While they cannot learn spells, thieves of the highest levels are able to read spells written on scrolls. Basic abilities are:

- open locks by picking or foiling magical closures
- remove small trap devices (such as poisoned needles)
- listen for noise behind closed doors
- move with great stealth
- filch items and pick pockets
- hide in shadows
- strike silently from behind
- climb nearly sheer surfaces, upwards or downwards

Furthermore, dwarves, elves, half-elves, or halflings may be thieves, and in this class there will be no limit to their continuing to advance to the highest levels.

Thieves of the 3rd level and above are able to read most (80%) languages, so treasure maps can be read and understood by them without recourse to a spell. Thieves of the 10th level and above are able to understand magical writings, so any scroll that falls into their hands can be used by them, excluding spells which are clerical in nature. However, with spells of the 7th level and above there is a 10% chance that the effect will be the reverse of that intended (due to the fact that even master thieves do not fully comprehend such great magic). This reverse effect can be known only after the spell is read.

By striking silently from behind the thief gains 2 advantages. First, he increases the chance to hit by 20% (+4 on his die). Secondly, he does double damage when he so attacks, with like additional damage for every 4 levels he has attained. Thus, if a thief of the 4th level attacked from behind, he would do twice the damage. The ability of the thief to climb is also a function of his level. There is a basic chance of 13% that a 1st level thief will slip and fall in climbing. With each higher level attained by the thief this chance is reduced by 1%, so that a 10th level thief has but a 4% chance of slipping.



## Assassin (Thief sub-class)

Level	Open Locks	Remove Traps	Pick Pocket/Move Silently	Hide in Shadows	Hear Noise (d6)
1st	15%	10%	20%	10%	1-2
2nd	20%	15%	25%	15%	1-2
3rd	25%	20%	30%	20%	1-3
4th	35%	30%	35%	25%	1-3
5th	40%	35%	45%	35%	1-3
6th	45%	40%	55%	45%	1-3
7th	55%	50%	60%	50%	1-4
8th	65%	60%	65%	55%	1-4
9th	75%	70%	75%	65%	1-4
10th	85%	80%	85%	75%	1-4
11th	95%	90%	95%	85%	1-5
12th	100%	95%	100%	90%	1-5
13th	100%	100%	100%	95%	1-6
14th	100%	100%	100%	100%	1-6

Level	EP	Hit Dice
1st	0	1d6
2nd	1,500	2d6
3rd	3,000	3d6
4th	6,000	4d6
5th	12,000	5d6
6th	24,000	6d6
7th	48,000	7d6
8th	100,000	8d6
9th	175,000	9d6
10th	275,000	10d6
11th	400,000	11d6
12th	550,000	12d6
13th	750,000	13d6
14th	750,001	-

On the thief skills (such as open locks, remove traps, etc.), a score above the indicated percentage means failure, and no further attempts may be made. Also, there is a chance that the one who is having his pocket picked may detect the thief. To determine this, for each level of the victim above 5th, the victim has a +5% chance of detecting the “lift”, so a 10th level victim would have a 25% of detecting the pickpocket.

Thieves who attain the 3rd level (and above) can read languages. Thieves who attain the 9th level (and above) can read magic spells from scrolls.

Bonuses to dwarves, elves, and halflings as thieves:

Race	Open Locks	Remove Traps	Pick Pockets
Dwarf	+5%	+15%	
Elf			+5%
Halfling	+10%	+5%	+5%

Race	Move Silently	Hide in Shadows	Hear Noise
Dwarf	+5%	+5%	
Elf	+10%	+15%	
Halfling	+10%	+10%	+1



Though there are many thieves out in the world that are like Bilbo Baggins or the Grey Mouser, there are some that practice far darker arts. These are the assassins, thieves that have taken to the deliberate killing of others, often for gold or profit, and just as often because they were interfering in the



assassin's affairs. Assassins are feared throughout the world as remorseless killers, plying their trade for gold without compassion or mercy. Fortunately for the world at large, there are relatively few assassins.

Under special circumstances and in large campaigns it is possible to allow the character of the assassin. Only humans will become assassins. Assassins are always evil. The prime requisites of the assassin are dexterity (minimum of 12 or better), strength (minimum of 12 or better) and intelligence (minimum of 12 or better). All assassins are part of the Assassin Guild. Besides performing their evident role they may also serve as thieves, although their ability is two levels less than that of an actual thief of the same level. They are limited to the wearing of leather armor, but they may use shields as well as any weaponry they choose (including magical weapons of any sort).

Assassins may have no followers until they attain 14th level (guildmaster). They may have no more hirelings than their charisma score indicates for the number of followers another character type may have. As guildmaster they may have up to 50 “followers” (members of the guild), but such followers must be hired at 1st level and worked up.

**Magic:** Assassins function as regards to thieves in all regards with respect to magic except for weaponry.

**Disguise:** Assassins are masters of disguise. They are able to assume the dress and manners of other classes, or even pose as someone of the opposite sex. There is only a 5% chance that an assassin will be recognized when in disguise, 10% if the assassin is posing as a member of the opposite sex. Disguise checks should be made daily. Modify the chance downward by 1% for each 1 point in combined intelligence and wisdom below 20 which the intended victim has, i.e. a victim with a combined intelligence and wisdom score of 18 has only a 3% chance of detecting the assassin. For every combined point of intelligence and wisdom above 24 the intended victim has a 0.5% better chance of detecting the disguise, dropping all fractions, so an intended victim with an intelligence/wisdom score of 31 has an 8% chance of spotting the assassin ( $31-24=7$ ,  $7 \times 0.5\%=3.5\%$ . Dropping the fraction leaves 3%.  $5\% \text{ base} + 3\%=8\%$ ). If the assassin was posing as a member of the opposite sex, the intended victim would have a 13% ( $10\% \text{ base} + 3\%=13\%$ ) chance of spotting the assassin.

**Languages:** Assassins with an intelligence of 16 or more are able to speak one additional alignment language besides the one they already know. Alignment languages in this case also include the special languages of druids and thieves.

**Poison:** An assassin may freely use poisoned weapons, but there is a 50% chance each turn such a weapon is displayed that any person in viewing range of it (10' or less) will recognize the poisoned item and attack with ferocity (+4 on the chance of hitting and +4 to damage). If a poison substance is insinuated into food or drink it is generally assumed that the assassin must create the opportunity to perform this action, either through proximity to the item by means of employment or through disguise. This area must be handled by the referee. Details of poison types will be handled in some future supplement when alchemists are fully covered.

**Cost:** The cost per mission is 2,000 gold pieces per mission and is based upon the hiring of a 6th level assassin. Reduce this amount for the fee payable to a lower level assassin by 250 gold pieces for each level below 6th; double the fee for every level above 6th, i.e. a 7th level assassin costs 4,000 gold pieces, an 8th level 8,000, a 9th level 16,000, a 10th level 32,000, an 11th level 64,000, a 12th level 128,000, a 13th level at 256,000, and the guildmaster will work for no less than 512,000 gold pieces per assassination. 10% of the fee for any assassination goes to the guildmaster, all if he performs the mission personally.

Level	Level of Victim								9-	12-	15+
	1	2	3	4	5	6	7	8	11	14	
1st	75	70	65	55	45	30	15	01	-	-	-
2nd	80	75	70	60	50	35	20	05	-	-	-
3rd	85	80	75	65	55	40	25	10	01	-	-
4th	90	85	80	70	60	45	30	15	01	-	-
5th	95	90	85	75	65	50	35	20	05	-	-
6th	00	95	90	80	70	55	40	25	10	01	-
7th	00	00	95	85	75	60	45	30	15	01	-
8th	00	00	00	90	80	65	50	35	20	05	-
9th	00	00	00	95	85	70	55	40	25	10	01
10th	00	00	00	00	90	75	60	45	30	15	01
11th	00	00	00	00	95	80	65	50	35	20	05
12th	00	00	00	00	00	85	70	55	40	25	10
13th	00	00	00	00	00	90	75	60	45	30	15
14th	00	00	00	00	00	99	95	80	65	50	35

Base chance for successful assassination will be dependent upon the level of the assassin and the victim. The referee will make any further adjustments necessary to particular case circumstances.

**Experience:** Besides gaining experience in the normal way, assassins also gain experience for successful assassinations; thus, if a fee is paid and the mission completed the assassin gains experience equal to 90% of the gold pieces paid, plus the experience points for the level of the assassinated victim, adjusted for the level of the assassin. Use the monster experience chart on page 91, using the target's level as its hit dice. For example, a 4th level assassin kills a 5th level wizard. The wizard's value is 425 ep, 175 ep base plus 250 ep for two special abilities. The assassin earns 531 ep, the 425 ep base times 5, the wizard's level, divided by 4, the assassin's level.

**Guildmaster:** Any 13th level assassin may challenge the guildmaster of the Assassin Guild to a duel to the death, and if the former is victorious he becomes guildmaster. The guildmaster may build a stronghold.



## Changing Classes

While changing classes (except for elves) is not recommended, the character must have a prime requisite of the class they wish to change to of 16 or better (before being modified). For example, a cleric with strength of 15 could not become a fighter.

In any case, a wizard cannot become a cleric and vice versa.



## Alignment

A creature's general moral and personal attitudes are represented by its alignment: Lawful Good, Neutral Good, Chaotic Good, Lawful Neutral, Chaotic Neutral, Lawful Evil, Neutral Evil, or Chaotic Evil. The player selects a desired alignment for his character and notes it on the character sheet.

Alignment is a tool for developing your character's identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

### Good vs. Evil

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

“Good” implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

“Evil” implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good–evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them.

Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

### Law vs. Chaos

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties.

Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

“Law” implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, judging others, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

“Chaos” implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. She is honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful–chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free spirited, but they do not have the moral capacity to be truly lawful or chaotic. No sentient creature can be truly neutral.

## The Nine Alignments

Nine distinct alignments define all the possible combinations of the lawful–chaotic axis with the good–evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

Of the nine alignments, five of them, Lawful Good through Chaotic Neutral, are the standard alignments for player characters. True Neutral is reserved for those creatures that function on instinct. The three evil alignments are generally reserved for monsters and villains, although player characters are possible with these alignments.

**Lawful Good:** A Lawful Good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks out against injustice. A Lawful Good character hates to see the guilty go unpunished.

Lawful Good is the best alignment you can be because it combines honor and compassion.

**Neutral Good:** A Neutral Good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them.

Neutral Good is the best alignment you can be because it means doing what is good without bias for or against order.

**Chaotic Good:** A Chaotic Good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he's kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.

Chaotic Good is the best alignment you can be because it combines a good heart with a free spirit.

**Lawful Neutral:** A Lawful Neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government.

Lawful Neutral is the best alignment you can be because it means you are reliable and honorable without being a zealot.

**True Neutral:** A Neutral being functions on basic instinctual urges. Performing what comes naturally to such a being is its primary focus in life. Law, chaos, good, and evil do not apply to this being's activities, no matter how the population at large may see them. The being generally doesn't care, as it doesn't have the intelligence to understand such higher concepts. An intelligent creature claiming true neutrality is an impossible creature, since the very act of making a decision renders the being no longer neutral. Player characters may not choose this alignment.

Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

**Chaotic Neutral:** A Chaotic Neutral character follows his whims. He is an individualist first and last. He values his

own liberty but doesn't strive to protect others' freedom. He avoids authority, resents restrictions, and challenges traditions. A Chaotic Neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A Chaotic Neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it.

Chaotic Neutral is the best alignment you can be because it represents true freedom from both society's restrictions and a do-gooder's zeal.

**Lawful Evil:** A Lawful Evil villain methodically takes what he wants within the limits of his code of conduct without regard for who it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises.

This reluctance comes partly from his nature and partly because he depends on order to protect him from those who oppose him on moral grounds. Some Lawful Evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some Lawful Evil people and creatures commit themselves to evil with zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful Evil is sometimes called "draconian" because some dragons are the epitome of Lawful Evil. Lawful Evil is the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

**Neutral Evil:** A Neutral Evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following law, traditions, or codes would make her any better or nobler. On the other hand, she doesn't have the restless nature or love of conflict that a Chaotic Evil villain has. Some Neutral Evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral Evil is the most dangerous alignment because it represents pure evil without honor and without variation.

**Chaotic Evil:** A Chaotic Evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, Chaotic Evil people can be made to work together only by force and their leader lasts only as long as he can thwart attempts to topple or assassinate him.

Chaotic Evil is sometimes called “demonic” because demons are the epitome of Chaotic Evil.

Chaotic Evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

## Changing Alignment

Although involuntary change of alignment is possible and does occur, voluntary change of alignment is a much more torturous process. In general, voluntary change of alignment will require that the character perform certain acts as proof of the change. And once the character changes, it’s almost impossible to go back again.

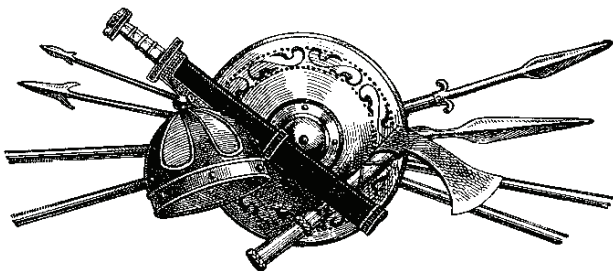
## Languages

The common tongue is spoken throughout the region a campaign takes place in and is spoken by all humans. Most races and monsters speak their own tongue, with 20% chance of speaking common. Each alignment has its own tongue. While not understanding the language, creatures who speak one alignment tongue will recognize a hostile one and attack.

A character can attempt to communicate through the common language, racial language, or alignment language.

Characters with intelligence above 10 may learn additional languages, one language for every point above 10. For example, a man with an intelligence of 15 could speak 7 languages: common, his alignment language, and 5 racial languages.

Some magic spells and items will enable the speaking and understanding of other languages.



## Equipment

Players must equip their characters with basic items of equipment and must pay for the equipment for each character from that character’s supply of gold pieces (gp). Selection of items is strictly up to the player. Equipment may be sold between characters or even players as long as a proper transfer of value takes place. All characters own one ordinary outfit of clothing.

## Costs and Weight

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces (sp). Each silver piece is worth 10 copper pieces (cp). The standard coin weighs about a third of an ounce (fifty to the pound).

Coin	Exchange Value		
	cp	sp	gp
1 copper piece (cp) =	1	1/10	1/100
1 silver piece (sp) =	10	1	1/10
1 gold piece (gp) =	100	10	1

## Encumbrance

A person can only carry a limited amount of weight before being overloaded and unable to move. To move with reasonable rapidity and freedom, the number of items worn or carried should follow the encumbrance guidelines as shown below. Strength bonuses or penalties will modify these results. Volume of items, even if not intrinsically heavy, may affect the total encumbrance of the character.

Encumbrance	Weight	Move	Initiative
Normal	0–35lbs.	120'	No penalty
Heavy	36–70lbs.	90'	No penalty
Very Heavy	71–105lbs	60'	-4 to Dexterity
Encumbered	over 105lbs.	30'	Act last in round

## Selling Loot

In general, a character can sell something for half its listed price.

## Weapons

The weapons table lists the weapons available in the game. Weapons are described in the table in this manner:

**Item:** The weapon.

**Damage:** The amount of damage the weapon does.

**Range:** The maximum distance the weapon can be thrown.

**Cost:** The sale price of the weapon in gold pieces.

**Weight (Wgt.):** The weight of the weapon, in pounds.

**Hands:** Describes whether the weapon can be used one or two-handed. A notation of E in this column indicates that the weapon can be used both one and two-handed.

Item	Damage	Range	Cost	Wgt.	Hands
Axe, Battle	1d8		7	6	2
Axe, Hand	1d6	30ft	4	3	1
Blackjack	1d2		5	1/2	1
Bow, Short	1d6	150ft	25	2	2
Bow, Long	1d6	210ft	40	3	2
Cestus	1d3		5	1	1
Club	1d4		3	5	E
Crossbow, Lt.	1d6	180ft	30	5	2
Crossbow, Hvy.	2d4	240ft	50	8	2
Dagger	1d4	30ft	3	1	1
Flail	1d6		5	3	E
Halberd	1d10		7	15	2
Hammer, Throwing	1d4	30ft	4	2 1/2	1
Hammer, War	1d6		5	5	E
Holy Water	1d8	50ft	25	1/10	1
Javelin	1d6	90ft	1	2	2
Lance	1d10		10	18	2
Mace	1d6		5	3	E
Morningstar	1d6+1		5	4	E
Oil, Burning	1d8	50ft	2	1	1
Pike	1d10		3	8	2
Polearm	1d10		7	15	2
Poleaxe	1d10		5	12	2
Rock, Thrown	1d2	50ft	–	1	1
Sling	1d4	160ft	2	2	1
Spear	1d6	60ft	3	3	2
Staff	1d6		5	4	2
Sword, Short	1d6		7	3	1
Sword, Long	1d8		10	6	1
Sword, Bastard	See notes		15	8	E
Sword, Great	1d10		15	10	2
Torch*	1d4		1	2	1
Trident	1d6	30ft	5	2 1/2	2

\*Pack of six. One torch is 2 sp and has an ENC of 1/3.

## Weapon Notes

**Blackjack:** A small leather sack filled with sand or metal shot. Has no effect if the target wears a metal helmet.

**Cestus:** A glove or thong with rough edges on the side opposite the palm. Has no effect if the opponent wears armor.

**Holy Water:** The damage in the weapons chart is inflicted upon undead only. All other targets are unaffected.

**Oil, Burning:** The oil burns for two rounds and the damage in the weapons chart is per round.

**Polearm, Poleaxe:** These refer to the various weapons that foot soldiers in medieval times carried. The difference between the two is minimal, with polearms essentially being long spears, and poleaxes having varying shapes of blades at the end of the pole. Pikes are a specific example of a polearm, and the halberd is a specific form of poleaxe.

**Sword, Bastard:** This weapon can be used one or two-handed. If used one-handed, damage is 1d6+1, 1d8+1 if used two-handed.

**Torch:** Damage shown is for a lit torch. Unlit torches do 1d2 points of damage.

## Armor

**Type:** The primary material making up the armor.

**Armor Class:** A numerical rating of the effectiveness of the armor worn. Lower numbers are better. Shields improve armor class by 1.

**Cost:** The cost of the armor in gold pieces.

**Weight:** The weight of the armor in pounds.

Type	Armor Class	Cost	Weight
None	9	–	–
Shield	8	10	10
Padded	7	4	10
Leather	7	5	20
Studded	6	15	25
Ring	6	30	30
Scale	5	45	30
Chain	4	75	40
Splint	3	80	45
Plate	2	400	50
Full Plate	0	2,000	75

All the classes save the wizard and illusionist are permitted to wear armor. Normal, non-magical armor must be custom fitted for each wearer, though within limits other people of the same general size can wear the armor. Magical armor automatically sizes itself to fit the wearer.

## Armor Notes

**Full Plate:** A captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4x100) gold pieces.

## Goods and Services

Assume that each character carries 80 gp of miscellaneous equipment.



## Adventuring Gear

Item	Cost	Weight
Backpack (empty)	2 gp	2 lb.
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb.
Bell	1 gp	–
Blanket, winter	5 sp	3 lb.
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	–
Bucket (empty)	5 sp	2 lb.
Caltrops	1 gp	2 lb.
Candle (10)	1 cp	–
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 10 pieces	1 cp	–
Chest (empty)	2 gp	25 lb.
Crowbar	2 gp	5 lb.
Firewood (10 day supply)	1 cp	20 lb.
Fishhook	1 sp	–
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask (empty)	3 cp	1 1/2 lb.
Flint and steel	1 gp	–
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Ink (1 oz. vial)	8 gp	–
Ink pen	1 sp	–
Jug, clay	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock		1 lb.
Very simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Amazing	150 gp	1 lb.
Manacles	15 gp	2 lb.
Mirror, small steel	10 gp	1/2 lb.
Mug/Tankard, clay	2 cp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	–
Parchment (sheet)	2 sp	–
Pick, miner's	3 gp	10 lb.
Pitcher, clay	2 cp	5 lb.
Piton	1 sp	1/2 lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt (empty)	1 gp	1/2 lb.
Ram, portable	10 gp	20 lb.
Rations, trail (per day)	5 sp	1 lb.
Rope, hempen (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack (empty)	1 sp	1/2 lb.
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	–
Signal whistle	8 sp	–
Signet ring	5 gp	–

Sledge	1 gp	10 lb.
Soap (per lb.)	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Tent	10 gp	20 lb.
Torch (6)	1 cp	1 lb.
Vial, ink or potion	1 gp	1/10 lb.
Waterskin	1 gp	4 lb.
Whetstone	2 cp	1 lb.

## Special Substances and Items

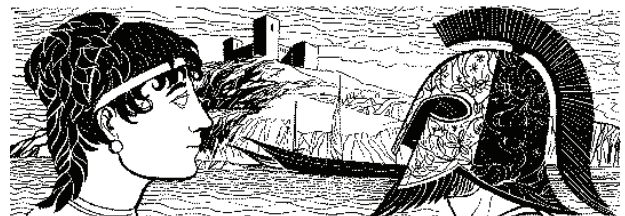
Item	Cost	Weight
Acid (flask)	10 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	–
Everburning torch	110 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Smokestick	20 gp	1/2 lb.
Sunrod	2 gp	1 lb.
Tanglefoot bag	50 gp	4 lb.
Thunderstone	30 gp	1 lb.
Tindertwig	1 gp	–

## Tools and Skill Kits

Item	Cost	Weight
Holly and mistletoe	–	–
Holy symbol, wooden	1 gp	–
Holy symbol, silver	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	–
Musical instrument, common	5 gp	3 lb.
Spell book (blank)	15 gp	3 lb.
Thieves' tools	30 gp	1 lb.
Water clock	1,000 gp	200 lb.

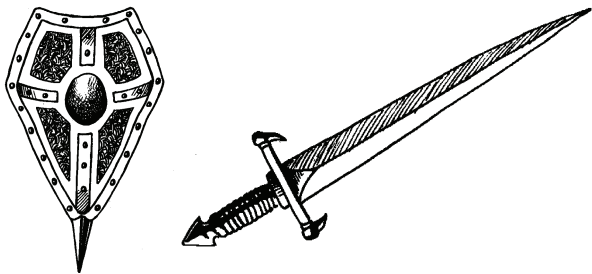
## Clothing

Item	Cost	Weight
Artisan's outfit	1 gp	4 lb.
Cleric's vestments	5 gp	6 lb.
Cold weather outfit	8 gp	7 lb.
Courtier's outfit	30 gp	6 lb.
Entertainer's outfit	3 gp	4 lb.
Explorer's outfit	10 gp	8 lb.
Noble's outfit	75 gp	10 lb.
Peasant's outfit	1 sp	2 lb.
Royal outfit	200 gp	15 lb.
Scholar's outfit	5 gp	6 lb.
Traveler's outfit	1 gp	5 lb.



**Food, Drink, and Lodging**

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	–
Bread, 5 loaves	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn stay (per day)		
Good	2 gp	–
Common	5 sp	–
Poor	2 sp	–
Meals (per day)		
Good	5 sp	–
Common	3 sp	–
Poor	1 sp	–
Meat, chunk of	3 sp	1/2 lb.
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1 1/2 lb.

**Mounts and Related Gear**

Item	Cost	Weight
Barding		
Medium creature	x2	x1
Large creature	x4	x2
Bit and bridle	2 gp	1 lb.
Dog, guard	25 gp	–
Dog, riding	150 gp	–
Donkey or mule	8 gp	–
Feed (2 day supply)	5 cp	10 lb.
Horse		
Horse, heavy	200 gp	–
Horse, light	75 gp	–
Pony	30 gp	–
Pony, War	400 gp	–
Warhorse, heavy	150 gp	–
Warhorse, light	100 gp	–
Saddle		
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddle, Exotic		
Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb.
Stabling (per day)	5 sp	–

**Transport**

Item	Cost	Weight
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Galley	30,000 gp	–
Keelboat	3,000 gp	–
Longship	10,000 gp	–
Rowboat	50 gp	100 lb.
Oar	2 gp	10 lb.
Sailing ship	10,000 gp	–
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.
Warship	+33% gp	–

**Services**

Service	Cost
Coach cab	3 cp per mile
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile

**Adventuring Gear**

**Caltrop:** A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One two pound bag of caltrops covers an area 5 feet square. Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. Roll a d20 against the natural armor class of the target, without armor, shield, or dexterity bonuses. If the target wears shoes, its armor class for this attack improves by 2. If the roll succeeds, then the creature is dealt 1 point of damage and movement is slowed to one half for a period of 24 hours.

**Candle:** A candle dimly illuminates a 5-foot radius and burns for 1 hour.

**Crowbar:** If used in combat, treat the crowbar as a club.

**Hammer:** If a hammer is used in combat, treat it as a cestus for determining damage.

**Jug, Clay:** This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

**Lamp, Common:** A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

**Lantern, Bullseye:** A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination

in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

**Lantern, Hooded:** A hooded lantern clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

**Oil:** A pint of oil burns for 6 hours in a lantern. Oil can be used as a weapon if thrown (see **Weapons Table** and **Weapons Notes** for Oil, Burning). Upon contact, there is a 50% chance of the oil igniting. You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of damage to each creature in the area.

**Ram, Portable:** This iron shod wooden beam gives you a +1 bonus on rolls made to break open a door.

**Torch:** A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. Torches used as weapons are detailed in the **Weapons Table** in this section.

**Vial:** A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

## Special Substances and Items

Any of these substances except for the everburning torch and holy water can be made by an alchemist.

**Acid:** You can throw a flask of acid as a missile weapon. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

**Alchemist's Fire:** You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as an attack with a range of 10 feet. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

**Antitoxin:** If you drink antitoxin, you get a second saving throw versus poison or a saving throw versus poison if a saving throw isn't normally allowed, for 1 hour.

**Everburning Torch:** This otherwise normal torch has a *continual light* spell cast upon it. An everburning torch clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius.

**Holy Water:** Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a missile weapon (see **Weapons Table** and **Weapons Notes** for Holy Water).

**Smokestick:** This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube (treat the effect as a fog spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally.

**Sunrod:** This one foot long, gold tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

**Tanglefoot Bag:** When you throw a tanglefoot bag at a creature, the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a -2 penalty on attack rolls and must save versus paralysis or be glued to the floor, unable to move. Even if it manages to save, it can move only at half speed. Creatures with d12 Hit Dice or larger are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but will be unable to fly unless it makes its saving roll. A creature may attempt to scrape away the goo with a weapon or claws each round. The goo can withstand 15 points of damage in this manner before it is all scraped off. If left alone, the goo will become brittle in 2d4 rounds.

**Thunderstone:** You can throw this stone as an attack with a range of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang. Each creature within a 10-foot radius spread is deafened for 1 hour unless it makes its saving throw against paralysis. A deafened creature, in addition to the obvious effects, has a 20% chance to miscast and lose any spell that it tries to cast.

**Tindertwig:** The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder.

## Tools and Skill Kits

**Holy Symbol, Silver or Wooden:** A holy symbol focuses positive energy. A cleric or paladin uses it as the focus for his spells and as a tool for turning undead. Each religion has its own holy symbol.

**Unholy Symbols:** An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead).

**Magnifying Glass:** This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus and tinder to ignite.

**Spell Book (Blank):** A spell book has 100 blank pages of parchment perfect for recording unique spells. This differs from the traveling spell book that spellcasters generally use. The traveling spell book holds the spells the wizard commonly memorizes on adventures.

**Water Clock:** This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.

## Clothing

**Artisan's Outfit:** This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

**Cleric's Vestments:** These ecclesiastical clothes are for performing priestly functions, not for adventuring.

**Cold Weather Outfit:** A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots.

**Courtier's Outfit:** This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it. If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

**Entertainer's Outfit:** This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

**Explorer's Outfit:** This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide brimmed hat.

**Noble's Outfit:** This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet

ring (see **Adventuring Gear**, above) and jewelry (worth at least 100 gp).

**Peasant's Outfit:** This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

**Royal Outfit:** This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

**Scholar's Outfit:** Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

**Traveler's Outfit:** This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

## Food, Drink, and Lodging

**Inn:** Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

**Meals:** Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

## Mounts and Related Gear

**Barding:** Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found in the armor section.

Armor for a horse costs four times as much as armor for a human and also weighs twice as much as the armor found in the armor section. If the barding is for a pony sized mount, the cost is only double, and the weight is the same as for armor worn by a humanoid.

Flying mounts can't fly in medium or heavy barding. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

**Dog, Riding:** This dog is specially trained to carry a small humanoid rider such as a halfling. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog.



**Donkey or Mule:** Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

**Feed:** Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

**Horse:** A horse (other than a pony) is suitable as a mount for a dwarf, elf, half-elf, or man. A pony is smaller than a horse and is a suitable mount for a halfling.

Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

**Saddle, Exotic:** An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

**Saddle, Military:** If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

**Saddle, Pack:** A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

**Saddle, Riding:** The standard riding saddle supports a rider.

## Transport

**Carriage:** This four wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

**Cart:** This two wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

**Galley:** This ship has three masts and numerous oars on either side. Galleys vary in size, the most common being 130' long, 20' wide. For an additional 1/3rd (33%) of the ship's cost, it can be upgraded to a war galley. It can be shrunk to a small galley at a savings of 1/3rd (33%) of the ship's cost. This ship cannot make sea voyages and sticks to the coast. Specifications for galleys are in the **Naval Combat** section on page 139.

**Keelboat:** This 50 to 75-foot long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of 10 and can carry 15 tons of cargo. It cannot make sea voyages, and is limited to sailing down rivers. It moves 36 miles a day.

**Longship:** This 75-foot long ship with forty oars requires a total crew of 75. It has a single mast and a square sail, and it can carry 4,000 pounds of cargo. A longship can make sea voyages. It moves 18 miles a day when being rowed or 90 miles a day under sail.

**Rowboat:** This 8 to 12-foot long boat holds two or three passengers. It moves 18 miles per day.

**Sailing Ship:** This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20 (a smaller ship can be had for a 50% discount, see page 139.) and can carry 15 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves 72 miles per day.

**Sled:** This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

**Wagon:** This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

**Warship:** This ship is a sailing ship (large or small) that has had additional decks built onto the basic frame to house marines. The cost of the added decks is 1/3rd (33%) of the sailing ship's cost. Large warships can house 50 marines, small warships 25 marines. Warships can make sea voyages and while generally aren't used for carrying cargo, can handle the same amount of cargo as a sailing ship. Its movement is identical to the sailing ship.

## Services

Sometimes the best solution for a problem is to hire someone else to take care of it.

**Coach Cab:** The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 cp usually takes you anywhere you need to go.

**Hireling, Trained:** The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

**Hireling, Untrained:** The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

**Messenger:** This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

**Road or Gate Toll:** A toll is sometimes charged to cross a well trodden, well kept, and well guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

**Ship's Passage:** Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures that are otherwise difficult to bring aboard a ship.

## Non-Player Characters

The referee may "allow" the primary characters to "hire into service" one or more characters. At times these non-player characters may be nothing more than a band of mercenaries hired to share in the profits coming out of a campaign. At other times, these NPCs may represent a regular entourage of various character classes and races who make up a team under the leadership of the primary player character.

Only the lowest level character classes may be hired, though they grow in experience as they participate in the campaign. Note that while NPCs get a full share of any treasure found, they only get 50% of the normal experience points.

The player wishing to hire a NPC advertises by posting notices at inns and taverns, frequents public places seeking the desired hirelings, or sends messages to whatever place the desired character class would be found. This costs money and takes time and the referee must determine how much of each is expended.

Once a response has been obtained, the player must make an offer to tempt the desired character class into his (or her) service. As a rule of thumb, a minimum offer of 100 cp would be required for a human; dwarves are more interested in gold, elves and wizards in magical items, and clerics some assurance of having a place to worship.

Monsters can be lured into service if the character has sufficient charisma and they are the same alignment or they can be charmed.

Men, dwarves, and elves will serve as retainers (NPCs) as long as they are paid regularly, treated fairly, are not continually exposed to extra-hazardous duty, and receive bonuses when they take part in some dangerous adventure. Judgment is up the referee with the assistance of a morale roll.

Morale rolls can also be used to determine whether a man or sentient creature will surrender. When this happens, an offer of service can be made. Subdued monsters will obey for a time without need to check their reactions and such

monsters are salable. Personally, I wouldn't trust such a monster as far as I could throw them.

Adjust the following roll for charisma and initial payments for service.

3d6	Morale
3	Will desert at the first opportunity
4-6	-2 on morale dice
7-8	-1 on morale dice
9-12	Average morale dice
13-14	+1 on morale dice
15-18	+2 on morale dice

## Spells

### Cleric Spells

#### 1st Level Cleric Spells

##### Cure Light Wounds

During the course of 1 full turn this spell will remove hits from a wounded character (including elves, dwarves, etc.). 1d6+1 is rolled and the result is subtracted from the hit points the character has taken. Thus, from 2-7 hit points of damage can be removed.

##### Detect Evil

**Range:** 120', **Duration:** 6 turns

A spell to detect evil thought or intent in any creature or evilly enchanted object. Note that poison is neither good nor evil.

##### Detect Magic

**Range:** 60', **Duration:** 2 turns

A spell to determine if there has been some enchantment laid on a person, place, or thing. It is useful, for example, to discover if some item is magical, a door has been "held" or "wizard locked", etc.

##### Light

**Duration:** 12 turns

A spell to cast light in a circle 30' in diameter, not equal to full daylight.

##### Protection from Evil

**Duration:** 12 turns

This spell hedges the conjurer round with a magic circle to keep out attacks from enchanted monsters. It also serves as armor from various evil attacks, adding a +1 to all saving throws and taking a -1 from hit dice of evil opponents. This spell is not cumulative in effect with magic armor and rings, although it will continue to keep out enchanted monsters.

### Purify Food and Water

This spell will make spoiled or poisoned food and water usable. The quantity subject to a single spell is approximately that which would serve 12 people.

## 2nd Level Cleric Spells

### Bless

**Duration:** 6 turns

This spell may only be cast by the cleric on a character who is not in active combat. A blessing raises morale by +1 and also adds +1 to attack dice.

### Find Traps

**Duration:** 2 turns

This spell will allow the cleric to locate any mechanical or magical traps within a radius of 30'.

### Hold Person

**Range:** 180', **Duration:** 9 turns

This spell is similar to the 1st level wizard spell *charm person*, but which is of both limited duration and greater effect. It will affect 1d4 persons. If it is cast on only a single person it has the effect of reducing the target's saving throw against magic by -2.

### Silence, 15' Radius

**Range:** 180', **Duration:** 12 turns

This spell allows the caster to either cast silence upon himself and his party so as to move with no sound or to cast the spell upon some object or thing to silence it.

### Snake Charm

**Range:** 60', **Duration:** see below

This spell is of variable strength depending on the level of the cleric. For each level the user has attained 1 level (1d6 hit points) of snakes may be charmed. Thus, a 6th level cleric could snake charm 6 normal snakes or a very large one, and at the 12th level the cleric would be exactly twice as effective. The duration of this spell varies according to the temperament of the snakes so charmed. If the snakes are placid, duration is 1d4+2 turns. If aroused or angry, duration drops to 1d6+6 rounds.

### Speak with Animals

**Duration:** 6 turns

This spell allows the cleric to speak with any form of animal life, understanding what they say in reply. There is a possibility that the animal(s) spoken with will perform services for the cleric, and they will never attack the party the cleric is with.

## 3rd Level Cleric Spells

### Continual Light

**Range:** 120'

This spell creates a light wherever the wizard desires. It sheds a circle of illumination 240' in diameter equal to full daylight. It continues to shed light until dispelled.

### Cure Disease

This spell cures any form of disease. The spell is the only method to rid a character of a disease, for example, from a curse or the touch of a mummy.

### Locate Object

**Range:** 90'

Some knowledge (exact nature, dimensions, coloring, etc.) of the object to be located must be possessed by the wizard before casting this spell in order for it to be effective. Well known objects such as a flight of stairs leading upwards can be detected with this spell however. The spell gives the wizard bearing to the object, but not the distance. The desired object must be within the range of the spell.

### Prayer

**Range:** 30', **Duration:** 1 round

By means of this spell, the cleric lowers the saving throw of his opponents. The prayer affects an area of 20' square. It affects the saving throws of those within the area by -1 plus an additional -1 for every 10 levels the cleric has gained, e.g., an 11th level cleric lowers the saving throws by -2 while a 21st level cleric would lower them by -3.

### Remove Curse

**Range:** adjacent to the object

This spell will remove one curse or evil sending. Note that using this spell on a "cursed sword" would make the weapon an ordinary sword, not some form of enchanted blade.

### Speak with Dead

A spell which allows the cleric to ask 3 questions of a dead body. Note that the length of time the creature has been dead will be a consideration. Up to 7th level clerics can only converse with recent dead (1d4 days); up to 14th level clerics can converse with creatures dead 1d4 months; 15th – 20th level clerics can converse with creatures dead 12 months; above 20th level clerics have no limitations as to time. The referee will answer the 3 questions asked in any reasonable form he desires, riddles being recommended.

## 4th Level Cleric Spells

### Create Water

This spell will allow the cleric to create a supply of drinkable water sufficient for a party of 12 men and horses for 1 game day. The quantity doubles for every level above 8th level that the cleric attains.

### Cure Serious Wounds

This spell is like *cure light wounds* but the effects are double, so that you roll 2d6+2. Therefore, from 4–14 hit points will be removed by this spell.

### Neutralize Poison

**Duration:** 1 turn

This spell will counter the harmful effects of poison. It will not aid a character killed by poison. It will affect only one object.

### Protection from Evil, 10' Radius

**Range:** 30', **Duration:** 12 turns

Like the *protection from evil* spell except that it extends for 10' around the cleric.

### Speak with Plants

**Range:** 30', **Duration:** 6 turns

This spell will allow the cleric to speak with all forms of plant life, understanding what they say in reply. Plants so spoken to will obey the commands of the cleric, such as part to allow a passage and so on. This spell does not give the cleric the power to command trees as treants do.

### Turn Sticks to Snakes

**Range:** 120', **Duration:** 6 turns

Anytime that sticks are nearby, a cleric can turn them into snakes with a 50% chance that they will be poisonous. From 2d8 snakes can be conjured. He can command these conjured snakes to perform as he orders.

## 5th Level Cleric Spells

### Commune

A spell which puts the cleric in touch with the power "above" and ask for help in the form of answers to 3 questions. Communing is allowed but once each game week (referee's option). Veracity and knowledge should be near total. Once per year a special communing should be allowed wherein the cleric can ask double the number of questions.

### Create Food

This spell will allow the cleric to create sustenance sufficient for a party of 12 men for 1 game day. The quantity doubles for every level above 8th level that the cleric attains.

### Dispel Evil

**Duration:** 1 turn

Similar to a *dispel magic*, this allows the cleric to dispel any evil sending or spell within a 30' radius. It functions immediately.

### Finger of Death

**Range:** 120'

This spell creates a "death ray" which will kill any creature unless a saving throw is made (where applicable). A cleric may use this spell in a life or death situation but misuse will immediately cause an alignment change. The "good" version of this spell is *raise dead*.

### Insect Plague

**Range:** 480', **Duration:** 1 day

This spell will allow the cleric to call to him a vast cloud of insects and sends them where he will, within the spell range. They will obscure vision and drive creatures with less than 3 hit dice off in a rout. This spell is only effective above ground. The dimensions of the *insect plague* are 360 square feet.

### Quest

This spell is similar to the wizard spell *geas* except that the character sent upon a *quest* by the cleric is not killed by failure to carry out the mission. However, the cleric may curse him with whatever he desires for failure and the referee should decide if such a curse will take effect if the character ignores the *quest* basing the effectiveness of the curse on the phrasing of it and the alignment and actions of the character so cursed.

### Raise Dead

The cleric simply points his finger, utters the prayer, and the dead person is raised. This spell works with dwarves, elves, half-elves, halflings, and men. For each level the cleric has progressed beyond 8th level, the time limit for resurrection extends another 4 days. Thus, an 8th level cleric can raise a body dead up to 4 days, a 9th level cleric can raise a body dead up to 8 days, etc. Naturally, if the character's constitution was weak, the spell will not bring him back to life. If any event, raised characters must spend 2 game weeks time recuperating from the ordeal. The "evil" version of this spell is the *finger of death*.

## 6th Level Cleric Spells

### Animate Objects

**Range:** 60', **Duration:** 6 turns

A spell by which objects are animated for the purpose of attack or defense. For example, stone statues may be animated; furniture may be animated, and so forth. The heavier the object, the slower will be its movement, but the more deadly will be its blows. An animated statue would move 30' per turn, attack only every other melee round, have an armor class of 1, and do double damage



(2d8 points), striking as an 8th level creature, assuming the statue was at least man-sized. A chair would do small damage, but it would move more rapidly on its 4 legs; a rug would trip and smother; a tapestry would blind and smother. One large object (approximately twice as big as a man), 2 man-sized objects, or several small objects can be animated.

### Blade Barrier

**Range:** 60', **Duration:** 12 turns

When uttered this spell creates a barrier up to 30' in diameter, its whirling blades doing 7d10 points of damage to anyone or thing which attempts to pass through it.

### Conjure Animals

**Range:** 30', **Duration:** 10 turns

This spell allows the cleric to conjure 1 large animal (elephant, hippo, rhino, etc.), 3 medium-sized animals (lions, tigers, bears, etc.), or 6 small ones (wolves, wild dogs, lynx, etc.). The animals so brought will obey the cleric.

### Find the Path

**Duration:** 6 turns + 1 turn per level of the caster (also see below)

By means of this spell the fastest and safest way out of a trap, maze, or wilderness can be found. It will, for example, allow the user to free himself from a *maze* spell in a single turn after employing the spell, and if a subsequent *maze* spell was cast at him it would not have any effect. Duration of this spell is 1 day if cast outdoors.

### Speak with Monsters

**Duration:** 3d4 questions

This spell allows the user to speak with any monster, although whether or not the monster will desire to converse is another matter entirely.

### Word of Recall

Before this spell is used the cleric must designate the sanctuary to which he will be recalled when the spell is uttered. The recall acts similarly to a *teleport* spell, but there is no chance of failure, and it takes only the cleric back, and only to his sanctuary. Note that the sanctuary may not be changed at will, but if circumstances force a change it can be allowed.

## 7th Level Cleric Spells

### Aerial Servant

This spell summons a creature somewhat like an invisible stalker, although it is more powerful. The aerial servant has but one purpose: to bring to the cleric any creature or thing the cleric desires. The aerial servant will not fight, but it is very fast and strong, and it will attempt to simply take its object by force and carry it back to the cleric. It can carry weight up to about 500 pounds. It moves at

twice the speed of an air elemental. It will surprise on a 1–4. Only 18 strength will allow any chance of escape and for every percentage point allow a like chance of escape, so an 18/50% has a 50% chance for escape. If frustrated from its purpose, the aerial servant becomes insane and will return to its sender, attacking and defending as a double strength invisible stalker.

### Astral Spell

**Range:** 240', **Duration:** 12 turns (but see below)

A spell which allows the cleric to send his astral form, undetectable to all but others on the astral plane, from his body to other places. Note that a *power word: blind* would not prevent this spell and would not blind the astral form. The cleric may employ spells while in his astral body, but there is a 2 1/2% chance per spell level that the spell will fail. In failing the spell there is also a 1% chance per spell level that he will then be forced to return to his body. Example: an 18th level cleric in astral form attempts to cast a 6th level spell. There is a 15% chance that the spell will fail, and if it does fail there is a 6% chance that he will have to return to his body. If, while the cleric has left his body and is in the astral plane, his body is moved beyond the spell range or destroyed the cleric's astral form is immediately sent to jibber and shriek on the floor of the lowest hell. The astral body can move 120' per turn.

If this spell is cast outdoors, the duration, range, and movement rate of the astral form change. Range and movement each are 100 miles per level above 18 of the caster. Duration is 48 turns.

### Control Weather

The cleric can perform any one of the following weather control operations with this spell: rain, stop rain, cold wave, heat wave, tornado, stop tornado, deep clouds, and clear sky.

### Earthquake

**Duration:** 1 turn

This spell allows the user to create a tremor of limited proportions. When spoken the spell will tumble a small dwelling (even of sturdy stone construction), a wooden palisade, an earth rampart, a portion of a cliff, or whatever. Cracks and crevasses will appear in the earth, and 1 creature in 6 in the area affected will fall in (dice for all, 6's indicating the fall). *Earthquake* area 60' by 60' plus 10' additional to both dimensions for each 3 levels over 17th the cleric has attained. For example, at 20th level the area is 70' square, at 23rd level it is 80' square, etc.

### Gate

Using this spell opens a cosmic portal and allows an ultra-powerful being (such as Odin, Crom, Set, Cthulhu, the Shining One, a demigod, or whatever) to come to this plane. It is recommended that the user of this spell have a

highly valid reason for summoning such aid. The name of the being desired must be called when the spell is cast. There is a 95% chance that the called being will come, 5% chance for some other being coming instead. There is also a 5% chance that whoever shows up will simply return immediately after observing the situation.

### Holy Word

The pronouncement of a holy word will affect creatures up to 12 hit dice in a 40' x 40' square surrounding the cleric:

- Creatures of 5 hit dice or less are killed.
- Creatures of 5 to 8 hit dice are stunned for 2d10 turns, and are unable to move, fight, or cast spells.
- Creatures of 9 to 12 hit dice are deafened for 1d6 turns, fight at a -2 penalty on to hit rolls, and have a 50% chance of casting spells.

### Part Water

**Range:** 120', **Duration:** 6 turns

This spell will part water up to 20' deep. For every level the cleric gains above 17th he may add 50% of the base limits to the depth and duration, i.e., at 18th level the cleric could part water 30' deep for 18 turns, and at 19th level it would be 40' and 24 turns.

### Raise Dead Fully

This spell is simply a *raise dead* spell which also restores full strength to the person so raised, and no rest or recuperation is required after. The reverse of this spell disallows a saving throw, automatically killing its target unless the object is protected by a device to counter such spells.

### Restoration

When this spell is employed it will restore 1 full level of energy to any person whom has lost such a level to the undead. It will not restore levels of energy lost in other manners, nor will it add levels not lost. The reverse of this spell causes an automatic loss of 1 energy level. The use of this spell will incapacitate the cleric for 2d10 days, so NPC clerics cannot usually be hired to cast it. Note that its reverse will not cause any incapacitation.

### Symbol

An inscribed rune which if passed over, touched, or read by a creature of a different alignment from (or of hostile intent to) the inscriber the *symbol* will take effect. The various runes and their powers are:

- **Discord:** any and all creatures affected by this symbol suffer disharmony.
- **Fear:** any and all creatures affected by this symbol are affected as if by the *fear* spell.

- **Sleep:** any and all creatures affected by this symbol are affected as if by the *sleep* spell, but at double strength (see *sleep* spell).
- **Stunning:** one or more creatures whose total hit points do not exceed 150 are affected as if by the *power word: stun* spell.

A symbol may be negated only by a cleric a minimum of 1 level higher than the cleric who cast it.

### Wind Walk

**Duration:** 1 day unless dispelled

When uttered this spell causes the cleric and his immediate surroundings to become insubstantial and cloudlike. In this form the cleric can travel at great speed (480' per turn) and wherever he likes. He can transport 1 other person in this fashion, provided that person is in close proximity (touching) the cleric.

## Druid Spells

### 1st Level Druid Spells

#### Detect Magic

This spell is exactly the same as the spell of the same name for wizards.

#### Detect Snares & Pits

**Duration:** 6 turns per level of the caster

This is the equivalent of a clerical spell to detect traps, but it can only be employed outdoors.

#### Faerie Fire

**Range:** 60', **Duration:** 6 turns

By using this spell the caster limns the object he desires with a pale glow. This luminescence causes no damage and shows only the outlines of the object. Area coverage: 10 square feet per level of the caster.

#### Locate Animals

A spell similar to that used by wizards to locate objects. It differs in that only the type of animal to be located must be known.

#### Predict Weather

With this spell the druid is able to forecast the weather in the local (2 square miles per level of the caster) area with 95% accuracy unless the weather is modified by some magical means. Forecast: 12 hours.

#### Purify Water

A limited form of the clerical *purify food and water* spell, which affects only water, but is otherwise the same.

## 2nd Level Druid Spells

### Create Water

Same as the cleric spell of the same name.

### Cure Light Wounds

Same as the cleric spell of the same name.

### Heat Metal

**Range:** 30'

A spell which enables the druid to cause metal objects of ferrous nature to become progressively warm, hot, and then searing hot. The amount of metal which can be affected by this spell is a function of the level of the druid using it. For each level he has attained the druid can affect approximately 20 pounds of ferrous metal. Flesh in contact with the metal heated by this spell suffers burns and is accordingly damaged. Fire resistance negates this effect. Metal stays at the searing temperature for two turns (the first of which will blister a hand and make it unusable for 1 day or cause 1–2 points of damage to the other parts of the body, except the head which will take one point of damage and cause the person to become dizzy), the second of which will cause a hand still in contact with the metal to be severely burned and unusable for 1–3 weeks, cause an additional 2–3 points damage to a body in contact with the metal, and inflict an additional two points of damage to a head in contact with the heated metal as well as causing the creature so affected to become unconscious for from 2d4 turns.

### Locate Plants

Similar to the spell to locate animals, except that it applies strictly to vegetation.

### Obscurement

**Duration:** 1 turn per level of the caster

When this spell is employed the druid causes a misty cloud of vapor to form around him. The size of the cloud covers an area equal to 100 cubic feet x level of druid.

### Produce Flame

**Duration:** 2 turns per level of the caster

By means of this spell the druid can cause a bright flame (about equal to the light of a small lantern) to spring forth from his palm. Although it will not harm him, it will ignite combustible materials touched by it. The flame can be hurled by the druid to a maximum of 30', and it will then extinguish itself (although it will combust inflammables if it strikes them). The druid can extinguish the flame at will.

### Speak with Animals

Same as the cleric spell of the same name.

### Warp Wood

**Range:** 60'

By use of this spell the druid causes straight shafts (and similar objects) to become bent. The amount of wood which can be so warped is dependent upon the level of the druid, with a rough conversion of one spear shaft of 6' length or six arrow shafts per two levels the druid has attained. Note that the planks of a boat or even a ship could be affected by this spell. Wood warped by this spell is permanently damaged.

## 3rd Level Druid Spells

### Call Lightning

**Range:** 360'

This spell is dependent upon the prevailing weather. If there is any sort of storm above (including a tornado) the druid is able to call down a lightning bolt of  $8d6+1d6$  per level of the druid. Usable outdoors only. The lightning comes down in a perpendicular path, and it can strike objects in the sky as well as those upon the ground. Frequency: 1 bolt per ten minutes.

### Cure Disease

Same as the cleric spell of the same name.

### Hold Animal

**Range:** 60', **Duration:** 1 turn per level of the caster

Same as a *hold monster* spell, except that it applies to mammals, birds, reptiles, and fish of up to approximately 200 pounds body weight per level of druid (halve weight for non-mammals).

### Neutralize Poison

Same as the cleric spell of the same name.

### Protection from Fire

**Duration:** 3 turns per level of the caster

A very powerful spell which has a varying effect. If cast upon a person other than a druid it simply confers invulnerability from common fire, as well as the effects of a *ring of fire resistance* against magical fires. If cast upon a druid it also gives complete protection from magical fire (including *fire balls*, *meteor swarms*, type VI demon immolation, and dragon fire), but exposure to such magical fires will immediately cancel the spell as of the next turn.

### Plant Growth

Same as the wizard spell *growth/plant*.

### Pyrotechnics

Same as the wizard spell of the same name.

### Water Breathing

Same as the wizard spell of the same name.

## 4th Level Druid Spells

### Animal Summoning I

The equivalent of the cleric spell *conjure animals*.

### Control Temperature, 10' Radius

**Duration:** 3 turns per level of the caster

This spell allows the druid to alter the temperature within the indicated radius to vary by +/-50 degrees (warmer or colder than surrounding temperature).

### Cure Serious Wounds

Same as the cleric spell of the same name.

### Dispel Magic

Same as the wizard spell of the same name.

### Hallucinatory Forest

**Range:** 60' to nearest edge

When cast this spell will cause any creature (other than another druid or a magical forest creature or a treant) to absolutely believe it is actually there and act accordingly. It can be dispelled by a *dispel magic* spell or a reverse of the druid spell which brought it into being. The area it covers is equal to 30' square times the level of druid.

### Insect Plague

Same as the cleric spell of the same name.

### Plant Door

**Duration:** 3 turns per level of the caster

By means of this spell the druid is able to pass through the densest of plant growth, including the solid trunks of trees. The "door" is opened only for him (although another druid or a dryad could also follow). The druid may choose to stay within an oak upon which he has cast this spell. The "door" opens a path up to 3' wide, 6' high, and 100' long.

### Produce Fire

**Range:** 30', **Duration:** 1 turn

When employed this spell produces a common fire with a maximum area of coverage of 10 square feet. Combustible materials touched by the fire will, naturally, catch fire. The spell can be reversed to extinguish a natural fire (including flaming oil, for example) over the same area.

### Protection from Lightning

**Duration:** 6 turns per level of the caster

Similar to a *protection from fire*, by means of this spell the druid immunizes himself from all electrical attacks. Upon being struck by lightning, however, the spell is instantly negated.

### Speak with Plants

Same as the cleric spell of the same name.

## 5th Level Druid Spells

### Animal Summoning II

This is a spell with twice the strength of *animal summoning I*.

### Animal Growth

Same as the wizard spell *growth of animals*.

### Anti-Plant Shell

This spell is very similar to the *anti-magic shell* spell of a wizard, its difference being that it provides absolute protection from attacks by plants or similar living vegetable matter.

### Commune with Nature

This spell allows the druid to commune with higher powers, much as a cleric communes. However, it must be performed outdoors, and the answers given will only be of the sort that pertains to nature (farm and field, wood and stream and the like).

### Control Winds

**Range:** see below, **Duration:** 6 turns per level of the caster

One turn after this spell is uttered the winds within a 240' range of the druid can be either calmed or increased to great force (which will drive flying creatures from the air, bend medium-sized trees, make sailing impossible except before the gale. etc.). The center of this effect moves with the druid who cast the spell. A higher level druid always is able to use a like spell to counter it with success. A druid of 11th level has a range of 320', at 12th level the range is 400', and at 13th level the range is 480'.

### Hold Plant

**Range:** 30' per level of the caster, **Duration:** 6 turns per level of the druid

Similar to the wizard spell *hold monster*, except that this spell will affect only vegetable matter which is self ambulatory or magically animated. It will, for example stop plant growth. It will affect treants. It will affect fungoid life forms.

### Pass Plant

By means of this spell the druid is able to travel from a tree of one sort to another of the same species within a radius of 480'. Trees which can be used are: Oak (120' distance bonus), ash, yew, linden (120' penalty), elm (120' penalty), other deciduous trees (180' penalty), and coniferous trees (240' penalty). The tree must be living and of a girth approximately equal to/or greater than that of the druid concerned. If a like tree does not exist within



the range then the spell fails, and on the next time period considered the druid emerges from the tree through which he intended to pass.

#### **Transmute Rock to Mud**

Same as the wizard spell of the same name.

#### **Turn Sticks to Snakes**

Same as the cleric spell of the same name.

#### **Wall of Fire**

Same as the wizard spell of the same name.

### **6th Level Druid Spells**

#### **Animal Summoning III**

A spell which is a quadruple strength *animal summoning I* spell.

#### **Anti-Animal Shell**

**Duration:** 3 turns per level of the caster

This spell is similar to the *anti-plant shell*. It provides absolute protection from basic animal types (including giant animals, insects, giant insects, birds and reptiles but excluding such fantastic animals as centaurs, gorgons, and so forth). Those inside the shell are not able to attack, however, either by normal or magical means.

#### **Conjure Fire Elemental**

Same as a wizard elemental conjuring spell, except that the druid may call only a fire elemental. However, because of the relationship which druids have to fire the elemental will not turn upon the druid, regarding him as a friend of sorts. Additionally, due to this same relationship, it is possible that the druid may raise 1–3 salamanders instead of a fire elemental (1 chance in 12) or that an exceptionally large fire elemental (1d6+14 hit dice) will come to the summons (1 chance in 20).

#### **Feeblemind**

Same as the wizard spell of the same name.

#### **Finger of Death**

Same as the cleric spell of the same name.

#### **Transport via Plants**

A spell quite similar to the *pass plant* spell, but by using this spell the druid is able to transfer himself from the plant at hand to any plant of a similar species which the druid has seen or heard about. If the desired destination plant is not alive, the spell fails as a *pass plant* spell does. If there is an error (as in teleporting) the druid goes to a different species of plant, which could be many times removed from that he desired, thus a great distance away. This spell can be used but once per day. If the druid desires he may choose to simply remain inside the plant

instead of transporting from it; in this case he may remain inside for up to 24 hours, and while inside may observe everything around him with his full senses and those of the plant as well.

#### **Turn Wood**

**Range:** 20' per level of the caster, **Duration:** 1 turn per level of the caster

When this spell is cast a wall of force moves forth from the druid, and any wooden objects in its path, objects such as spear shafts, weapon hafts, bows, arrows, quarrels, shields of wood, etc., are pushed back. Any creature holding onto such items will either be dragged back also, or the wood will splinter and the pieces go back. The breadth of the wall of wood turning is 60' to either side of the druid. The force moves away from the druid at 40' per turn. The druid need not control the spell once it has been set in motion.

#### **Weather Summoning**

By means of this conjuration a druid is able to cause virtually any sort of weather he desires to prevail in the area (at least a 5 mile radius). The weather called for must be commensurate with the season and the climate. Very extreme weather (torrential rain, winds of hurricane force, heat wave over normal highs by 15 or more degrees, cold in the same extreme, a blizzard, giant hail, etc.) can only be summoned by a druid of 11th or higher level. Druids may act in concert in order to summon harmonious weather sorts, i.e. very cold and a blizzard, rain and winds of great force, etc. When the weather summoned arrives it is not under the control of the druid. The delay after the conjuration is made until the weather summoned is 3 turns plus 5d4 turns minus the level of the druid summoning the weather. The first effects of the spell will become apparent after three turns (storm clouds on the horizon, an increase or decrease in temperature, etc.)

### **7th Level Druid Spells**

#### **Animate Rock**

**Duration:** 6 turns

This spell is similar to an *animate objects* spell of a cleric, but it affects only stone. Up to approximately 26 cubic feet of stone can be animated (2 cubic feet x the level of the druid). The rock will move at 20–40' per turn, the faster speeds for rock masses which are basically of an ambulatory shape such as statues. The animated rock will probably obey the druid animating it (70% chance).

#### **Confusion**

Same as the wizard spell of the same name.

#### **Conjure Earth Elemental**

Similar to the wizard spell for elemental conjuration except that only an earth elemental can be brought forth,

and the druid need not control the elemental, as it will not turn upon him.

### Control Weather

Same as the wizard spell of that name.

### Creeping Doom

A spell which calls up a horde of small and deadly insects, myrapodia and arachnids. They appear within 1–3 turns of being called. From 1d10x100 come. The mass of small creatures then move forward to attack whatever they are commanded to, provided it is within 60' at the time they are instructed. They will pursue until the prey is beyond a 240' range (or until it or they are otherwise destroyed). Note: This spell is employable in indoor situations as well as outdoors.

### Fire Storm

This spell creates a fire of intensity equal to a *wall of fire* in a large area. This magical conflagration will last but one turn, but all combustible material within the area affected will continue to burn thereafter. The spell can be reversed to extinguish normal fires in an area twice that of the maximum possible area of the druid's fire storm. There is a 5% per level of the druid casting the spell chance of the reversal working to extinguish magical fires of up to the area of the possible fire storm area. Area: 30 square feet per level of the caster, minimum 30 square feet.

### Reincarnation

Similar to the spell of that name used by wizards but with a bias towards animals. Unlike the wizard version of this spell, the creature that results retains the character's alignment.

1d20	Creature
1	Ape
2	Dwarf
3	Elf
4	Bat
5–6	Bear
7–8	Boar
9–10	Half-Elf
11–12	Halfling
13–14	Camel
15–16	Mountain Lion
17	Man
18	Panther
19	Lion
20	Tiger

### Transmute Metal to Wood

**Range:** 60'

When this spell is used upon any metal it will permanently change it into some type of wood (saving throws apply). The amount of metal that can be

transmuted is equal to a weight of 5 pounds times the level of the caster. Area of effect: 10 square feet.

## Wizard Spells

### 1st Level Wizard Spells

#### Charm Person

**Range:** 120'

This spell applies to all two-legged, generally mammalian creatures near to or less than man-size, excluding all monsters in the undead class but including sprites, pixies, nixies, kobolds, goblins, orcs, hobgoblins, and gnolls. If the spell is successful, it will cause the charmed entity to come completely under the control of the wizard until such time as the "charm" is dispelled (see *dispel magic*).

Intelligence allows the charmed person to eventually free itself from the charm. A check will be made on the following basis, and if a score equal to a save versus spell is made, the charm is broken.

Intelligence	Check Every
6–	1 month
7–9	3 weeks
10–11	2 weeks
12–15	1 week
16–17	2 days
18+	1 day

#### Detect Magic

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

#### Hold Portal

**Duration:** 2d6 turns

A spell to hold a door or gate. It is similar to a locking spell (see *wizard lock*) but it is not permanent. *Dispel magic* will immediately negate it, a strong anti-magical creature will shatter it (e.g., a demon) and a *knock* spell will open it.

#### Light

**Duration:** 6 turns + 1 turn per level of the caster

This spell is the same as the cleric spell of the same name except for the duration noted above.

#### Magic Missile

**Range:** 150'.

This is a conjured missile equivalent to a magic arrow, and it does full damage (1d6+1) to any creature that it strikes. For every 5 levels the wizard has attained he may add an additional 2 missiles when employing this spell. So, a 6th level wizard may cast 3 magic missiles at his target, an 11th level wizard casts 5, and so on.

### Protection from Evil

**Duration:** 6 turns

This spell is the same as the cleric spell of the same name except for the duration noted above.

### Read Languages

The means by which directions and the like are read, particularly on treasure maps. It is otherwise like the *read magic* spell.

### Read Magic

The means by which the incantations on an item or scroll are read. Without such a spell or similar magic device magic is unintelligible to even a wizard. The spell is of short duration (one or two readings being the usual limit).

### Shield

**Duration:** 2 turns

By means of this spell, the user imposes a self moving magical barrier between himself and his enemies. It provides the equivalent of armor class 2 vs. missiles and armor class 4 vs. other attacks.

### Sleep

**Range:** 240'

A *sleep* spell affects from 2d8 1st level types (hit dice up to 1+1), from 2d6 2nd level types (hit dice up to 2+1), and from 1d6 3rd or 4th level types (up to 4+1 hit dice). The spell always affects up to the number of creatures determined by the dice. If more than the number rolled could be affected, the referee will determine which creatures sleep by random selection. There is no saving throw against this spell. *Sleep* does not affect undead.

### Ventriloquism

**Range:** 60', **Duration:** 2 turns

As the name implies, this spell allows the user to make the sound of his voice issue from someplace else, including such places as a statue, animal, etc.

## 2nd Level Wizard Spells

### Continual Light

This spell is identical to the cleric spell *continual light*, except that the light is not equivalent to daylight.

### Darkness, 5' radius

**Range:** 120', **Duration:** 6 turns

A spell which causes total darkness within the indicated area making even infravision useless. It can be countered by either a *dispel magic* or a *light* spell.

### Detect Evil

**Range:** 60', **Duration:** 2 turns

This spell is the same as the cleric spell of the same name except for range and duration.

### Detect Invisible

**Range:** 10' per level of the caster, **Duration:** 6 turns

A spell to find secreted treasure hidden by an *invisibility* spell. It will also locate invisible creatures.

### ESP

**Range:** 60', **Duration:** 12 turns

A spell which allows the wizard to detect the thoughts (if any) of whatever lurks behind doors or in the darkness. It can penetrate solid rock up to about 2' in thickness but a thin coating of lead will prevent its penetration.

### Invisibility

**Range:** 240'

A spell which lasts until it is broken by the user or by some outside force (like the character attacking). It affects only the person or thing upon whom it is cast.

### Knock

**Range:** 60'

A spell which opens secret doors, held portals, doors locked by magic, barred or otherwise secured gates, etc.

### Levitate

**Range:** 20' per level of the caster, **Duration:** 6 turns + 1 turn per level of the caster

This spell lifts the wizard vertically at 60' per turn. Even though all motion is up (or down), the wizard could levitate to the ceiling, and then move horizontally using his or her hands.

### Locate Object

**Range:** 60' + 10' per level of the caster

This spell is the same as the cleric spell of the same name except for the range noted above.

### Magic Mouth

A spell which resembles *ventriloquism* in that the sound issues from a chosen object, but there are differences. A mouth appears, or the mouth of the object moves in accordance with what is being said. The *magic mouth* can be ordered to speak upon certain conditions, e.g., if anyone comes within 10' of it, if a neutral person comes within 10', if Flubbit the Wizard comes within 10', etc. The spell lasts until the message is given. The message cannot exceed 25 words.

### Mirror Image

**Duration:** 6 turns

By means of this spell the user creates from 1d4 images of himself. These images are indistinguishable from the wizard, and do exactly as he does. Any attack upon a *mirror image* dispels it, but it does not affect any others that might exist.

### Phantasmal Forces

**Range:** 240'

This spell creates a vivid illusion of nearly anything the wizard envisions (a projected mental image). As long as the caster concentrates on the spell, the illusion will continue unless touched by some living creature, so there is no limit on duration, per se. Damage caused to viewers of the *phantasmal forces* will be real if the illusion is believed to be real.

### Pyrotechnics

**Range:** 240', **Duration:** 6 turns

A multi-purpose spell which requires some form of fire (torch, brazier, bonfire, etc.) to make it work. When employing this spell the wizard can create either a great display of flashing, fiery lights and colors which resemble fireworks; or he can cause a great amount of smoke which will cover an area of not less than 20 cubic feet. The overall effects of this spell depend on the size of the fire used to cause them, and when the spell is used the fire source is extinguished.

### Strength

**Duration:** 48 turns (8 game hours)

This spell increases a fighter's strength by 2d4 points (roll dice after spell is cast). It will also increase a cleric's strength by 1d6 points or a thief's by 1d4 points. When a fighter's strength reaches 18 or higher due to this spell, an additional determination of strength is to be made as already specified for strength of 18.

### Web

**Range:** 30', **Duration:** 48 turns (8 game hours)

Webs are great sticky masses of strands which are difficult to sever but subject to flame. The spell will generate sufficient webs to cover a 10' by 10' by 20' area in any turn. Giants and similarly powerful creatures can break through them in 2 turns, and lesser creatures will take proportionately longer. A flaming sword will slash through them in 1 turn.

### Wizard Lock

Similar to a *hold portal*, this spell lasts indefinitely. It can be opened by a *knock* without breaking the spell. A *wizard lock* can be passed through without a spell of any kind by a wizard 3 levels above the one who placed the spell.

## 3rd Level Wizard Spells

### Clairaudience

**Range:** 60', **Duration:** 12 turns

Same as *ESP* except that the wizard can hear rather than merely pick up thoughts. This is one of the few spells which can be cast through a *crystal ball*.

### Clairvoyance

**Range:** 60', **Duration:** 12 turns

Same as *ESP* except that the wizard can visualize rather than merely pick up thoughts.

### Dispel Magic

**Range:** 120', **Duration:** 1 turn

Unless countered, this spell will be effective in dispelling enchantments of most kinds (referee's option), except those on magical items. This is modified by the following formula. The success of a *dispel magic* is a ratio of the dispelled over the original wizard. For example, if a 5th level wizard attempts to dispel the spell of a 10th level wizard there is a 50% chance of success.

### Explosive Runes

These runes when placed upon a parchment (book, scroll, map, etc.) safeguard it from unauthorized reading. If the reader is not the person who placed the runes upon the parchment they explode, destroying the parchment, and deal 4d6 points of damage to the reader (no saving throws). The runes may be removed by the wizard whenever he desires, and a wizard of two or more levels above the one who placed the runes may attempt to remove them (50% chance of detecting them, 75% chance of successfully remove them).

### Fire Ball

**Range:** 240', **Duration:** 1 turn

A missile which springs from the finger of the wizard. It explodes with a burst radius of 20'. In a confined space the *fire ball* will generally conform to the shape of the space (elongated or whatever). The damage caused by the missile will be in proportion to the level of the wizard. A 6th level wizard throws a 6d6 missile, a 7th level wizard a 7d6 missile, etc. *Fire balls* from scrolls and wands are 6d6 missiles and those from staves are 8d6 missiles.

### Fly

**Duration:** 1d6 turns + 1 turn per level of the caster

This spell allows the wizard to fly at a speed of up to 120' per turn.

### Haste

**Range:** 240', **Duration:** 3 turns

This spell affects 4d6 creatures in a maximum area of 60' by 120'. Affected creatures move at twice their normal rate and may make double the number of missile or melee attacks per round. Note that a *haste* spell will counteract a *slow* spell.

### Hold Person

**Range:** 120', **Duration:** 6 turns + 1 turn per level of the caster

This spell is the same as the cleric spell *hold person* except for the range and duration as noted above.



### **Infravision**

**Range:** 60', **Duration:** 1 day

This spell allows the person upon which it is cast to see infrared light waves, enabling him to see in total darkness.

### **Invisibility, 10' Radius**

**Range:** 240'

Like the *invisibility* spell with an extended 10' projection about the person or thing upon which it is cast. It lasts until it is broken by the user or by some outside force.

### **Lightning Bolt**

**Range:** 180'

Uttering this spell generates a lightning bolt 60' long and up to 7 1/2' wide. If the space is not long enough to allow its full extension, the bolt will double back to attain 60', possibly striking its creator. It is otherwise similar to a *fire ball*.

### **Monster Summoning I**

**Range:** 10', **Duration:** 6 rounds

By employing this spell, the wizard calls to his aid a monster appearing on the Dungeon Encounters Tables, level 1 (page 129), i.e., kobolds, goblins, skeletons, etc. The monsters appear in one turn. If a relatively small monster is indicated by the die roll, the referee will determine how many appear by rolling 1d6; otherwise from 1–3 appear. The monster or monsters so summoned will faithfully serve the wizard until they depart when the spell ceases to function or until they are killed.

### **Protection from Evil, 10' Radius**

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

### **Protection from Normal Missiles**

**Range:** 30', **Duration:** 12 turns

The recipient of this spell becomes impervious to normal missiles (i.e., missiles projected by normal men and weapons).

### **Rope Trick**

**Duration:** 6 turns + 1 turn per level of the caster

This spell enables the user to cause a length of rope (4d6') to stand upright by itself, and when he (and up to 3 others) climbs to its summit, disappears into another dimension. The rope is simply tossed into the air and climbed. If undisturbed, the rope remains in place for the duration of the spell, but it can be removed, and if it is, the persons coming back from the other dimension will fall the distance they climbed to the top of the rope.

### **Slow**

**Range:** 240', **Duration:** 3 turns

This spell affects 4d6 creatures in a maximum area of 60' by 120'. Affected creatures move at one half their normal rate and may make one half the number of missile or

melee attacks per round. Note that a *slow* spell will counteract a *haste* spell.

### **Suggestion**

**Duration:** 1 week

A spell which works on the principle of hypnosis. If the creature which it is thrown at fails to make its saving throw vs. magic it will carry out the suggestion, immediately or deferred according to the wish of the wizard. Self destruction is 99% unlikely, but carefully worded suggestions can, at the referee's option, alter this probability. Suggestions must be simple and relatively short, i.e., a sentence or two.

### **Water Breathing**

**Range:** 30', **Duration:** 12 turns

A spell whereby it is possible to breathe under water without harm or difficulty.

## **4th Level Wizard Spells**

### **Charm Monster**

**Range:** 120'

The counterpart of a *charm person* spell which is employable against all monsters. If animals or creatures with 3 or less hit dice are involved, determine how many are affected by the spell by rolling 3d6. It is otherwise identical to the *charm person* spell. If the spell is successful, it will cause the charmed creatures to come completely under the control of the wizard until such time as the "charm" is dispelled (see *dispel magic*) or the creature breaks free. The number of hit dice possessed by the charmed monster allows it progressively greater possibilities of breaking free of the spell. A check must be made weekly. For hit dice under 2, there is a 5% chance of breaking the charm, for 2 to 4 hit dice, 10%, for 5 to 7 hit dice, 20%, for 8 to 10 hit dice, 40%, for 11 hit dice and higher, 80%.

### **Confusion**

**Range:** 120', **Duration:** 12 turns

This spell will immediately affect creatures with 2 or less hit dice. For creatures above 2 hit dice the following formula is used to determine when the spell takes effect: the delay = 1d12 less the level of the wizard where a positive result means a delay and a zero or negative result means an immediate effect. Creatures with 4 or more hit dice will have saving throws against magic and on those turns they make their saving throws they are not confused; but this check must be made each turn the spell lasts and failure means that they are confused. The spell will affect as many creatures as are indicated by rolling 2d6 plus 1 for each level the wizard is above 8th level. Confused creatures will (roll 2d6): (2–5) attack the wizard's party, (6–8) stand around doing nothing, or (9–12) attack each other. Roll each turn.

### Dimension Door

**Range:** 10'

A limited *teleport* spell which allows the object to be instantaneously transported up to 360' in any direction (including up or down). There is no chance of misjudging when using a *dimension door*, so the user always arrives exactly where he or she calls (e.g., "120' up", "32' east", etc.).

### Extension I

**Range:** as spell to be extended.

A spell to increase the duration of 1st through 3rd level spells by 50%.

### Fear

**Range:** 240', **Duration:** 6 turns (see below)

This spell operates as if the user were employing a *wand of fear*. All those not saving vs. fear react as follows: they immediately attempt to flee or get as far away from the user as possible, with a 50% chance that they will drop any weapons they had in hand when struck by the *fear* spell. If cast during combat, the duration of the *fear* spell is 6 rounds.

### Growth/Plant

**Duration:** until the spell is negated by a *dispel magic*

This spell causes normal brush or woods to become thickly overgrown and entangled with creepers, vines, thorns, briars, and so on, so as to make the area virtually impassable. It will affect an area of up to 300 square feet, the dimensions decided by the wizard.

### Hallucinatory Terrain

**Range:** 240'

By means of this spell terrain features can either be hidden or created. It is an illusion which affects a large area. Thus a swamp, hill, ridge, woods, or the like can be concealed or made to appear. The spell is broken when the enchanted area is contacted by an opponent.

### Ice Storm

**Range:** 120', **Duration:** 1 turn

When cast, this spell creates a cubic storm area of 30' per side. Great hailstones descend causing 3d10 points of damage to those within its confines (saving throws are not possible).

### Massmorph

**Range:** 240'

This spell is used to conceal up to 100 men (or creatures of near man size) as a woods or orchard. The concealed figures may be moved through without being detected as anything other than trees and it will not affect the spell. It will be negated by a command from the wizard or by means of a *dispel magic* spell.

### Monster Summoning II

This spell is identical to *monster summoning I* except that 1–2 2nd level monsters will appear.

### Polymorph Others

Unlike the spell *polymorph self*, this spell lasts until it is dispelled. The spell gives all of the characteristics of the form of the creature, so that a creature polymorphed into a dragon acquires all of the dragon's abilities; not necessarily the dragon's mentality though. Likewise, a troll polymorphed into a snail would have innate resistance to being stepped on and crushed by a normal man.

### Polymorph Self

A spell that allows the wizard to take the shape of anything he or she desires. Note that the wizard will not acquire the combat capabilities of the thing they've polymorphed themselves to resemble. While the wizard may turn themselves into a dragon of some type, they will not gain the ability to fight and breath, but they will be able to fly.

### Remove Curse

**Range:** adjacent to the object

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

### Wall of Fire

**Range:** 60'

This spell will create a wall of fire which lasts until the wizard no longer concentrates to maintain it. The fire wall is opaque. It prevents creatures with under 4 hit dice from entering/passing through it. Undead will take 2d6 damage and other creatures 1d6 damage when breaking through the fire. The shape of the wall can be either a plane of up to 60' width and 20' in height or it can be cast in a circle of 30' diameter and 20' in height.

### Wall of Ice

**Range:** 60'

This spell will create a wall of ice which lasts until the wizard no longer concentrates to maintain it. The ice wall is 6" thick. The shape of the wall can be either a plane of up to 60' width and 20' in height or it can be cast in a circle of 30' diameter and 20' in height. It negates the effects of creatures employing fire and/or fire spells. It may be broken through by creatures with 4 or more hit dice, with damage equal to 1d6 for non-fire employing creatures and double that for fire users.

### Wizard Eye

**Duration:** 6 turns

A spell which allows the wizard to send a "visual sensor" up to 240' away in order to observe the scene without being physically present. The "eye" is invisible. It moves 120' per turn.

## 5th Level Wizard Spells

### Animate Dead

This spell will create animated skeletons or zombies. It in no way brings a creature back to life. 1d6 animated creatures are created for every level of the wizard. Note that the skeletons or dead bodies must be available in order to animate them. The spell lasts until dispelled or the animated dead are done away with.

### Cloudkill

**Duration:** 6 turns

This spell creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than 5 hit dice. Movement: 60' per turn according to the wind direction, or directly away from the wizard if there is no wind. The cloud is dispelled by unusually strong winds or trees. Note that the cloud is heavier than air, so it will sink to the lowest possible level. Dimensions: 30' diameter.

### Conjure Elemental

**Range:** 240'

A spell to conjure an air, water, fire, or earth elemental. Only one of each time can be conjured by a wizard during any one day. The elemental will remain until dispelled, but the wizard must concentrate on control or the elemental will turn upon its conjurer and attack him. Conjured elementals are the strongest with 16 hit dice.

### Contact Higher Plane

This spell allows the magical type to seek advice and gain knowledge from creatures inhabiting higher planes of existence (the referee). Of course, the higher the plane contacted, the greater the number of questions that can be asked, the greater the chance that the information will be known, and the higher the probability that the question will be answered truthfully. Use the table below to determine these factors, as well as the probability of the wizard going insane. Only questions which can be answered "yes" or "no" are permitted.

Plane	# of Questions	Chance of Knowing	Veracity	Insanity
3rd	3	25%	30%	nil
4th	4	30%	40%	10%
5th	5	35%	50%	20%
6th	6	40%	60%	30%
7th	7	50%	70%	40%
8th	8	60%	75%	50%
9th	9	70%	80%	60%
10th	10	80%	85%	70%
11th	11	90%	90%	80%
12th	12	95%	100%	90%

If a wizard goes insane, he will remain so for a number of weeks equal to the number of the plane he was attempting to contact, the strain making him totally incapacitated

until the time has elapsed. For each level above the 11th, wizards should have a 5% better chance of retaining their sanity. The spell is usable only once every game week (referee's option).

### Extension II

Same as *extension I* except it also applies to 4th level spells.

### Feeblemind

**Range:** 240'

This spell is only usable against wizards and causes the recipient's intelligence to drop to 1 until the spell is countered with a *dispel magic*. Because of its specialized nature, the *feeblemind* spell has a 20% better chance of success, i.e., lowers the recipient's saving throw against magic by 4. For example, if the target's saving throw against magic was a 12 or better, they would need a 16 or better against this spell.

### Growth/Animal

**Range:** 120', **Duration:** 12 turns

A spell which will cause from 1d6 normal-sized creatures (not merely mammals) to grow to giant size with proportionate attack capabilities.

### Hold Monster

**Range:** 120', **Duration:** 6 turns + 1 turn per level of the caster

This spell is the same as *hold person* but applicable to monsters. Like *hold person*, it is similar to the *charm person*, but is of both limited duration and greater effect. It will affect 1d4 creatures. If it is cast at only a single creature it has the effect of reducing the target's saving throw against magic by -2.

### Magic Jar

By means of this spell, the wizard houses his life force in some inanimate object (even a rock) and attempts to possess the body of any other creature within 120' of his *magic jar*. The container for his life force must be within 30' of his body at the time the spell is pronounced. Possession of another body takes place when the creature in question fails to make its saving throw against magic. If the possessed body is destroyed, the spirit of the wizard returns to the *magic jar*, and from thence it may attempt another possession or return to the wizard's body. The spirit of the wizard can return to the *magic jar* at any time he or she so desires. Note that if the body of the wizard is destroyed the life force must remain in the possessed body or the *magic jar*. If the *magic jar* is destroyed the wizard is totally annihilated.

### Monster Summoning III

This spell is identical to *monster summoning I* except that 1-2 3rd level monsters will appear.

### Pass-Wall

**Range:** 30', **Duration:** 3 turns

A spell which opens a hole in a solid rock wall, man-sized and up to 10' in length.

### Telekinesis

**Range:** 120', **Duration:** 6 turns

Objects may be moved by mental force when using this spell. Weight limits are calculated by multiplying the level of the wizard by 20 lbs. Therefore, a 10th level wizard would be able to move a 200 lb. weight.

### Teleport

This spell will transport the recipient from place to place, regardless of the distance, provided that he or she knows where they are going (the topography of the arrival area). Without certain knowledge of the destination, teleportation is 75% uncertain, so a score of less than 75% results in death. If the user is aware of the general topography of his destination but has not carefully studied it, there is an uncertainty factor of 10% low and 10% high (roll percentile die). A low score (1–10%) means death if solid material is contacted. A high score (91–100%) indicates a fall of from 10d10 feet possibly resulting in death. If a careful study of the destination has been previously made, then the wizard has only a 1% chance of teleporting low and a 4% change of arriving 10d4 feet too high.

### Transmute Rock-Mud

**Range:** 120'

This spell takes effect in 1 turn, turning earth, sand, and rock into mud. The area affected is up to 300 square feet. Creatures moving into the mud will become mired, possibly sinking if heavy enough, or losing 90% of movement otherwise, unless able to fly or levitate. The spell can only be countered by reversing the incantation (i.e., a *transmute mud-rock* spell) or by normal evaporation (3–18 days, roll 3d6).

### Wall of Iron

**Range:** 60', **Duration:** 12 turns

This spell creates an iron wall 3' thick with a maximum length and height equaling 50 square feet.

### Wall of Stone

**Range:** 60'

This spell creates a stone wall 2' thick with a maximum length and height equaling 100 square feet. The wall will last until dispelled, broken down, or battered through as a usual stone wall.

## 6th Level Wizard Spells

### Anti-magic Shell

**Duration:** 12 turns

A field which surrounds the wizard and makes him totally impervious to all spells. It also prevents any spells from being sent through the shell by the wizard who conjured it.

### Control Weather

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

### Death Spell

**Range:** 240'

A spell which kills from 2d8 creatures with fewer than 7 hit dice. The creatures must be within an area of 60'x60' to come under the spell.

### Disintegrate

**Range:** 60'

This spell will cause material of any kind (other than that of a magical nature) to *disintegrate*. It will blast a tree, dragon (if it fails to make its saving throw against magic), wall section, etc.

### Extension III

Same as *extension II* except it also applies to 5th level spells and increases duration 100%.

### Geas

**Range:** 30', **Duration:** until the task is completed

A spell which forces the recipient to perform some task (as desired by the wizard casting the *geas*). Any attempt to deviate from the performance of the task will result in weakness. Ignoring the *geas* entirely brings death. The referee must carefully judge the casting and subsequent performance of the *geased* individual when this spell is used.

### Invisible Stalker

The conjuration of an extra-dimensional monster which can be controlled with merely a word from the wizard who conjured him. The invisible stalker will continue on its mission until it is accomplished, regardless of time or distance. They cannot be dispelled once conjured, except through attack. See monster descriptions.

### Legend Lore

By means of this spell the wizard seeks to gain knowledge of some legendary item, place, or person. [It is necessary for the referee to decide if the sought after thing is in fact legendary in the scope of his campaign.] Such a spell requires great conjuration, so the time necessary can range from days to weeks (roll 1d100 where the score is the number of days). Often times the information gained through the spell will come in the form of a riddle or a poem.

### Lower Water

**Range:** 240', **Duration:** 10 turns

This spell will cause the water level in a river or similar body of water to drop 50% of its depth.

### Monster Summoning IV

This spell is identical to *monster summoning I* except that a 4th level monster will appear.

### Move Earth

**Range:** 240', **Duration:** 6 turns

When above ground the wizard may utilize this spell to move prominences such as hills or ridges to move. The spell takes one turn to go into effect. The terrain affected will move at the rate of 60' per turn.

### Part Water

**Range:** 120', **Duration:** 6 turns

This spell is identical to the 7th level cleric spell of the same name except that the wizard variant only affects up to a 10' depth of water and wizard level does not add to the effect.

### Projected Image

**Range:** 240', **Duration:** 6 turns

By means of this spell the wizard projects an image of himself up to 240' away and all subsequent spells and the like appear to originate from the *projected image*.

### Reincarnation

A spell to bring a dead character back to life in some other form. To determine what creature the character comes back as, roll 1d20 on the table below.

1d20	Creature	Alignment
1	Bugbear	Chaotic Evil
2	Dwarf	As character
3	Elf	As character
4	Gnoll	Chaotic Evil
5-6	Gnome	Neutral or Lawful Good
7-8	Goblin	Lawful Evil
9-10	Half-Elf	As character
11-12	Halfling	As character
13-14	Hobgoblin	Lawful Evil
15-16	Kobold	Lawful Evil
17	Man	As character
18	Orc	Lawful Evil
19	Ogre	Chaotic Evil
20	Troll	Chaotic Evil

Whatever the result is, the reincarnated character becomes that creature and must continue play as that creature. If he comes back as a dwarf, elf, half-elf, or halfling, determine which class, and roll a 1d6 to determine which level in that class.

### Repulsion

**Range:** 120', **Duration:** 6 turns

A spell which enables the user to cause objects or entities to move in a course opposite from their intended course towards him.

### Stone-Flesh

**Range:** 120'

This spell turns stone to flesh and it is reversible so as to turn flesh to stone. It is particularly useful in reviving characters who have been "stoned" by some monster. It is permanent unless a reversed spell is used.

## 7th Level Wizard Spells

### Charm Plants

**Range:** 120', **Duration:** until dispelled

This spell charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. For example, combined with several *magic mouth* spells, the plants could act as a warning system.

### Delayed Blast Fire Ball

**Range:** 240'

As the name implies, this spell is a *fire ball* spell which can be thrown and timed with regard to its blast. In all respects it acts as a normal *fire ball*, but the blast can be delayed up to 10 melee turns (or 1 movement turn).

### Limited Wish

A spell which alters reality past, present, or future, but only within limited bounds. It cannot create or bring any form of treasure, for example, and only a portion of a wish might actually occur. See *ring of three wishes*.

### Mass Invisibility

**Range:** 240', **Duration:** until dispelled

This spell is similar to *invisibility* except that it affects as many as 6 dragon-sized objects or from 100d3 men and horses.

### Monster Summoning V

This spell is identical to *monster summoning I* except that a 5th level monster will appear.

### Phase Door

**Range:** 10'

A spell which causes an invisible door to open for the caster. This door is exactly similar to a *pass-wall* except that it is invisible and only the wizard who cast the spell can use the door. It lasts for 7 uses and then vanishes. It may be dispelled with *dispel magic* only if such spells are cast by a combined level of magic which is at least than twice the level of the caster of the *phase door*.



### **Power Word: Stun**

**Range:** 120'

When this word is spoken at any creature up to 35 hit points it will be stunned for 2d6 turns. If the creature has between 36 and 70 hit points, the stun lasts 1d6 turns. It has no effect on creatures over 70 hit points.

### **Reverse Gravity**

**Range:** 90', **Duration:** 1 round

This spell affects a cubic area of 30' on a side, causing gravity within that area to reverse itself. Those within the area fall upwards with the force of a normal fall. (Note the consequences when the spell is negated.)

### **Simulacrum**

A spell which creates the duplicate (form only) of any person the wizard desires to duplicate. In order to make a complete simulacrum several other spells are necessary. If snow is not available the wizard must cause an *ice storm* from which to fashion the form. When the form is completed he must then use a spell to animate it. Finally, a *limited wish* must be used to give the form a personality and knowledge similar to the real person whom it imitates. In no event will the simulacrum have the full abilities (knowledge, level, etc.) of what it imitates, but it will range from 30% to 60% of them. It is possible to detect a simulacrum with a *detect magic* spell, close association, and so forth. If the real person confronts the simulacrum the real person will be easily identifiable. If, however, the real person is dead, the simulacrum will slowly gain the abilities of the former person (1% per week) until it reaches 90% similarity in all respects; beyond this it cannot go. At all times it remains the thing of its creator and whatever its creator tells it to do it will comply.

## **8th Level Wizard Spells**

### **Clone**

The process by which a small piece of living flesh is taken and from it is grown an exact duplicate of the person from whom the flesh was taken. The duplicate, or clone, produced is exactly as the person whom it duplicates at the time the flesh was taken, i.e., 8th level, 9th level, or whatever, and it knows only what the original person knew at that time. If a clone is created while the person from whom it was grown is still in existence the clone will either attempt to do away with the original in order to assert its reality or both the original and the clone will become insane. The major usefulness of this spell is that it allows a clone to be made if the originator is destroyed, providing the flesh and spell, along with the proper instructions, are left behind.

### **Mass Charm**

**Range:** 120'

A charm (person or monster) spell which affects up to 30 levels, i.e., 30 level 1 creatures, 15 level 2 creatures, 10 level 3 creatures, and so on in any combination which is less than or equal to 30 levels. Saving throws are applicable, but the power of the spell causes the chance of saving to be -2.

### **Mind Blank**

**Range:** 10', **Duration:** 1 day

By casting this spell on any person the wizard prevents any form of detection by *ESP*, *clairvoyance*, *clairaudience*, *crystal ball gazing*, *wishing*, *commune*, *contact higher plane*, or any other form of scrying.

### **Monster Summoning VI**

This spell is identical to *monster summoning I* except that a 6th level monster will appear.

### **Permanent Spell**

By means of this spell certain other spells can be caused to function permanently rather than for a limited duration, i.e., *detect magic*, *read magic*, *levitate*, *detect evil*, etc. It is of the utmost importance that the referee place strict limits on which spells may be made permanent as well as how many may be permanently placed on a creature or object. It is recommended that permanence be limited to once per object and twice per creature, so a wizard may cast one which affects his head (e.g., *read magic*) and one which affects his body (e.g., *haste* or *fly* or *water breathing*). A *permanent spell* placed on a *wish* would make the *wish* repeat itself endlessly once it was uttered, so don't try to bend things. A *dispel magic* which is at least twice the level of the caster of the *permanent spell* will negate it, so 3 warlocks could negate the spell of a 12th level wizard (assuming he read it from a scroll, as he could not otherwise use such a spell).

### **Polymorph Any Object**

**Range:** 240', **Duration:** until dispelled

This spell allows the polymorphing of any object to any other shape, but its duration will be in direct relationship to the similarity of the object polymorphed to what it has been altered to become. Thus, there are 3 major classes: animal, vegetable, and mineral. There are similar forms: man-like, rock-like, many limbed, and so on. There are similarities of relationships: bird to feather, tree to leaf, drop of water to puddle, flame to *fire ball*, etc. It is possible to change a wall of stone to sand, a mighty tree into a sapling, a feather into a bird, or an ape into a man; such changes will be lasting. A piece of rock changed to a man will last but a few turns. The farther from the above guidelines the polymorph becomes the less likely is its permanency. It is the function of the referee to decide what limits to place on the use of this spell. Size, intelligence, and class relationships, form similarity, and

basic relationship affect the spells duration. Polymorphed objects will emanate an aura of magic.

**Power Word: Blind**

**Duration:** variable, see below

A spell like *power word: stun* except that its full effects work up to 40 hit points, and it does not affect creatures with over 80 hit points. Creatures 40 hit points and under are blinded for 2d4 days, all other creatures being affected only for 1d4 days.

**Symbol**

Identical to the cleric spell *symbol*, except the wizard has two additional symbol options:

- **Death:** one or more creatures whose total hit points do not exceed 75 are killed.
- **Insanity:** one or more creatures whose total hit points do not exceed 100 are affected by an insanity which can only be restored by a wizard casting *remove curse*.

**9th Level Wizard Spells**

**Astral Spell**

Identical to the cleric spell *astral spell*, except that the percentage chances of spell failure and return are 5% per level and 2% per level.

**Gate**

Identical to the cleric spell of the same name.

**Maze**

**Range:** 60'

The use of this spell puts its victim in an extra-dimensional maze for 2d4 melee turns. After the determined time has elapsed the creature will reappear at the spot where it was "mazed out". Creatures with an intelligence of 12 or better will require 1/2 the number of turns to escape (1d4), while those with an intelligence under 6 will require from double to triple the amount of time to escape.

**Meteor Swarm**

**Range:** 240'

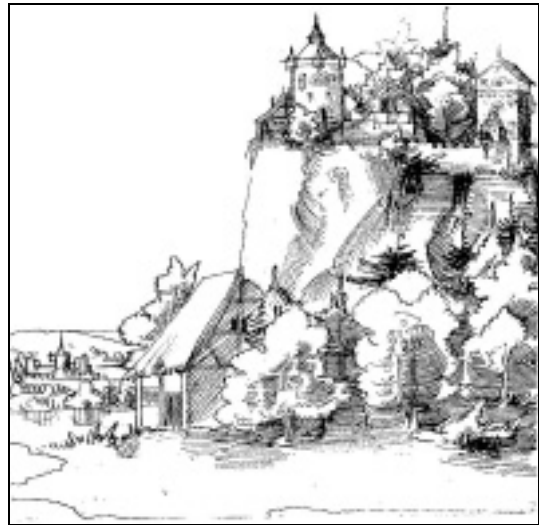
A blast of 4 fire balls, thrown in whatever pattern the wizard desires, each 10d6 points of damage or 8 fire balls of 1/2 normal diameter and 5d6 damage.

**Monster Summoning VII**

This spell is identical to *monster summoning I* except that a 7th level monster will appear. These monsters are found only on referee's special tables and including the monsters the referee loves best. Some suggestions are: stone golems, hell hounds, displacer beast packs, iron golems, umber hulks, liches, 10-headed hydras, etc.

**Power Word: Kill**

A spell like *power word: blind* except it will kill instantaneously any creature up to 50 hit points.



**Prismatic Wall**

**Duration:** 6 turns

When this spell is invoked a whirling, scintillating globe of colors springs into existence around the wizard. The sphere is 20' in diameter. Any creature below 8 hit dice which looks at the *prismatic wall* will be blinded for 1d6 turns. The colors of the wall indicate its powers and they must be destroyed in order to negate the spell:

	Color	To Negate	Use & Effect
1	Red	<i>ice storm</i>	Prevents <i>magic missiles</i> . Causes 12 points of damage when passed through.
2	Orange	lightning	Prevents non-magical missiles; causes 24 points of damage when passed through.
3	Yellow	<i>magic missile</i>	Prevents all breath weapons; causes 48 points of damage when passed through
4	Green	<i>pass-wall</i>	Prevents all location/detection spells; save versus poison when passed through or death.
5	Blue	<i>disintegrate</i>	Prevents all clerical spells; save versus stone when passed through or death.
6	Indigo	<i>dispel magic</i>	General purpose force field; save versus wand when passed through or crystallized, irrecoverably dead.
7	Violet	<i>continual light</i>	Prevents all wizard spells; save versus spell when passed through or permanently insane

Referees may wish to change the order, negating spell, and/or use & effect of the various colors in order to make it more difficult for their players to break through a prismatic wall. The caster of the spell may pass through it without harm. This spell is one which applies itself well to permanency.

### Shape Change

**Duration:** 12 turns + 1 turn per level of the caster  
A spell used by a wizard upon himself that has the effect of a *polymorph others* spell, i.e., the user may wish to become a golden dragon and will have the latter's abilities if he chooses to so change his shape. Furthermore, it may be altered at will. For example, a wizard changes to a roc and flies off; he changes in flight to a huge red dragon in order to attack an army beneath, is pursued by wizards so changes to a stone and plummets into a lake wherein he alters shape and becomes a fish.

### Time Stop

**Duration:** 1d4+1 rounds  
This spell "freezes" time in a 30' cubic area surrounding the wizard. The wizard may move freely, but any other creatures within the area, or which subsequently enter it, will be stopped in time with regard to the wizard. The wizard casting the spell should not be aware of how long the spell will last.

### Wish

The same spell as found in a *ring of 3 wishes*. Using a *wish* spell however requires so great a conjuration that the user will be unable to do anything further magically for 1d4 days.

## Illusionist Spells

### 1st Level Illusionist Spells

#### Change Self

**Duration:** 10+1d6+the level of the caster in rounds  
An illusion spell that can make the user appear to a creature of the same general size and shape, i.e. a human could make himself look like a gnom, but not a wyvern.

#### Color Spray

**Range:** 240'  
A sheet of bright conflicting colors. They affect 1d6 levels of creatures, rendering them unconscious through confusion. (Note: for every 5 levels above 2nd the caster has obtained, add one to the die roll for amount of levels, the number never to exceed 6.) The distribution of the effect if there are more target levels than spell levels is semi-random, first one creature is fully affected, then another, till all the levels are assigned, there being no more than one partially affected creature. There is no saving throw vs. this spell if the creature is fully affected,

if all but one level is affected, it gets a normal saving throw, for every level unaffected beyond the first, it gets an additional +2 on its saving throw, in any case, it will not affect any creature above the 6th level.

#### Darkness

Same as the reverse of the cleric spell *light*.

#### Detect Illusion

**Range:** 60', **Duration:** 3 turns  
Detects any illusion for what it is.

#### Detect Invisible

Same as the wizard spell of the same name.

#### Gaze Reflection

**Range:** 80', **Duration:** 1 round  
A spell that simply acts as a perfect mirror, reflecting the gaze of a basilisk or medusa as if a mirror was in front of their eyes.

#### Hypnotism

**Range:** 80'  
Acts like a *charm person* spell with a +2 chance of success, it is necessary for the subject to look the illusionist in the eyes.

#### Light

Same as the cleric spell of the same name.

#### Mirror Image

Same as the wizard spell of the same name.

#### Phantasmal Forces

Same as the wizard spell of the same name.

#### Ventriloquism

**Range:** 90', **Duration:** 5 turns  
Same as the wizard spell of the same name.

#### Wall of Fog

**Range:** 160'  
An opaque wall of fog with the same dimensions as a *wall of fire*, but with no other effect than blocking vision.

### 2nd Level Illusionist Spells

#### Blindness

**Range:** 120'  
A spell that if it succeeds will cause the target to become blind until the spell is dispelled or removed by the caster.

### **Blur**

**Duration:** 4+1d4 rounds

The caster's appearance is highly blurred, with a -2 on to hit rolls, and a +2 on saves vs. wand and staves.

### **Deafness**

Same as *blindness* but affects hearing.

### **Detect Magic**

Same as the wizard spell of the same name.

### **Dispel Illusion**

**Range:** 120'

This spell will automatically dispel any illusion caused by a non-illusionist vs. those caused by illusionists, it functions like *dispel magic*.

### **Fog**

A cloud of opaque fog that acts like a *cloudkill* spell except that it has no effect but to obstruct vision.

### **Hypnotic Pattern**

**Range:** 120', **Duration:** 3+1d6 turns (see below)

A pattern that the illusionist projects in front of him that will hold motionless anybody caught staring at the pattern. It can catch 4d6 1st level types, 3d6 2nd level types, 2d6 3rd or 4th level types, or 1d6 5th or 6th level types. The duration above is the amount of time the spell lasts after the illusionist stops concentrating on the spell.

### **Improved Phantasmal Forces**

**Duration:** 3 turns

Same as regular *phantasmal forces* but the illusionist can move while employing the spell. The duration above is the amount of time the spell lasts after the illusionist stops concentrating on the spell.

### **Invisibility**

Same as the wizard spell of the same name.

### **Magic Mouth**

Same as the wizard spell of the same name.

### **Misdetection**

A spell that if it succeeds can cause a detect spell to malfunction (*detect good, evil, magic, etc.*). Its chance of success is determined in the same way as *dispel magic*.

### **Rope Trick**

Same as the wizard spell of the same name.

## **3rd Level Illusionist Spells**

### **Continual Darkness**

Same as the reverse of the cleric spell *continual light*.

### **Continual Light**

Same as the cleric spell of the same name.

### **Dispel Exhaustion**

**Duration:** 24 turns

This spell temporarily gives its recipient the illusion of being well rested and healthy. It allows action without rest, however, after the spell ends, one must rest twice as much as has been missed. It also allows recently raised and badly wounded men to move about normally, but they take an additional 1d6 points of damage.

### **Fear**

Same as the wizard spell of the same name.

### **Hallucinatory Terrain**

Same as the wizard spell of the same name.

### **Illusionary Script**

A special form of writing that can only be read by he whom the illusionist set it to be read by (like *magic mouth*). Any others who attempt to read it must save versus spell or be confused for 1d6 turns. One spell is suitable for a full page.

### **Invisibility, 10' Radius**

Same as the wizard spell of the same name.

### **Nondetection**

**Duration:** 2 turns per level of the caster

A spell that prevents detection spells from working against the illusionist using it. It also acts like an *amulet of proof against detection and location*.

### **Paralysis**

**Range:** 180'

A spell that paralyzes twice as many hit dice of opponents as the illusionist's level. The spell lasts until dispelled or the illusionist removes it.

### **Phantasmal Killer**

**Range:** 60'

A spell that causes an illusionary horrible beast (formed from the subject's own fears) from whom any cut causes death. The beast is visible only to the illusionist and its subject; it is immune from all attacks and barriers, as it exists only in its subject's mind. The subject may try to disbelieve it, to do so he must roll his intelligence or less on 3d6. If the victim has faced this kind of attack before, add +5 to his intelligence for purposes of seeing if it is disbelieved, if the subject is an illusionist add +1 to his intelligence for purposes of determining if he disbelieves it, and if the subject is wearing a *helm of telepathy*, add +3 to his intelligence. If he disbelieves it, he may turn the *phantasmal killer* on the illusionist. If the subject is not

expecting an attack, he suffers a -1 penalty to intelligence. If he is totally surprised, the penalty is -3.

### Spectral Forces

**Duration:** 5 turns (see below)

Similar to *improved phantasmal forces*, but includes sound, smell and temperature illusions, which are not destroyed by touch. The duration above is the amount of time the spell lasts after the illusionist stops concentrating on the spell.

### Suggestion

Same as the wizard spell of the same name.

## 4th Level Illusionist Spells

### 1st Level Wizard Spells

This allows the illusionist to use all 1st level wizard spells.

### Confusion

Same as the wizard spell of the same name.

### Emotions

**Range:** 180', **Duration:** special

A spell that projects various emotions, similar to a *fear* spell. The emotions that can be projected are:

- **Fear:** as per the spell, except that it affects either 4d10 1st level, 3d10 2nd level, 2d10 3rd level, 1d10 4th level, 1d6 5th level, or 1d4 6th level types. If fear is cast first, battle lust does not counter it.
- **Battle Lust:** makes men fight as berserkers (see Men, Berserker on page 78), and is countered by fear.
- **Deprivation:** causes men to desert and lowers morale by 75%.
- **Bravado:** provides immunity to fear and can counter deprivation.
- **Hate:** the interpretation varies according to a die roll. A person under the influence of a hate spell will attack whomever the die roll says. If the result is hate themselves, then the targets commits suicide.

1d10	Effect
1-2	Hate any enemy around.
3-4	Hate each other.
5-7	Hate both enemies and each other.
8	Hate themselves.
9-0	Hate the spellcaster.

This spell continues as long as the illusionist concentrates on the spell.

### Improved Invisibility

Same as *invisibility*, 10' radius, but allows you to attack while using it.

### Massmorph

Same as the wizard spell of the same name.

### Minor Creation

**Duration:** 4 turns + 1 turn per level of the caster

Creation of djinn style materials up to wood in hardness, the maximum that can be created in a day is 10 pounds times the level of the illusionist in weight.

### Shadow Magic

**Range:** as mimicked spell, **Duration:** as mimicked spell

This spell allows using of semi-real offensive spells that have the following effects.

- *fire ball, lightning bolt:* 1 hit die per 4 levels.
- *wall of fire, wall of ice:* 1-2 points damage.
- *death spell:* 1d8 1st level types.

If the target should believe that the spell being used against it is the real one, then the target takes full damage, as per the spell *shadow magic* mimics.

### Shadow Monsters

This spell allows the illusionist to create semi-real monsters that have 1/5 the hit dice of the original (note: fractions are handled thusly: 1/5 over, nothing; 2/5, +1; 3/5, +2; 4/5, +2). The armor class of the creatures is automatically 9. The creatures do not get special abilities, such as turning to stone, draining life levels, doing more than one die damage when hitting, or breath weapons unless their victim believes that they are the real creatures. The illusionist can raise his level in hit dice of shadow monsters. Such monsters take double damage from silver.

## 5th Level Illusionist Spells

### 2nd Level Wizard Spells

Same as *1st level wizard spells* but with 2nd level spells.

### Chaos

**Range:** 120', **Duration:** special

A spell that affects an area of 30 square feet, confusing the entire area. A creature caught in an area hit by the spell is automatically confused until it leaves; however high level fighters and illusionists are not affected. This spell remains in effect as long as the illusionist concentrates.

### Create Spectres

If a person is killed, this spell can be used to cause him to become a spectre with hit dice equal to half the killed character's level rounded up. A character must have been at least 2nd level to be created as a spectre. The spectre is created with its mind and memory intact. It does not come under the control of the creator and still retains its

alignment. The maximum amount of time allowed to create a spectre after the person's death is 24 turns + an additional 6 turns per level of the illusionist.

### **Demi-Shadow Magic**

Same as *shadow magic* but the damage is doubled.

### **Demi-Shadow Monsters**

Same as *shadow monsters*, but the monsters are 2/5 the hit dice of the original and the armor class is 8. The amount summoned is now a maximum of 1 1/2 times the level of the illusionist in hit dice.

### **Major Creation**

The same as *minor creation*, except the illusionist now has full djinn creation powers, and is able to create up to 30 pounds weight per level of the caster in materials.

### **Projected Image**

Same as the wizard spell of the same name.

### **Summon Shadow**

A spell similar to *invisible stalker* except the creature summoned is a shadow. The illusionist can summon one shadow for every level above 5th that he has attained.

## **6th Level Illusionist Spells**

### **Conjure Animals**

Same as the cleric spell of the same name.

### **Mass Suggestion**

A broad area version of the *suggestion* spell, affecting 1d8 creatures or 1 creature at -4 to the saving throw. The same suggestion must be made to all on whom it is cast.

### **Permanent Illusion**

Identical to *spectral forces*, but lasts until dispelled.

### **Programmed Illusion**

**Duration:** 12 turns

A form of *spectral forces*. It will perform pre set instruction without the illusionists directing it. For example, a manticores appears, circles the camp for 3 turns, screams, and then flies off while the illusionist escapes.

### **Shadow Monsters III**

Like *shadow monsters*, but 3/5 of the hit dice, AC 7, and twice the illusionist level in hit dice can be raised.

### **True Sight**

**Duration:** 10+1d6 turns -1 turn per level of the caster

A polymorphed creature or object looked at with this spell will appear as it really is, superimposed with its present

form. Also when looking at a person one may tell his alignment, class, level, and intentions. With it one may also see invisible, displaced, and astral objects.

## **7th Level Illusionist Spells**

### **Alter Reality**

Like a *limited wish*, but it must be used in conjunction with an illusion; an illusion is first cast of what is wished to happen, then the spell.

### **Astral Spell**

Same as the wizard spell of the same name.

### **Prismatic Spray**

A stream of colored energy, 90' long, 10' wide. If any are hit by it, roll 1d8, 1-7 are as if the target has passed through the corresponding layer in a *prismatic wall*, a roll of 8 means he has been hit by two colors, roll again twice, ignoring 8's.

### **Prismatic Wall**

Same as the wizard spell of the same name.

### **Maze**

Same as the wizard spell of the same name.

### **Vision**

When an illusionist wishes guidance from those above, he formulates his question, and then casts this spell. Random reaction dice are rolled, and +2 are added to the result. If a negative result is rolled, the illusionist is quested to do some task, if a neutral result is rolled, then he gets information of use to him, but not what he asked for, if a positive result is achieved, he is told the answer in great detail.

## **General Note on Spells**

Any of the spell casting classes can use a given spell but once during any day. Once cast, the spell is forgotten until the following day. While a given spell can only be used once a day, it is possible to have multiple copies of a single spell prepared in memory, each copy counting towards the allotment of spells the character can have memorized, as shown on the experience tables. Therefore, a wizard could, for example, equip himself with three *sleep* spells, each of which would be usable but once. He could also have a scroll of let us say two spells, both of which are also *sleep* spells, usable once. So in total that wizard would have a maximum of five *sleep* spells to use that day.

## **Saving Throws**

Even when a magical spell has been properly thrown, it does not always work. Anyone subjected to magical



attack rolls a d20 to see if the magic took effect. This die roll is called a “saving throw” because if you roll the correct number in the charts below or higher, the character is unaffected, or “saved”. Monsters save as fighters of a level equal to the number of hit dice used for attacks (see page 51, **Monsters vs. Men** for details).

### Cleric, Druid

Level	Death Ray, Poison	Wand, Polymorph, Paralysis	Turn to Stone	Dragon Breath	Staff or Spell
1-4	11	12	14	16	15
5-8	9	10	12	14	12
9-12	6	7	9	11	9
13+	3	5	7	8	7

### Fighter, Paladin, Ranger

Level	Death Ray, Poison	Wand, Polymorph, Paralysis	Turn to Stone	Dragon Breath	Staff or Spell
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13+	4	5	5	5	8

### Wizard, Illusionist

Level	Death Ray, Poison	Wand, Polymorph, Paralysis	Turn to Stone	Dragon Breath	Staff or Spell
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	8	9	8	11	8
16+	5	6	5	8	3

### Thief, Assassin

Level	Death Ray, Poison	Wand, Polymorph, Paralysis	Turn to Stone	Dragon Breath	Staff or Spell
1-4	13	14	13	16	15
5-8	12	13	11	14	13
9-12	10	11	9	12	10
13+	8	9	7	10	8

### Magical Research

Both wizards and clerics may attempt to expand on the spells listed (as applicable by class). This is a matter of time and investment. The level of the magic required to operate the spell (determination by referee) dictates the initial investment, in gold pieces.

The time required is one week per spell level. For every amount equal to the basic investment spent there is a 20% chance of success, cumulative. An investment of 10,000 gold pieces in order to develop new 1st level spell, for

example, has a 100% chance of success after one game week.

The level of the spell researched must be consistent with the level of the wizard or cleric involved, i.e. the character must be able to use spells equal to or above the level of the one he desires to create.

Spell Level	Investment
1st	2,000 gp
2nd	4,000 gp
3rd	8,000 gp
4th	16,000 gp
5th	32,000 gp
6th	64,000 gp
7th	128,000 gp
8th	256,000 gp
9th	512,000 gp

Once a new spell is created the researcher may include it in the list appropriate to its level. He may inform others of it, thus enabling them to utilize it, or he may keep it to himself.

### Spell Books

Characters that employ spells are assumed to acquire books containing the spells they can use, one book for each level. If a duplicate set of such books is desired, the cost will be the same as the initial investment for research as listed above, i.e. 2,000, 4,000, 8,000, etc. This includes the cost of the blank spell book, as noted on the equipment tables. Loss of these books will require replacement at the above expense, again including the cost of the blank spell book.

### Time & Movement

A fully armored man can move 120 feet per turn at a cautious walk. Each turn takes ten minutes (scale time, not actual) in the characters’ magical universe. In the players’ universe arguments sometimes develop and a turn may take considerably longer. Each turn is ten minutes except during combat where there are ten melee rounds per turn, each round lasting one minute.

Players will see monsters at 20d4 feet distance unless they are surprised by the monster. Let us say a party has come to a blank wall and decides to search it for secret doors. The referee says it will take one turn for one character to search a 10 foot section of wall. Unbeknownst to the adventurers, a monstrous purple worm is coming toward them down a side corridor. The referee consults the monster entry and sees that the worm travels 60 feet per turn, so it will be 60 feet closer when the search is completed. Let us hope the party remembered to have somebody watch the rear.

Time must be taken to rest, so one turn every hour should be spent motionless i.e., one turn out of every six. If the party has been running (triple normal speed) they will need two turns to rest.

An unarmored and unencumbered man can move 120 feet per turn, an armored man 90 feet, and carrying a heavy

load only 60'. Faster speeds can be allowed for charging or a short sprint. If a character is being pursued, however, he may have to throw away heavy treasure or armor in order to escape.

## Combat

Combat occurs when characters fight monsters or other characters. In combat, opponents are referred to as different "sides". It is possible to have several groups fighting each other and therefore have more than two sides. Combat includes throwing or shooting weapons, such as spears and bows, casting spells, or fighting with handheld weapons such as swords. The following sequence is used to resolve combat.

### Combat Sequence

- A. Determine surprise.
- B. The creature with the highest dexterity score strikes first. If dexterity scores are tied:
  1. Each side rolls for initiative (1d6).
  2. High roll strikes. In case of ties on the die roll, actions occur simultaneously.
- C. Actions are resolved in order of dexterity scores, highest to lowest:
  1. Movement per round, opponents in combat may only move defensively (spell casters may not move and cast spells).
  2. Missile fire combat:
    - a. choose targets
    - b. roll 1d20 to hit; adjust result by dexterity adjustment, range, cover, and magic
    - c. referee rolls damage
  3. Magic spells (roll saving throws, as needed: 1d20).
  4. Melee or hand-to-hand combat:
    - a. choose (or be attacked by) opponents
    - b. roll 1d20 to hit; adjust result by strength adjustment and magic weapons
    - c. referee rolls damage; adjust result by strength adjustment and magic weapons
- D. The creature with the next highest dexterity acts second, and so on using the order given above, until all sides have completed melee.
- E. The referee handles any surrenders, retreats, etc. as they occur.

Repeat steps B through E as necessary to finish the melee.

### Surprise

After finding the number of monsters appearing and their distance from the characters, the referee should then determine whether or not each side has been surprised. It is possible for both parties to be surprised. Sometimes there will be no surprise, due to the situation. For example, a party is not likely to surprise a monster behind a closed door if the party has just fought a battle near that door. A party will not surprise that monster if the attempt

to open the door fails (even once). Surprise is only checked once per turn when a monster is first encountered.

If surprise is possible, the referee should roll 1d6 for each side in the encounter. A result of 1 or 2 for either side indicates that the side is surprised (unless given otherwise in the monster description).

- If both sides are surprised, the surprise cancels out, and neither side moves nor fights that round.
- If one side surprises the other, those not surprised may move and attack the first round, and the surprised enemy may not.
- If neither side is surprised, it is necessary to determine which side takes the initiative for that round and acts first.

After the surprise round it is necessary to determine each round which side will react the fastest and thus move and attack first. This is called gaining the initiative.



### Initiative

When two figures are brought into position 10 feet (or less) apart they may engage in melee. The character with the highest dexterity strikes first. If the referee does not know the dexterity of an attacking monster he rolls it on the spot using 3d6. Subject to the limitation of heavy weapons the two figures exchange blows in turn until the melee is resolved. If dexterities are the same, 1d6 is rolled for each opponent, and the higher score gains initiative, first blow. If the 1d6 rolls are tied, attacks occur simultaneously.

Attackers who surprise an opponent or who approach him from behind always get the first blow. Characters who are wounded continue to strike valiantly until they are killed or the melee ends in their favor, unless they choose to break off the combat and flee. If combat is broken off, the fleeing party must accept an attack without any return on his part, the attacker adding +2 to his die roll for hit

probability, and the armor class of the fleeing party can not include a shield.

## Melee Rounds

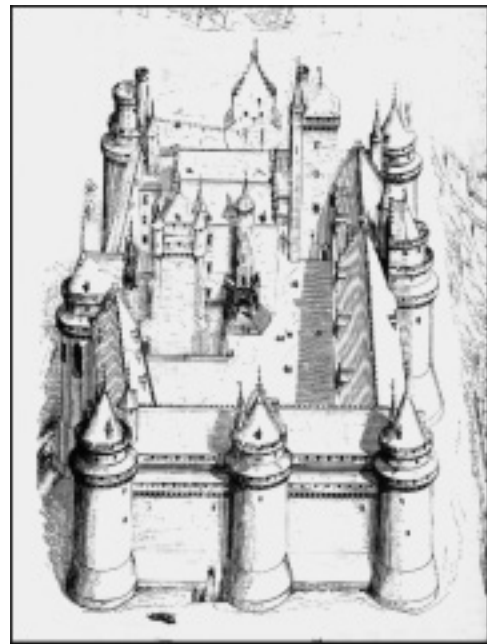
There are ten rounds of combat per turn. Each round is one minute in length. Movement (if any) is usually at a sprint; an unarmored man can move 15 feet per melee round, a fully armored man only 10 feet. Each round consists of an exchange of blows with ordinary weapons. Light weapons such as the dagger allow two blows per round. The heavy two-handed sword, battle axe, flail, morning star, and most polearms and poleaxes can be used only once every other round. The light crossbow takes time to cock and load, so it likewise can be fired only once every other round. The heavy crossbow takes twice as long to load and fire. Unless otherwise specified, monsters can strike, bite, claw, and jab, etc. as fast as a man can strike with a hand weapon. Characters can be attacked by more than one opponent at a time; the referee should be guided by the actual placement of the figures on a paper sketch or on the table in deciding how many opponents can engage as melee starts, always keeping in mind the dimensions of the dungeon itself. One would not expect to get more than two or three figures fighting side by side in a ten foot corridor, for example.

After each round of melee the players may move other characters than those engaged in actual combat into position to render assistance, etc. Remember that spells and missiles fired into a melee should be considered to strike members of one's own party as well as the enemy.

## Men vs. Monsters

Combat results are based on the attacker's level against the defender's armor class rating (see the armor table in the **Equipment** section.) In melee, the attacker will strike while the defender attempts to minimize the blow so it does no damage. The attacking player rolls. The die roll is read off the table for his attack capability against his opponent's armor class and he rolls 1d20. If he makes his score, or greater, he then makes another die roll, to see how many points of damage were done by the hit (see the weapons table in the **Equipment** section.) These are subtracted from the defender's hit points. If he does not make his die roll the attack was a miss, glanced off his opponents shield or armor, etc. and the first opponent strikes again. If hit points are reduced to zero or below, the combatant is dead. If he survives he gets to swing at his attacker.

Melee is the most exciting part of the game, but it must be imagined as if it were occurring in slow motion so that the effect of each blow can be worked out.



		1d20 Die Score To Hit By Level**						
		1-4	5-8	9-12	13-16	17-20	21+	
Armor Class	Cleric*	1-4	5-8	9-12	13-16	17-20	21+	
	Fighter*	1-3	4-6	7-9	10-12	13-15	16+	
	Wizard*	1-5	6-10	11-15	16-20	21-25	26+	
	Thief*	1-4	5-8	9-12	13-16	17-20	21+	
		-9	28	26	23	21	19	16
		-8	27	25	22	20	18	15
		-7	26	24	21	19	17	14
		-6	25	23	20	18	16	13
		-5	24	22	19	17	15	12
		-4	23	21	18	16	14	11
	-3	22	20	17	15	13	10	
	-2	21	19	16	14	12	9	
	-1	20	18	15	13	11	8	
	0	19	17	14	12	10	7	
	1	18	16	13	11	9	6	
	2	17	15	12	10	8	5	
	3	16	14	11	9	7	4	
	4	15	13	10	8	6	3	
	5	14	12	9	7	5	2	
	6	13	11	8	6	4	1	
	7	12	10	7	5	3	1	
	8	11	9	6	4	2	1	
	9	10	8	5	3	1	1	

\*Includes subclasses.

\*\*Normal men are 1st level for to hit purposes.

Note that the lower the armor class the better protection it offers. The best possible armor class in Dungeons & Dragons is -9. If magical or natural bonuses would improve the armor class beyond -9, then the armor class is considered -9. In short, there is no armor class -10.

All base scores to hit will be modified by magic armor and weaponry. Missile hits will be scored by using the above tables at medium range and adjusting the to hit roll by -1 at long range and +1 at short range.

## Monsters vs. Men

Monsters attack men using a table similar to the one men use to attack monsters. However, a monster has no levels, so instead of levels, monsters base their attacks off of their hit dice.

Armor Class	1d20 Die Score To Hit By Hit Dice*							
	Up to 1+1	1+2	2+	3+	4+	7+	9+	11+ & up
-9	28	27	26	24	23	22	20	18
-8	27	26	25	23	22	21	19	17
-7	26	25	24	22	21	20	18	16
-6	25	24	23	21	20	19	17	15
-5	24	23	22	20	19	18	16	14
-4	23	22	21	19	18	17	15	13
-3	22	21	20	18	17	16	14	12
-2	21	20	19	17	16	15	13	11
-1	20	19	18	16	15	14	12	10
0	19	18	17	15	14	13	11	9
1	18	17	16	14	13	12	10	8
2	17	16	15	13	12	11	9	7
3	16	15	14	12	11	10	8	6
4	15	14	13	11	10	9	7	5
5	14	13	12	10	9	8	6	4
6	13	12	11	9	8	7	5	3
7	12	11	10	8	7	6	4	2
8	11	10	9	7	6	5	3	1
9	10	9	8	6	5	4	2	1

\*Any plus greater than +3 equals another hit die; i.e. 6+6 = 7 hit dice. This applies regardless of hit die type.

On the table above, if a creature's hit dice is not listed, it uses the next lower column on the table. For example, a creature of 5d8+2 HD would use the 4+ HD column. 4+ in the table is read as "4 or higher". Creatures with hit dice other than a d8 have the number of hit dice shown in the creature's description multiplied by the number given in the following chart and use the result (the adjusted hit dice) for purposes of attacks and saving throws.

Hit Die Type	Multiplier	The armor class of humanoid monsters is literally the armor they are wearing (possibly their skin or hide.). For non-human creatures, however, it is assigned partly on this
d4	0.5	
d6	0.75	
d10	1.25	
d12	1.5	
d20	2.5	

basis, with strong armor class for scales and shells, and partly on the basis of difficulty to hit. Thus a small fast creature, like a vampire bat, might be hard to hit with a sword and could be assigned AC 3 to indicate this although its own skin would make it seem more like AC 9 on first thought. All the monsters in the monster section given later have an armor class assigned and the referee can make up an appropriate armor class for any new ones he invents.

The number of damage points scored by a monster's hit is variable and is given in the monster section.

## Combat Resolution

A character in melee may withdraw from combat if there is space beside or behind him to withdraw into. His opponent gets a free swing at him as he does so with an attacker bonus of +2 on the die roll, and shields do not count as protection when withdrawing.

A losing combatant may offer to surrender. His opponent does not have to accept the offer, of course. Non-human monsters are often too unintelligent to consider such an offer. If an opposing figure is killed or withdraws, the attacker may advance or pursue immediately if the player desires or he may take some other action.

## Poisoned Weapons

If a hit is scored by a poisoned weapon, a curare tipped blowgun dart, the poisoned sting of a giant scorpion, etc., the victim must make his saving throw against poison or paralysis and also take the number of damage points indicated by the die roll. It is recommended that the referee not allow players to make use of poisoned weapons in all but extreme situations.

## Missile Weapons

Hits with arrows and other missiles are based on the range of the weapon in question. The long range of missile weapons is given in the weapons table in the **Equipment** section. Other ranges are extrapolated from this range by dividing by three (short, medium, and long ranges) to determine the number of feet per range. For example, a weapon that has a maximum range of 240' will have three ranges, short, medium, and long all 80' in length. Short range for the weapon is from 0-80'. Medium range is from 81-160', and long range is from 161-240'.

Missile weapons at long range have a -1 penalty to hit, while at short range, the same weapon will have a +1 bonus to hit. For example, a 1st level fighter with bow fires an arrow at a giant rat (AC7) at a range of 200' (long range). Ordinarily, he needs a 12 to hit, but because he's firing at a target at long range, he takes a -1 penalty on to hit, so the archer needs a 13 instead. He rolls a 9 and misses. The next round the rat moves and the archer fires another arrow when he is 60' from the rat (short range). Again, he would normally need a 12 to hit, but because the rat is now within short range, the archer receives a +1 bonus on to hit. The archer only needs an 11 to hit. He rolls a 12 and manages to kill the rat.

## Magic Weapons

Magic weapons are usually designated as +1, +2, +3, etc. This means that they give the wielder that many points to add to hit and damage rolls. They may have other powers,

do additional damage, etc., and some monsters can only be injured by magic weapons, being impervious to ordinary attack. Magic armor and shields subtract from the to hit roll of anyone striking at them, and the armor and shield bonuses are simply added together to determine the subtraction. Certain cursed armor and shields actually increase the probability of being hit by the indicated amount.

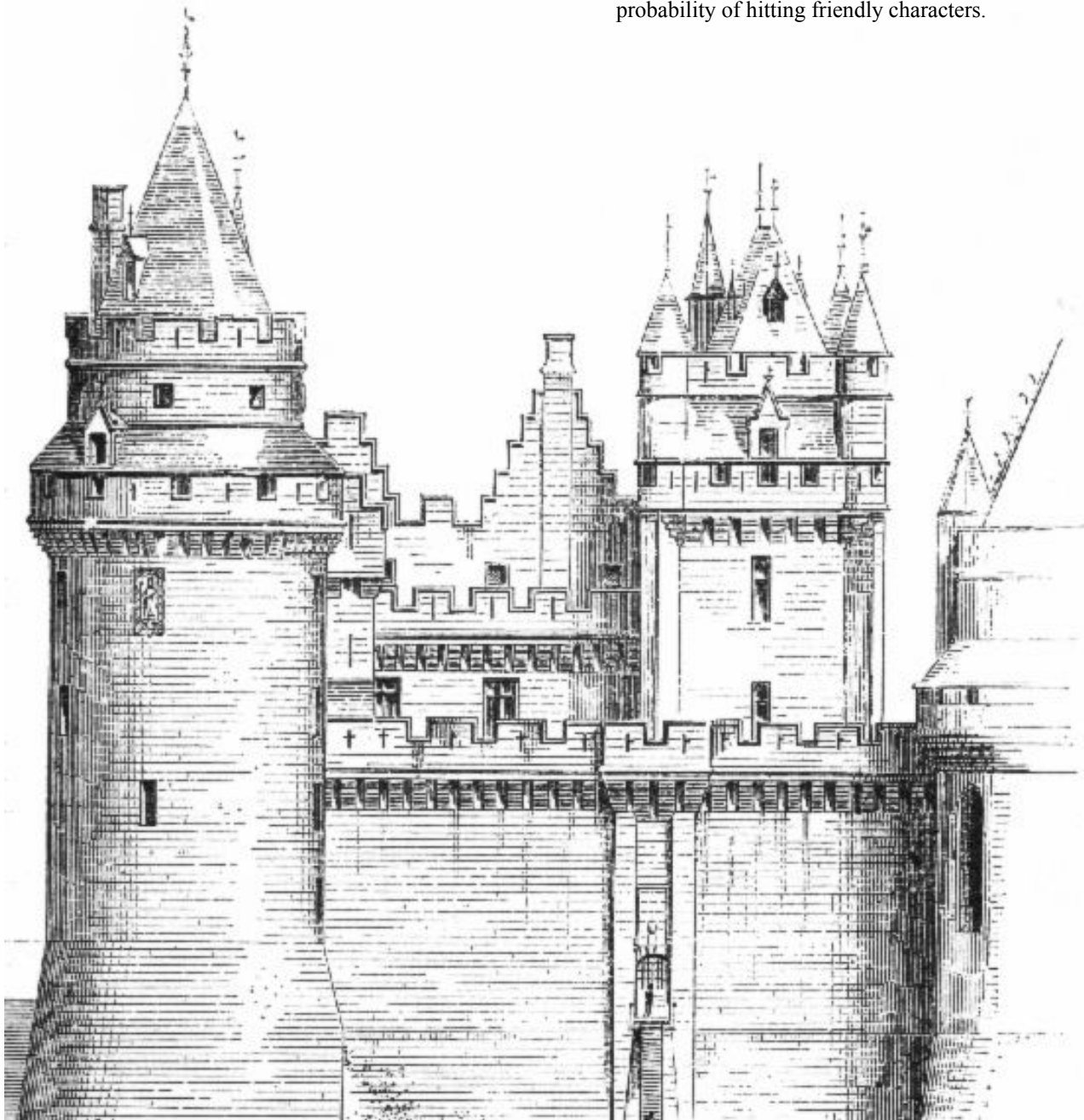
## Parries

A player may elect to have a character parry an attacker's blow. He must announce he is doing so before the opponent strikes. The parry imposes a -2 penalty to the attacker's die roll. The person parrying does not get his

next hit, using that part of the round for the parry. If the attacker still makes his roll and gets exactly the number needed, the parrying weapon was broken but no damage inflicted. It takes one melee round to draw a new weapon, but one hanging free, or in the other hand, can be employed immediately.

## Cover

When an enemy figure is only partially exposed behind a wall, rocks, etc., the attacker receives a -2 penalty to his to hit roll. Figures behind high walls, firing through arrow slits, or concealed in the woods are very hard to hit. An attacker attempting to engage such opponents must take a -4 penalty on to hit rolls. Once the party is engaged in melee, missile weapons cannot be used because of the probability of hitting friendly characters.



## Monsters

Monsters in Dungeons & Dragons are described using the statistics given below, in the order shown.

- **Name:** The creature's name.
- **Armor Class:** This number defines how difficult it is to wound the creature.
- **Hit Dice:** Determines how tough the creature is. Hit points are determined from hit dice by rolling the die type shown in the entry a number of times equal to the hit dice of the creature (e.g. 7d8, roll d8 7 times). Some creatures have a modifier which is added or subtracted from the hit points generated. Following the hit dice in parenthesis is the adjusted hit dice the creature uses for attacks and saving throws (see **Combat, Saving Throws**).
- **Move:** How many feet per turn a creature can move as well as additional types of movement and rate.
- **No. of Attacks:** The number and types of attacks.
- **Damage:** How much damage the attacks do.
- **No. Appearing:** How many of this creature appears at one time in a random encounter.
- **% in Lair:** How often the creature is encountered in its home.
- **Treasure Type:** What the creature has for treasure, if any.
- **Alignment:** If intelligent, the creature's convictions and motivations.

Following all of these things is a brief description of the creature, including any special powers and attributes.

In setting up his dungeon, the referee should be guided by the table given under **Dungeon Encounters** (page 129), so that the adventurers have a reasonable chance of survival. There is endless opportunity for inventiveness in the game, however, and if a high hit dice monster is desired, ways can be invented to scale it down so that a low level party can have a chance of defeating it. If one wanted to use a chimera, for instance, in a campaign with low level characters, the creature could be scaled down. Maybe it ran into a high level wizard and was partially shrunk by a magic spell, reducing its hit points. Or there might be a special magic sword, effective only against this chimera, hidden in the dungeon, and the adventurers given a hint or a legend that might lead them to it. In the interest of maintaining the balance of the game, however, a small or weak monster must not have a treasure anything like the hoard of a normal monster.

Determination of exactly how much treasure any monster has can be a difficult matter. To give too little will increase the probability of characters being slain before they are able to increase their level, and small treasures also tend to dampen enthusiasm for the game. On the other hand, too generous treasure stocking quickly turns

the game into a give away show, where characters rocket through the levels without actually earning them, and such players seldom become truly able, often losing interest in the game because there is no challenge, no thrill of "risking your life."

The treasure table (shown hereafter) is recommended for use only when there are exceptionally large numbers of low level monsters guarding them, or if the monsters are of exceptional strength (such as dragons). As a guideline, it should take a group of players from 6 to 12 adventures before any of their characters are able to gain sufficient experience to attain the next level. This guideline will hold true for successive levels. Note that it is assumed that the 6 to 12 adventures are ones in which a fair amount of treasure was brought back. Some 10% to 20% of adventures will likely prove relatively profitless for one reason or another.

### Ant, Giant

**Armor Class:** 3  
**Hit Dice:** 2d4 (1)  
**Move:** 180'  
**No. of Attacks:** 1 bite  
**Damage:** 1d6  
**No. Appearing:** 1d100  
**% in Lair:** 10%  
**Treasure Type:** Qx3, S  
**Alignment:** Neutral

There is only a 10% chance that giant ants will be found near their lair (nest), and any treasure indicated will be in the egg chamber of the nest. This will be guarded by 5d10 giant ants.

### Basilisk

**Armor Class:** 4  
**Hit Dice:** 6d8+1 (6)  
**Move:** 60'  
**No. of Attacks:** 1 bite  
**Damage:** 1d10  
**No. Appearing:** 1d4  
**% in Lair:** 40%  
**Treasure Type:** F  
**Alignment:** Neutral

Although this creature cannot fly, it has the power of turning to stone those whom it touches and those who meet its glance (saving throws apply), but it in turn can be petrified by the reflection of its own eyes if the light is sufficient, and it looks at a good reflector. The basilisk extends into the ethereal and astral planes, so its gaze can affect creatures therein as well. Note that this will kill an astrally projected person and turn the ethereal person to ethereal stone which cannot be seen except by those creatures able to see the ethereal. The basilisk is not intelligent.



### **Beaver, Giant**

**Armor Class:** 5  
**Hit Dice:** 5d8 (5)  
**Move:** 60'  
**No. of Attacks:** 2 paws, 1 bite  
**Damage:** 1d8/1d8/4d6  
**No. Appearing:** 10d4  
**% in Lair:** 85%  
**Treasure Type:** C  
**Alignment:** Neutral

Not inclined to fight, these creatures will flee when met openly, and fight only when cornered or trapped. They build great dams in order to create ponds in which to build their huge mud and wood "castles". They are remarkably intelligent and can be persuaded to build dams and other earthworks in exchange for jewelry, gold, or gourmet bark. Very valuable is their hide which commands a high price, in addition to the trinkets in their lair. When an alarm sounds all the beavers in the area will return to the central lodge and fight ferociously to drive away the attackers, not giving up until either successful or dead. Kits (8 pts or less) can be subdued and sold for a high price in the markets.

### **Beetle**

Beetles in general also feed on other insects, although wasps are not much affected by them. Any object brushed against by a beetle will be investigated with the feelers (the taste test) and if edible will be seized immediately in the jaws or mandibles and carried off. Since beetles will eat virtually any organic material, the referee must determine if a hapless adventurer becomes "beetle brunch". The jaws or mandibles will grind the victim to facilitate effortless swallowing, thereby eliminating any chance of resurrection.

### **Beetle, Bombardier (Giant)**

**Armor Class:** 4  
**Hit Dice:** 1d8 (1)  
**Move:** 90'  
**No. of Attacks:** 1 bite, also see below  
**Damage:** 1d12  
**No. Appearing:** 3d4  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

The bombardier beetle is rather small (6' or less), lives on the surface and is capable of moving pretty fast. They subsist on dead flesh and lay their eggs in huge piles of offal that they gather. When disturbed, they fire a cloud of very smelly, reddish acid from their abdomen, while making an explosive sound (10% chance of stunning anything within 60' of five dice or less; duration 2d4 rounds; 20% chance of causing temporary deafness (2d12 rounds) in anything within same distance of six dice or less; roll for each separately. They may do this every

other round for three times (in six rounds). Treat the cloud same as black dragon breath weapon, but with half the range and half the damage.

### **Beetle, Boring (Giant)**

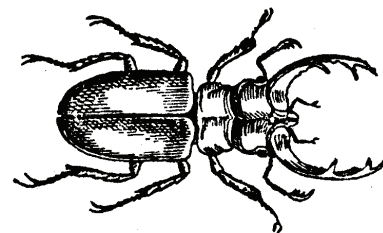
**Armor Class:** 3  
**Hit Dice:** 5d10 (6)  
**Move:** 60'  
**No. of Attacks:** 1 bite  
**Damage:** 3d8  
**No. Appearing:** 3d4  
**% in Lair:** 50%  
**Treasure Type:** C, R, S, T  
**Alignment:** Neutral

Boring beetles are about 15' long, and 5' thick. They most commonly are found in large trees or unused tunnel complexes. This species grows yellow mold for food, as well as cultivating many of the other vile jellies and slimes often encountered in dungeons. Of all beetles, these are the most intelligent, but they are by no means capable of independent thought. However it is rumored that large numbers of them can approximate a fairly intelligent community consciousness. They start their nauseating cultures by gathering various dead bodies and rotting offal and add a small bit of the substance to stimulate growth (sort of putrid Petrie dishes).

### **Beetle, Fire (Giant)**

**Armor Class:** 4  
**Hit Dice:** 1d6+2 (1)  
**Move:** 120'  
**No. of Attacks:** 1 bite  
**Damage:** 2d8  
**No. Appearing:** 3d4  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

These giant beetles are about 2 1/2' long, but are capable of delivering serious damage with their powerful mandibles. They are non-intelligent, nocturnal creatures found both above and below ground. Fire beetles have two glands above their eyes and one near the back of their abdomen which give off a red glow. For this reason they are highly prized by miners and adventurers, as this luminosity will persist for 1d6 days after the glands are removed from the beetle. The light shed will illuminate a 10' radius.



### Beetle, Rhinoceros (Giant)

**Armor Class:** 2  
**Hit Dice:** 12d10 (15)  
**Move:** 60'  
**No. of Attacks:** 1 horn, 1 bite  
**Damage:** 2d8/4d4  
**No. Appearing:** 1d6  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

The rhinoceros beetle is some 20' long and 10' wide, and is found in the tropical rainforest of the equatorial regions. It has a single huge horn (usually 8–10') extending in front of its body and is heavily armored. They roam the forests eating fruit from the trees, and either destroy anything in their paths (using their horn as a ram, 2d8 pts. damage), or simply flying over it.

### Beetle, Stag (Giant)

**Armor Class:** 3  
**Hit Dice:** 6d10 (8)  
**Move:** 60'  
**No. of Attacks:** 2 horns, 1 bite  
**Damage:** 1d10/1d10/3d4  
**No. Appearing:** 2d6  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

The giant stag normally measures 10' from tip to tip. It has an affinity for raiding grain fields and forests, its two most common habitats. Unintelligent, it will fight only when attacked or when it moves against an object that resists being crawled over, (they will eat flesh if it is encountered) impaling the victim on its two 10" horns.

### Beholder

**Armor Class:** 0/2/7  
**Hit Dice:** 11d10 (14) (see below)  
**Move:** 30'  
**No. of Attacks:** 1 bite, also see below  
**Damage:** 1d4+1  
**No. Appearing:** 1  
**% in Lair:** 90%  
**Treasure Type:** I, S, T  
**Alignment:** Lawful Evil

These monsters are also known as spheres of many eyes, or as eye tyrants. The body of these creatures is a great globe of about 8' in diameter. Atop it are 10 eye stalks; while in the center of the spherical body is a great 11th eye. The body can sustain 50 points of damage, each eye stalk 13 points, and the central eye can withstand up to 25 points. The armor class of the body is 0; the eye stalks 2, and the eyes proper 7. Each eye functions in a different manner and 1d4 of the small eyes are able to function at the same time. If attacked from above all of the small eyes

can function simultaneously, but the large eye cannot if they do so. 25% of all hits are upon eyes; 40% of eye damage is on the central eye.

Eye	Function	Eye	Function
1	charm person	7	fear
2	charm monster	8	slow
3	sleep	9	cause serious wounds
4	telekinesis	10	death ray
5	turn flesh to stone	11	anti-magic ray (cf. anti-magic shell)
6	disintegrate		

In addition, beholders are able to levitate themselves and float slowly about. These monsters are avaricious.

### Black Pudding

**Armor Class:** 6  
**Hit Dice:** 10d8 (10), 10d10 (13), 10d12 (15), or 10d20 (25)  
**Move:** 60'  
**No. of Attacks:** 1 (acid)  
**Damage:** 3d8  
**No. Appearing:** 1  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

A black amorphous blob, 5d6 feet in diameter (size determining hit die type: d8 at 5–7', d10 at 8–12', d12 at 13–25', and d20 at 26–30'), black pudding is always hungry and always dangerous. It dissolves wood, corrodes metal, cannot affect stone, and causes 3d8 damage to exposed flesh. If an armored man runs through a black pudding it will eat away his armor in the next turn. Black puddings travel easily on ceilings and walls and can pass through small openings. It can be killed only by fire; other attacks break it up into smaller puddings, thus a magical flaming sword does normal damage to this monster.

### Blink Dogs

**Armor Class:** 5  
**Hit Dice:** 4d6 (3)  
**Move:** 120'  
**No. of Attacks:** 1 bite  
**Damage:** 1d6  
**No. Appearing:** 4d4  
**% in Lair:** 30%  
**Treasure Type:** C  
**Alignment:** Lawful Good

Blink dogs closely resemble African wild dogs, but they have high intelligence and the ability to employ a limited teleportation. They travel in packs, and when in combat they will teleport around their opponents in a random fashion at random intervals (roll 1d8 for direction, 5 to 8 indicates the creature is teleporting). When appearing they will come from 1' to 4' from their opponent(s), being able to attack in the same round they teleported. This

teleporting is known as “blinking.” An inborn instinct prevents a blink into a solid object. The entire pack will blink out if seriously threatened, and they will not reappear. Blink dogs will always attack displacer beasts.

### Bugbear

**Armor Class:** 5  
**Hit Dice:** 3d10+1 (4)  
**Move:** 90'  
**No. of Attacks:** 1  
**Damage:** 2d8  
**No. Appearing:** 5d4  
**% in Lair:** 30%  
**Treasure Type:** J, K, L, M (individual), B (lair)  
**Alignment:** Chaotic Evil

These monsters are of the “giant class”, being great hairy goblin-giants. Despite their size and shambling gait, they move very quietly, thus increasing their chance to surprise a party by 16 2/3% (1–3 on 1d6).

### Carrion Crawler

**Armor Class:** 3/7  
**Hit Dice:** 3d10+1 (4)  
**Move:** 120'  
**No. of Attacks:** 8 tentacles  
**Damage:** see below  
**No. Appearing:** 1d6  
**% in Lair:** 60%  
**Treasure Type:** B  
**Alignment:** Neutral

These scavengers will usually attack in order to insure that there will continue to be a supply of corpses to scavenge. They are worm shaped, about 9' in length, 3' high at their head end, and move quickly on multiple legs. Their heads are armor class 3 while the body is much easier to hit (armor class 7). Their mouths are surrounded by eight tentacles of about 2' length, and their touch causes paralysis (save versus paralysis applies). The carrion crawler is able to climb/move along walls or ceilings as readily as floors, thus allowing it to compete with ochre jellies, black (or gray) puddings, and the like.

### Centaur

**Armor Class:** 5  
**Hit Dice:** 4d10 (5)  
**Move:** 180'  
**No. of Attacks:** 2 hooves/1 weapon  
**Damage:** 1d6/1d6/by weapon type  
**No. Appearing:** 2d10  
**% in Lair:** 5%  
**Treasure Type:** M, Q (individual), D, I, T (in lair)  
**Alignment:** Neutral Good or Chaotic Good

At worst these creatures are semi-intelligent, and therefore centaurs will always carry some form of weapon: 50% of a group will carry clubs (equal to

morning stars), 25% will carry lance-like spears, and the balance will be armed with bows (composite bow, foot-type). In melee the centaur will attack twice, once as a man and once as a medium horse. Centaurs will be found in hidden glens. It is there that both their females and young are and where their treasure is hidden. In the lair (glen) will be found from 1d6 additional males, females equal in number to twice the total number of males, and young equal to the number of males. Females are not generally armed and will not fight, and the young are also non-combatant, except in life and death situations.

### Centipede, Giant

**Armor Class:** 9  
**Hit Dice:** 1d2 (1)  
**Move:** 150'  
**No. of Attacks:** 1  
**Damage:** see below  
**No. Appearing:** 2d12  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

These nasty creatures are found nearly everywhere. They are aggressive and rush forth to bite their prey, injecting poison into the wound, but in many cases this poison is weak and not fatal (add +4 to saving throw die roll). They are a little over a foot long and come in many colors (gray, black, red-brown, etc.).

### Chimera

**Armor Class:** 4  
**Hit Dice:** 9d8 (9)  
**Move:** 120'/180'(fly)  
**No. of Attacks:** 2 claws, 3 heads  
**Damage:** 1d3/1d3/1d4(goat)/2d4(lion)/3d4/3d8 (dragon)  
**No. Appearing:** 1d4  
**% in Lair:** 50%  
**Treasure Type:** F  
**Alignment:** Chaotic Evil

The chimera has three heads: goat, lion and dragon. It has the fore body of a lion, the hindquarters of a goat and the wings of a dragon. The goat's head goes with its horns, the lion's head bites with its fangs, and the dragon's head can bite for 3d4 damage or breathe fire (with a 50' range and 3d8 of damage). Like a regular dragon, the dragon head will only breathe fire 50% of the time, the other 50% of the time it will bite. The dragon head may only breathe fire a maximum of 3 times a day.



### Cockatrice

**Armor Class:** 6  
**Hit Dice:** 5d6 (4)  
**Move:** 90'/180' (fly)  
**No. of Attacks:** 1 bite  
**Damage:** 1d6  
**No. Appearing:** 1d8  
**% in Lair:** 35%  
**Treasure Type:** D  
**Alignment:** Neutral

A smallish monster with the head, wings and legs of a cock and the tail of a serpent. The cockatrice can fly and it turns opponents to stone with its touch if it scores a hit. The cockatrice extends into the ethereal and astral planes, so its touch can affect creatures therein as well. Note that this will kill an astrally projected person and turn the ethereal person to ethereal stone which cannot be seen except by those creatures able to see the ethereal. The monster is not intelligent.

### Couatl

**Armor Class:** 5  
**Hit Dice:** 9d10 (11)  
**Move:** 60'/180' (fly)  
**No. of Attacks:** 1 bite, 1 constriction  
**Damage:** 1d3/2d4 (per round)  
**No. Appearing:** 1d4  
**% in Lair:** 15%  
**Treasure Type:** B, I  
**Alignment:** Lawful Good

These winged, feathered serpents are rarely found anywhere except in warm, jungle-like regions or flying through the ether. Due to their exceptional intelligence and powers they are regarded with awe by the inhabitants of their homelands, and they are regarded as divine. Couatl rarely interfere in human affairs. Magic resistance of these creatures is standard. They are able to *polymorph* themselves and they use magic as a 5th level wizard and/or 7th level cleric. Couatl speak several human languages and most serpent and avian languages as well.

### Crab, Giant

**Armor Class:** 2  
**Hit Dice:** 3d8 (3)  
**Move:** 60'  
**No. of Attacks:** 2 claws  
**Damage:** 2d4/2d4  
**No. Appearing:** 3d4  
**% in Lair:** 40%  
**Treasure Type:** None  
**Alignment:** Neutral

These mighty crustaceans cannot swim, but, rather, walk on the bottom, moving sideways. They can move out of the water with no ill effect but will stay close to water. With their huge pincers, they can seize any normal man

sized opponent, sometimes catching two or more (25% chance of catching 1–3). They mainly raid the underwater farms of the mermen, who consider them a nuisance since the mermen can easily grapple with them and pull them off of their feet, underwater, thereby rendering them helpless. Only during the spring do these armored giants voluntarily leave the water, and then in tremendous numbers, for mating and egg laying. Anything found in their path is immediately attacked and torn apart. Fortunately, they rarely go inland more than a mile, and usually frequent the same hatching grounds from year to year.

### Crocodile, Giant

**Armor Class:** 2  
**Hit Dice:** 3d12 (5)  
**Move:** 60'  
**No. of Attacks:** 1 bite, 1 tail  
**Damage:** 4d6/3d4  
**No. Appearing:** 15d4  
**% in Lair:** 20%  
**Treasure Type:** None  
**Alignment:** Neutral

Living in swamps along rivers, seas and lakes, these ferocious predators will attack any unwary traveler or small boat that ventures near. Assaulting in large numbers, they will attempt to overturn small open decked craft, to enable them to attack their prey. Their favorite mode of attack 70% of the time is to use their massive jaws, dragging their kicking victims under the water. Their tails, however, are also deadly weapons, able to stun a man in the water, knock him down on land or swamp and capsize very small boats, such as skiffs.

### Demon

Each type of demon, as well as the demon princes such as Orcus and Demogorgon has many extraordinary characteristics, and those which are not common to all are dealt with in separate paragraphs accordingly. Demons all have the following characteristics in common: *infravision*, the ability to *teleport* (no chance of error); cause *darkness* (in varying degree of effectiveness); and open a *gate* (varying degree of success according to type).

Demons are chaotic and evil; the smarter and stronger rule those of their kind who are weaker and less intelligent. The less intelligent will attack without question and fight until slain. Demons of type V and above are not actually slain when their material form is killed in combat; their material form being removed from their use, the demon in question is thereby forced back to the plane from whence it originally came, there to remain until a century has passed or until another aids it to go forth once again.

Demons will never willingly serve anyone or anything. If forced to serve through magic or threat they will

continually seek a way to slay their master or captor. Those to whom demons show a liking are typically carried off to the demons' plane to become a slave (although a favored one).

Demons frequently roam the astral plane. Their attention is also attracted by persons in an ethereal state. Check normally for wandering monsters, assuming a 10% chance of a demon appearing if a wandering monster is indicated.

If the name of a particularly powerful demon is spoken there is a chance that he will hear and turn his attention to the speaker. A base 5% chance is recommended to the referee. Unless prepared to avoid such attention or to control the demon, the demon will thereupon immediately kill by whatever means are most expeditious the one pronouncing his name.

If type I–VI demons are encountered in their lair, there will be 1d6 of that type in the lair 75% of the time, or 1d6 mixed of types I–VI the other 25%.

**Demons' Amulets:** Demon princes maintain their vital essences in small containers. Their souls, so to speak, are thus at once protected and yet vulnerable if some enterprising character should gain the amulet. Demons' amulets cannot be detected as such by any magical means, and they do not otherwise appear unusual in any way. The device need not be with the most powerful princes, although the lesser demon lords typically need to carry theirs on or near their persons. Possession of an amulet gives the possessor power over the demon to which it "belongs" for the space of, for example, one adventure, and never more than a day (24 hours). The amulet must then be returned to the demon or it can be destroyed and thus condemn the prince to abyssment for a year (and he may return thereafter only if summoned). Use of an amulet is very, very dangerous. Possession of one will double chances of calling the attention of another demon, and any demon not controlled by the device will immediately attack the person possessing such an amulet. If the amulet leaves the hand of the one commanding the demon to which it belongs, that demon attacks him in its most effective fashion immediately, attempting his utmost to slay and then carry all that remains to his domain, i.e. that character is lost and gone forever. On the positive side, however, if the wielder of the amulet carefully repays the demon for aid rendered, adds a considerable sum for having the temerity to dare to command the demon in the first place, and then carefully restores the amulet to the demon, the prince might not bear him a grudge forever afterwards and seek to hunt him out whenever possible.

**Demon Saving Throws:** Demons gain the most favorable saving throw available to a corresponding level fighter or wizard, remembering that all demons have a basic magic resistance in regard to that form of attack (wand, staff,

rod, spell, etc.). To defeat this magic resistance a d100 roll equal to or greater than the demon's magic resistance is required. Demon Princes are always superior in their saving throws in that they are typically totally invulnerable to certain forms of attack. For instance, Orcus is not affected by either poison or a death ray of any sort, and Demogorgon cannot be turned to stone.

Demon roles must be played carefully, cleverly, and forcefully by referees incorporating these fearsome beings into their campaigns.

### **Demon, Demogorgon (Demon Prince)**

**Armor Class:** -8

**Hit Dice:** 18d12 [145 hit points] (27)

**Move:** 150'

**No. of Attacks:** 2 tentacles, 1 tail

**Damage:** see below

**No. Appearing:** 1

**% in Lair:** 75%

**Treasure Type:** R, S, T, V

**Alignment:** Chaotic Evil

It is contended by some that this demon lord is supreme, and in any event he is awesome in his power. This gigantic demon is 18' tall and reptilian. His skin is plated with snake-like scales, his body and legs are those of a giant lizard, his twin necks resemble snakes, and his thick tail is forked. Demogorgon has two heads which bear the visages of evil baboons or perhaps mandrills. Rather than having arms, he has great tentacles. His appearance testifies to his command of cold-blooded things such as serpents, reptiles, and octopi. Demogorgon is highly intelligent; he is susceptible only to magical weapons of +2 or greater enchantment; he is 95% magic resistant. Whenever desiring to do so, Demogorgon uses any one of the following powers: Cast *continual darkness* (the reverse of *continual light*), *charm person*, *create illusion* (as a *wand of illusion*), *cause fear* (as a *wand of fear*), *levitate* (as a 16th level wizard), *detect magic*, *read magic*, *read languages*, *detect invisible objects*, *ESP*, *dispel magic*, *clairvoyance*, use *clairaudience*, *suggest*, *water breathe*, *polymorph self*, *wall of ice*, *charm monster*, *telekinesis* 700 lbs. weight with each of his two heads (or with but one), cast a *feeblemind* spell once per day, *project an image*, use *power word stun* once per day, use any *symbol* once per day, *polymorph any object*, *shape change*, *time stop* once per day, turn *sticks to snakes*, and *gate* in other demons exactly as does Orcus, except that Demogorgon has an 85% chance of successfully attempting this feat.

Demogorgon also possesses great powers in his two heads. Should he fix the gaze of both upon his enemies he is able to *hypnotize*. This hypnosis will affect from 10d10 creatures of 1 to 3 hit dice, from 5d8 with 4 to 6 hit dice, from 3d8 with 7 to 9 hit dice, 2d6 with 10 to 12 hit dice, and from 1d4 with 13 or more hit dice. Those over 15 hit dice save versus spell, all others are automatically

hypnotized. This hypnosis is of the mass sort in that the victims are only under its influence for 1 turn, but during this time will follow most instructions absolutely (self destruction would not be heeded), and for from 1 to 6 turns afterwards will tend to believe or carry out the residual of the hypnosis.

Demogorgon's left head has a gaze that has the effect of a *rod of beguiling*, and the gaze of his right head causes *insanity* for from 1 to 6 turns. When used independently in this manner the potential victim or victims save versus spell to determine whether or not they avoid the eyes.

Demogorgon is able to lash with his forked tail, striking at +4 to hit with it as a whip-like weapon. Its touch causes energy drain from one to four levels, the tail striking as a flail for hit determination. His tentacles also strike as flails at +4 to hit, and their touch rots that part of the body it contacts. A limb becomes useless in 6 melee rounds and drops off in another six; the body sustains damage which permanently removes 25% of the person's hit points in 6 melee rounds, cumulative per hit. A *cure disease* made within the 6 melee round limit will save the member so that it will heal in 1 to 4 weeks, and body hits will be restored entirely with the cure if made within the 6 melee rounds after the hit.

#### Demon, Orcus (Demon Prince)

**Armor Class:** -6

**Hit Dice:** 21d12 [140 hit points] (32)

**Move:** 90'/180' (fly)

**No. of Attacks:** 1 weapon, 1 tail

**Damage:** see below/poison

**No. Appearing:** 1

**% in Lair:** 75%

**Treasure Type:** P, S, T, U

**Alignment:** Chaotic Evil

Orcus is a grossly fat demon lord, some 15' tall. His huge body is covered with goatish hair, and his head is goat-like although his horns are similar to those of a ram. His great legs are also goat-like, but his arms are human. Vast bat wings sprout from his back, and his long, snaky tail is tipped with a poisonous head (save versus poison at -4 or die). He is exceptionally intelligent, has an 85% resistance to magic, and can be harmed only by weapons of +3 or greater enchantment. Orcus can, at will, use any one of the following powers: Cast *continual darkness*, *charm person*, *create illusion* (as a *wand of illusion*), *cause fear* (as a *wand of fear*), *detect magic*, *read magic*, *read languages*, *detect invisible objects*, *ESP*, *pyrotechnics*, *dispel magic*, *clairvoyance*, use *clairaudience*, cast a 12-die *lightning bolt*, *suggest*, *polymorph self*, create a *wall of fire*, *telekinesis* 1200 lbs. weight, *animate dead* (as a 19th level wizard), cast a *feeblemind* spell once per day, *project image*, use any one of the *symbols* once per day each, *polymorph any object*, *shape change*, *time stop* once per day, and has an 80% chance of *gating* in any demon of types I-IV (but only a 50% chance of *gating* a type V

or VI and will never call upon another prince). Orcus can *speak with dead* (as a 20th level cleric).

Orcus furthermore is able to summon certain of the undead, for he is their prince. If random calling is desired by the referee the following chart is suggested:

1d4	Result	
1	3d8 Wights	Finally, Orcus holds the wand of death (Wand of Orcus) which is a rod of obsidian topped by a skull. This instrument causes death (or annihilation) to any creature, save those of like status (other princes, demons, saints, godlings, etc.), merely by touching their flesh. Other powers of this device are determined by the referee. Orcus receives a +3 bonus to hit and +3 damage with any weapon he uses, including the wand.
2	3d6 Wraiths	
3	3d4 Spectres	
4	2d4 Vampires	

#### Demon, Succubus

**Armor Class:** 9

**Hit Dice:** 6d8 (6)

**Move:** 120'/180' (fly)

**No. of Attacks:** 2 talons

**Damage:** 1d3/1d3

**No. Appearing:** 1

**% in Lair:** 2%

**Treasure Type:** I, Q

**Alignment:** Chaotic Evil

These female demons are usually not found in numbers, for they prefer to act alone. A succubus in its natural form appears very much like a tall and very beautiful human female, although the bat-like wings immediately give the observer its true character. Magic resistance is 70%, and intelligence is medial for demonkind. Succubi cannot be harmed by any sort of normal weaponry. A succubus can cause *darkness* in a 5' radius. The kiss of the succubus drains the victim of one energy level, and all succubi are able to perform any one of the following feats at will: Become *ethereal* (as if using the oil of that name), *charm person*, *ESP*, *clairaudience*, *suggestion* (as the spell), *shape change* (to any humanoid form of approximately their own height and weight only), or *gate* in a type IV (70% chance), type VI (25%), or one of the princes (5% chance). There is only a 40% chance of such a *gate* opening, however.

#### Demon, Type I

**Armor Class:** 0

**Hit Dice:** 8d10 (10)

**Move:** 120'/180' (fly)

**No. of Attacks:** 2 claws, 2 talons, 1 bite

**Damage:** 1d4/1d4/1d8/1d8/1d6

**No. Appearing:** 1d3

**% in Lair:** 5%

**Treasure Type:** B

**Alignment:** Chaotic Evil



These are amongst the weakest of their kind, and they resemble somewhat a cross between a human and a vulture. Their magic resistance is only 50%. Strength is standard. Intelligence is fair. They may be struck with normal missiles and by normal weapons. *Darkness* caused by them is the typical 5' radius sort. In addition these demons have the ability to do any one of the following, one at a time, at will: *detect invisible objects*, *telekinesis* 200 lbs. weight, *gate* in another type I demon (10% chance of success).

#### **Demon, Type II**

**Armor Class:** -2  
**Hit Dice:** 9d10 (11)  
**Move:** 60'  
**No. of Attacks:** 2 claws, 1 bite  
**Damage:** 1d3/1d3/4d4  
**No. Appearing:** 1d3  
**% in Lair:** 10%  
**Treasure Type:** C  
**Alignment:** Chaotic Evil

The next most common type of demon, these foul creatures are a foot shorter than the tall type I sort, looking somewhat like a gross toad with human arms in place of forelegs. Magic resistance is 55%, and intelligence is only fair. These demons can be struck by normal weapons or missiles. The *darkness* they cause at will is of the variety which covers a 15' radius. These sorts of additional abilities can be performed by these demons, one at a time, at will: *fear* (as a *wand of fear*), *levitate* (as an 8th level wizard), *detect invisible objects*, *telekinesis* 300 lbs. weight, *gate* in another type II demon (20% chance of success).

#### **Demon, Type III**

**Armor Class:** -4  
**Hit Dice:** 10d10 (13)  
**Move:** 60'  
**No. of Attacks:** 2 pincers, 2 horns, 1 bite  
**Damage:** 2d6/2d6/1d3/1d3/1d6  
**No. Appearing:** 1d3  
**% in Lair:** 15%  
**Treasure Type:** D  
**Alignment:** Chaotic Evil

Towering to well over nine feet in height, this not unusual kind of demon has a ghastly appearance, being broad and strong looking, covered with a wrinkled hide, with a head much like a goat-horned dog, pincers instead of normal hands, and a small pair of human arms protruding from its chest. Magic resistance is 60%. Intelligence is medial for demons. Normal attacks will affect this demon type. It causes *darkness* in a 10' radius when it so wills. Additional abilities, any one of which can be performed at will, are: *fear* (as a *wand of fear*), *levitate* (as a 10th level wizard), *pyrotechnics*, *polymorph self*, *telekinesis* 400 lbs.

weight, *gate* in another demon of types I-IV (roll 1d4 for type, 30% chance of success).

#### **Demon, Type IV**

**Armor Class:** 4  
**Hit Dice:** 7d10 (9)  
**Move:** 90'/120'(fly)  
**No. of Attacks:** 2 claws, 1 bite  
**Damage:** 1d4/1d4/2d4  
**No. Appearing:** 1d3  
**% in Lair:** 20%  
**Treasure Type:** E  
**Alignment:** Chaotic Evil

These demons combine the worst features of an ape and a boar, and their small wings appear unable to bear their ponderous ten foot tall bodies. Unlike lower sorts of demons, type IV can be hit only by weapons and missiles of the magical sort. Resistance to magic however is 65%, and intelligence is high. Much as a type III, these demons cause *darkness* in a 10' radius at will. They have these other abilities which can be employed one per round: *create illusion* (similar to that from a *wand of illusion*), *fear* (as a *wand of fear*), *levitate* (as a 12th level wizard), *detect magic*, *read languages*, *dispel magic*, *polymorph self*, *telekinesis* 500 lbs. weight, *project an image*, use a *symbol of fear* or *discord*, and *gate* in a demon of types I-VI (roll 1d6 for type, 60% chance of success).

#### **Demon, Type V**

**Armor Class:** 7  
**Hit Dice:** 7d10 (9)  
**Move:** 120'  
**No. of Attacks:** 1 tail, 6 weapons  
**Damage:** 2d8/by weapon type  
**No. Appearing:** 1d3  
**% in Lair:** 10%  
**Treasure Type:** G  
**Alignment:** Chaotic Evil

Another of the female demons with a multi-armed female torso atop the body of a great snake, they are taller than a large man and far more terrible. Their six arms are all able to use weapons and their tail is able to constrict opponents (2d8 points of damage per round). These demons are 80% magic resistant, cannot be hit by non-magical weaponry, and their intelligence is high. When desiring to do so, they cause *darkness* in a 5' radius. Other extraordinary abilities, any one of which can be performed as desired are: *charm person*, *levitate* (as an 11th level wizard), *read languages*, *detect invisible objects*, *pyrotechnics*, *polymorph self*, *project an image*, and *gate* in a type I (30% chance), type II (25% chance), type III (15% chance), type IV (15% chance), type VI (10% chance), or one of the princes (5%); but the chance of successfully opening such a *gate* is a mere 50%.

### Demon, Type VI

**Armor Class:** 2  
**Hit Dice:** 8d10 (10)  
**Move:** 60'/150' (fly)  
**No. of Attacks:** 1 sword, 1 whip  
**Damage:** 1d12/2d6, 3d6, or 4d6 (by size)  
**No. Appearing:** 1d3  
**% in Lair:** 25%  
**Treasure Type:** F  
**Alignment:** Chaotic Evil

These demons loom a full 12' tall, and they are highly intelligent. They spread *darkness* in a 10' radius at will. These demons cannot be harmed by normal weaponry and are 75% resistant to magic. Their other singular abilities are: *fear* (as a *wand of fear*), *detect magic*, *read magic*, *read languages*, *detect invisible objects*, *pyrotechnics*, *dispel magic*, *suggestion*, *telekinesis* 600 lbs. weight, use a *symbol of fear*, *discord*, *sleep* or *stunning*, and they also have a 70% chance of successfully *gating* in a demon of type III (80%) or type IV (20%). Each of these terrible abilities can be employed as often as desired, but only one may be used at any given time.



### Dinosaur, Elasmosaurus

**Armor Class:** 4  
**Hit Dice:** 20d20 (50)  
**Move:** 120'  
**No. of Attacks:** 1 bite/1 butt  
**Damage:** 4d8/1d10  
**No. Appearing:** 1d4  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Body length is 40', with serpentine neck some 25' long. They are propelled by four flippers. Favorite trick is snatching crewmen from deck of passing ships, never giving warning. Only very small boats are in danger of being sunk by them, but any crewman on an open deck or in the rigging is fair game. They are 80% likely to bite, the rest of the time butting their target.

### Dinosaur, Mosasaurus

**Armor Class:** 3  
**Hit Dice:** 15d20 (38)  
**Move:** 30'/150' (swim)  
**No. of Attacks:** 1 bite  
**Damage:** 6d8  
**No. Appearing:** 1d4  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Gigantic marine lizards averaging 40' in length, they will occasionally over-turn small craft, but usually dine on aquatic creatures.

### Dinosaur, Plesiosaurus

**Armor Class:** 4  
**Hit Dice:** 22d20 (55)  
**Move:** 150'  
**No. of Attacks:** 1 bite  
**Damage:** 8d10  
**No. Appearing:** 1d4  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Huge, broad sea serpents usually over 40' in length, with paddle like legs. They have short necks, but heads are commonly 8-9' long. An endangered species, they are quite vicious (which would seem to account for their reduced numbers) and will attack any vessel that intrudes into their hunting territory.

### Displacer Beast

**Armor Class:** 4  
**Hit Dice:** 6d10 (13)  
**Move:** 150'  
**No. of Attacks:** 2 tentacles  
**Damage:** 2d8/2d8  
**No. Appearing:** 1d4+1  
**% in Lair:** 35%  
**Treasure Type:** D  
**Alignment:** Neutral

A displacer beast somewhat resembles a puma, although it has six legs and two tentacles grow from its shoulders. Its color is blackish, and its eyes glow a hellish green. They always appear to be 3' from their actual position, so for purposes of hitting them opponents subtract 2 from their chances to hit, and when they must make saving throws, receive a +2 bonus. Their magical resistance is high, equaling that of a 15th level fighter. Its primary weapons of attack are the two tentacles which are armed with rough, horned edges which inflict horrible wounds. There is great enmity between displacer beasts and blink dogs.

## Djinni

**Armor Class:** 5  
**Hit Dice:** 7d10+1 (9)  
**Move:** 90'/240' (fly)  
**No. of Attacks:** 1  
**Damage:** 2d8  
**No. Appearing:** 1  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Chaotic Good

The djinni are intelligent, free-willed air elementals. As such they are quite powerful and highly magical in nature. Although not able to do all of the things credited to them in fairy tales, they can: conjure food that is nutritionally sound, create drinkable beverages, magic soft goods and even wooden objects which have permanence into being, conjure metallic objects which will last for a short time (the harder the metal, the shorter the life, i.e. djinni gold lasts one day, but djinni steel lasts but one turn), create illusions with both visual and aural components which will remain until touched or dispelled magically (the djinni does not need to concentrate upon the illusion to maintain it in existence), make themselves invisible, make themselves gaseous in form, and each djinni is able to form itself into a whirlwind. A djinni whirlwind is a cone with a 10 foot base diameter, a 20 foot diameter at the top, and a height of 30 feet. It takes the djinni 1 full turn to go into this state or come out of it. A djinni whirlwind will sweep aside and kill all creatures with fewer than two hit dice which it encounters, and it causes 2d6 hit points of damage to all other creatures caught in its path.

A djinni is able to carry up to 600 lbs. in weight without tiring, walking or flying. It is able to carry a double load for a short time: 3 turns walking or 1 turn flying, but must then rest for a turn.

Very great wizards and exceptionally wise clerics are rumored to be able to command or capture djinni so as to have them as servants.

## Dolphin

**Armor Class:** 6  
**Hit Dice:** 2d8+2 (2)  
**Move:** 210'(swim)  
**No. of Attacks:** 1 butt  
**Damage:** 1d8  
**No. Appearing:** 1d4  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Possessed of a great intelligence, they have organized nomadic underwater communities. They will attack any larger creature that threatens them. They can butt their enemies for 1d8 points of damage, unless they are fitted with a war harness, in which case they do 2d6 points of

damage instead of 1d8. The harness is a rig that contains a long wicked spear that protrudes in front. They will come to the aid of any humans being attacked by denizens of the deep. They will attack sharks on sight whenever the odds are less than three to two against the dolphins. They are normally found in schools of 2d10, with there being a 75% chance that there will be 1d4 more such groups in the same area of ocean. They can communicate with other dolphins using telepathy which has a range of 50 miles. They can detect the use of magic within the same range (50 miles) and are as magic resistant as dwarves.

## Doppelganger

**Armor Class:** 5  
**Hit Dice:** 4d8 (4)  
**Move:** 90'  
**No. of Attacks:** 1  
**Damage:** 1d12  
**No. Appearing:** 3d4  
**% in Lair:** 25%  
**Treasure Type:** E  
**Alignment:** Neutral Evil

These amorphous creatures are intelligent and of evil nature. A doppelganger is of mutable form, able to shape itself into the double of any humanoid creature (up to seven or so feet tall) it observes. Once in the likeness of the person it is imitating it will attack. The favorite trick of the doppelganger is to do away with the person whom it is imitating in a manner which does not alert the person's companions. Then, in the role of that individual, the doppelganger will attack the others by surprise, and at great advantage, as the group is engaged in some activity which distracts from its watchfulness, i.e. such as fighting with some other monster.

*Sleep* and *charm* spells do not affect doppelgangers. All other forms of magical attack are likewise difficult against them, as doppelgangers save against all forms of magical attack as if they were 10th level fighters.

## Dragon

Dragons come in many colors, sizes, shapes, and alignments. Two sorts of dragons (the chromatic and platinum dragons) are singular individuals, and there are no others of their type. Each dragon sort will be treated individually hereafter. General information and common characteristics will be given here.

The dragon is able to use its breath weapon only 3 times a day, so sometimes it will bite instead. To determine this, simply roll 2d6; a score of 6 or less indicates that the dragon will bite. A 7 or better indicates it will breathe.

Cone shaped breath weapons originate from the mouth of the dragon at 5' diameter. Line shaped breath weapons will travel in a straight line beginning at the height of the

dragon's head at the time it releases. Cloud shaped breath weapons extend from the ground level to a height of 30'.

Only dragons that can speak can use magic spells. If the dragon can't speak, it can't cast spells.

The number of hit dice is an indication of the size of the creature. Most will fall in the middle, but 20% will be small and 20% very large. The value of the hit dice, as well as the value of the breath weapon, will be subject to the maturity of the dragon as seen below.

The following table determines the maturity of a dragon:

1d8	Description	Age	Points Per Hit Die*	
			d12	d20
1	Very Young	1-5	2	3
2	Young	6-15	3	5
3	Sub-adult	16-25	5	8
4	Young Adult	26-50	6	10
5	Adult	51-100	8	13
6	Old	101-200	9	15
7	Very Old	201-400	11	18
8	Ancient	401+	12	20

\*A dragon's breath weapon does damage equal to the number of hit points of the dragon.

Sleeping dragons may be attacked with a free melee round by the attacker and +2 on hit dice for chances of hitting. Certain weapons will be more or less effective than others against the various types of dragons. This is indicated on the following chart, the number indicating the addition or subtraction for the probability of hitting as well as the amount of damage done:

Type	Attack by:				
	Air	Earth	Fire	Water	Electricity
Cold	-	-1	+1	-1	+1
Acid	-	+1	-	+1	-
Gas	+1	-	-	-	-
Electricity	-	-	+1	-1	-1
Fire	-1	+1	-1	+1	-
Multiple Types	-	-	-	-	-

- Air attacks include "whirlwind", air elemental, and djinn.
- Earth attacks include earth elemental or umber hulk.
- Fire attacks include efreet and fire elementals.
- Water attacks include tritons and air elementals.

Any attack may be to subdue rather than to kill, but this intent must be announced before melee begins. When intent to subdue is announced, hits scored upon the dragon are counted as subduing rather than killing points. Each round of melee the number of points scored in hits is divided by the total hit points the dragon has; the hits obtained being stated as a percentile of the total possible, i.e., 12%, 67%, etc. The percentile dice are then rolled to

determine if the dragon has been subdued. A roll equal to or less than the percentage of hits already obtained means that the dragon is subdued.

For example, an "old", 11 hit dice red dragon is encountered asleep in its cavernous lair. 3 fighters creep in and strike to subdue. All 3 hit scoring 2, 3, and 6 points respectively (11 points total). 11 over 165 (the number of hit points the dragon can absorb before being killed) is 7%. The referee checks to determine if the dragon is subdued and rolls over 7 on percentile dice. The dragon is not subdued, and a check is then made to see whether he will bite or use his breath weapon during the 2nd melee round. The result indicates that he will use his breath weapon. The attackers strike again and once more all hit for a total of 12 points. The dragon breathes and as none of the fighters make their saving throws the attackers are all killed for they take 165 points of damage from dragon fire. Subsequently, the referee rolls 01 on the percentile dice (any roll up to 14 would have indicated success) indicating that had the fighters survived they would have subdued the red dragon that turn.

No more than 8 man-sized creatures can attempt to subdue any one dragon.

Subdued dragons can be sold on the open market (going out of existence in the game) for from 500-1,000 gp per hit point. Thus, the red dragon in the previous example would be worth from 82,500-165,000 gp. Offers are determined by the referee merely by rolling a d6 to see if the offer will be 500 (die 1), 600 (die 2), etc. gp. Of course, the character(s) who subdued the dragon could keep it in their own service or sell it to other players for whatever they could get.

A subdued dragon will remain in that state until such time as an opportunity presents itself to escape or kill its master presents itself, but as long as the master is in a commanding position it will not attempt either course.

If 2 dragons are encountered they will be a mated pair of at least the 4th age category. If 3 or 4 dragons are encountered, they will constitute a family group of a male, female, and 1 or 2 young. The adults will be of the 4th or greater age category, the young of the 1st age category. If the young are attacked, both parents will automatically use their breath weapons. If the female is attacked the male will attack at double value unless he is simultaneously attacked, and vice versa.

Very young and young dragons are unlikely to have acquired treasure. Sub-adult dragons will have about half the indicated treasure for dragons. Very old dragons can have as much as twice the indicated amount.

### **Dragon, Black**

**Armor Class:** 2

**Hit Dice:** 6d20 (15) to 8d20 (20)

**Move:** 90'/240'(fly)

**No. of Attacks:** 2 claws, 1 bite

**Damage:** 1d4/1d4/3d6

**No. Appearing:** 1d4

**% in Lair:** 60%

**Treasure Type:** H

**Alignment:** Chaotic Evil

**Chance of:**

**Speaking:** 40%

**Magic Use:** 5%

**Sleeping:** 50%

Black dragons will be found only in swamps and marshes. The breath weapon is an acid stream 60' long by 5' wide. If the dragon can use magic, it gains one 1st level spell for each stage of its maturity.

### **Dragon, Blue**

**Armor Class:** 2

**Hit Dice:** 8d20 (20) to 10d20 (25)

**Move:** 90'/240'(fly)

**No. of Attacks:** 2 claws, 1 bite

**Damage:** 1d4/1d4/2d12

**No. Appearing:** 1d4

**% in Lair:** 60%

**Treasure Type:** H, S

**Alignment:** Lawful Evil

**Chance of:**

**Speaking:** 70%

**Magic Use:** 15%

**Sleeping:** 30%

Blue dragons are at home in the deserts and arid lands. A blue dragon's breath weapon is a bolt of lightning 100' long by 5' wide. Magic using blue dragons earn one 1st level spell for each of the first four stages of maturity, and one 2nd level spell for each of the next four stages of maturity.

### **Dragon, Brass**

**Armor Class:** 2

**Hit Dice:** 6d20 (15) to 8d20 (20)

**Move:** 90'/240'(fly)

**No. of Attacks:** 2 claws, 1 bite

**Damage:** 1d4/1d4/4d4

**No. Appearing:** 1d4

**% in Lair:** 60%

**Treasure Type:** H

**Alignment:** Chaotic Good

**Chance of:**

**Speaking:** 35%

**Magic Use:** 10%

**Sleeping:** 55%

Brass dragons are found mainly in sandy desert regions. Magic using brass dragons gain a 1st level spell for each odd numbered age, and a 2nd level spell for each even numbered one. The brass dragon has two different breath weapons, a cloud of *sleep* gas or a cloud of *fear* gas, both clouds 50' long by 40' wide. If the dragon breathes a cone of *sleep* gas, and a victim fails to make his saving throw, he will *sleep* as if struck by a *sleep* spell, regardless of his level. If the dragon breathes a cloud of *fear* gas, treat its effects the same as a *wand of fear*; if the victim fails to make his saving throw he will run away at top speed for 1-3 turns, dropping everything he holds in his haste to flee. In either case, if the saving throw is made the breath weapon will have no effect.

### **Dragon, Bronze**

**Armor Class:** 0

**Hit Dice:** 8d20 (20) to 10d20 (25)

**Move:** 90'/240'(fly)

**No. of Attacks:** 2 claws, 1 bite

**Damage:** 1d4/1d4/3d8

**No. Appearing:** 1d4

**% in Lair:** 60%

**Treasure Type:** H, S, T

**Alignment:** Lawful Good

**Chance of:**

**Speaking:** 65%

**Magic Use:** 50%

**Sleeping:** 30%

Bronze dragons will be found near seacoasts, and those which are able to talk and use magic can make themselves appear in animal guise. Two breath weapons are available to this dragon, a lightning bolt 100' long by 5' wide, or a cloud of gas 50' long by 40' wide that acts as the 6th level wizard spell *repulsion*. If capable of magic use, bronze dragons gain a 1st level spell for each of the first two ages, a 2nd level spell for each of the next two ages, a 3rd level spell for each of the next two ages, and a 4th level spell for each of the last two ages.

### **Dragon, Chromatic**

**Armor Class:** 0

**Hit Dice:** 16d20 [320 hit points] (40)

**Move:** 90'/240'(fly)

**No. of Attacks:** 2 claws, 5 bites

**Damage:** 1d4/1d4/3d6/2d12/2d10/3d10/2d8

**No. Appearing:** 1

**% in Lair:** 60%

**Treasure Type:** 100% of H, S, T, U

**Alignment:** Lawful Evil

**Chance of:**

**Speaking:** 100%

**Magic Use:** 100%

**Sleeping:** 0%

The chromatic dragon is a huge creature with five heads, one of each color of the five evil dragons. Her body is

striped in these same colors, and her tail is that of a wyvern. She can employ all heads at once, either to breathe or cast spells. The chromatic dragon has two spells each of levels 1–5. Her major abode is in a stupendous cavern far beneath the earth. Her guard consists of five dragons, each of largest size, of the five evil types of dragons. Her major aim is to spread evil.

#### Dragon, Copper

**Armor Class:** 1

**Hit Dice:** 7d20 (18) to 9d20 (23)

**Move:** 90'/240'(fly)

**No. of Attacks:** 2 claws, 1 bite

**Damage:** 1d4/1d4/3d6

**No. Appearing:** 1d4

**% in Lair:** 60%

**Treasure Type:** H, S

**Alignment:** Chaotic Good

**Chance of:**

**Speaking:** 50%

**Magic Use:** 25%

**Sleeping:** 50%

Copper dragons are found primarily in arid, rocky places which are warm. A copper dragon has a choice of using one of two different breath weapons: an acid attack identical to the black dragon, or a cloud of gas 30' long by 20' high which will *slow* those affected unless a saving throw vs. breath weapon is made. If capable of magic use, copper dragons gain a 1st level spell for each of the first three ages, a 2nd level spell for each of the next three ages, and a 3rd level spell for each of the last two ages.

#### Dragon, Gold

**Armor Class:** -2

**Hit Dice:** 10d20 (25) to 12d20 (30)

**Move:** 90'/240'(fly)

**No. of Attacks:** 2 claws, 1 bite

**Damage:** 1d4/1d4/3d12

**No. Appearing:** 1d4

**% in Lair:** 60%

**Treasure Type:** H, R, S, T

**Alignment:** Lawful Good

**Chance of:**

**Speaking:** 100%

**Magic Use:** 100%

**Sleeping:** 10%

Gold dragons are able to abide anywhere, as they are actually a class unto themselves. These monsters are by far the most intelligent of all their kind, and they are able to use magic. They can employ spells up to the 6th level, gaining one level for each of their stages of maturity, having one spell for each hit die they have. Gold dragons may choose to breathe either a cone of fire 90' long by 30' wide at its furthest point, or they may breathe a cloud of gas 50' long by 40' wide in size. They will often

appear as human or in some other guise. They will not usually serve any character.

#### Dragon, Green

**Armor Class:** 2

**Hit Dice:** 7d20 (18) to 9d20 (23)

**Move:** 90'/240'(fly)

**No. of Attacks:** 2 claws, 1 bite

**Damage:** 1d4/1d4/2d10

**No. Appearing:** 1d4

**% in Lair:** 60%

**Treasure Type:** H

**Alignment:** Lawful Evil

**Chance of:**

**Speaking:** 55%

**Magic Use:** 10%

**Sleeping:** 40%

Green dragons frequent woods and forests. Magic using green dragons earn one 1st level spell for each of the first four stages of maturity, and one 2nd level spell for each of the next four stages of maturity. Their breath weapon is a cloud of chlorine gas, 50' long by 40' wide.



#### Dragon, Platinum

**Armor Class:** -3

**Hit Dice:** 21d20 [420 hit points] (53)

**Move:** 90'/240'(fly)

**No. of Attacks:** 2 claws, 1 bite

**Damage:** 1d4/1d4/4d10

**No. Appearing:** 1

**% in Lair:** 60%

**Treasure Type:** 100% of H, I, R, S, T, V

**Alignment:** Lawful Good

**Chance of:**

**Speaking:** 100%

**Magic Use:** 100%

**Sleeping:** 0%

The platinum dragon dwells in a great palace behind the east wind, although he may appear in more mundane places at times. He may *shape change* freely, although none of the other 9th level spells are usable by him. He has a choice of three different breath weapons: a cone of *cold* 80' by 30', a cloud of vapor that turns those trapped within it into *gaseous form* unless they save versus dragon breath, and a cone of sound that will *disintegrate* up to 150 hit points. In spellcasting, the king of dragons is able to cast three spells of each level up to 8th. The dragon king is served by a guard of seven gold dragons of the largest size. His primary aim is to confront and defeat the ruler and hosts of the chaotic dragons.



### Dragon, Red

**Armor Class:** 2

**Hit Dice:** 9d20 (23) to 11d20 (28)

**Move:** 90'/240' (fly)

**No. of Attacks:** 2 claws, 1 bite

**Damage:** 1d4/1d4/3d10

**No. Appearing:** 1d4

**% in Lair:** 60%

**Treasure Type:** H, S, T

**Alignment:** Chaotic Evil

**Chance of:**

**Speaking:** 85%

**Magic Use:** 15%

**Sleeping:** 20%

Red dragons inhabit mountainous and hilly regions. Red dragons can breathe a cone of fire, 90' long by 30' wide at its furthest point. If capable of magic use, the dragon gains one 1st level spell for each of the first three ages, a 2nd level spell for each of the next three ages, and a 3rd level spell for the last two ages.

### Dragon, Silver

**Armor Class:** -1

**Hit Dice:** 9d20 (23) to 11d20 (28)

**Move:** 90'/240' (fly)

**No. of Attacks:** 2 claws, 1 bite

**Damage:** 1d4/1d4/3d10

**No. Appearing:** 1d4

**% in Lair:** 60%

**Treasure Type:** H, T

**Alignment:** Lawful Good

**Chance of:**

**Speaking:** 85%

**Magic Use:** 75%

**Sleeping:** 15%

Silver dragons abide mainly in aerial domains, i.e. mountain peaks or clouds or behind winds. Silver dragons can use for a breath weapon a cone of *cold* 80' by 30', or a cloud of gas 50' by 40' that will *paralyze* those caught within if they fail to save versus dragon breath. If capable of magic use, silver dragons earn one 1st level spell for each of the first two ages, one 2nd level spell for each of the next two ages, one 3rd level spell for each of the next two ages, one 4th level spell for the next age, and a 5th level spell at the oldest age. If they are able to use magic they are also able to appear in human guise, usually taking the form of an old man or a fair damsel.

### Dragon, White

**Armor Class:** 2

**Hit Dice:** 5d12 (8) to 7d12 (11)

**Move:** 90'/240' (fly)

**No. of Attacks:** 2 claws, 1 bite

**Damage:** 1d4/1d4/2d8

**No. Appearing:** 1d4

**% in Lair:** 60%

**Treasure Type:** E, O, S

**Alignment:** Chaotic Evil

**Chance of:**

**Speaking:** 25%

**Magic Use:** 0%

**Sleeping:** 60%

White dragons will be found only in cold regions. Their breath weapon is a cone of cold, 80' x 30'. These dragons cannot use magic.

### Dragon Turtle

**Armor Class:** 0

**Hit Dice:** 11d20 (28) to 13d20 (33)

**Move:** 30'/90' (swim)

**No. of Attacks:** 3

**Damage:** 2d6/2d6/4d8

**No. Appearing:** 1

**% in Lair:** 5%

**Treasure Type:** B, R, S, T, V

**Alignment:** Neutral Good or Neutral Evil

The most fearsome monster of the waters, it dwells in large rivers, lakes or the ocean. They are exceptionally strong, being able to lift any ship up on their back if they happen to come up under it. The dragon turtle can breathe steam in an area like that of the fire of a red dragon. It is in all other respects like dragons.

### Dryad

**Armor Class:** 5

**Hit Dice:** 2d8 (2)

**Move:** 120'

**No. of Attacks:** 1

**Damage:** 1d4 or by weapon type

**No. Appearing:** 1d6

**% in Lair:** 20%

**Treasure Type:** Mx100, Qx10

**Alignment:** Neutral Good or Neutral Evil

The beautiful tree sprites of mythology, dryads are each a part of their own respective tree and will stay within 240' of their trees. They are usually shy and non-violent, but they have a powerful *charm person* spell with a +10% chance of succeeding, and anyone who approaches or follows a dryad is likely (90%) to have the spell thrown at him. Anyone *charmed* by a dryad will never return from the forest. Dryads have exact knowledge of the woods around them.



## Dwarf

**Armor Class:** 4  
**Hit Dice:** 1d6 (1)  
**Move:** 60'  
**No. of Attacks:** 1  
**Damage:** 1d8 or by weapon type  
**No. Appearing:** 40d10  
**% in Lair:** 50%  
**Treasure Type:** Mx5 (individual), G, Qx20, R (lair)  
**Alignment:** Lawful Good

These short sturdy folk have been described under **Races** (see page 7). For every 40 dwarves (or possibly fewer) there will be one high order dwarf, the leader, who may have magic arms or armor, and be of level 2–7.

## Eel, Giant

**Armor Class:** 7  
**Hit Dice:** 1d8+4 (2), 1d10+4 (2), or 1d12+4 (3)  
**Move:** 120'  
**No. of Attacks:** 1 bite, 1 jolt  
**Damage:** 4d4, or see below  
**No. Appearing:** 2d8  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Giant eels live in tidal areas or rivers. They are capable of inflicting electric shocks of two sizes, the smaller being used to stun prey or warn off intruders. They can generate 3–5 such jolts within one hour, with a range that varies according to their hit dice, 1d10+4 hit dice and 10' in length being average. Roll 1d4 on the table below to determine the eel's hit dice, range, and damage.

Roll	Hit Dice	Range	Damage
1	1d8+4	20'	1d4 or 2d4
2–3	1d10+4	40'	1d8 or 2d8
4	1d12+4	60'	2d8 or 4d8

## Eel, Weed

**Armor Class:** 8  
**Hit Dice:** 1d8 (1)  
**Move:** 30'  
**No. of Attacks:** 1 bite  
**Damage:** 1d4 plus poison  
**No. Appearing:** 10d10  
**% in Lair:** 100%  
**Treasure Type:** O, P, R  
**Alignment:** Neutral

Small and weak, these 2–4' creatures live in burrows on the ocean floor, never leaving them. Living in colonies of 10–100, they appear to be harmless reeds swaying with the current. When alarmed, the “reeds” appear to vanish into the lairs (which are interconnected into a labyrinth) with their heads facing out and bodies filling the entrance. Inside, the tunnels expand to 5' in diameter. Their only

defense is their bite, which when it strikes home will kill in one turn. If not resurrected within 6 turns, the body is beyond saving. They will never stray from their nests, but when striking they have a range of 10', the attack being so swift that for all practical purposes they are always blocking the entranceway.

## Efreet

**Armor Class:** 3  
**Hit Dice:** 10d10 (13)  
**Move:** 90'/240' (fly)  
**No. of Attacks:** 1  
**Damage:** 3d8  
**No. Appearing:** 1  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Lawful Evil

These creatures are similar to the djinn, but their basis is fire instead of air. Their fabled home is the City of Brass. They are enemies of the djinn. The efreet are otherwise like djinn, with damage scored equal to that done by a giant (2d6), and they can carry up to 1,000 lbs. of weight. In addition, they can create a *wall of fire* (once per day) and they can become incendiaries. They will serve for 1001 days.

## Elementals

There are four types of elementals: air, earth, fire, and water. Each will be dealt with separately. There are variations of strength (hit dice) within all four types:

Method of Summoning	Elemental Hit Dice
Staff	8d10
Device*	12d10
Conjured	16d10

\*Medallions, stones, gems, or bracelets.

Regardless of the strength of an elemental, only one of each type can be brought into existence during any “day”. Thus, if a character possessed a device to call up an air elemental, but before he could employ it an opponent conjured an air elemental, another could not be created until the next day.

Elementals can only be struck by +2 or better magic weapons.

### Elemental, Air

**Armor Class:** 2  
**Hit Dice:** 8d10 (10), 12d10 (15), or 16d10 (20)  
**Move:** 360' (fly)  
**No. of Attacks:** 1  
**Damage:** 2d8, but see below  
**No. Appearing:** 1  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Air elementals move only by flying. When engaged in combat in the air they deal 2d8+2 damage, all other creatures being dealt only 2d8 points of damage. They can turn into a whirlwind which will sweep all creatures under 2 hit dice away, the whirlwind being conical in shape, 30' in diameter at the base, 60' diameter at the top, and as high as the number of hit dice possessed by the elemental (160', 120', or 80'). Forming a whirlwind requires 1 full turn as does dissolving it.

#### **Elemental, Earth**

**Armor Class:** 2

**Hit Dice:** 8d10 (10), 12d10 (15), or 16d10 (20)

**Move:** 60'

**No. of Attacks:** 1

**Damage:** 4d8, but see below

**No. Appearing:** 1

**% in Lair:** 0%

**Treasure Type:** None

**Alignment:** Neutral

Earth elementals move slowly and cannot cross water. However, when they hit they score 4d8 points of damage against any opponent which rests upon the earth. Creatures not touching the earth are dealt 4d8-8 damage by the earth elemental's attack. They have the effect of a super battering ram against walls, scoring damage as if they were striking an opponent.

#### **Elemental, Fire**

**Armor Class:** 2

**Hit Dice:** 8d10 (10), 12d10 (15), or 16d10 (20)

**Move:** 120'

**No. of Attacks:** 1

**Damage:** 3d8, but see below

**No. Appearing:** 1

**% in Lair:** 0%

**Treasure Type:** None

**Alignment:** Neutral

Fire elementals deal 3d8 points of damage against all non-fire using opponents and 3d8-3 against fire using opponents. They act as incendiaries when in contact with inflammable material. They cannot cross water. Conjuring fire elementals requires a source of considerable heat, i.e., a large fire, lava pool, etc.

#### **Elemental, Water**

**Armor Class:** 2

**Hit Dice:** 8d10 (10), 12d10 (15), or 16d10 (20)

**Move:** 60'/180' (swim)

**No. of Attacks:** 1

**Damage:** 3d10, but see below

**No. Appearing:** 1

**% in Lair:** 0%

**Treasure Type:** None

**Alignment:** Neutral

Water elementals are generally confined to water, being able to move only 60' from such a body of liquid. In water they do 3d10 points of damage, while out of water they do 3d10-3 of damage when in melee. Water elementals can only be brought forth from a considerable body of water, i.e., a pond, stream, or larger body of water.

#### **Elf, Aquatic**

**Armor Class:** 5

**Hit Dice:** 1d8 (1)

**Move:** 120'/180' (swim)

**No. of Attacks:** 1

**Damage:** 1d10, or by weapon type

**No. Appearing:** 30d10

**% in Lair:** 30%

**Treasure Type:** N (individual), G, S, T (lair)

**Alignment:** Chaotic Good

Also called sea elves, they are akin to mermaids as land elves are to men. Found almost exclusively among heavy weed beds in quiet sheltered waters, they are great friends of the dolphins. They fashion great caverns in lagoon bottoms and reefs, where they establish shops that fashion fishing and seaweed harvesting equipment from indigenous materials (bone, weed, wood and sinew). These they trade with land elves for metal goods (they are unable to forge underwater) as well as rare metals found in the sea. For every 60 sea elves, there is a 50% chance that they are accompanied by 1d4+2 friendly dolphins. They are humanoid in appearance, with gill slits on the throat. Seaweed affords little or no hindrance to their movement. They are invisible in weeds or on reefs. They are mortal enemies of sharks and sahuagin, and will attack either if they outnumber them. They are friends to dolphins and land elves, and neutral to all others, except for fishermen, whom they dislike due to the number of sea elves snared in nets and killed mistakenly as sahuagin by ignorant humans.

#### **Elf**

**Armor Class:** 5

**Hit Dice:** 1d8+1 (1)

**Move:** 120'

**No. of Attacks:** 1

**Damage:** 1d10, or by weapon type

**No. Appearing:** 30d10

**% in Lair:** 25%

**Treasure Type:** N (individual), G, S, T (lair)

**Alignment:** Chaotic Good

Elves generally are of two sorts, wood elves and high elves. When a group of 50 (or possibly fewer) is encountered, they will have a leader (fighter/wizard) of 2-4 level/2-8 level ability. They are described in greater detail in the **Races** section (see page 8).

### Floating Eyes

**Armor Class:** 8  
**Hit Dice:** 1d6 (1)  
**Move:** 360' (swim)  
**No. of Attacks:** 1  
**Damage:** 1d3 plus special, see below  
**No. Appearing:** 2d6  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Actually small fish with a huge central eye, they have the power to *hypnotize* a victim or put *fear* into him. Saving throws are as for fear gas or being hypnotized. They have no other weapon. Larger fish, like sharks, then eat the prey while the eyes go after the remains: the eyes also feed on very small fish and plankton.

### Frog, Giant

**Armor Class:** 7  
**Hit Dice:** 1d4 (1)  
**Move:** 240'  
**No. of Attacks:** 1  
**Damage:** 1d10  
**No. Appearing:** 4d10  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

The giant man eating frog is truly vicious, attacking any small creature that crosses its path. Its tongue is similar to that of the toad, and is used the same, though its range is only 10'. It can, however, leap farther than the toad (240'). Its primary diet is insects and rats, but it is hunted by snakes and mermen, as well as several species of birds and reptiles (as is the toad) but avoided by insects. Found in swamps and along rivers (but not where its enemies are likely to be) they will leap on passing ships from the shore to seize its victims. They are unintelligent and will retreat upon sustaining damage, but will fight to the death if badly wounded or trapped.

### Gargoyle

**Armor Class:** 5  
**Hit Dice:** 4d8 (4)  
**Move:** 90'/150' (fly)  
**No. of Attacks:** 2 claws, 1 bite, 1 horn  
**Damage:** 1d3/1d3/1d6/1d4  
**No. Appearing:** 4d10  
**% in Lair:** 0%  
**Treasure Type:** Mx10 (individual), C (lair)  
**Alignment:** Lawful Evil

As depicted in medieval architecture, gargoyles are reptilian, horned, taloned, fanged, winged beasts of hideous aspect. They will attack nearly anything that approaches them and are at least semi-intelligent and cunning. They can only be hit with magic weapons.

### Gelatinous Cube

**Armor Class:** 8  
**Hit Dice:** 4d10 (5)  
**Move:** 60'  
**No. of Attacks:** 1  
**Damage:** 2d4 plus see below  
**No. Appearing:** 1  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

These monsters are shaped like cubes about 10 feet on a side. They move through rooms and corridors of dungeons, sweeping them clean of all living and dead material. In the process they may pick up indigestible items like gold and gems and carry them within their body. Flesh that comes into contact with the cube is anesthetized unless a saving throw against paralysis is made. The touch of the cube causes 2–8 points of damage as the creature seeks to devour its victim.

The gelatinous cube is subject to fire and normal weapons but not to cold, lightning or most spells.

### Ghouls

**Armor Class:** 6  
**Hit Dice:** 2d8 (2)  
**Move:** 90'  
**No. of Attacks:** 2 claws, 1 bite  
**Damage:** 1d3/1d3/1d4  
**No. Appearing:** 2d12  
**% in Lair:** 20%  
**Treasure Type:** B, T  
**Alignment:** Chaotic Evil

Ghouls are hideous humanoid creatures of bestial aspect who live on dead bodies. Ghouls *paralyze* any human/humanoid figure they touch except elves, which are immune. The character touched gets to make his usual saving throw against paralysis. The ghoul must score a hit on the combat table to deliver its paralyzing blow, which also does regular damage. They otherwise melee in normal fashion and are subject to missile fire and regular weapons.



### Giant

Giants are huge humanoids. There are six major races of giants, each race having some similarities and many differences with the others. Common characteristics are given here.

Giants are very strong, with the weakest giant stronger than any human (strength from 19 to 25, see *girdle of giant strength*, page 110 for particulars). Giants can throw rocks like a catapult, range 200 feet with a 20 foot hit area. Each rock does the listed damage to anything it hits. A giant can throw one rock every 5 melee rounds.

Most giants are cave dwellers. When they leave their lairs, giants always will have huge sacks with them filled with various odds and ends important to the giant, such as a couple of rocks. They also have in the sack 1d6 x 1,000 coins of some type, usually gold.

Young giants will have hit points and do damage according to the percentage of a normal adult male indicated by a percentile dice (1d%) roll.

Each race of giant speaks its own language which is unintelligible to the other giant races.

#### **Giant, Cloud**

**Armor Class:** 4  
**Hit Dice:** 12d12+2 (18)  
**Move:** 120'  
**No. of Attacks:** 1  
**Damage:** 6d6  
**No. Appearing:** 1d6  
**% in Lair:** 30%  
**Treasure Type:** E, Qx5  
**Alignment:** Neutral Good or Neutral Evil

Cloud giants' skin ranges in color from milky white to light sky blue. Their hair is silvery white or brass, and their eyes are iridescent blue. Adult males are about 18 feet tall. 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). Cloud giants do 2d12 points of damage when hitting with their rocks.

#### **Giant, Fire**

**Armor Class:** 4  
**Hit Dice:** 11d10+3 (15)  
**Move:** 120'  
**No. of Attacks:** 1  
**Damage:** 5d6  
**No. Appearing:** 1d8  
**% in Lair:** 30%  
**Treasure Type:** E  
**Alignment:** Lawful Evil

Fire giants are dwarflike in appearance, with black skin and red or orange hair. Adult males are 12 feet tall with very broad chests (9 feet around). These giants tend to wear armor or dragon hides. They do 2d10 points of damage with their rocks.

#### **Giant, Frost**

**Armor Class:** 4  
**Hit Dice:** 10d12+1 (15)  
**Move:** 120'  
**No. of Attacks:** 1  
**Damage:** 4d6  
**No. Appearing:** 1d8  
**% in Lair:** 30%  
**Treasure Type:** E  
**Alignment:** Chaotic Evil

The hair of a frost giant can be light blue or dirty yellow, with eyes to match. Frost giants dress in skins and pelts, along with any jewelry they own. In combat, they will don chain shirts and metal helmets decorated with horns or feathers. Adult males are about 15 feet tall and do 2d10 points of damage with their rocks.

#### **Giant, Hill**

**Armor Class:** 4  
**Hit Dice:** 8d10 (10)  
**Move:** 120'  
**No. of Attacks:** 1  
**Damage:** 2d8  
**No. Appearing:** 1d10  
**% in Lair:** 30%  
**Treasure Type:** D  
**Alignment:** Chaotic Evil

Skin color among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out. Adults are about 10 1/2 feet tall. In combat hill giants do 2d8 damage with their rocks.

#### **Giant, Stone**

**Armor Class:** 4  
**Hit Dice:** 9d10 (11)  
**Move:** 120'  
**No. of Attacks:** 1  
**Damage:** 3d6  
**No. Appearing:** 1d8  
**% in Lair:** 30%  
**Treasure Type:** D  
**Alignment:** Neutral Good or Neutral Evil

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 have gray to grayish-brown skins, dark gray to blue-gray hair, and metallic-looking eyes. Unlike other giants, stone giants can throw their rocks up to 240 feet distant with a 30 foot impact area, doing 3d10 points of damage per hit. This is due to their natural affinity with stone.

## Giant, Storm

**Armor Class:** 4  
**Hit Dice:** 15d12 (23)  
**Move:** 120'  
**No. of Attacks:** 1  
**Damage:** 7d6  
**No. Appearing:** 1d4  
**% in Lair:** 30%  
**Treasure Type:** E, Qx10, S  
**Alignment:** Chaotic Good

These creatures are found only in out of the way places. Typically their abode will be a castle built underwater or on a mountain or upon a cloud. They are intelligent, about 24' tall, and do 8d6 damage with their lightning bolts, usable once every five melee rounds. These giants are able to employ a *control weather* spell in order to cause a storm, their favorite kind of weather, when angry or in battle. These giants do not throw rocks.

Skin coloration of storm giants ranges from a pale light green to violet. The greenish cast is usually indicative of those storm giants living underwater. Green-colored storm giants have green hair and emerald eyes, while others are deep violet or blue-black hair coloration with silvery gray or purple eyes.

## Gnoll

**Armor Class:** 5  
**Hit Dice:** 2d8 (2)  
**Move:** 90'  
**No. of Attacks:** 1  
**Damage:** 2d4 or by weapon type  
**No. Appearing:** 20d10  
**% in Lair:** 30%  
**Treasure Type:** L, M (individual), D, Qx5, S (lair)  
**Alignment:** Chaotic Evil

Gnolls are low intelligence beings like hyenamen, and they travel in rapacious bands of loose organization. They employ a great variety of weapons; they are strong, but dislike work (including mining). For every 20 gnolls encountered, there will be a leader type with 16 hit points (attacks as a 3 hit dice creature).

## Gnome

**Armor Class:** 5  
**Hit Dice:** 1d8 (1)  
**Move:** 60'  
**No. of Attacks:** 1  
**Damage:** 1d6 or by weapon type  
**No. Appearing:** 40d10  
**% in Lair:** 60%  
**Treasure Type:** Mx3 (individual), C, Qx20 (lair)  
**Alignment:** Lawful Good

Gnomes are similar to dwarves, whom they resemble. They are smaller, have longer noses and beards and

inhabit lowland and hill burrows rather than mountains. They favor crossbows.

## Goblin

**Armor Class:** 6  
**Hit Dice:** 1d6-1 (1)  
**Move:** 60'  
**No. of Attacks:** 1  
**Damage:** 1d4 or by weapon type  
**No. Appearing:** 40d10  
**% in Lair:** 50%  
**Treasure Type:** K (individual), C (lair)  
**Alignment:** Lawful Evil

Goblins fight at -1 off their attack die roll in full daylight. They can see in the dark. They always attack dwarves on sight.

In the goblin lair there will be a goblin king who fights as a hobgoblin. He has a bodyguard of 5d6 goblins who also fight as hobgoblins. They are large and fearless, fight at full strength under all conditions and take nothing off their hit die, in dark or light.

## Golem

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces. The animating force for a golem is a spirit from the Elemental Plane of Earth. The process of creating the golem binds the unwilling spirit to the artificial body and subjects it to the will of the golem's creator.

Golems are tenacious in combat and prodigiously strong as well. Being mindless, they do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked. A golem's creator can command it if the golem is within 60 feet and can see and hear its creator.

## Golem, Flesh

**Armor Class:** 9  
**Hit Dice:** 9d10 [50 hit points] (11)  
**Move:** 80'  
**No. of Attacks:** 2  
**Damage:** 2d8  
**No. Appearing:** 1  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Flesh golems are only affected by +1 magic weapons (or higher). Spells have no effect save for fire or cold which slows movement by 50%. Lightning restores damage. Strength allows them to crash through wooden structures and the like.



### **Golem, Iron**

**Armor Class:** 2  
**Hit Dice:** 18d10 [100 hit points] (23)  
**Move:** 40'  
**No. of Attacks:** 1  
**Damage:** 4d10  
**No. Appearing:** 1  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Iron golems are only affected by +3 weapons (or higher) and are not affected by magic except for *lightning bolt* spells which slows movement by 50% (but for only 3 rounds). Fire restores damage. Strength is three times greater than that of a flesh golem. They are able to breathe a 10' square of poison gas.

### **Golem, Stone**

**Armor Class:** 5  
**Hit Dice:** 14d10 [75 hit points] (18)  
**Move:** 60'  
**No. of Attacks:** 1  
**Damage:** 3d8  
**No. Appearing:** 1  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Stone golems are only affected by +2 magic weapons (or higher) or spells which affect rock. Fire spells slow movement by 50%. A reversed *transmute rock-mud* spell restores damage. Strength is twice that of a flesh golem. It is able to place a *slow* spell on one opponent per turn.

### **Gorgon**

**Armor Class:** 2  
**Hit Dice:** 8d10 (10)  
**Move:** 120'  
**No. of Attacks:** 1  
**Damage:** 2d6  
**No. Appearing:** 1d4  
**% in Lair:** 50%  
**Treasure Type:** E  
**Alignment:** Neutral

These bull-like creatures have scales of iron covering their hides and a breath which is capable of turning to stone those who are within its 60' range. The gorgon extends into the astral and ethereal planes, so its breath affects creatures in those planes as if standing in front of the gorgon.

### **Gray Ooze**

**Armor Class:** 8  
**Hit Dice:** 3d8 (3)  
**Move:** 10'  
**No. of Attacks:** 1

**Damage:** 2d8  
**No. Appearing:** 1d3  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

This seeping horror resembles wet stone and is difficult to detect. It can corrode metal in one turn. It does 2–16 points of damage to exposed flesh every round the creature is in contact with it. It is impervious to cold and fire but can be killed by weapons and lightning.

### **Green Slime**

**Armor Class:** 9  
**Hit Dice:** 2d6 (1)  
**Move:** 0'  
**No. of Attacks:** 1  
**Damage:** See Below  
**No. Appearing:** 1  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Non-mobile, this horror can only be killed by fire or cold. It eats away wood and metal, but not stone. Once in contact with flesh it sticks and penetrates in one turn, turning the flesh into green slime. It can not be scraped off but must be excised or treated with a *cure disease* spell. It often drops from high places, such as ceilings.

### **Griffon**

**Armor Class:** 5  
**Hit Dice:** 7d10 (9)  
**Move:** 120'/300' (fly)  
**No. of Attacks:** 2 claws, 1 bite  
**Damage:** 1d4/1d4/2d8  
**No. Appearing:** 2d8  
**% in Lair:** 10%  
**Treasure Type:** C, S  
**Alignment:** Neutral

The griffon is a fierce, swift, and loyal steed with the wings, head and forelimbs of a giant eagle and the hindquarters of a lion. It will, however, always attack horses, being extremely fond of horseflesh, and can not be brought within 360 feet of horses. Wild griffons attack anyone who comes close to their nest.

### **Harpy**

**Armor Class:** 7  
**Hit Dice:** 3d8 (3)  
**Move:** 60'  
**No. of Attacks:** 2 claws, 1 weapon  
**Damage:** 1d3/1d3/1d6  
**No. Appearing:** 2d6  
**% in Lair:** 20%  
**Treasure Type:** C  
**Alignment:** Chaotic Evil

This creature has the lower body of an eagle and the upper torso and head of a woman. By their singing they lure men to them, their touch then charms them and the men are killed and devoured. Any creature hearing the harpy song must make its saving throw against spells or be drawn irresistibly to his doom.

### **Hell Hound**

**Armor Class:** 4  
**Hit Dice:** 3d8 (3) to 7d8 (7)  
**Move:** 120'  
**No. of Attacks:** 1  
**Damage:** 1d6  
**No. Appearing:** 2d4  
**% in Lair:** 25%  
**Treasure Type:** C  
**Alignment:** Lawful Evil

Large reddish-brown hounds who can breathe fire, causing 1d6 damage per hit die of the creature. They can usually detect hidden invisible objects or creatures. Range of the fire breath is only five feet and is treated as a blow on the combat table, with special damage done per hit.

### **Hippogriff**

**Armor Class:** 5  
**Hit Dice:** 3d10+1 (4)  
**Move:** 180'/360' (fly)  
**No. of Attacks:** 2 claws, 1 bite  
**Damage:** 1d6/1d6/1d10  
**No. Appearing:** 2d4  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Having the foreparts of a great eagle and the hindquarters of a horse, the hippogriff is a fierce fighter, attacking with claws and beak. They can be used as steeds but will not herd with pegasi, and the two will normally fight each other.

### **Hobgoblin**

**Armor Class:** 5  
**Hit Dice:** 1d8+1 (1)  
**Move:** 90'  
**No. of Attacks:** 1  
**Damage:** 1d8 or by weapon type  
**No. Appearing:** 20d10  
**% in Lair:** 30%  
**Treasure Type:** J, M (individual), D, Qx5 (lair)  
**Alignment:** Lawful Evil

Hobgoblins are bigger and meaner relatives of goblins. They live underground but often hunt above ground and have no penalties for fighting in full daylight. A hobgoblin king and 1d4 bodyguards live in the hobgoblin lair. The king has 5d8 hit dice and has a bonus of +2 on

damage. The bodyguards have 3d8 hit dice but fight as 4 hit dice monsters.

### **Homunculus**

**Armor Class:** 7  
**Hit Dice:** 2d4 (1)  
**Move:** 60'/180' (fly)  
**No. of Attacks:** 1  
**Damage:** 1d3 (and see below)  
**No. Appearing:** 1  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** see below

This creature is made and animated only through a special formula involving the talents of both an alchemist and a wizard and is the servant and counterpart of the latter. The alchemist will require no less than 1d4 weeks, 1,000 gp expenditure, and a pint of the wizard's blood. When the homunculus is finished it will be man-like in form, about 18" tall, have a greenish, reptilian skin, leathery wings, and a bat-like mouth with teeth passing on venom which causes sleep unless the party bitten saves vs. magic. The creature's alignment is that of the wizard. Although the homunculus cannot speak, it knows what the wizard knows, and the latter is able to see and hear through the creature's eyes and ears. This is a telepathic link between the wizard and his creature, and the homunculus can be controlled up to 360' away from its master. It will never willingly pass from this maximum range. If the homunculus is killed the wizard immediately suffers 2d10 points of damage.

### **Horse**

**Armor Class:** 7  
**Hit Dice:** 2d10 (3) to 3d10 (4)  
**Move:** 120' to 240'  
**No. of Attacks:** 2 hooves, 1 bite  
**Damage:** 1d6/1d6/1d4  
**No. Appearing:** 1  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Horses are widely domesticated for riding and as beasts of burden. Unlike a mule though, horses cannot be taken into dungeons, as they lack both the dexterity and calm necessary for dungeon expeditions.

- Light horses move 240 feet, have 2d10 hit dice, and can carry up to 300 pounds weight.
- Medium horses move 180 feet, have 2d10+1 hit dice, and can carry up to 375 pounds weight.
- Heavy war horses move 120 feet, have 3d10 hit dice, and can carry up to 450 pounds weight.
- Draft horses and mules move 120 feet and have 2d10+1 hit die. Draft horses can carry up to 450

pounds weight, and mules can carry up to 350 pounds weight.

### Hydra

**Armor Class:** 5  
**Hit Dice:** 5d10 (6) to 12d10 (15)  
**Move:** 120'  
**No. of Attacks:** 1 per head  
**Damage:** 1d6, 1d8, or 1d10 (depending on size)  
**No. Appearing:** 1  
**% in Lair:** 25%  
**Treasure Type:** B  
**Alignment:** Neutral

Unlike the standard mythological concept of the hydra as a snake with many heads, this beast is dinosaur-like with many heads. Each head is represented by one hit die of 10 points, so a three headed hydra has 30 hit points, a 6 headed one, 60. When ten hit points are scored against the beast, one head has been killed. The hydra will continue to attack, however, if it has one head left, and usually all the heads attack at once, so it takes multiple bites every melee round. The amount of damage a hydra does with its bite is determined by the number of heads it has. 5–6 heads does 1d6 per head, 7–10 does 1d8 per head, and 11–12 does 1d10 per head.

### Ixitxachitl

**Armor Class:** 5  
**Hit Dice:** 2d8-1 (2)  
**Move:** 90' (swim)  
**No. of Attacks:** 1 bite  
**Damage:** 3d6 (see below)  
**No. Appearing:** 50+1d00  
**% in Lair:** 75%  
**Treasure Type:** See below  
**Alignment:** Chaotic Evil

A race of clerical philosophers, they resemble manta rays (i.e. having a flat blanket-like form) with one in ten being a vampire equivalent (affected by any holy or blessed item, not just a cross). They are found in groups of 50–150 creatures with 40–120 being 1st level philosophers (or clerics) and the rest 2nd–11th level (die roll 1d10+1). For every 25 such creatures there is a 50% chance of a magic user of the 6th to 11th level (die roll 1d6+5). In the lair are various items of treasure types P, R, and S. A leader's guards, if encountered in the lair, may possess magic items of treasure type U which can be worn or used without hands.

### Ki-Rin

**Armor Class:** -5  
**Hit Dice:** 12d10 (15)  
**Move:** 240'/480' (fly)  
**No. of Attacks:** 2 hooves  
**Damage:** 2d4/2d4  
**No. Appearing:** 1

**% in Lair:** 5%  
**Treasure Type:** I, S, T  
**Alignment:** Lawful Good

The hooves of the ki-rin rarely touch the surface of the earth, for this aerial creature prefers to dwell amongst the clouds, and it is there that he makes his solitary lair. At times they travel astrally or ethereally. Ki-rin are of the highest intelligence and completely lawful (and good). A ki-rin somewhat resembles a cloudy horse. Although they are aloof from human affairs, they will sometimes intervene if properly abjured. They are resistant to all magic under the 12th level, and 90% resistant to magic above that level. Ki-rin are able to use magic as an 18th level wizard. In addition they have powers equal to a double strength djinn, and all magic involving air and things of the sky is of twice normal strength. The ki-rin are able to converse with almost any other creature.

### Kobold

**Armor Class:** 7  
**Hit Dice:** 1d4 (1)  
**Move:** 120'  
**No. of Attacks:** 1  
**Damage:** 1d4 or by weapon type  
**No. Appearing:** 40d10  
**% in Lair:** 50%  
**Treasure Type:** J, O (individual), Qx5 (lair)  
**Alignment:** Lawful Evil

These evil dwarf-like creatures behave much like goblins, but are less powerful. A chieftain fights like a gnoll, as does his 1d6 bodyguards. Kobolds are highly resistant to magic and get a +3 on all saving throw dice except dragon breath. They have infravision.

### Lammasu

**Armor Class:** 6  
**Hit Dice:** 6d10+2 (8)  
**Move:** 120'/240' (fly)  
**No. of Attacks:** 2 claws  
**Damage:** 1d6/1d6  
**No. Appearing:** 2d4  
**% in Lair:** 40%  
**Treasure Type:** R, S, T  
**Alignment:** Lawful Good

These creatures are human-headed, winged lions which are highly lawful in nature and very magical. These intelligent creatures will aid lawful persons, protect them, and generally befriend them. Lammasu are able to become *invisible*, *dimension door*, use cleric spells as if they were 6th level, and continually emanate a *protection from evil 10' radius*. They speak all human languages which are lawful or neutral in nature.

### Lamprey

**Armor Class:** 6  
**Hit Dice:** 3d6 (2)  
**Move:** 90' (swim)  
**No. of Attacks:** 1 bite  
**Damage:** 1d4 (see below)  
**No. Appearing:** 2d8  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Similar to very mobile leeches, they drain blood at a rate of 9 hit points per round. Evolutionarily primitive, they are hard to kill.

### Leech, Giant

**Armor Class:** 8  
**Hit Dice:** 2d8 (2)  
**Move:** 60'  
**No. of Attacks:** 1 bite  
**Damage:** 2d6 (see below)  
**No. Appearing:** 2d6  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Found in swamps and concealed underwater, they will attempt to attach themselves to any warm blooded creature that comes within 60', causing the victim to lose 2 hit points per round that it remains attached. They can be removed by killing them, but the victim must get a *cure disease* spell as soon as possible, or die within a month.

### Lich

**Armor Class:** 3  
**Hit Dice:** 10d8+ (10+)  
**Move:** 60'  
**No. of Attacks:** 1 touch  
**Damage:** 1d10 (see below)  
**No. Appearing:** 1d4  
**% in Lair:** 100%  
**Treasure Type:** A  
**Alignment:** Neutral Evil

These skeletal monsters are of magical origin, each lich formerly being a very powerful wizard or wizard/cleric in life, and now alive only by means of great spells and will because of being in some way disturbed. A lich ranges from 12th level upwards, typically being an 18th level wizard. They are able to employ whatever spells are usable at their appropriate level. In addition, their touch causes *paralysis*, no saving throw. The mere sight of a lich will send creatures below 5th level fleeing in *fear*.

As one of the most powerful undead, a lich is immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, *death spell*, or *symbol of death*.

### Lizard, Fire

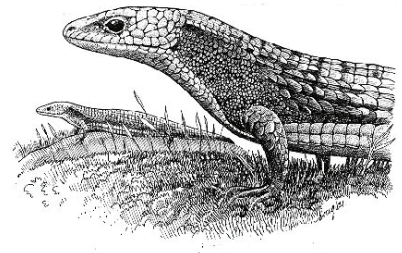
**Armor Class:** 2  
**Hit Dice:** 12d10 (15)  
**Move:** 90'  
**No. of Attacks:** 2 claws, 1 bite (see below)  
**Damage:** 1d8/1d8/4d4  
**No. Appearing:** 1d4  
**% in Lair:** 60%  
**Treasure Type:** B, Qx10  
**Alignment:** Neutral

Also called the 'false dragon', these large lizards are of identical appearance to dragons, without wings. Of similar size, they are commonly mottled gray, and are rumored to be the ancestors of present day dragons. They share a number of habits with dragons, such as seeking out shiny baubles with which to line their nests, and taking ten year naps after sealing off their cave. Unlike dragons, these beasts take but 10 years to mature, and have only limited growth, while living a century. Also unlike dragons, they harbor no great affection for their young. They can go as long as ten years without eating, but if given sufficient chance, they will wolf down a cow or two every month. They are relatively immune to fire (like dragons) and can breathe a small puff of smoke and fire (1d10 pts. of damage within 10'). Dragons will avoid injuring or fighting them if possible. They are believed to be unintelligent.

### Lizard, Minotaur

**Armor Class:** 3  
**Hit Dice:** 8d10 (10)  
**Move:** 90'  
**No. of Attacks:** 2 claws, 1 bite  
**Damage:** 2d10/2d10/4d8  
**No. Appearing:** 1d6  
**% in Lair:** 50%  
**Treasure Type:** J-N, Q, C (magic only)  
**Alignment:** Neutral

Quite large in their own right, they in no way resemble dragons or fire lizards, and seldom exceed 40'. They can neither fly nor breathe fire, but have exceptionally long and sharp claws with which they attack and rend their prey. They live 40 years, maturing within 10. They drag their prey into their den before they will feed on it. They will attack anything that enters their den.



### Lizard Man

**Armor Class:** 5  
**Hit Dice:** 2d8+1 (2)  
**Move:** 60'/120' (swim)  
**No. of Attacks:** 2 claws, 1 bite  
**Damage:** 1d3/1d3/1d8  
**No. Appearing:** 10d4  
**% in Lair:** 40%  
**Treasure Type:** D  
**Alignment:** Neutral Evil

These aquatic monsters have a rude intelligence, using weapons such as spears and clubs. They are fond of human flesh, and they will generally capture as many humans as they can when offered the opportunity in order to take them to their lair and have a tribal feast. They live either wholly under water or in very wet places (65%/35%).

### Locathah

**Armor Class:** 7  
**Hit Dice:** 2d8+1 (2)  
**Move:** 240'/360'  
**No. of Attacks:** 1  
**Damage:** 1d6 or by weapon type  
**No. Appearing:** 30d10  
**% in Lair:** 15%  
**Treasure Type:** A  
**Alignment:** Neutral Good or Neutral Evil

These nomadic people ride eels and are found along the canyon floors roaming the depths in search of food (Use steppes nomads under Men, Nomad on page 79 for composition). For riding eels use 240' standard movements with a 360' fast move every eight rounds. They will be found in their lair only 15% of the time (generally a castle which they maintain as a base camp with its own guards etc.). They are either neutral by disposition and otherwise fairly civilized.

### Lycanthrope

Lycanthropes are humans who can transform themselves into animals. In its natural form, a lycanthrope looks like any other members of its kind, though natural lycanthropes and those who have been afflicted for a long time tend to have or 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 can be spread like a disease. Sometimes a lycanthrope begins life as a normal human who subsequently contracts lycanthropy after being wounded by a lycanthrope. Such a creature is called an afflicted lycanthrope. Other lycanthropes are born as lycanthropes, and are known as natural lycanthropes. If a lycanthrope deals damage equal to or greater than 50% of its total

potential, but does not kill the target, the target becomes infected and becomes a lycanthrope in 1d8+6 days. The only cures are belladonna, if applied in one hour (25% chance of success), or a *cure disease* cast by a 12th or higher level cleric, if applied within 3 days. Belladonna is poisonous, and has a 1% chance of killing the creature within 1d4 days of application.

A lycanthrope in its human form uses whatever tactics and weapons are favored by others of its kind, though it tends to be slightly more aggressive. A lycanthrope possesses the senses of its animal form, including scent and low-light vision, and it has a deep empathy for (and ability to communicate with) animals of its animal form. An afflicted lycanthrope damaged in combat may be overwhelmed by rage, causing it to change to its animal form involuntarily.

A lycanthrope in animal form fights like the animal it resembles, although its bite carries the disease of lycanthropy. It is preternaturally cunning and strong, and can only be hit by silver weapons, or magic weapons of +1 or better.

Finally, a natural lycanthrope (or an afflicted lycanthrope that has become aware of its affliction) can assume a hybrid form that is a mix of its human and animal forms. A hybrid has hands and can use weapons, but it can also attack with its teeth and claws. A hybrid can spread lycanthropy with its bite, and just like the animal form, can only be hit by silver weapons, or magic weapons of +1 or better.

### Lycanthrope, Werebear

**Armor Class:** 2  
**Hit Dice:** 6d10 (8)  
**Move:** 90'  
**No. of Attacks:** 2 claws, 1 bite  
**Damage:** 1d3/1d3/2d4 (see below)  
**No. Appearing:** 2d10  
**% in Lair:** 15%  
**Treasure Type:** R, T, X  
**Alignment:** Chaotic Good

Werebears in humanoid form tend to be stout, well muscled, and hairy. Their brown hair is thick, and males usually wear beards. They may have reddish, blond, ivory, or black hair, matching the color of the ursine form. They dress in simple cloth and leather garments that are easy to remove, repair, or replace.



A werebear will hug on a score of 18 or better causing 2d8 points of additional damage.

### **Lycanthrope, Wereboar**

**Armor Class:** 4  
**Hit Dice:** 4d10+1 (5)  
**Move:** 120'  
**No. of Attacks:** 1 bite  
**Damage:** 2d6  
**No. Appearing:** 2d10  
**% in Lair:** 15%  
**Treasure Type:** B, S  
**Alignment:** Chaotic Good

A wereboar in humanoid form tends to be a stocky, muscular individual of average height. It dresses in simple garments that are easy to remove, repair, or replace.

### **Lycanthrope, Wererat**

**Armor Class:** 7  
**Hit Dice:** 3d6 (2)  
**Move:** 120'  
**No. of Attacks:** 1 bite, 1 weapon  
**Damage:** 1d3/by weapon type  
**No. Appearing:** 2d10  
**% in Lair:** 15%  
**Treasure Type:** C  
**Alignment:** Lawful Evil

A wererat in humanoid form tends to be a thin, wiry individual of shorter than average height. The eyes constantly dart around, and the nose and mouth may twitch if he or she is excited. Males often have thin, ragged mustaches. Wererats are extremely intelligent and whenever possible they will capture and hold persons for ransom. They commonly employ all forms of weapons. They can assume the shape of a normal man in order to dupe persons, but they prefer to maintain a rat-like shape, although nearly man-sized. They move very quietly (as a 7th level thief). They can control rats as a vampire does.

### **Lycanthrope, Weretiger**

**Armor Class:** 3  
**Hit Dice:** 5d10 (6)  
**Move:** 120'  
**No. of Attacks:** 2 claws, 1 bite  
**Damage:** 1d4/1d4/1d10  
**No. Appearing:** 2d10  
**% in Lair:** 15%  
**Treasure Type:** D, Qx5  
**Alignment:** Chaotic Evil

Weretigers in humanoid form tend to be sleekly muscular, taller than average, and very agile.

### **Lycanthrope, Werewolf**

**Armor Class:** 5  
**Hit Dice:** 4d10 (5)  
**Move:** 150'  
**No. of Attacks:** 1 bite  
**Damage:** 2d4

**No. Appearing:** 2d10  
**% in Lair:** 15%  
**Treasure Type:** B  
**Alignment:** Lawful Evil

Werewolves in humanoid form have no distinguishing traits.

### **Manticore**

**Armor Class:** 4  
**Hit Dice:** 6d10+1 (8)  
**Move:** 120'/180' (fly)  
**No. of Attacks:** 2 claws, 1 bite (and see below)  
**Damage:** 1d3/1d3/1d8  
**No. Appearing:** 1d4  
**% in Lair:** 25%  
**Treasure Type:** E  
**Alignment:** Lawful Evil

This creature is a huge lion-bodied monstrosity with a human face, dragon wings, and a tail full of iron spikes. There are 24 spikes in a manticore's tail and they can be fired, 6 at a time, doing 1d6 points of damage per spike with a 180 foot range. Their favorite prey is man.

### **Masher**

**Armor Class:** 6  
**Hit Dice:** 20d10 (25)  
**Move:** 150' (swim)  
**No. of Attacks:** 1 bite, 1 sting  
**Damage:** 2d12/1d8 (plus see below)  
**No. Appearing:** 1d4  
**% in Lair:** 25%  
**Treasure Type:** None  
**Alignment:** Neutral

These worm-like fish move slowly along coral reefs, crushing and eating the coral growth. If surprised or threatened they are prone to attack in self defense. They are sometimes confused for purple worms, as they share many of the same characteristics (see purple worm).

### **Medusa**

**Armor Class:** 8  
**Hit Dice:** 4d8 (4)  
**Move:** 90'  
**No. of Attacks:** 1 (see below)  
**Damage:** by weapon type  
**No. Appearing:** 1d4  
**% in Lair:** 75%  
**Treasure Type:** P, Qx10, X, Y  
**Alignment:** Lawful Evil

Human of form with the living bodies of snakes (asps) growing from its head instead of hair. This monster is usually female. The gaze of the medusa turns creatures to stone (save versus turn to stone applies), the bite of the asps on its head is poisonous (save versus poison or die)



and it will attempt to beguile victims into looking at it. It can be looked at in a mirror without harm, and if it sees its own gaze in a mirror, it is turned to stone.

### Men

There are many varieties of men, of which only a few are described here. Equally common in wilderness or dungeon, men always appear in groups. In general, small bands of men will be found underground, larger bands being found in the wilderness.

For men, there may be leader types dependent on the size of the group. Each of these leader types is described under the appropriate type of man encountered. These leaders, unless noted otherwise, will be found on a barded heavy warhorse and are armed with chain mail and shield (armor class 4). Clerics found with a group will be outfitted as the leaders are. There is also a chance that there will be magical equipment with the super-normal types:

Type	Roll For
5%, fighters, per level	Armor, Shield, Sword
5%, wizards, per level	Ring, Misc. Magic
5%, clerics, per level	Armor, Shield, Misc. Weapon*

\*If you roll an edged weapon, go to the wand/staff table and roll again, but if the result is not usable by a cleric there is no item in this category.

For example, assume 183 bandits are encountered. There will be the following super-normal types with them:

- 5 4th level fighters
- 3 5th or 6th level fighters
- 1 8th or 9th level fighter (the leader)

Using percentile dice a score of 20% or less would indicate that the 4th level fighters had magical armor, shield, and/or sword (check for each fighter by category); a roll of 25% or 30% (or less) would indicate the same for the 5th or 6th level fighters; and a score of 40% or 50% (or less) would indicate the same for the 8th or 9th level fighter.

### Men, Bandit (Brigand)

**Armor Class:** 6  
**Hit Dice:** 1d6 (1)  
**Move:** 120'  
**No. of Attacks:** 1  
**Damage:** 1d6  
**No. Appearing:** 30d10  
**% in Lair:** 15%  
**Treasure Type:** M (individual), A (lair)  
**Alignment:** Lawful Evil or Chaotic Evil

Although bandits are normal men, they will have leaders who are supernormal fighters, magical types, or clerical types. For every 30 bandits there will be 1 4th level

fighter; for every 50 bandits there will be in addition 1 5th or 6th level fighter (50% chance of either level); for every 100 bandits there will be in addition one 8th or 9th level fighter (again 50% chance of either level). If there are over 200 bandits there will be a 50% chance for a wizard (50% of either a 10th or 11th level) and a 25% chance for an 8th level cleric. If there are exactly 300 bandits, there will absolutely be a wizard, and the chance for a cleric goes up to 50%. 40% of the bandits will be light foot. 25% will be short bow or light crossbow; 25% will be light Horse; and 10% will be medium horse.

Bandits will have prisoners in a ratio of 1 per 10 bandits.

Brigands are Chaotic Evil bandits that receive a +1 bonus to morale checks.

### Men, Berserker

**Armor Class:** 7  
**Hit Dice:** 1d6+1 (1)  
**Move:** 120'  
**No. of Attacks:** 1  
**Damage:** 1d8  
**No. Appearing:** 30d10  
**% in Lair:** 15%  
**Treasure Type:** K (individual), B (lair)  
**Alignment:** Neutral Good or Neutral Evil

Berserkers are simply men mad with battle lust. The force consists only of fighting men. When fighting normal men, kobolds, goblins or orcs, they add +2 to their attack die roll due to their ferocity. They never retreat or surrender, will always fight to the death.

Berserkers do not take prisoners.



### Men, Buccaneer (Pirate)

**Armor Class:** 6  
**Hit Dice:** 1d6 (1)  
**Move:** 120'  
**No. of Attacks:** 1  
**Damage:** 1d6  
**No. Appearing:** 30d10  
**% in Lair:** 15%  
**Treasure Type:** K (individual), W (lair)  
**Alignment:** Lawful Evil or Chaotic Evil

Buccaneers are water going bandits. They consist of 60% light foot, 30% light crossbow, and 10% heavy crossbow.

Pirates are Chaotic Evil buccaneers.

### **Men, Cavemen**

**Armor Class:** 9

**Hit Dice:** 2d8 (2)

**Move:** 120'

**No. of Attacks:** 1

**Damage:** 1d6

**No. Appearing:** 30d10

**% in Lair:** 15%

**Treasure Type:** See Below

**Alignment:** Neutral Good or Neutral Evil

Cavemen fight as 2nd level fighters armed with clubs equal to a morning star. They have a 5% chance of having 2d6 ivory tusks in their lair, each tusk valued at 1,000 gp.

### **Men, Nomad (Dervish)**

**Armor Class:** 6

**Hit Dice:** 1d6 (1)

**Move:** 120'

**No. of Attacks:** 1

**Damage:** 1d6

**No. Appearing:** 30d10

**% in Lair:** 15%

**Treasure Type:** J (individual), Z (lair)

**Alignment:** Lawful Evil or Chaotic Evil

These raiders of the deserts or steppes are similar to bandits as far as super-normal types and most other characteristics. Desert nomads consist of 50% light horse lancers, 20% light horse bowmen, and 30% medium horse lancers. Steppes nomads consist of 20% light horse lancers, 50% light horse bowmen, 10% medium horse lancers, and 20% medium horse bowmen.

Dervishes are fanatically religious nomads who fight like berserkers and never check morale. In all other respects, they are like nomads, except they will always be led by an 8th–10th level cleric. Individual dervishes will have treasure type L instead of treasure type J.

### **Mermen**

**Armor Class:** 7

**Hit Dice:** 1d8 (1)

**Move:** 30'/150' (swim)

**No. of Attacks:** 2 hands, 1 bite

**Damage:** 1d4/1d4/1d8

**No. Appearing:** 30d10

**% in Lair:** 40%

**Treasure Type:** A

**Alignment:** Neutral Good or Neutral Evil

More intelligent than lizardmen, these aquatic creatures use weapons as men do. They hunt fish, their primary food source. They maintain regular underwater communities where schools of fish are kept penned with nets for food. Giant seahorses are used extensively for transportation. In many ways, the civilization of the mermen rivals that of humans. When out of the water,

they will take 1d6 points of damage per turn during daylight, and 1d6 points of damage per four turns during darkness, as well as quadruple damage from fire weapons. Spells and special suits are usually used when out of the water (to retain their moisture) but further limit their movement and combat abilities, as if affected by a *slow* spell. The first two turns out of the water, they will not sustain damage, and on the third turn will seek to return to it if not protected, or suffocate from the lack thereof (hence the damage). When attacking surface vessels, they may grapple from up to 10' distant. For every ten mermen on a grapple, the ship's speed is reduced 10'. If the grapple is cut while they are holding on, the mermen are forced back 10', and unable to move or grapple on the next turn. One merman out of ten carries a grapple. When surfacing to grapple or board, mermen are subject to normal missile fire with "soft" cover. When they board a ship, they start at a level lower than the ship. Seahorses may be harnessed to the grapples, with the strength of three mermen. Mermen are armed with slings and crossbows as missile weapons, and can surface and fire from seahorseback.

### **Minotaur**

**Armor Class:** 6

**Hit Dice:** 6d10 (8)

**Move:** 120'

**No. of Attacks:** 2 horns, 1 bite, 1 weapon

**Damage:** 2d4/1d3/by weapon type

**No. Appearing:** 1d8

**% in Lair:** 10%

**Treasure Type:** C

**Alignment:** Chaotic Evil

The minotaur is a bull-headed man (and all of us who have debated game rules are well acquainted with such). They are bigger than human size and are man eaters. They will always attack and pursue as long as their prey is in sight. They usually inhabit tunnels, mazes and labyrinths.

### **Morkoth**

**Armor Class:** 3

**Hit Dice:** 8d8 (8)

**Move:** 180' (swim)

**No. of Attacks:** Special

**Damage:** See Below

**No. Appearing:** 1

**% in Lair:** 100%

**Treasure Type:** G

**Alignment:** Chaotic Evil

The shrouded wraith of the deep that makes his home in a series of spiraling tunnels, which, when viewed from above form a hypnotic pattern that will exert a pulling influence on anyone passing within 240' of it. At the center of the pattern is the morkoth which, when you get within 60' will cast a *charm person* spell on you while adding +4 to its effect. When attacked by magical or

clerical spells the morkoth will reflect back an equivalent spell on the person casting it and anyone else within 10'.

### Mummy

**Armor Class:** 5  
**Hit Dice:** 5d8+1 (5)  
**Move:** 60'  
**No. of Attacks:** 1  
**Damage:** 1d12  
**No. Appearing:** 1d12  
**% in Lair:** 30%  
**Treasure Type:** D  
**Alignment:** Lawful Evil

Mummies are also members of the undead. They do not drain life levels, but their touch (if they make a hit) causes the dreaded rotting mummy disease which makes wounds take ten times the usual rate of healing. A cleric can reduce this healing time to only twice normal with a *cure disease* spell if it is administered within an hour.



Only magic weapons can hit mummies, and they take only half damage from a hit. Note, however, that mummies are vulnerable to fire, including the ordinary kinds such as a torch, although it only does half damage to them.

When a mummy is first seen a saving throw versus spell must be made or the individual is paralyzed with *fear* and cannot move until the mummy strikes him or another member of the party. If the party numbers above 5 each member gains a +2 on his saving throw, as their numbers help dispel fear.

### Nixie

**Armor Class:** 7  
**Hit Dice:** 1d6 (Up to 1+1)  
**Move:** 60'/120' (swim)  
**No. of Attacks:** 1  
**Damage:** 1d4 or by weapon type  
**% in Lair:** 95%  
**Treasure Type:** C, Q  
**Alignment:** Neutral Good or Neutral Evil

These water sprites will attempt to charm humans, lure them under water and enslave them for one year. For every 10 nixies seen, one *charm person* spell will be thrown on the party. They carry javelins and daggers and travel in the water with 10d10 fierce large fish.

### Ochre Jelly

**Armor Class:** 8  
**Hit Dice:** 5d8 (5)  
**Move:** 30'  
**No. of Attacks:** 1  
**Damage:** 2d6  
**No. Appearing:** 1  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Ochre jelly is a giant amoeba which can only be killed by fire or cold. It is, of course, ochre colored. Hits with weapons or lightning merely make it into several smaller ochre jellies. It does 2–12 points of damage per turn to exposed flesh but can not eat through metal or stone. It will destroy wood, leather or cloth and it seeps through small cracks easily.

### Octopus, Giant

**Armor Class:** 7  
**Hit Dice:** 4d10 (5)  
**Move:** 30'/90' (swim)  
**No. of Attacks:** 6 tentacles, 1 bite  
**Damage:** 1d6/1d6/1d6/1d6/1d6/1d6/1d6  
**No. Appearing:** 1d4  
**% in Lair:** 30%  
**Treasure Type:** R  
**Alignment:** Neutral

Living in the shallows near shore in dark caves, these great mollusks venture forth to feed on bottom dwelling creatures, such as giant crabs, and to seize unwary swimmers and small vessels. In large numbers, they have been known to attack large vessels, but only after provocation. Generally peaceful, they will not attack unless attacked first and will not retreat until the attacker is within 100 yards, but then only into its cave. If a creature is successfully struck by a tentacle, it is held fast and each subsequent round in the tentacle's grip does 2d6 points of damage. The only way to escape the tentacle is by severing it.

### Ogre

**Armor Class:** 6  
**Hit Dice:** 4d10+1 (5)  
**Move:** 90'  
**No. of Attacks:** 1  
**Damage:** 1d10  
**No. Appearing:** 3d6  
**% in Lair:** 30%  
**Treasure Type:** Mx10, Q (individual), B, S (lair)  
**Alignment:** Chaotic Evil

These large and fearsome humanoid monsters range from 7 to 10 feet in height and are of various disgusting colors. Encountered outside of their "lair" they will be carrying 1d6x100 gold pieces each in their giant like sacks.

## Ogre Mage

**Armor Class:** 4

**Hit Dice:** 5d10+2 (6)

**Move:** 90'/150' (fly)

**No. of Attacks:** 1

**Damage:** 1d12

**No. Appearing:** 1d6

**% in Lair:** 40%

**Treasure Type:** G (magic only), R, S

**Alignment:** Lawful Evil

These are properly Japanese ogres, far more powerful than their western cousins. An ogre mage has the following abilities in addition to those of a normal ogre: *invisibility*, *fly*, *darkness* in a 10' radius, *polymorph* into human form, *regenerate* 1 point/melee round, *charm person* once a day, *sleep* once a day, and cast an 8 dice cone of cold (see *wand of frost*) once a day. These abominations typically lure or raid for human victims to pillage, devour, or enslave.

## Orc

**Armor Class:** 7

**Hit Dice:** 1d8 (1)

**Move:** 90'

**No. of Attacks:** 1

**Damage:** 1d6 or by weapon type

**No. Appearing:** 30d10

**% in Lair:** 50%

**Treasure Type:** L (individual), C, O, Qx10, S (lair)

**Alignment:** Chaotic Evil

There are many tribes or nations of orcs. Members of different orc tribes cooperate poorly and attack members of another tribe on sight unless under a strong commander. When found in their "lair" (roll 1d6) it will be either a cave complex (1–4) or a village (5–6). The cave complex will be guarded by sentries. A village will be protected by a ditch and a palisade defense, 1 light catapult per 50 orcs, and a high central tower of some kind. Both lairs will possibly have strong leader/protector types.

Leader	Cave	Village
7th–9th level fighter	–	25% per 100 orcs
11th level wizard	–	10% per 100 orcs
Dragon	10% per 100 orcs	–
1d6 Ogres	10% per 50 orcs	15% per 50 orcs
1d4 Trolls	10% per 100 orcs	–

Orcs will defend their lair without morale checks until they are outnumbered 3 to 1. If orcs are found outside of their lair, there is a 50% chance that they may be escorting a wagon train of from 1d8 wagons. Each wagon will be carrying from 200–1200 gp (2d6x100). Wagon trains will have additional orcs guarding them, 10 per wagon, and will be lead by either a fighter or wizard (50%

chance). Roll 1d6 to determine the class of the leader, and then roll 1d6 to find the level of the leader:

		Fighter		Wizard	
1d6	Class	1d6	Level	1d6	Level
1–3	Fighter	1	7th	1	9th
4–6	Wizard	2–4	8th	2–4	10th
		5–6	9th	5–6	11th

If orcs are encountered in an area which is part of a regular campaign map, their location and tribal affiliation should be recorded. Other orcs located in the same general area will likely be of the same tribe.

Orcs do not like full daylight, reacting as goblins do. They attack orcs of a different tribe on sight unless they are under the command of a stronger monster and can score better than 50% on an obedience check (4–6 on 1d6).

## Otter, Giant

**Armor Class:** 6

**Hit Dice:** 3d10 (4)

**Move:** 90'

**No. of Attacks:** 2 paws, 1 bite

**Damage:** 2d6/2d6/3d6

**No. Appearing:** 10d4

**% in Lair:** 15%

**Treasure Type:** None

**Alignment:** Neutral

This is another relatively harmless creature whose antics of play may cause great damage, even though unintentional. They also possess a highly prized pelt (1d4x1,000 gp), as well as a store of trinkets in their dens. Their aggressiveness is nil, but they will feign attacks and leap about so disturbingly as to frighten horses and overturn wagons, as well as boats that they scamper and gambol about. Their antics conceal a vast native intelligence that prevents them from falling into any trap not magically guarded. Their agility makes them excellent for hunting other creatures, once having been domesticated, or more likely, captured as kits or born into captivity. Due to their extreme rarity, they are highly prized as zoo specimens or pets of the very wealthy. When cornered, when the young are jeopardized, or when the lair is discovered, they will fight viciously until the young are safely away, and then withdraw themselves.

## Owl Bear

**Armor Class:** 5

**Hit Dice:** 5d10 (6)

**Move:** 120'

**No. of Attacks:** 2 claws, 1 bite

**Damage:** 1d6/1d6/1d12

**No. Appearing:** 1d4+1

**% in Lair:** 40%

**Treasure Type:** C

**Alignment:** Neutral Evil

Creatures of horrid visage and disposition, owl bears will attack whatever they see and fight to the death. An owl bear deals damage from beak, tooth, and claw. These creatures will hug on a score of 18 or better causing 2d8 points of additional damage. A large male will stand 8' tall, weigh 1,500 pounds, and have claws over 2" long. Bodies are furry, tending towards feathers over the cranial region, and the skin is very thick.

### **Pegasus**

**Armor Class:** 6  
**Hit Dice:** 2d10+2 (3)  
**Move:** 240'/480' (fly)  
**No. of Attacks:** 2 hooves  
**Damage:** 1d8/1d8  
**No. Appearing:** 1d12  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Lawful Good

Winged horses are wild and shy and difficult to capture. They will serve only Lawful Good characters and fight as a heavy war horse.

### **Pixie**

**Armor Class:** 3  
**Hit Dice:** 1d6 (1)  
**Move:** 90'/180' (fly)  
**No. of Attacks:** 1  
**Damage:** 1d4 or by weapon  
**No. Appearing:** 10d10  
**% in Lair:** 25%  
**Treasure Type:** R, S, T, X  
**Alignment:** Chaotic Good

Small air sprites who are invisible unless they want to be seen or have a *detect invisible* spell thrown against them. Unlike most invisible creatures, they can attack while invisible, and always gain surprise on attacking. After that surprise wears off and defenders note minor shadows and air distortions caused by the pixies, they can fly for three turns, then must rest a turn. They use short bows, small spears, and daggers. Their royalty are powerful wizards. All are friendly with elves and fairies.

### **Portuguese Man-O-War**

**Armor Class:** 8  
**Hit Dice:** 2d10 (3)  
**Move:** 30'  
**No. of Attacks:** 1 per tentacle  
**Damage:** 1d8 per tentacle  
**No. Appearing:** 2d6  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Floating in warm sea waters, the Portuguese man-o-war is essentially a floating bag of air with tentacles dangling

underneath its body. The "bag" is transparent and about 10' across. The creature is absolutely silent and impossible to detect telepathically due to a lack of intelligence. The portuguese man-o-war possesses 10d6 deadly tentacles up to 100' long which are often mistaken as weeds due to their coloration. Each tentacle can paralyze (save versus paralysis) but can only sustain 1 hit point of damage before being severed. Hits against the tentacles do not inflict damage on the creature, and the tentacles will regenerate in several days. Only destruction of the body sac will kill it.

### **Purple Worm**

**Armor Class:** 6  
**Hit Dice:** 15d20 (38)  
**Move:** 60'  
**No. of Attacks:** 1 bite, 1 sting  
**Damage:** 2d12/1d8  
**No. Appearing:** 1d4  
**% in Lair:** 25%  
**Treasure Type:** B, Qx5, X  
**Alignment:** Neutral

These huge and hungry monsters lurk nearly everywhere beneath the surface of the earth. Some reach a length of 50 feet and a diameter of 10 feet. There is a poisonous sting at the tail, and if it hits a saving throw vs. poison must be made or death occurs. Its mouth is the more fearsome weapon for it is able to swallow opponents in a single gulp. Any hit more than 2 over the minimum necessary to hit indicates the purple worm has swallowed its victim. In six turns the swallowed creature will be dead, in twelve it will be digested and unrecoverable. Purple worms are unintelligent and always attack.

### **Rat, Giant**

**Armor Class:** 7  
**Hit Dice:** 1d4 (1)  
**Move:** 120'  
**No. of Attacks:** 1  
**Damage:** 1d3  
**No. Appearing:** 5d10  
**% in Lair:** 10%  
**Treasure Type:** C  
**Alignment:** Neutral Evil

Also known as Sumatran rats, these creatures are a plague in crypts and dungeons. Any creature bitten by a giant rat has a 5% per wound inflicted chance of contracting a serious disease. If such infection is indicated the victim is diseased unless a saving throw versus poison is successful. The disease thus caught is a bacterial infestation which has a duration of 60 days, is fatal in 25% of the cases, and takes 10 weeks to recover from if it is not fatal (Note to referee: clerics of the 5th level or higher may have a *cure disease* spell, which they may administer in exchange for a suitable "donation" to their temple.).

Giant rats will avoid attacking strong parties unless commanded to fight by such creatures as wererats or vampires. They are fearful of fire and flee from it; however, they swim quite well and can even attack in water.

#### **Ray, Manta**

**Armor Class:** 5

**Hit Dice:** 12d20 (30)

**Move:** 120'

**No. of Attacks:** 1 bite/1 tail

**Damage:** 3d4/1d6

**No. Appearing:** 1d4

**% in Lair:** 0%

**Treasure Type:** J–N (each x10), Qx5, X

**Alignment:** Neutral

This giant, as much as 75' across, is best known for its 15' mouth which is capable of devouring virtually any non-giant species in a single gulp. It has a great stinger in its tail with a saving throw vs. paralysis needed if it hits. Normally a solitary predator, it blends with the sea floor. Due to its lightning speed, the first rush is nearly impossible to dodge.

#### **Ray, Pungi**

**Armor Class:** 6

**Hit Dice:** 6d10 (8)

**Move:** 60'

**No. of Attacks:** See Below

**Damage:** 1d4 plus poison

**No. Appearing:** 1d4

**% in Lair:** 0%

**Treasure Type:** None

**Alignment:** Neutral

Often mistaken as a piece of low weed or sea grass on the bottom, the pungi ray is deadly. Each of the seemingly innocent green stalks is really an iron hard spike full of deadly nerve poison (save versus poison or die). Their protective coloration is excellent (treat as invisible outside 10'). Each square foot of a body that lands on a ray will suffer a separate poison attack. (Example: walking on one would be two attacks, one for each foot. Landing on one would be 20–30 attacks.) If the ray is able to cover the victim, treat it like a leech (see Leech, Giant).

#### **Roc**

**Armor Class:** 4

**Hit Dice:** 6d20 (15)

**Move:** 60'/480' (fly)

**No. of Attacks:** 2 claws, 1 bite

**Damage:** 1d6/1d6/1d12

**No. Appearing:** 1d20

**% in Lair:** 20%

**Treasure Type:** C

**Alignment:** Neutral

This term has been used to encompass large and fierce birds such as the "Eagles" of Tolkien, but the roc of mythology preys upon elephants. Therefore, the data given for rocs is for the small variety. Medium rocs deal 2d6 points of damage with their claws and 2d12 with their beaks. The largest rocs deal 4d6 points of damage with their claws and 4d12 damage with their beaks. All rocs nest high in the most inaccessible mountains, and if an encounter is made when rocs are in their lair (nest), there is a 50% chance there will be from 1d6 young rocs in the nest (either eggs, chicks, or fledglings). Young rocs can be tamed and taught to serve as steeds. Adults are always hostile if there are young in the nest. Otherwise, they will be positively hostile only to neutral/chaos, ignoring (80%) or being friendly (20%) to lawful characters who do not attempt to approach too close.

#### **Rust Monster**

**Armor Class:** 2

**Hit Dice:** 5d8 (5)

**Move:** 120'

**No. of Attacks:** 1

**Damage:** See Below

**No. Appearing:** 1d2

**% in Lair:** 0%

**Treasure Type:** None

**Alignment:** Neutral

This inoffensive looking little creature is the bane of anyone wearing metal. Hits by a rust monster or hits delivered to one cause armor and weapons, even magic weapons, to rust instantaneously. The creature is fast and attracted by the smell of metal. It eats the rust and corroded metal created by its anti-metallic attack.

#### **Sahuagin**

**Armor Class:** 4

**Hit Dice:** 2d8 (2)

**Move:** 180'/300' (swim)

**No. of Attacks:** 1

**Damage:** 2d6 or by weapon

**No. Appearing:** 10d6

**% in Lair:** 30%

**Treasure Type:** N (individual), I, O, P, Qx10, X, Y (lair)

**Alignment:** Lawful Evil

With a huge leech-like mouth, large reptilian eyes, and huge ear-like growths on the side of their heads sahuagin have an almost alien appearance. On the upper body are two arm-like extensions that act as forward fins and end in two pincer-like protrusions (opposed to each other) which are used to grasp tools and weapons. The main body is reptilian in nature, covered with thick hide and has a rudimentary tail which is used much like an alligator's tail for steering and propulsion. The two rear legs are located about 2/3 of the way down the body and are long and frog like, ending in a six-toed webbed foot which provides great stability when standing on soft sea

bottoms and great propulsion when swimming. Their tough reptilian hide is similar to leather armor.

These creatures of evil are usually armed with the trident and the net the former having a deadly poison on its tip and the latter having hundreds of small hooks set into its fabric.

When found, the lair will be completely water filled since these creatures cannot breathe air or fresh water at all. There is a 10% chance that the lair is actually an underwater community of 100–1,000 (10d10x10) creatures. There is then a further 20% chance that this community consists of 1,000–10,000 (10d10x100) individuals. The under water capital city has nearly 100,000 of these creatures residing within its watery limits. These cities will have great fighters and magic users as well as underwater horrors that live and fight for the sahuagin. The ratio of these is as follows:

- Per 10, 25% chance of a 4th level fighter.
- Per 60, 15% chance of a 8th level fighter.
- Per 100, 10% chance of a 12th level fighter.
- Per 500, 20% chance of a 16th level fighter.
- Per 1,000, 50% chance of a 20th level fighter.
- Per 40, 30% chance of a 2nd level magic user.
- Per 100, 25% chance of a 4th level magic user.
- Per 200, 10% chance of a 6th level magic user.
- Per 500, 25% chance of an 8th level magic user.
- Per 1,000, 40% chance of a 12th level magic user.
- Per group of up to 60, 2d10 accompanying sharks.\*
- Per group of 100, an additional 10d6 sharks.
- Per group of 500, an additional 20d6 sharks.
- Per group of 1,000, an additional 100d4 sharks.

\*(all totals for sharks are cumulative)

Sahuagin are ruled by a king of 10d8 hit dice. The king is always accompanied by nine guards of 6d8 hit dice. Under the king are nine princes of 8d8 hit dice guarded by nine guards of 4d8 hit dice. Leaders are subject to challenge by any other member of the race. Several are reported to be mutations with four arms (1% of the population as a whole). Unsuccessful challengers are killed as well as any cripples who result from such fights.

### Salamander

**Armor Class:** 5/3 (See Below)

**Hit Dice:** 7d8+3 (8)

**Move:** 90'

**No. of Attacks:** 1 weapon, 1 constrict

**Damage:** by weapon type/2d8 (See Below)

**No. Appearing:** 1d4+1

**% in Lair:** 65%

**Treasure Type:** F

**Alignment:** Chaotic Evil

These are a form of free-willed fire elementals, and as such conform generally to the characteristics of that type of creature. Salamanders are highly intelligent. They are found in places of intense heat and fire since they prefer temperatures ranging from 300 degrees upwards. They normally employ weapons. Their touch alone causes 1d6 points of damage to creatures subject to fire, and their snake-like tail can constrict for 2d8 points of normal damage in addition to the aforementioned 1d6 damage. Their upper body resembles a human with an armor class of 5, while the snake-like lower body has an armor class of 3. Salamanders are chaotic.

### Sea Hag

**Armor Class:** 5

**Hit Dice:** 2d8 (2)

**Move:** 120'

**No. of Attacks:** 1

**Damage:** 1d4 or by weapon type

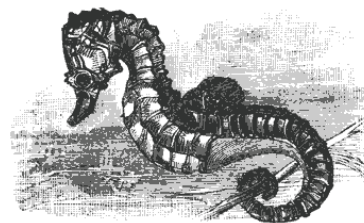
**No. Appearing:** 1d6

**% in Lair:** 20%

**Treasure Type:** C, Y

**Alignment:** Neutral Evil

Sea hags inhabit shallow parts of inland seas, especially ones that are thick with vegetation. A very few are found in fresh water. They generally stay within these shallow areas. Sea hags are reclusive and are repulsed by beauty, so their choice of lair is likely to reflect this. These creatures are so repulsive looking that they may make a creature succumb to their will out of fear (acts as a *charm person* with a 10% bonus to the chance of success). Looking at a sea hag can be fatal. The sea hag is so ugly that should it direct its glance at someone, that person will die unless a saving throw versus magic is made. Any who voluntarily follow a sea hag into their lair as a result of this fear will never return.



### Sea Horse

**Armor Class:** 7

**Hit Dice:** 2d10 (3) or 3d10 (4)

**Move:** 120' (swim)

**No. of Attacks:** 1 butt

**Damage:** 1d6

**No. Appearing:** 1d20

**% in Lair:** 0%

**Treasure Type:** None

**Alignment:** Neutral



Harmless by nature, they have been domesticated by mermen to serve as steeds, and are capable of the same variety of tasks/uses.

#### **Shadow**

**Armor Class:** 7  
**Hit Dice:** 2d8+2 (2)  
**Move:** 90'  
**No. of Attacks:** 1  
**Damage:** 1d4 plus See Below  
**No. Appearing:** 2d10  
**% in Lair:** 50%  
**Treasure Type:** F  
**Alignment:** Chaotic Evil

These are non-corporeal intelligent creatures which can be harmed only with magical weapons. They hunger after the life energy of living things, and their touch (any hit scored) causes a loss of 1 point of strength due to the chilling effects of the touch. This lasts for 8 turns. If any creature is brought to 0 strength, it becomes a shadow itself. Shadows are not undead per se, so they are not affected by items which affect undead. *Sleep* and *charm* spells do not work against shadows.

#### **Shark, Giant**

**Armor Class:** 5  
**Hit Dice:** 4d10 (5) to 9d10 (11)  
**Move:** 240'  
**No. of Attacks:** 1 bite  
**Damage:** 6d4  
**No. Appearing:** 2d6  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

These behemoths from the deeps are simply highly efficient eating machines. Attracted by activity in the water, they will not usually attack unless: the victim is wounded, they are attacked, they are wounded, hungry (30% chance), the victim is making an awful commotion, or the victim is bite-sized (like a halfling). They are hereditary enemies of mermen.

#### **Shedu**

**Armor Class:** 4  
**Hit Dice:** 9d10+2 (11)  
**Move:** 120'/240' (fly)  
**No. of Attacks:** 2 hooves  
**Damage:** 1d6/1d6  
**No. Appearing:** 2d4  
**% in Lair:** 20%  
**Treasure Type:** G  
**Alignment:** Lawful Good

Shedu are somewhat similar in appearance to lammasu, being human-headed winged creatures with bull-like bodies. They are quite intelligent, and like their cousins

are basically lawful (and good). Also like their cousins the lammasu, shedu watch over and protect those of mankind who serve law. They speak all human tongues. Shedu can travel ethereally or astrally.

#### **Shrieker**

**Armor Class:** 7  
**Hit Dice:** 3d8 (3)  
**Move:** 10'  
**No. of Attacks:** 0  
**Damage:** 0  
**No. Appearing:** 2d4  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Shriekers are a form of mindless fungus which is ambulatory. They live in dark places beneath the ground. Light within 30' or movement within 10' will cause them to emit a piercing shriek which lasts for 1–3 melee rounds. This noise has a 50% chance of attracting wandering monsters each round thereafter.

#### **Skeleton**

**Armor Class:** 8  
**Hit Dice:** 1d4 (1)  
**Move:** 60'  
**No. of Attacks:** 1  
**Damage:** 1d6  
**No. Appearing:** 3d10  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Animated skeletons act only under instructions of their motivator, an evil wizard or cleric. They are commonly found near graveyards, dungeons, or deserted places but may be located elsewhere to guard a treasure. They do not have any treasure of their own. They can be dispelled by a good cleric but will otherwise always attack until totally wiped out. They are members of the undead and therefore unaffected by *sleep*, *charm* and mind reading spells. They usually make no noise since they do not move unless they are attacking.

#### **Slug, Giant**

**Armor Class:** 8  
**Hit Dice:** 12d10 (15)  
**Move:** 60'  
**No. of Attacks:** 1  
**Damage:** 1d12  
**No. Appearing:** 1  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Because of their size and structure, these beasts are not affected by blunt weapons, so they must be attacked by

edged weapons or magically. They have thick, rubbery hide, and their tremendous power allows them to break down doors with ease. Giant slugs are able to eat substances like wood or burrow through very hard earth using their rasp-like tongues. Although they are of great bulk, giant slugs are able to squeeze through very narrow or very low openings, for they have no bones to prohibit such alteration of shape. Although able to bite with effect, the major weapon of these creatures is a highly acidic saliva which they are able to spit with considerable accuracy at great distances. Normal range is 60', with a basic 50% chance of striking their target. For every 10' the range is lessened the base chance of hitting is increased 10%; ranges over 60' decrease the probability of hitting by 10%. Fortunately the giant slug is always inaccurate on its first attack, and there is only a 10% change of its hitting its target on the first spitting of acid; once the range is determined, the second and following attacks are at normal probabilities. As they are of great size, these creatures can sometimes be caught in a narrow corridor where they are unable to turn, and, if they are then attacked from behind, they can often be slain without loss to the attackers.

### Spectre

**Armor Class:** 2  
**Hit Dice:** 6d8 (6)  
**Move:** 150'/300' (fly)  
**No. of Attacks:** 1  
**Damage:** 1d8  
**No. Appearing:** 1d8  
**% in Lair:** 25%  
**Treasure Type:** Qx3, X, Y  
**Alignment:** Lawful Evil

These monsters have no corporeal body and are totally impervious to all normal weaponry including silver tipped arrows. The "Nazgul" of Tolkien fall into this category. They drain two life energy levels each time they score a hit. Anyone killed by a spectre becomes low strength spectres under the control of the one who made them. Magical weapons score full hits on spectres.

### Spider

All spiders are aggressive predators, and even if not hungry, they will attack creatures that disturb their web. They dwell both above and below ground in all climates. All spider bites are poisonous (save versus poison or die)

### Spider, Giant

**Armor Class:** 4  
**Hit Dice:** 4d10+4 (6)  
**Move:** 30'/120' in web  
**No. of Attacks:** 1 bite  
**Damage:** 2d4  
**No. Appearing:** 1d8  
**% in Lair:** 70%  
**Treasure Type:** C

**Alignment:** Chaotic Evil

These monsters build giant, sticky webs either vertically in tunnels or horizontally in shafts or wells. Their webs are as tough as a *web* spell (strength of 18 takes one melee round to get free, 17 takes 2 rounds, etc.), but are quite inflammable. The victim of a bite of a giant spider must save versus poison or be killed. A giant spider will flee from an encounter with a clearly superior foe; they alone among the spiders have intelligence, albeit low.

### Spider, Huge

**Armor Class:** 6  
**Hit Dice:** 2d8+2 (2)  
**Move:** 180'  
**No. of Attacks:** 1 bite  
**Damage:** 1d6  
**No. Appearing:** 1d12  
**% in Lair:** 50%  
**Treasure Type:** J-N, Q  
**Alignment:** Neutral

These are not web builders but roving hunters. They can leap up to 30 feet to attack prey. Some of this sort build places of concealment and rush forth upon prey, i.e., trapdoor spiders of huge size. These creatures surprise prey on a roll of 1-5 on a 6-sided die, and saving throws versus their poison are at +1.

### Spider, Large

**Armor Class:** 8  
**Hit Dice:** 1d8+1 (1)  
**Move:** 60'/150' in web  
**No. of Attacks:** 1 bite  
**Damage:** 1d6  
**No. Appearing:** 2d10  
**% in Lair:** 60%  
**Treasure Type:** J-N  
**Alignment:** Neutral

These creatures scurry about on walls, ceilings, and floors, always searching for victims. Their poison is relatively weak, so saving throws are at +2.

### Spider, Phase

**Armor Class:** 6  
**Hit Dice:** 5d10 (6)  
**Move:** 60'/150' in web  
**No. of Attacks:** 1 bite  
**Damage:** 1d6  
**No. Appearing:** 1d6  
**% in Lair:** 80%  
**Treasure Type:** E  
**Alignment:** Neutral Good or Neutral Evil

Although these monsters appear to be nothing more than very great spiders, they are something quite beyond this. When attacking or being attacked, the phase spider is able

to shift out of phase with its surroundings, bringing itself back only when it is ready to deliver its poisonous bite. When out of phase they are impervious to nearly all forms of attack, although a *phase door* spell will cause one to remain in phase for 7 melee rounds. *Oil of etherealness* and *armor of etherealness* also put their wearers into the same phase as this monster when it shifts out of phase.

#### **Spider, Water**

**Armor Class:** 5  
**Hit Dice:** 4d8 (4) to 6d8 (6)  
**Move:** 60'  
**No. of Attacks:** 1 bite  
**Damage:** 1d4  
**No. Appearing:** 1d2  
**% in Lair:** 65%  
**Treasure Type:** F  
**Alignment:** Neutral

Normally found living in great air bubbles in heavy weed beds, they normally feed on small fish. They accomplish this by weaving webs in the weeds, usually in clusters of 13–24 (1d12+12) near the lair. The only entrance to the lair is in the bottom through an airlock type arrangement. The main chamber is 10d10' across. Many an abandoned spider nest has provided refuge to air breathers.

#### **Squid, Giant**

**Armor Class:** 7/3 (See Below)  
**Hit Dice:** 6d20 (15)  
**Move:** 30'/120'  
**No. of Attacks:** 8 tentacles, 1 bite  
**Damage:** 1d8 (x8)/1d10  
**No. Appearing:** 2d6  
**% in Lair:** 20%  
**Treasure Type:** A  
**Alignment:** Neutral

Similar to the giant octopi, the squid is far more vicious and is able to swim around much more to feed on fish of any size, including whales, which are a favored delicacy. The squid's body is encased by a hard shell, providing armor class 3, but the head and tentacles are only armor class 7. Attacks on ships of all sizes are common since they look to the squid to be whales on the surface. Individual swimmers are usually ignored, unless they come from a ship that has been attacked. Along with the octopi, these creatures are able to emit an inky cloud when frightened and/or retreated, which greatly obscures vision. There is a 33% chance that these creatures will return to their cave when wounded, otherwise they fight to the death. The squid's beak will act like a ram on any ship that it grapples for an entire melee round. (Treat as ship to ship ram). Squids tire easily; there is a 50% chance that they will withdraw after three rounds of melee, with a 5% increase each turn thereafter.

#### **Stirge**

**Armor Class:** 7  
**Hit Dice:** 1d8 (4, See Below)  
**Move:** 180'  
**No. of Attacks:** 1 bite  
**Damage:** 1d3  
**No. Appearing:** 3d10  
**% in Lair:** 55%  
**Treasure Type:** D  
**Alignment:** Neutral

Large, bird-like monsters with long, dangling proboscises, the stirges might call to mind evil looking, feathered ant eaters. Stirges are attracted to warm blooded creatures, and when a hit is scored by one it indicates it has attached itself to its prey in order to suck its blood. Thereafter it will drain the blood at the rate of 1d4 points/melee round until the prey is a bloodless corpse, the stirge growing bloated in the process and moving out of the area to digest its repast. Note that stirges are considered as attacking as 4 hit dice creatures for purposes of determination of attachment although they have but 1 hit die.

#### **Strangle Weed**

**Armor Class:** 6  
**Hit Dice:** 2d6 (1) to 4d6 (3)  
**Move:** 0'  
**No. of Attacks:** 1  
**Damage:**  
**No. Appearing:** 3d4  
**% in Lair:** 100%  
**Treasure Type:** C (magic only), J–N, Q  
**Alignment:** Neutral

Looks just like ordinary seaweed but crushes victims like a tentacle. Weed and victim each roll 4d4+4. If the weed's roll exceeds the victim's by two or more add the difference as damage to the victim. For example, the referee rolls a 12 for the weed and the victim rolls a 10. The weed exceeds the victim's roll by two points, which causes no damage. Had the weed rolled a 16, the victim would have suffered 4 points of damage. For every point of damage suffered by the victim deduct one point from his subsequent die throws. Should the victim's die throw (after all modifications) exceed the weed's by a factor of two to one, he has escaped. The weed can only attack parties within 10' of it.

#### **Tick, Giant**

**Armor Class:** 4  
**Hit Dice:** 3d6 (2)  
**Move:** 30'  
**No. of Attacks:** 1 bite  
**Damage:** 1d4  
**No. Appearing:** 3d4  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

These overgrown insects live on blood. A hit indicates that they have attached themselves and will draw 4 hit points worth of blood per melee round until killed or burned. Fire makes them detach themselves. After a hit by a giant tick it is necessary to *cure disease* because the creature's bite carried a disease fatal in 2d4 days. Ticks are ambulatory and pursue prey, but usually drop from the ceiling or trees.

#### **Titan**

**Armor Class:** 2 to -3

**Hit Dice:** 17d12 (26) to 22d12 (33)

**Move:** 150' or 210'

**No. of Attacks:** 1

**Damage:** 7d6

**No. Appearing:** 1d2

**% in Lair:** 10%

**Treasure Type:** E, Qx10, R

**Alignment:** Chaotic Good

Appearing as giants, these creatures are far more handsome and intelligent. To determine armor class and hit dice of titans, roll 1d6 for each, 1 equaling the worst result (armor class 2, 17d12 hit dice) and 6 the best (armor class -3, 22d12 hit dice). Normal movement is 150' but there is a 10% chance that a titan can move 210'. Titans are 60% magic resistant and are able to cast two cleric and two wizard spells of each spell level from 1st to 7th. Their *protection from magic* spell is also of twice normal strength. Titans normally will be able to converse with all types of giants, and they deal with storm giants on very friendly terms.

#### **Toad, Giant**

**Armor Class:** 6

**Hit Dice:** 1d8 (1) to 2d8 (2)

**Move:** 180'

**No. of Attacks:** 1 bite

**Damage:** 1d10

**No. Appearing:** 3d10

**% in Lair:** 0%

**Treasure Type:** None

**Alignment:** Neutral

These relatively harmless creatures prey on all types of insects, but when threatened or provoked will defend themselves to the death. These creatures are found all over the world in many different types of terrain, blending into it due to their protective coloration (treat as invisible). These amphibians have the ability to leap 180', passing over obstacles or creatures up to 30' tall. While leaping, they may not attack, but they are capable of taking off in any direction within 45' of their facing. Their long tongues can attack any opponent within 15'. They will attack any healthy insect of two hit dice or less, or any wounded insect. All insects will attempt to avoid wherever possible. They are unintelligent and will retreat

upon sustaining damage, but will fight to the death if badly wounded or trapped.

#### **Triton**

**Armor Class:** 6 to 4

**Hit Dice:** 5d8 (5) to 7d8 (7)

**Move:** 150'

**No. of Attacks:** 1

**Damage:** 3d6

**No. Appearing:** 5d6

**% in Lair:** 25%

**Treasure Type:** C, R, S, T, X

**Alignment:** Neutral Good

Tritons are similar to mermen in appearance. They are more powerful in all ways. Their ability to use spells is commensurate with their hit dice, ranging from 2nd to 4th level ability. Thus a 5d8 hit die Triton could use 5 spells up to 2nd level, a 6d8 hit die Triton could use 6 spells up to 3rd level, and a 7d8 hit die Triton could use a total of 7 spells up to 4th level. They do not venture on land at all. When mounted on sea horses their movement increases to 240' per turn. Magical resistance is very high at 90%.

#### **Troglodyte**

**Armor Class:** 5

**Hit Dice:** 2d8 (2)

**Move:** 120'

**No. of Attacks:** 2 claws, 1 bite

**Damage:** 1d3/1d3/1d4+1

**No. Appearing:** 10d10

**% in Lair:** 15%

**Treasure Type:** A

**Alignment:** Chaotic Evil

Troglodytes are a race of reptilian humanoids that loathe all humans and seek to slaughter all whom they encounter. They have a chameleon-like power, and thus surprise on a 1-4 on a 1d6, unless they are angry. When aroused for battle troglodytes emit a secretion which is disgusting to humans (including dwarves, elves, gnomes, and halflings). Those failing their saving throw vs. poison are nauseated and lose 1 point of strength (not hit points) each round for 1d6 rounds; the effect is cumulative. Loss of strength lasts 10 melee rounds after it has taken final effect.

#### **Troll**

**Armor Class:** 4

**Hit Dice:** 6d10+3 (9)

**Move:** 120'

**No. of Attacks:** 2 claws, 1 bite

**Damage:** 1d4/1d4/1d8

**No. Appearing:** 2d6

**% in Lair:** 50%

**Treasure Type:** D

**Alignment:** Chaotic Evil

Thin and rubbery, loathsome trolls are able to *regenerate*, so that beginning in the 3rd melee round after one is hit it will begin to repair itself. Regeneration is at the rate of 3 hit points per round. Even totally sundered trolls will regenerate eventually so that unless they are burned or immersed in acid they will resume combat when they have regenerated to 6 or more hit points. In strength they are about equal to an ogre, but as they only use their talons and fangs for weapons, only one die of damage is scored when they hit an opponent.

### Umbur Hulk

**Armor Class:** 2  
**Hit Dice:** 8d10 (10)  
**Move:** 60'  
**No. of Attacks:** 2 claws, 1 bite  
**Damage:** 1d4/1d4/1d8  
**No. Appearing:** 1d4  
**% in Lair:** 50%  
**Treasure Type:** G  
**Alignment:** Chaotic Evil

Of shape somewhat similar to human, an umbur hulk can be mistaken in the dark for something less deadly than it really is. Typically they are 8' tall, 5' wide, with heads resembling bushel baskets, and gaping maws flanked by pairs of exceedingly sharp mandibles. It travels about on 2 legs. If it is viewed squarely its 4 eyes cause confusion (save versus spell or confused). Its claws are harder than iron, causing terrible damage when used as weapons, but they are used primarily by the beast for burrowing through rock (10' per turn). They prize highly human flesh.

### Unicorn

**Armor Class:** 2  
**Hit Dice:** 4d10 (5)  
**Move:** 240'  
**No. of Attacks:** 2 hooves, 1 horn  
**Damage:** 1d8/1d8/4d8  
**No. Appearing:** 1d4  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Lawful Good

Only a maiden (in the strictest sense of the term) of pure and noble heart may approach the fierce and elusive unicorn. Unicorns may be ridden by maiden warriors and will obey them. Otherwise, they will avoid human contact, unless pressed. Unicorns are very magical. The horn is magical, providing a +2 bonus to hit and serving as a cure-all for any poison. They are immune to poison and make all saving throws as if they were an 11th level wizard. They can sense the approach of enemies at 240'. They are able to transport both themselves and their riders as if they were using a *dimension door* spell, up to the full 360' distance, once per day.

### Vampire

**Armor Class:** 2  
**Hit Dice:** 7d8 (7) to 9d8 (9)  
**Move:** 120' (180' (fly) in bat form)  
**No. of Attacks:** 1  
**Damage:** 1d10  
**No. Appearing:** 1d6  
**% in Lair:** 20%  
**Treasure Type:** F  
**Alignment:** Chaotic Evil

These monsters are properly of the undead class rather than lycanthropes. If they are exposed to direct rays of sunlight, immersed in running water, or impaled through the heart with a wooden stake they are killed; otherwise they can be hit only as spectres (only magical weapons) but such hits do not kill them (after all, they're undead) but only force them to assume *gaseous form* if they lose all hit points. Vampires drain 2 life energy levels (class levels) as do spectres when they hit an opponent in combat. They *regenerate* during combat as trolls, but they do so immediately upon being hit at the rate of 3 hit points per round. Vampires can command help by calling to them from 10d10 rats or bats or from 3d6 wolves. They can *polymorph* themselves into either a huge bat or into a *gaseous form*, doing either at will. They *charm* men-types merely by looking into their eyes (treat as a *charm person* spell with a -2 for the character's saving throw against magic). Vampires cannot abide the smell of garlic, the face of a mirror, or the sight of a cross. They will fall back from these if strongly presented. They must always return to a coffin whose bottom is covered with soil from their native land during the daylight hours. Men-types killed by vampires become vampires under the control of the one who made them.

All vampires are affected by the cross, despite any former religious background, as it is sovereign against them. It must be noted, however, that the vampire will not flee from such a symbol but merely try to position itself so that the cross (or whatever) no longer interposes its powers between the vampire and its intended prey. There are other similar symbols of power vs. vampiric creatures, and they can be introduced if the referee so desires. Vampires from the region of the Middle East are *invisible*, but they are not able to *charm*.

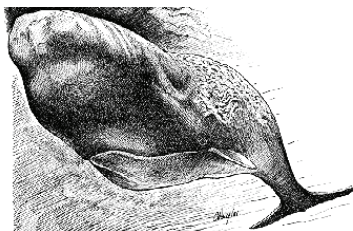
### Wasp, Giant

**Armor Class:** 5  
**Hit Dice:** 3d8 (3)  
**Move:** 60'/240' (fly)  
**No. of Attacks:** 1 sting  
**Damage:** 1d8  
**No. Appearing:** 3d10  
**% in Lair:** 0%  
**Treasure Type:** Qx20  
**Alignment:** Neutral

Feared by all, these creatures can deliver a deadly sting, similar to a cast spear dipped in poison. The victim, if not killed outright, must receive a *neutralize poison* spell within 24 hours or perish (no saving throw versus poison). Within an hour of being stung, the victim will be unable to move without help, and within twelve hours, any movement (except *teleportation* or similarly smooth mode) will kill him outright. Any victim that dies from such a sting has his chances of being brought back to life by any means reduced by 30%.

### Whale

**Armor Class:** 5  
**Hit Dice:** 40d20 (100)  
**Move:** 180'  
**No. of Attacks:** 1 bite or 1 tail  
**Damage:** 10d8 or 15d10  
**No. Appearing:** 1d8  
**% in Lair:** 0%  
**Treasure Type:** Hx3  
**Alignment:** Neutral



Generally peaceful, these 200' long monsters will avoid a fight unless attacked first. 55% of the time these whales will bite, the remaining time using their tail flukes

to smash opponents. Once stunned, or otherwise motionless, they will swallow them with their immense jaws. They have been known to swallow small boats (under 35') intact with crew. There is a 40% chance that their immense bellies will hold treasure (1d3x1,000 coins of each type, 1d20 gems, 1d20 jewelry, and 1d4 magic items). Their oil and flesh are both valuable.

### Wight

**Armor Class:** 5  
**Hit Dice:** 3d8 (3)  
**Move:** 90'  
**No. of Attacks:** 1  
**Damage:** Energy Drain  
**No. Appearing:** 2d12  
**% in Lair:** 60%  
**Treasure Type:** B  
**Alignment:** Lawful Evil

Barrow wights (per Tolkien) are nasty critters who drain away life energy levels (class levels) when they score a hit in melee, one level per hit. Thus a hit removes both the hit die and the corresponding energy to fight. For example, a 9th level fighter hit by a wight in melee would drop to 8th level; before the next turn the player would recalculate hit points at the lower class level for the fighter. Wights cannot be affected by normal missile fire, but silver tipped arrows will score normal damage, and

magic arrows will score double hits on them. Magical weapons will score full hits upon them, and those with a special bonus add the amount of the bonus in hit points to the hits scored. An opponent who is totally drained of life energy by a wight becomes a wight.

### Will O' Wisp

**Armor Class:** -8  
**Hit Dice:** 9d6 (7)  
**Move:** 180'  
**No. of Attacks:** 1  
**Damage:** 2d6  
**No. Appearing:** 1  
**% in Lair:** 1%  
**Treasure Type:** Z  
**Alignment:** Chaotic Evil

These creatures are highly clever and seek to lure their intended victims into some spot where they will be trapped and expire, and when their life force leaves them the will o'wisps feed upon this force. They commonly inhabit deserted places which have areas of quicksand, mires, and the like. Any metal weapon will harm a will o'wisp providing it can hit the creature. If cornered the will o'wisp will strike at its opponents doing 2-12 points of electrical damage per hit. These creatures can alter shape, become bright or dim, or disappear entirely at will. In order to save their lives they will reveal where their treasure is hidden, but the will o'wisp has to be at 3 or fewer hit points to so reveal its treasure.

### Wraith

**Armor Class:** 3  
**Hit Dice:** 4d8 (4)  
**Move:** 120'/240' (fly)  
**No. of Attacks:** 1  
**Damage:** 1d6  
**No. Appearing:** 2d8  
**% in Lair:** 20%  
**Treasure Type:** E  
**Alignment:** Lawful Evil

These monsters are immaterial and drain life energy, 1 level per hit. They are like wights, but have more hit dice and are harder to hit. Silver tipped arrows score half damage. Magic arrows score only normal damage. They are impervious to normal weapons.

### Wyvern

**Armor Class:** 3  
**Hit Dice:** 7d20 (18)  
**Move:** 90'/240' (fly)  
**No. of Attacks:** 1 bite or 1 sting  
**Damage:** 2d8 or 1d6  
**No. Appearing:** 1d6  
**% in Lair:** 60%  
**Treasure Type:** E  
**Alignment:** Neutral Evil

These monsters are relatives of dragons, but they are smaller and have but 2 legs. A Wyvern hasn't the fearsome breath of a true dragon, but they are equipped with a poisonous sting in their tail and poison enough to use it repeatedly. It is their primary defense. Roll 1d6: 1-4 the sting, 5-6 a bite. The tail is mobile and can be brought over the back to reach any opponent standing before its head.

### Yellow Mold

**Armor Class:** 9  
**Hit Dice:** 1 hit point (1)  
**Move:** 0  
**No. of Attacks:** 1  
**Damage:** See Below  
**No. Appearing:** 1  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

This deadly fungus can be killed only by fire. It does 1d6 points of damage to exposed flesh and eats through wood or leather but does not harm metal or stone. Its worst threat is its spores. Rough contact with yellow mold has a 50% chance of releasing a 10'x10'x10' cloud of asphyxiating spores. All those caught within must make a saving throw against poison or be killed.

### Zombie

**Armor Class:** 8  
**Hit Dice:** 2d8 (2)  
**Move:** 60'  
**No. of Attacks:** 1  
**Damage:** 1d8  
**No. Appearing:** 3d10  
**% in Lair:** 0%  
**Treasure Type:** None  
**Alignment:** Neutral

Corpses animated by the will of some evil wizard or evil cleric. They may be placed to guard some item, but have no treasure of their own. They can be dispelled by a cleric and destroyed by normal weapons. They are immune to spells of *sleep*, *charm* and *ESP* and make no noise until they attack. By nature they are slow, getting only one attack every other melee round.

## Monster Experience

The awarding of experience points for slain monsters is often a matter of discussion, for the referee must make subjective judgments. Use the following table, dividing experience equally among all characters in the party involved.

Monster's Hit Dice*	Base Value	Bonus For Special Abilities**
1/2	5	1
1-1	8	2
1	10	3
1+1	15	4
2	20	5
2+1	25	10
3	35	15
3+1	50	25
4	75	50
4+1	125	75
5	175	125
5+1	225	175
6	275	225
6+1	350	300
7	450	400
7+1	525	475
8	650	550
8+1	750	625
9 to 10	900	700
11 to 12	1,100	800
12 to 13	1,350	950
14 to 16	1,650	1,150
17 to 20	2,000	1,500
21 and up	2,500	2,000

\*Hit die +2 or higher: treat as next full hit die.

\*\*4 or more attacks per round, missile discharge, armor class 0 or lower, special attacks or defenses, high intelligence that affects combat, use of minor defensive spells. Exceptional special abilities such as level drain, paralysis, poison, major breath weapon, magic resistance, spell use, swallowing whole, weakness, attacks causing maximum damage higher than 24 (one attack), 30 (two), 36 (three), or 42 (four or more) grant double the listed bonus.

## Use of the Treasure Table

Each treasure type has listed a possible number and a percentage for six items, copper pieces, silver pieces, gold pieces, gems, jewelry, and magic. The referee rolls percentile dice (1d%) for each item in the listed treasure type, and if the score is equal to or lower than the percentage listed, that particular item is present. The referee would then roll the listed number of the die type listed to determine the amount of that type present.

As an example, treasure type A will contain 1d6x1,000 sp 30% of the time. If the roll is 30 or less, silver is present, and the referee rolls 1d6 to determine the amount.

When "Any" is noted in the Magic column, roll percentile dice. Any roll of 75 or lower means a magic item from the following tables has been discovered. A roll of 76 or higher means a map has been discovered. The referee may use a map of his own choosing, or he may roll from the following tables to determine what the map leads to. All items will be guarded by appropriate monsters.



## Treasure Types

Type	1,000's of...		Gems	Jewelry	Magic	
	cp	sp	gp			
A	1d6, 25%	1d6, 30%	2d6, 35%	4d10, 60%	3d10, 50%	Any 3, 30%
B	1d8, 50%	1d6, 25%	1d3, 25%	1d8, 30%	1d4, 20%	Sword, armor, or misc. weapon, 10%
C	1d12, 20%	1d6, 30%		1d6, 25%	1d3, 20%	Any 2, 10%
D	1d8, 10%	1d12, 15%	1d6, 50%	1d10, 30%	1d6, 25%	Any 2 plus 1 potion, 15%
E	1d10, 5%	1d12, 25%	1d8, 25%	1d12, 15%	1d8, 10%	Any 3 plus 1 scroll, 25%
F		1d20, 10%	1d10, 40%	3d10, 20%	1d10, 10%	Any 3 except swords or misc. weapons, plus 1 potion and 1 scroll, 30%
G			10d4, 50%	5d4, 30%	1d10, 25%	Any 4 plus 1 potion and 1 scroll, 15%
H	5D6, 25%	1d100, 40%	10d6, 55%	1d100, 50%	10d4, 50%	Any 1, 15%
I				2d10, 55%	1d12, 50%	
J	3d8 pieces					
K		3d6 pieces				
L		1d6 pieces	1d6 pieces			
M			2d4 pieces			
N			5d6 pieces			
O	1d4, 25%	1d3, 20%				
P		1d6, 30%				
Q				1d4, 50%		
R			2d4, 40%	4d8, 55%	1d12, 45%	
S					2d4 potions, 40%	
T					1d4 scrolls, 50%	
U				10d8, 90%	5d6, 80%	1 of each magic except potions and scrolls, 70%
V					2 of each magic except potions and scrolls, 85%	
W			5d6, 60%	10d8, 60%	5d8, 50%	1 map, 55%
X					1 misc. magic plus 1 potion, 60%	
Y			2d6, 70%			
Z	1d3, 20%	1d4, 25%	1d4, 30%	10d6, 55%	5d6, 50%	Any 3 magic, 50%

## Random Map Generation

Map Table 1

1d4	Result
1	Treasure
2	Magic
3	Both
4	False Map

Map Table 2: Treasure

1d8	Result
1	10d4x1,000 sp
2	5d6x1,000 gp
3	1 and 2 above
4	1 above plus 2d10 gems
5	2 above plus 5d6 gems
6	3 above plus 1d100 gems
7	10d6 gems, 2d10 jewelry
8	3 and 7 above

Map Table 3: Magic

1d8	Result
1-3	Any 1
4-5	Any 2
6	3 items, no swords
7	4 items, 1 potion
8	3 items, 1 potion, 1 scroll

Map Table 4: Both

1d8	Result*
1	1, 1
2	2, 1
3	3, 4
4	Map to 7, 6
5	5, 4
6	Map to 1, 1
7	6, 8
8	8, 7

## Gem and Jewelry Values

To determine a gem's value, roll 1d6. On any result of 5 or less, roll on Gem Table 1. On a roll of 6, roll on Gem Table 2.

Gem Table 1

1d%	GP Value
01-10	10
11-25	50
26-75	100
76-90	500
91-00	1,000

Gem Table 2

1d6	GP Value
1	5,000
2	10,000
3	25,000
4	50,000
5	100,000
6	500,000

Jewelry Table

1d%	GP Value
01-20	3d6x100
21-80	1d6x1,000
81-00	1d10x1,000

\*Numbers refer to (in this order), results from Table 2: Treasure, and Table 3: Magic.

## Random Magic Determination

When necessary to roll the type of magic item (presumably) found in a treasure hoard, roll percentile dice (1d%) and consult the **Magic Items** table. Descriptions of the magic items in these tables follow.

Some items in the tables are only usable by specific classes. Each item of this type will have a note in parenthesis with abbreviations for each class that can use the item in question.

(C) = Usable by the cleric class only.

(F) = Usable by the fighter class only.

(M) = Usable by the wizard class only.

(T) = Usable by the thief class only.

(any) = Usable by any class unless otherwise prohibited.

This list is not to be used as a “shopping list” price guide for visiting a wizard’s magic shop; it is intended to help the referee establish how much PCs might be able to sell an item for in their game world – these might be considered “typical” selling prices for PCs wishing to get rid of magical items. The suggested experience point (ep) values are for characters who keep the items. If the items are sold, the ep value is based on the selling price, not the ep value listed here. Also remember that a character is assumed to retain an item, thus getting the low ep value for it, if he or she sells it to another player character.

### Magic Items

1d%	Result
01–20	Potions
21–35	Scrolls
36–40	Rings
41–45	Rods, Staves, and Wands
46–48	Miscellaneous Magic A
49–51	Miscellaneous Magic B
52–54	Miscellaneous Magic C
55–57	Miscellaneous Magic D
56–60	Miscellaneous Magic E
61–75	Armor and Shields
76–86	Swords
87–00	Miscellaneous Weapons

### Potions

1d%	Result	Values	
		EP	GP
01–03	<i>Animal Control*</i>	250	400
04–06	<i>Clairaudience</i>	250	400
07–09	<i>Clairvoyance</i>	300	500
10–12	<i>Climbing</i>	300	500
13–15	<i>Delusion**</i>	–	150
16–16	<i>Diminution</i>	300	500
19–20	<i>Dragon Control*</i>	500–1,000	5,000–9,000
21–23	<i>ESP</i>	500	850
24–26	<i>Extra-Healing</i>	400	800

27–29	<i>Fire Resistance</i>	250	400
30–32	<i>Flying</i>	500	750
33–34	<i>Gaseous Form</i>	300	400
35–36	<i>Giant Control*</i>	400–900	1,000–6,000
37–39	<i>Giant Strength* (F)</i>	500–750	900–1,400
40–41	<i>Growth</i>	250	300
42–47	<i>Healing</i>	200	400
48–49	<i>Heroism (F)</i>	300	500
50–51	<i>Human Control*</i>	500	900
52–54	<i>Invisibility</i>	250	500
55–57	<i>Invulnerability (F)</i>	350	500
58–60	<i>Levitation</i>	250	400
61–63	<i>Longevity</i>	500	1,000
54–66	<i>Oil of Etherealness</i>	600	1,500
67–69	<i>Oil of Slipperiness</i>	400	750
70–72	<i>Philter of Love</i>	200	300
73–75	<i>Philter of Persuasiveness</i>	400	850
76–78	<i>Plant Control</i>	250	300
79–81	<i>Polymorph (self)</i>	200	350
82–84	<i>Poison**</i>	–	–
85–87	<i>Speed</i>	200	450
88–90	<i>Super-Heroism (F)</i>	450	750
91–93	<i>Sweet Water</i>	200	250
94–96	<i>Treasure Finding</i>	600	2,000
97	<i>Undead Control*</i>	700	2,500
98–00	<i>Water Breathing</i>	400	900

\*Effectiveness on type of creature controlled must be determined by die roll; consult item explanation.

\*\*The referee must mislead the possessor of the potion so as to convince him that it is not harmful. (See the appropriate item description for particulars.)

### Scrolls

1d%	Result	Spell Level Range
01–10	<i>1 spell</i>	1–4
11–16	<i>1 spell</i>	1–6
17–19	<i>1 spell</i>	2–9 (1d8+1) or 2–7* (1d6+1)
20–24	<i>2 spells</i>	1–4
25–27	<i>2 spells</i>	1–8 or 1–6*
28–32	<i>3 spells</i>	1–4
33–35	<i>3 spells</i>	2–9 (1d8+1) or 2–7* (1d6+1)
36–39	<i>4 spells</i>	1–6
40–42	<i>4 spells</i>	1–8 or 1–6*
43–46	<i>5 spells</i>	1–6
47–49	<i>5 spells</i>	1–8 or 1–6*
50–52	<i>6 spells</i>	1–6
53–54	<i>6 spells</i>	3–8 (1d6+2) or 3–6* (1d4+2)
55–57	<i>7 spells</i>	1–8
58–59	<i>7 spells</i>	2–9 (1d8+1)
60	<i>7 spells</i>	4–9(1d6+3) or 4–7*(1d4+3)
61–64	<i>Protection - Demons</i>	(2,500 ep)
65–70	<i>Protection - Elementals</i>	(1,500 ep)

71–76	<i>Protection - Lycanthropes</i>	(1,000 ep)
77–82	<i>Protection - Magic</i>	(1,500 ep)
83–87	<i>Protection - Petrification</i>	(2,000 ep)
88–92	<i>Protection - Possession</i>	(2,000 ep)
93–97	<i>Protection - Undead</i>	(1,500 ep)
98–00	<i>Curse**</i>	

\*30% of all scrolls are of clerical nature (dice 71–00), and 25% of all clerical scrolls are druidical. 10% of all wizard scrolls are illusionist. This applies only to scrolls 01–60 above. Asterisked numbers indicate clerical spell levels.

\*\*It is incumbent upon the referee to do his utmost to convince players that a cursed scroll should be read. This is to be “accomplished through duplicity, coercion and threat, etc.” i.e., any scroll not read has a chance of fading in normal air, but this can be noted by the archaic wording if read in the still dungeon atmosphere. A curse takes effect immediately. Suggested curses are:

1d%	Result
01–25	Reader polymorphed to monster of equal level which attacks any creatures nearby
26–30	Reader turned to liquid and drains away
31–40	Reader and all within 20’ radius transported 2d6x100 miles in a random direction
41–50	Reader and all in 20’ radius transported to another planet, plane or continuum
51–75	Disease fatal to reader in 2d4 turns unless cured
76–90	Explosive runes
91–99	Magic item nearby is drained of magic
00	Randomly rolled spell affects reader at 12th level of magic-use

**Experience Points (EP) Value:** Awarded only to characters who can use the spell(s); the award should be 100 ep per spell level. Protection scrolls are noted as to ep value on the table itself.

**Gold Piece (GP) Sale Value:** Any scroll can be sold in the “open market” for three times its ep value. Protection scrolls sell for five times ep value.

## Rings

1d%	Result	Values	
		EP	GP
01–06	<i>Contrariness</i>	–	1,000
07–12	<i>Delusion</i>	–	2,000
13–14	<i>Djinni Summoning*</i>	3,000	20,000
15	<i>Elemental Command</i>	5,000	25,000
16–21	<i>Feather Falling</i>	1,000	5,000
22–27	<i>Fire Resistance</i>	1,000	5,000
28–30	<i>Free Action</i>	1,000	5,000
31–33	<i>Human Influence*</i>	2,000	10,000
34–40	<i>Invisibility</i>	1,500	7,500
41–43	<i>Mammal Control*</i>	1,000	5,000
44	<i>Multiple Wishes*</i>	5,000	25,000

45–60	<i>Protection</i>	2,000–4,000	10,000–20,000
61	<i>Regeneration</i>	5,000	40,000
62–63	<i>Shooting Stars</i>	3,000	15,000
64–65	<i>Spell Storing</i>	2,500	22,500
66–69	<i>Spell Turning</i>	2,000	17,500
70–75	<i>Swimming</i>	1,000	5,000
76–77	<i>Telekinesis*</i>	2,000	10,000
78–79	<i>Three Wishes*</i>	3,000	15,000
80–85	<i>Warmth</i>	1,000	5,000
86–90	<i>Water Walking</i>	1,000	5,000
91–98	<i>Weakness</i>	–	1,000
99	<i>Wizardry* (M)</i>	4,000	50,000
00	<i>X-Ray Vision</i>	4,000	35,000

\*These rings contain the most powerful magical abilities and may possess only a limited number of magical charges before being depleted, at the referee’s option.

## Rods, Staves, and Wands

1d%	Result	Values	
		EP	GP*
01–03	<i>Rod of Absorption (C,M)</i>	7,500	40,000
04	<i>Rod of Beguiling (C,M,T)</i>	5,000	30,000
05–14	<i>Rod of Cancellation (any)</i>	10,000	15,000
15–16	<i>Rod of Lordly Might (F)</i>	6,000	20,000
17	<i>Rod of Resurrection (C)</i>	10,000	35,000
18	<i>Rod of Rulership (any)</i>	8,000	35,000
19	<i>Rod of Smiting (C,F)</i>	4,000	15,000
20	<i>Staff of Command (C,M)</i>	5,000	25,000
21–22	<i>Staff of Curing (C)</i>	6,000	25,000
23	<i>Staff of the Magi (M)</i>	15,000	75,000
24	<i>Staff of Power (M)</i>	12,000	60,000
25–27	<i>Staff of the Serpent (C)</i>	7,000	35,000
28–31	<i>Staff of Striking (C,M)</i>	6,000	15,000
32–33	<i>Staff of Withering (C)</i>	8,000	35,000
34	<i>Wand of Conjunction (M)</i>	7,000	35,000
35–38	<i>Wand of Enemy Detection (any)</i>	2,000	10,000
39–41	<i>Wand of Fear (C,M)</i>	3,000	15,000
42–44	<i>Wand of Fire (M)</i>	4,500	25,000
45–47	<i>Wand of Frost (M)</i>	6,000	50,000
48–52	<i>Wand of Illumination (any)</i>	2,000	10,000
53–56	<i>Wand of Illusion (M)</i>	3,000	20,000
57–59	<i>Wand of Lightning (M)</i>	4,000	30,000
60–68	<i>Wand of Magic Detection (any)</i>	2,500	25,000
69–73	<i>Wand of Metal &amp; Mineral Detection (any)</i>	1,500	7,500
74–78	<i>Wand of Magic Missiles (any)</i>	4,000	35,000
79–86	<i>Wand of Negation (any)</i>	3,500	15,000
87–89	<i>Wand of Paralysis (M)</i>	3,500	25,000
90–92	<i>Wand of Polymorph (M)</i>	3,500	25,000

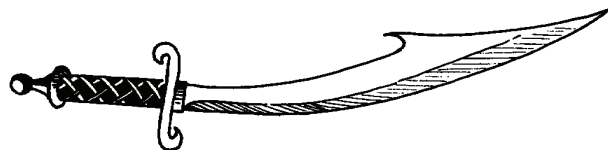
93–94	<i>Wand of Secret Door &amp; Trap Location (any)</i>	5,000	40,000
95–00	<i>Wand of Wonder (any)</i>	6,000	10,000

\* Assumes full charges are in item.

### Miscellaneous Magic A

1d%	Result	Values	
		EP	GP
01–02	<i>Alchemy Jug</i>	3,000	12,000
03–04	<i>Amulet of Inescapable Location</i>	–	1,000
05	<i>Amulet of Life Protection</i>	5,000	20,000
08–11	<i>Amulet of the Planes</i>	6,000	30,000
12–13	<i>Amulet of Proof Against Detection and Location</i>	4,000	15,000
14–16	<i>Apparatus of Kwalish</i>	8,000	35,000
14–16	<i>Arrow of Direction</i>	2,500	17,500
17–20	<i>Bag of Beans</i>	1,000	5,000
21	<i>Bag of Devouring</i>	–	1,500
22–26	<i>Bag of Holding</i>	5,000	25,000
27	<i>Bag of Transmuting</i>	–	500
28–29	<i>Bag of Tricks</i>	2,500	15,000
30–31	<i>Beaker of Plentiful Potions</i>	1,500	12,500
32	<i>Boat, Folding</i>	10,000	25,000
33	<i>Book of Exalted Deeds (C)</i>	8,000	40,000
34	<i>Book of Infinite Spells</i>	9,000	50,000
35	<i>Book of Vile Darkness (C)</i>	8,000	40,000
36	<i>Boots of Dancing</i>	–	5,000
37–42	<i>Boots of Elvenkind</i>	1,000	5,000
43–47	<i>Boots of Levitation</i>	2,000	15,000
48–51	<i>Boots of Speed</i>	2,500	20,000
52–55	<i>Boots of Striding and Springing</i>	2,500	20,000
56–58	<i>Bowl Commanding Water Elementals (M)</i>	4,000	25,000
59	<i>Bowl of Watery Death (M)</i>	–	1,000
60–79	<i>Bracers of Defense</i>	500*	3,000*
80–81	<i>Bracers of Defenselessness</i>	–	2,000
82–84	<i>Brazier Commanding Fire Elementals (M)</i>	4,000	25,000
85	<i>Brazier of Sleep Smoke (M)</i>	–	1,000
86–92	<i>Brooch of Shielding</i>	1,000	10,000
93	<i>Broom of Animated Attack</i>	–	3,000
94–98	<i>Broom of Flying</i>	2,000	10,000
99–00	<i>Bucknard's Everfull Purse</i>	1,500/ 2,500/ 4,000	15,000/ 25,000/ 40,000

\* Per armor class above 10, e.g., AC 6 is worth 2,000 in ep, 12,000 gp if sold.



### Miscellaneous Magic B

1d%	Result	Values	
		EP	GP
01–06	<i>Candle of Invocation (C)</i>	1,000	5,000
07–08	<i>Carpet of Flying</i>	7,500	25,000
09–10	<i>Censer Controlling Air Elementals (M)</i>	4,000	25,000
11	<i>Censer of Summoning Hostile Air Elementals (M)</i>	–	1,000
12–13	<i>Chime of Opening</i>	3,500	20,000
14	<i>Chime of Hunger</i>	–	–
15–18	<i>Cloak of Displacement</i>	3,000	17,500
19–27	<i>Cloak of Elvenkind</i>	1,000	6,000
28–30	<i>Cloak of the Manta Ray</i>	2,000	12,500
31–32	<i>Cloak of Poisonousness</i>	–	2,500
33–55	<i>Cloak of Protection</i>	1,000 <sup>1</sup>	10,000 <sup>1</sup>
56–60	<i>Crystal Ball (M)</i>	1,000 <sup>2</sup>	5,000 <sup>2</sup>
61	<i>Crystal Hypnosis Ball (M)</i>	–	3,000
62–63	<i>Cube of Force</i>	3,000	20,000
64–65	<i>Cube of Frost Resistance</i>	2,000	14,000
66–67	<i>Cubic Gate</i>	5,000	17,500
68–69	<i>Daern's Instant Fortress</i>	7,000	27,500
70–72	<i>Decanter of Endless Water</i>	1,000	3,000
73–76	<i>Deck of Many Things</i>	–	10,000
77	<i>Drums of Deafening</i>	–	500
78–79	<i>Drums of Panic</i>	6,500	35,000
80–85	<i>Dust of Appearance</i>	1,000	4,000
86–91	<i>Dust of Disappearance</i>	2,000	8,000
92	<i>Dust of Sneezing and Choking</i>	–	1,000
93	<i>Efreeti Bottle</i>	9,000	45,000
94	<i>Eversmoking Bottle</i>	500	2,500
95	<i>Eyes of Charming (M)</i>	4,000	24,000
96–97	<i>Eyes of the Eagle</i>	3,500	18,000
98–99	<i>Eyes of Minute Seeing</i>	2,000	12,500
00	<i>Eyes of Petrification</i>	– <sup>3</sup>	– <sup>3</sup>

<sup>1</sup>Per plus of protection.

<sup>2</sup>Add 100% for each additional feature.

<sup>3</sup>If reverse effect, 12,500 ep and 50,000 gp sale value.

### Miscellaneous Magic C

1d%	Result	Values	
		EP	GP
01–15	<i>Figurine of Wondrous Power</i>	100 <sup>1</sup>	1,000 <sup>1</sup>
16	<i>Flask of Curses</i>	–	1000
17–18	<i>Gauntlets of Dexterity</i>	1,000	10,000
19–20	<i>Gauntlets of Fumbling</i>	–	1,000
21–22	<i>Gauntlets of Ogre Power (C, F, T)</i>	1,000	15,000
23–25	<i>Gauntlets of Swimming and Climbing (C,F,T)</i>	1,000	10,000
26	<i>Gem of Brightness</i>	2,000	17,500
27	<i>Gem of Seeing</i>	2,000	25,000

28	<i>Girdle of Femininity/Masculinity (C,F,T)</i>	—	1,000
29	<i>Girdle of Giant Strength (C,F,T)</i>	2,000	25,000
30	<i>Helm of Brilliance</i>	2,500	60,000
31–35	<i>Helm of Comprehending Languages &amp; Reading Magic</i>	1,000	12,500
36–37	<i>Helm of Opposite Alignment</i>	—	1,000
38–39	<i>Helm of Telepathy</i>	3,000	35,000
40	<i>Helm of Teleportation</i>	2,500	30,000
41–45	<i>Helm of Underwater Action</i>	1,000	10,000
46	<i>Horn of Blasting</i>	5,000	55,000
47–48	<i>Horn of Bubbles</i>	—	—
49	<i>Horn of Collapsing</i>	1,500	25,000
50–53	<i>Horn of the Tritons (C, F)</i>	2,000	17,500
54–60	<i>Horn of Valhalla</i>	1,000 <sup>2</sup>	15,000 <sup>2</sup>
61–63	<i>Horseshoes of Speed</i>	2,000	10,000
64–65	<i>Horseshoes of a Zephyr</i>	1,500	7,500
66–70	<i>Incense of Meditation (C)</i>	500	7,500
71	<i>Incense of Obsession (C)</i>	—	500
72	<i>Ioun Stones</i>	300 <sup>3</sup>	5,000 <sup>3</sup>
73–76	<i>Iron Flask</i>	—	—
77–85	<i>Javelin of Lightning (F)</i>	250	3,000
86–90	<i>Javelin of Piercing (F)</i>	250	3,000
91	<i>Jewel of Attacks</i>	—	1,000
92	<i>Jewel of Flawlessness</i>	—	1,000 <sup>4</sup>
93–00	<i>Keoghtom's Ointment</i>	500	10,000

<sup>1</sup>Per hit die of the figurine.

<sup>2</sup>Double for a bronze horn, triple for an iron horn.

<sup>3</sup>Per stone.

<sup>4</sup>Per facet.

## Miscellaneous Magic D

1d%	Result	Values	
		EP	GP
01	<i>Libram of Gainful Conjunction (M)</i>	8,000	40,000
02	<i>Libram of Ineffable Damnation (M)</i>	8,000	40,000
03	<i>Libram of Silver Magic (M)</i>	8,000	40,000
04	<i>Manual of Bodily Health</i>	5,000	50,000
05	<i>Manual of Gainful Exercise</i>	5,000	50,000
06	<i>Manual of Golems (C, M)</i>	3,000	30,000
07	<i>Manual of Puissant Skill at Arms (F)</i>	8,000	40,000
08	<i>Manual of Quickness of Action</i>	5,000	50,000
09	<i>Manual of Stealthy Pilfering (T)</i>	8,000	40,000
10	<i>Mattock of the Titans (F)</i>	3,500	7,000
11	<i>Maul of the Titans</i>	4,000	12,000

12–14	<i>Medallion of ESP</i>	1,000/ 3,000	10,000/ 30,000
15–17	<i>Medallion of Thought Projection</i>	—	1,000
18	<i>Mirror of Life Trapping (M)</i>	2,500	25,000
19	<i>Mirror of Mental Prowess</i>	5,000	50,000
20	<i>Mirror of Opposition</i>	—	2,000
21–23	<i>Necklace of Adaptation</i>	1,000	10,000
24–27	<i>Necklace of Missiles</i>	50 <sup>1</sup>	200 <sup>1</sup>
28–33	<i>Necklace of Prayer Beads (C)</i>	500 <sup>2</sup>	3,000 <sup>2</sup>
34–35	<i>Necklace of Strangulation</i>	—	1,000
36–38	<i>Net of Entrapment (C, F, T)</i>	1,000	7,500
39–42	<i>Net of Snaring (C, F, T)</i>	1,000	6,000
43–44	<i>Nolzurs' Marvelous Pigments</i>	500 <sup>3</sup>	3,000 <sup>3</sup>
45–46	<i>Pearl of Power (M)</i>	200 <sup>4</sup>	2,000 <sup>4</sup>
47–48	<i>Pearl of Wisdom (C)</i>	500	5,000
49–50	<i>Periapt of Foul Rotting</i>	—	1,000
51–53	<i>Periapt of Health</i>	1,000	10,000
54–60	<i>Periapt of Proof Against Poison</i>	1,500	12,500
61–64	<i>Periapt of Wound Closure</i>	1,000	10,000
65–70	<i>Phylactery of Faithfulness (C)</i>	1,000	7,500
71–74	<i>Phylactery of Long Years (C)</i>	3,000	25,000
75–76	<i>Phylactery of Monstrous Attention (C)</i>	—	2,000
77–84	<i>Pipes of the Sewers</i>	1,750	8,500
85	<i>Portable Hole</i>	5,000	50,000
86–00	<i>Quaal's Feather Token</i>	500/ 1,000	2,000/ 7,000

<sup>1</sup>Per hit die of each missile.

<sup>2</sup>Per special bead.

<sup>3</sup>Per pot of pigments.

<sup>4</sup>Per level of spell.

## Miscellaneous Magic E

1d%	Result	Values	
		EP	GP
01	<i>Robe of the Archmagi (M)</i>	6,000	65,000
02–08	<i>Robe of Blending</i>	3,500	35,000
09	<i>Robe of Eyes (M)</i>	4,500	50,000
10	<i>Robe of Powerlessness (M)</i>	—	1,000
11	<i>Robe of Scintillating Colors (C,M)</i>	2,750	25,000
12–19	<i>Robe of Useful Items (M)</i>	1,500	15,000
20–25	<i>Rope of Climbing</i>	1,000	10,000
26–27	<i>Rope of Constriction</i>	—	1,000
28–31	<i>Rope of Entanglement</i>	1,250	12,000
32	<i>Rug of Smothering</i>	—	1,500
33	<i>Rug of Welcome (M)</i>	6,500	45,000

34	<i>Saw of Mighty Cutting (F)</i>	1,750	12,500
35	<i>Scarab of Death</i>	–	2,500
36–38	<i>Scarab of Enraging Enemies</i>	1,000	8,000
39–40	<i>Scarab of Insanity</i>	1,500	11,000
41–46	<i>Scarab of Protection</i>	2,500	25,000
47	<i>Spade of Colossal Excavation (F)</i>	1,000	6,500
48	<i>Sphere of Annihilation (M)</i>	3,750	30,000
49–50	<i>Stone of Controlling Earth Elementals</i>	1,500	12,500
51–52	<i>Stone of Good Luck (Luckstone)</i>	3,000	25,000
53–54	<i>Stone of Weight (Loadstone)</i>	–	1,000
55–57	<i>Talisman of Pure Good (C)</i>	3,500	27,500
58	<i>Talisman of the Sphere (M)</i>	100	10,000
59–60	<i>Talisman of Ultimate Evil (C)</i>	3,500	32,500
61–66	<i>Talisman of Zagy</i>	1,000	10,000
67	<i>Tome of Clear Thought</i>	8,000	48,000
68	<i>Tome of Leadership and Influence</i>	7,500	40,000
69	<i>Tome of Understanding</i>	8,000	43,500
70–76	<i>Trident of Fish Command (C, F, T)</i>	500	4,000
77–78	<i>Trident of Submission (F)</i>	1,250	12,500
79–83	<i>Trident of Warning (C, F, T)</i>	1,000	10,000
84–85	<i>Trident of Yearning</i>	–	1,000
86–87	<i>Vacuous Grimoire</i>	–	1,000
88–90	<i>Well of Many Worlds</i>	6,000	12,000
91–00	<i>Wings of Flying</i>	750	7,500

## Armor and Shield

1d%	Result	Values	
		EP	GP
01–05	<i>Chain Mail +1</i>	600	3,500
06–09	<i>Chain Mail +2</i>	1,200	7,500
10–11	<i>Chain Mail +3</i>	2,000	12,500
12–19	<i>Leather Armor +1</i>	300	2,000
20–26	<i>Plate Mail +1</i>	800	5,000
27–32	<i>Plate Mail +2</i>	1,750	10,500
33–35	<i>Plate Mail +3</i>	2,750	15,500
36–37	<i>Plate Mail +4</i>	3,500	20,500
38	<i>Plate Mail +5</i>	4,500	27,500
39	<i>Plate Mail of Etherealness</i>	5,000	30,000
40–44	<i>Plate Mail of Vulnerability</i>	–	1,500
45–50	<i>Ring Mail +1</i>	400	2,500
51–55	<i>Scale Mail +1</i>	500	3,000
56–59	<i>Scale Mail +2</i>	1,100	6,750

60–63	<i>Splint Mail +1</i>	700	4,000
64–66	<i>Splint Mail +2</i>	1,500	8,500
67–68	<i>Splint Mail +3</i>	2,250	14,500
69	<i>Splint Mail +4</i>	3,000	19,000
70–75	<i>Studded Leather +1</i>	400	2,500
76–84	<i>Shield +1</i>	250	2,500
85–89	<i>Shield +2</i>	500	5,000
90–93	<i>Shield +3</i>	800	8,000
94–95	<i>Shield +4</i>	1,200	12,000
96	<i>Shield +5</i>	1,750	17,500
97	<i>Shield, large, +1, +4 vs. missiles</i>	400	4,000
98–00	<i>Shield -1, missile attractor</i>	–	750

Note: 65% of all armor is man sized, 20% is elf sized, 10% is dwarf sized, and but 5% gnome or halfling sized.

## Swords

1d%	Result	Values	
		EP	GP
01–25	<i>Sword +1</i>	400	2,000
26–30	<i>Sword +1, +2 vs. magic-using &amp; enchanted creatures</i>	600	3,000
31–35	<i>Sword +1, +3 vs. lycanthropes &amp; shape changers</i>	700	3,500
36–40	<i>Sword +1, +3 vs. regenerating creatures</i>	800	4,000
41–45	<i>Sword +1, +4 vs. reptiles</i>	800	4,000
46–49	<i>Sword +1, Flame Tongue: +2 vs. regenerating creatures, +3 vs. cold-using, inflammable, or avian creatures, +4 vs. undead</i>	900	45,000
50	<i>Sword +1, Luck Blade</i>	1,000	5,000
51–58	<i>Sword +2</i>	800	4,000
59–62	<i>Sword +2, Giant Slayer</i>	900	4,500
63–66	<i>Sword +2, Dragon Slayer</i>	900	4,500
67	<i>Sword +2, Nine Lives Stealer</i>	1,600	8,000
68–71	<i>Sword +3</i>	1,400	7,000
72–74	<i>Sword +3, Frost Brand: +6 vs. fire using/dwelling creatures</i>	1,600	8,000
75–76	<i>Sword +4</i>	2,000	10,000
77	<i>Sword +4, Defender</i>	3,000	15,000
78	<i>Sword +5</i>	3,000	15,000
79	<i>Sword +5, Defender</i>	3,600	18,000
80	<i>Sword +5, Holy Avenger</i>	4,000	20,000
81	<i>Sword of Dancing</i>	4,400	22,000
82	<i>Sword of Wounding</i>	4,400	22,000
83	<i>Sword of Life Stealing</i>	5,000	25,000
84	<i>Sword of Sharpness</i>	7,000	35,000

85	<i>Sword, Vorpal Weapon</i>	10,000	50,000
86–90	<i>Sword +1, Cursed</i>	400	–
91–95	<i>Sword -2, Cursed</i>	600	–
96–00	<i>Sword, Cursed Berserking</i>	900	–

Note: 70% of swords are long swords, 20% are broadswords, 5% are short (small) swords, 4% are bastard swords, and 1% are two-handed swords.

## Miscellaneous Weapons

1d%	Result	Values	
		EP	GP
01–08	<i>Arrow +1, 2d12 qty.</i>	20	120
09–12	<i>Arrow +2, 2d8 qty.</i>	50	300
13–14	<i>Arrow +3, 2d6 qty.</i>	75	450
15	<i>Arrow of Slaying</i>	250	2,500
16–20	<i>Axe +1</i>	300	1,750
21–22	<i>Axe +2</i>	600	3,750
23	<i>Axe +2, Throwing</i>	750	4,500
24	<i>Axe +3</i>	1,000	7,000
25–27	<i>Battle Axe +1</i>	400	2,500
28–32	<i>Bolt +2, 2d10 qty.</i>	50	300
33–35	<i>Bow +1</i>	500	3,500
36	<i>Crossbow of Accuracy, +3</i>	2,000	12,000
37	<i>Crossbow of Distance</i>	1,500	7,500
38	<i>Crossbow of Speed</i>	1,500	7,500
39–46	<i>Dagger +1, +2 vs. creatures smaller than man-sized</i>	100	750
47–50	<i>Dagger +2, +3 vs. creatures larger than man-sized</i>	250	2,000
51	<i>Dagger of Venom</i>	350	3,000
52–56	<i>Flail +1</i>	450	4,000
57–60	<i>Hammer +1</i>	300	2,500
61–62	<i>Hammer +2</i>	650	6,000
63	<i>Hammer +3, Dwarven Thrower</i>	1,500	15,000
64	<i>Hammer of Thunderbolts</i>	2,500	25,000
65–67	<i>Javelin +2</i>	750	5,000
68–72	<i>Mace +1</i>	350	3,000
73–75	<i>Mace +2</i>	700	4,500
76	<i>Mace of Disruption</i>	1,750	17,500
77	<i>Mace +4</i>	1,500	15,000
78–80	<i>Military Pick +1</i>	350	2,500
81–83	<i>Morning Star +1</i>	400	3,000
84–88	<i>Scimitar +2</i>	750	6,000
89	<i>Sling of Seeking</i>	700	7,000
90–94	<i>Spear +1</i>	500	3,000
95–96	<i>Spear +2</i>	1,000	6,500
97	<i>Spear +3</i>	1,750	15,000
98–99	<i>Spear, Cursed Backbiter</i>	–	1,000
00	<i>Trident (Military Fork) +3</i>	1,500	12,500

## Magic Item Descriptions

### Potions

All potions come in a quantity sufficient to perform whatever their end is, although a small sample can be taken without affecting the whole. For those with limited effect the time will be 1d6+6 turns.

#### Potion of Animal Control

One turn after the potion is consumed the party so doing can control from 3d6 small animals, 2d8 medium-sized animals, and from 1d6 large ones.

#### Potion of Clairaudience

This potion functions identically to the wizard spell of the same name.

#### Potion of Clairvoyance

This potion functions identically to the wizard spell of the same name.

#### Potion of Climbing

Allows the character to climb as a thief.

#### Potion of Delusion

Makes the user believe the potion is whatever he desires, and each potion looks like some other type of potion.

#### Potion of Diminution

Size will shrink to one half foot if the full potion is drunk.

#### Potion of Dragon Control

As *giant control*, but will affect from 1d3 dragons.

#### Potion of ESP

This potion functions identically to the wizard spell of the same name.

#### Potion of Extra-Healing

A healing potion which cures 3d6 points of damage.

#### Potion of Fire Resistance

Normal fires will not have any effect on a person who has gained fire resistance through drinking this potion. The *wall of fire* spell will not affect such a person. It gives a +2 for saving throws against *fire balls* and dragon fire, and it takes 1 point per die away from damage caused by these and similar intense heat.

#### Potion of Flying

This potion functions identically to the wizard spell of the same name.



### Potion of Gaseous Form

The user retains cohesion over his new gaseous body, and he may penetrate any place which isn't airtight. Of course, his arms, armor, and so on will remain behind.

### Potion of Giant Control

A *charm monster* spell which can affect from 1d4 giants. The giants are allowed saving throws.

### Potion of Giant Strength

The individual gains great strength and bonuses to damage when he or she scores a hit with any handheld or thrown weapon, randomly determined on the table below.

1d20	Strength Equivalent	Weight Allowed (lbs)	Damage Bonus	Bend Bars/Lift Gates
1-6	Hill	+450	+7	50%
7-10	Stone	+500	+8	60%
11-14	Frost	+600	+9	70%
15-17	Fire	+750	+10	80%
18-19	Cloud	+900	+11	90%
20	Storm	+1,200	+12	100%

### Potion of Growth

Will cause anyone to reach 30 feet in height if all is quaffed, and other growth is proportionate, depending on how much is drunk.

### Potion of Healing

A healing potion functions like the cleric spell *cure light wounds*, repairing 1d6+1 points of damage.

### Potion of Heroism

A dual action potion which makes a normal man act like a 4th level fighter in all respects, including morale and combat. The potion will cause fighters of 1st-3rd level to increase three levels, 5th-7th level to increase two levels, and 8th-10th level to increase by one level of ability.

### Potion of Human Control

This potion has the same general effect as a *charm person* spell, but it can affect from 1d12 persons with 3 or fewer hit dice, 2d4 with 4-6 hit dice, 1d4 with 7-9 hit dice, and 1 with 10 or more hit dice. Saving throws are applicable.

### Potion of Invisibility

This potion functions identically to the wizard spell of the same name.

### Potion of Invulnerability

This potion adds +2 to defensive capabilities and saving throws. However, more than one dose of this potion during any one week will have a reverse effect.

### Potion of Levitation

This potion functions identically to the wizard spell of the same name.

### Potion of Longevity

Reduces 10 game years from the game age of the character drinking it. (Note this will counter the effect of aging caused by a *staff of withering*.)

### Oil of Etherealness

When anointed with this substance the user is able to go through solid substances at will as if wearing *armor of etherealness*. Note that when so anointed the user is not able to handle normal objects as his hands simply pass through them.

### Oil of Slipperiness

Rather than being used as a potion, this must be rubbed over the body. When so anointed a person will not be subject to webs, strands, tied knots, hugs and the like. The oil takes 24 hours to wear off, or it can be removed with wine at will.

### Philter of Love

The imbiber becomes charmed with the first creature seen (effects as per the appropriate spell). If the first creature seen is of a similar race and of the opposite sex, the imbiber falls in love. The charm effect expires as normal for potions, but the falling in love effect can only be dispelled by a *dispel magic*.

### Philter of Persuasiveness

The imbiber gains a +5 to reaction rolls and can *suggest* (as per the wizard spell) once per turn.

### Potion of Plant Control

This allows the imbiber to control plants, including fungoid types, from 1d6 in number or in a 10' x 10' area where ground covering plants are considered. The control extends for 60' in any direction.

### Poison

It is odorless, colorless, and tasteless and will cause death if imbibed or it enters the system via a cut or break in the skin, unless antitoxin is imbibed beforehand (granting a saving throw) or *neutralize poison* is cast quickly.

### Potion of Polymorph (self)

This potion functions identically to the wizard spell of the same name.

### Potion of Speed

This potion doubles the normal speed attainable by the user, thus allowing an encumbered man to move at 60' per turn, a plate armored man to move at 120' and so on.

### **Potion of Super-Heroism**

A potion which resembles *heroism* except that normal men act as 5th level fighters. It increases 1st–3rd level fighters by 4 levels, 4th–7th level fighters by 3 levels, and 8th–11th level fighters by 2 levels.

### **Potion of Sweet Water**

Not intended to be drunk, this potion is added to liquids to turn them into pure water. It neutralizes poisons, ruins potions (no saving throw), and can change up to 100,000 cubic feet of water or 1,000 cubic feet of acid into pure water.

### **Potion of Treasure Finding**

A potion which allows the imbiber to be able to locate the direction and distance of treasure, treasure being a considerable body of precious metal (5,000 or more pieces of copper, silver or gold) or 50 or more gems. It is effective up to 360° regardless of intervening substances.

### **Potion of Undead Control**

As with *animal control*, but the potion affects from 2d4 undead under 4 hit dice, and from 1d4 undead with 4 or more hit dice.

### **Potion of Water Breathing**

This potion allows the character drinking it to breathe normally in liquids which have oxygen suspended in them.

## **Scrolls**

All scrolls are spells for wizards or clerics, and regardless of the level of the spell they can be used by any wizard or cleric capable of reading them. All “Protection” spells can be used by any character that is able to read. Scroll spells are of the 6th level unless necessarily higher, in which case they are of the minimum level necessary to generate such a spell. After reading a spell from a scroll the writing disappears, so the spell is usable one time only.

### **Scroll of Protection from Demons**

The spell will protect the person and those around him in a 10’ radius from 1d3 demons. Spell duration is 5d4 rounds.

### **Scroll of Protection from Elementals**

The spell will protect the person and all those around him in a 10’ radius from a single elemental. Spell duration is 4 turns.

### **Scroll of Protection from Lycanthropes**

The spell will protect the person and all those around him in a 10’ radius from 2d6 lycanthropes. Spell duration is 6 turns.

### **Scroll of Protection from Magic**

A super *anti-magic spell* which extends in a 10’ radius around the user and prevents all magical functions, in or out, for 8 turns. The circle is mobile, i.e. it will move with the user.

### **Scroll of Protection from Petrification**

The spell will protect the person and those around him in a 10’ radius from any attack form that causes flesh to turn to stone. Spell duration is 5d4 rounds.

### **Scroll of Protection from Possession**

The spell will protect the person and those around him (living or dead) in a 10’ radius from possession by magical means, attacks aimed at possession, or creature possession. Spell duration is 10d6 rounds.

### **Scroll of Protection from Undead**

The spell will protect the person and all those around him in a 10’ radius from 2d6 undead of 1–3 hit dice, 2d6 undead of 4–5 hit dice, or 1d6 undead of 6 or more hit dice. Spell duration is 6 turns.

## **Rings**

A ring must be worn to be employed, and only one ring may be worn on each hand if the ring is to be operable by the wearer. (The referee should be careful to enforce this in order to maintain some balance in the game.) Rings are usable by any type of character.

### **Ring of Contrariness**

When this ring is put on it cannot be removed without a spell to *remove curse*, and the wearer will not wish to remove the ring. It makes its wearer absolutely contrary, and he will act in the opposite fashion of normal or requested.

### **Ring of Delusion**

A ring which makes the wearer see whatever he desires, i.e. a bumper thrown in to fool players.

### **Ring of Djinni Summoning**

The djinni “servant of the ring” is a permanent servant of the wearer. The djinni appears immediately when called.

### **Ring of Elemental Command**

Each ring allows the possessor one attempt (save at -2) to charm an elemental of the given type. The rings function as a lesser ring until certain conditions are met, but also make the wearer more vulnerable to attacks of a specific type, as shown below.

- **Air:** *invisibility*, -2 vs. fire.
- **Earth:** *feather falling*, -2 vs. petrification.
- **Fire:** *fire resistance*, -2 vs. water or cold.
- **Water:** *water walking*, -2 vs. lightning or electricity.

### Ring of Feather Falling

This ring functions identically to the wizard spell of the same name except that it functions automatically whenever the wearer falls more than 5'.

### Ring of Fire Resistance

The wearer is totally immune to normal fire. Large fires such as molten lava or *wall of fire* deal 10 hit points damage per round. The ring provides a +4 bonus to saving throws, and all damage is at -2 per hit die (minimum 1 point per hit die) with extremely hot fires, such as flaming breath weapons and fire based spells.

### Ring of Free Action

The wearer can move and attack freely whether attacked by web, hold, or slow spells, or may move and attack normally underwater.

### Ring of Human Influence

The ring raises the wearer's charisma to 18, once a day allows a *suggestion* to be made and once a day allows up to 21 hit dice of creatures to be *charmed*.

### Ring of Invisibility

Functions identically to the wizard spell of the same name.

### Ring of Mammal Control

The ring allows the wearer to control from 3d6 small mammals or from 1d8 large mammals. Monsters are unaffected. Control is complete, even to having the controlled mammals attack the others with it which are not controlled. Range is 60'.

### Ring of Multiple Wishes

This ring is identical to the *ring of three wishes*, except that 2d4 *wish* spells are stored.

### Ring of Protection

A ring which serves as +1 armor would, giving this bonus to defensive capabilities and to saving throws. To determine the protection value of the ring, roll on the table.

1d8	Result
1-4	+1
5-6	+2
7	+3
8	+4

### Ring of Regeneration

The wearer will recover damage at the rate of 1 point per turn. Even if he is killed he will *regenerate* and live again unless treated as a troll and destroyed as explained in that monster entry.

### Ring of Shooting Stars

This ring functions only during the hours of darkness when the wearer is under the open sky. It will cast *light* spells for a distance of 240', throw a *fire ball* of 12 points damage, or hurl a solid missile of 12 points damage.

### Ring of Spell Storing

A ring containing from 1d6 spells of from the 1st through the 6th levels. Upon placing it on a finger and thinking of spells, the wearer will know telepathically what spells are housed within the ring. This ring is usable by any type of character, but the spells within it are restorable only by a wizard or a cleric. There is a 20% chance the ring has clerical spells, and if it is clerical, there is a 50% chance the spells therein are reversed.

### Ring of Spell Turning

The spells turned by this ring include those of dragons and clerics, but excludes the *finger of death* used by clerics. Any spell aimed directly at the wearer of the ring will be partially turned. Roll percentile dice. The number generated is the percentage of the spell which returns to affect the character casting the spell; the remainder is the part of the spell which affects the wearer of the ring. Note the ring does not function against wands or staves, only against spoken spells aimed at the ring wearer.

### Ring of Swimming

As long as the wearer is only wearing light items (not metal armor), he can swim at 210' and can dive of up to 50' into water without injury. The wearer can hold his breath for 4 rounds. After 4 hours, a 1 hour floating rest is required.

### Ring of Telekinesis

Bestows upon the wearer *telekinesis* equal to that of a 10th level wizard.

### Ring of Three Wishes

As with any *wish*, the wishes granted by the ring must be of limited power in order to maintain balance in the game. This requires the utmost discretion on the part of the referee. Typically, greedy characters will request more *wishes*, for example, as one of their wishes. The referee should then put that character into an endless closed time loop, moving him back to the time he first obtained the ring. Again, a *wish* for some powerful item could be fulfilled without benefit to the one wishing ("I wish for a *mirror of life trapping*", and the referee then places the character inside one which is all his own.). *Wishes* that unfortunate adventures had never happened should be granted. Clues can be given when wishes for powerful items or great treasure are made.

### Ring of Warmth

The wearer becomes immune to extreme cold and also provides restoration of cold damage at the rate of 1 hit point per turn. The ring provides a +2 bonus to saving throws against cold attacks, and all damage is at -1 per hit die (minimum 1 point per hit die)

### Ring of Water Walking

The wearer can walk on the surface of any liquid without sinking into it. Up to 1,200 pounds weight can be supported by this ring.

### Ring of Weakness

Once on the hand this ring cannot be removed without the application of a *remove curse* spell from a cleric. The ring immediately begins to drain strength points from the wearer, making him weaker at a rate of 10% per turn until a maximum of 50% is attained (ignore fractions). This weakness is reflected in both attack and defense capabilities.

### Ring of Wizardry

This ring doubles the number of spells a wizard can prepare in one or more spell levels according to the table below:

1d%	Doubles
01–50	1st level spells
51–75	2nd level spells
76–82	3rd level spells
83–88	1st and 2nd level spells
89–92	4th level spells
93–95	5th level spells
96–99	1st through 3rd level spells
00	4th and 5th level spells

### Ring of X-Ray Vision

The wearer of this ring can see through up to ten feet of rock (or 6" of iron) for a total distance of 30' beyond. Lead prevents its functioning, as will gold. The user will note hidden doors and traps when x-raying areas they are in. A 10' x 10' section can be viewed during 1 turn.

## Rods, Staves, and Wands

### Rods

Rods are about 3' long. Unless specified, rods radiate a magical effect which influences creatures hostile to the wielder. Unlike wands and staves, rods typically have but 25 charges. Unless otherwise noted they may be recharged.

### Rod of Absorption

This instrument allows its owner to employ it in a manner so as to absorb hostile spells directed at him. The rod then allows its user to redirect a similar or different spell back at the enemy who originated the spell. Thus, if the rod absorbed a 5th level spell its user could redirect any spell up to 5th level, so long as he knew the spell to be redirected. The *rod of absorption* will absorb up to 100 spell levels either as 100 1st level spells, 50 2nd level spells, and so on. Once the rod has absorbed 100 spell levels it will no longer so function, although it will continue to discharge spells until all spell levels formerly

absorbed are used up. It cannot be recharged or reused thereafter.

### Rod of Beguiling

By using this item all enemies in a radius of 20' are beguiled into believing that its owner is their most trusted friend or respected mentor. Beguilement lasts 4d4 turns.

### Rod of Cancellation

A staff-like device which functions but once. It is wielded as if it were a *staff of striking*, and if it scores a hit on any magic item it causes the item struck to lose all of its magical properties permanently.

### Rod of Lordly Might

Although this weapon appears to be some form of staff or rod for magical employment, it is a fighter's arm. When being carried it is a mere 4' in length, but by merely pressing a catch a 2' blade springs forth from its end; pushing the catch a second time extends the rod to 15'. When the blade is out the handle can also be shortened to 1' or 2'. A second catch causes the rod to extend up to 50' in length, while three inch long projections sprout from its sides at intervals proper for climbing, and the spike of the blade fastens it securely even in granite, so an excellent mode of ascent is provided. The *rod of lordly might* also has highly magical properties. At a word of command it acts as a *flame tongue*, overall length 3 1/2'; at another command it becomes the equal of a +2 axe, overall length 2 1/2'; and when it is extended to 6' or greater length it will function as a +3 spear. Furthermore, in any of these capacities it will have the following effect upon enemies: All threatened by it must save versus paralysis, or be paralyzed; and if they do save they must make a second saving throw vs. fear, or else run away. If both saves are made they need not check again during the encounter.

### Rod of Rulership

When employed this device allows its user to command a multitude of creatures, regardless of their intelligence or size. The number of creatures which it will influence is variable, ranging from 1d4+1x100 levels, i.e. from 400 to 1,000 kobolds, 200 to 500 orcs, 100 to 250 gnolls, or even a single creature of 200 or more dice. Its power extends in a radius of 10'. It lasts 10 turns. It has 10 charges only and cannot be recharged.

### Rod of Resurrection

A rod which allows its user to resurrect (i.e. *raise dead fully*) just as if he were a 15th level cleric. It is usable but once per day. It contains 20 charges, and it cannot be recharged.

### Rod of Smiting

A +3 magic weapon which deals 1d8+3 hit points of damage to all creatures except golems, who are dealt 2d8+6 points of damage instead. On a score of 20 or

higher, 1 charge is drained, doing 3d8+9 damage. If the 20 is scored against a golem, the charge is drained, and the golem destroyed.

## Staves

A staff is about the height of the average man. These items carry 200 charges within them, unless otherwise noted. The magic of a staff functions as if it were a spell cast by an 8th level wizard. Except where noted, the staves use one charge each time a power is used, but each staff can also be recharged.

### Staff of Command

This staff combines the powers of the potions of *animal*, *plant*, and *human control*.

### Staff of Curing

A clerical staff which acts as a spell to *cure light wounds* (1d6+1 points of damage restored). It can be employed to numerous persons during a day, but only once per day to any one person.

### Staff of the Magi

A staff with the capabilities of a *staff of power*, plus several additional features. It gives +1 on hit probabilities. The staff also has these other powers: *paralysis*, *pass-wall*, *invisibility*, *whirlwind* (as djinni), *wall of fire*, *web*, and *conjure elemental* (roll 1d4 to determine type). The *staff of the magi* has a “final strike” just as the *staff of power*.

1d4	Type
1	Air
2	Earth
3	Fire
4	Water

### Staff of Power

A staff combining the following powers (wand, staff or spell): *cold*, *fire ball*, *lightning bolt*, *striking* (as a *staff of striking*), *continual light*, *telekinesis*.

If the user wishes he may make a “final strike” with the staff, breaking it and releasing all power within, dealing a number of hit points in damage equal to 8 times the number of charges remaining to all creatures within a 30’ radius.

### Staff of the Serpent

A clerical staff which gives a +1 chance of hitting, and adds +1 to the 1d6 damage of the staff (thus scoring 2–7 points). In addition, if the cleric orders it the staff will twine itself about an opponent it hits, rendering him helpless if man-sized, or preventing counterattack otherwise, for 1d4 turns. Thereafter it will crawl back to the cleric who possesses it. This staff does not have nor requires charges.

### Staff of Striking

This staff does not add to hit probability, but due to the energy within it, it scores 2d8 damage when a hit is made. Each strike uses one charge.

### Staff of Withering

A staff which adds nothing to hit probability, but when a hit is scored it scores 1d6 damage and ages the creature struck by ten years. (This is not to say it matures it, but rather it shortens the life span by ten years.) A man struck four times thusly will be doddering, an animal dead of old age, and so on. It will have no aging effect upon undead, and creatures with very long life spans will also be little harmed.

## Wands

About a foot long, wands have 100 charges in them. Magic in a wand functions as if it were cast by a 6th level wizard. The powers of a wand use 1 charge each time they are called upon unless noted, and except for the wand of negation and the wand of wonder, can be recharged.

### Wand of Conjunction

This device allows its user to recognize the following wizard spells if cast or written down: *monster summoning*, *conjure elemental*, *death spell*, *invisible stalker*, *limited wish*, *symbol*, *maze*, *gate*, *prismatic wall*, *wish*. This detection ability uses no charges.

The user may cast an *invisible stalker* spell from the wand, or may cast *monster summoning* from the wand, 1 charge per level, in any combination of levels totaling 6. At a cost of 2 charges, the user may cast a curtain of total blackness 600 square feet in size that must stretch wall to wall and ceiling to floor. This curtain can only be pierced by physically moving through it, or magic. Finally, the wand of conjunction allows the caster to build a *prismatic wall*, one color at a time, one color per round (red to violet), at a cost of 1 charge per color.

### Wand of Enemy Detection

Reveals hidden or invisible enemies within a radius of 60’, providing the enemies are aware of the wand user’s (or his associates) presence, for it is mental emanations which trigger the detection device.

### Wand of Fire

This wand projects a *fire ball* exactly like the spell of that name. This requires 2 charges per use.

### Wand of Fear

The wand affects all creatures within a cone shaped area emanating from it 60’ outwards to a base 30’ wide. All within it must make their saving throw against magic or be panicked and flee.

### Wand of Frost

An icy projection of the same dimensions as a *wand of fear*, dealing 6d6 (treat all 1's as 2's) damage per hit. Creatures take half damage if their saving throw is made. This requires 2 charges per use.

### Wand of Illumination

This wand will deliver a sudden flash of greenish-white light, with blazing golden rays. The range is 120', its duration but 1/10 of a second, and affects an area 40' in diameter. All undead take 6d6 damage (no saving throw). All creatures within the burst or seeing the burst must save versus wand or be blinded for 1–2 rounds. This requires 3 charges per use.

### Wand of Illusion

This wand creates an illusion similar to that of a *phantasmal forces* spell, but the wand wielder can move while employing the wand to create the illusion.

### Wand of Lightning

A wand which projects *lightning bolts* like the spell of the same name. This requires 2 charges per use.

### Wand of Magic Detection

When grasped and employed the wand will reveal the operation of any form of magic within a 20' radius. By selectively concentrating on quadrants the wielder will be able to ascertain some general details of the magic used.

### Wand of Metal and Mineral Detection

When grasped the wand points towards any large body of metal (equal to say 1,000 pieces of gold). The reaction from the wand will also tell roughly what form of metal, precious or common such as iron, steel, lead, etc. Range is a 20' radius.

### Wand of Magic Missiles

A wand which projects *magic missiles* like the spell of the same name. Up to 2 missiles, at a cost of 1 charge per missile, may be fired in a round.

### Wand of Negation

By means of this wand the effects of rods, staves, and wands, other than actually striking with the latter, are nullified. Of course as staves are basically 8th level, the wand will negate only three quarters (six dice) of a staff's effects. It can be employed against only one rod, staff, or wand at a time, and the one it is being used against must be stated.

### Wand of Paralysis

A *paralysis* ray of the same dimensions as a *wand of fear*. Creatures are immobilized for 5d4 rounds unless their save versus wand is made.

### Wand of Polymorph

A wand which projects a beam which functions identically to the *polymorph other* spell. If the user elects to touch the target instead, the wand's effect is identical to the *polymorph self* spell.

### Wand of Secret Door and Traps Location

When held the wand will give warning of either thing when it is brought within 20' of it.

### Wand of Wonder

This wand generates strange and unpredictable effects (roll on the following table) whenever it is used. Where applicable, saving throws apply.

1d%	Effect
01–10	<i>slow</i> creature pointed at for 1 turn
11–18	deludes wielder for 1 round into believing wand functioned as indicated by second die roll
19–25	stiff wind (20' per level of user) blows in the direction the wand is pointed at for 1 round
26–30	a stinking cloud is generated, up to 30' distant
31–33	heavy rain falls for 1 round in a 60' radius of the wielder
34–36	summon rhino (1–25), elephant (26–50) or mouse (51–00)
37–46	<i>lightning bolt</i> as if cast by <i>wand of lightning</i>
47–49	stream of 600 large butterflies pour forth and flutter around for 2 rounds, blinding everyone (including wielder)
50–53	target grows to 30' tall (as if <i>potion of growth</i> was drank) if in 60' of wand
54–58	<i>darkness</i> in a 30' diameter hemisphere at 30' center distance from wand
59–62	grass grows in a 16 square foot area before wand, or grass existing there grows ten times normal size
63–65	any non-living object of up to 1,000 pounds mass and up to 30 cubic feet in size becomes ethereal
66–69	wand holder shrinks to 1/12" in height
70–79	<i>fire ball</i> as if cast by <i>wand of fire</i>
80–84	wand wielder becomes <i>invisible</i>
85–87	leaves grow from target if in 60' of wand
88–90	10d4 gems (1 gp each) shoot forth in a 30' long stream, each gem causing 1 hit point damage to any creature in the path of the stream (roll 5d4 for number of hits)
91–97	shimmering colors dance and play over a 40'x30' area in front of wand, creatures in the area of effect blinded for 1d6 rounds
98–00	<i>flesh to stone</i> (or reverse if target is stone) if target is within 60'

## Miscellaneous Magic

### Alchemy Jug

A container which when opened will pour forth a stream of whatever liquid is desired. Possible liquids are: water, wine, oil, acid, poison. Only one sort of liquid may be poured each day, and such liquid may be poured only seven times per day. Each pouring expels approximately 10 gallons of water, 5 gallons of wine, 2 gallons of oil, one gallon of acid, and one quart of poison.

### Amulet of Inescapable Location

This item is indistinguishable from an *amulet of proof against detection and location*. It is the reverse of the latter, however, and its wearer located with ease.

### Amulet of Life Protection

The wearer is immune to magic jar and other similar mental attacks. If slain, the wearer's life essence is transferred to the amulet. After 7 days in the amulet, the life force travels to a plane appropriate to its alignment. If the amulet is destroyed before the 7 days are up, the life force is permanently destroyed.

### Amulet of the Planes

The wearer can travel to the first level of any outer plane, but until the wearer learns the intricacies of the device, travel will be random, using the table below.

2d12	Plane
2-3	Seven Heavens
4	Twin Paradises
5	Elysium
6	Happy Hunting Grounds
7-8	Olympus
9	Gladshiem
10	Limbo
11	Pandemonium
12-13	Abyss
14	Tarterus
15	Hades
16	Gehenna
17-18	Nine Hells
19	Acheron
20	Nirvana
21	Arcadia
22-24	Prime Material Plane

### Amulet of Proof Against Detection and Location

This device prevents location, sight, or thoughts being picked up by *crystal ball* or *ESP*. It is always effective.

### Apparatus of Kwalish

This appears as a large iron barrel, but a secret door is located at one end. Inside the barrel are 10 levers:

Lever	Function
1	extend/retract legs and tail
2	uncover/cover forward porthole
3	uncover/cover side portholes
4	extend/retract pincers and feelers
5	snap pincers
6	move forward and left or right
7	move backwards and left or right
8	open/close "eyes" with <i>continual light</i> inside
9	raise (through <i>levitation</i> ) or sink
10	open/close hatch

The stats of the apparatus are as follows:

**Armor Class:** 0

**Hit Dice:** 100/200 hit points (45) (See Below)

**Move:** 30' (forward)/60' (backwards)

**No. of Attacks:** 2 pincer snaps

**Damage:** 2d6/2d6

The pincers can extend up to 4' to attack a target or to grab objects. The apparatus has a 25% chance to hit a creature with its pincers. This chance is not modified by armor, but is modified by dexterity. The device can operate in water up to 900' deep and has enough air to operate for 1d4+1 hours. To cause a leak, 100 points of damage must be done to the apparatus. 200 points of damage will be enough to totally crush one side of the machine. When fully operational, the apparatus looks similar to a giant lobster.

### Arrow of Direction

This magical device is usable but 7 times per week. To employ it the user merely states what sort of direction is desired, i.e. the nearest way out of the dungeons, the nearest way down, the closest cave, or whatever. The arrow is then tossed into the air, and when it comes down it points the way. It will continue to so point for 7 turns.

### Bag of Beans

An apparently empty bag, but when reaching inside its owner will find a number of beans. These must be taken to a patch of soil and planted. There is an 80% chance that all but 1 will bring monsters or various curses, a 90% chance that only 2 are beneficial, and only on a roll of 00 will 3 be beneficial. Maximum number of beans is optional, but 6 are recommended. The referee must decide on what treasures and monsters/curses will be gained when the beans are planted, as space does not permit us to list the many possibilities here.

### Bag of Devouring

An empty bag which is actually the extension of an extra-dimensional monster. Anything placed inside the bag is devoured in 1d6+6 turns. Its capacity is the same as a *bag of holding*, and it emanates an aura of magic.



### Bag of Holding

A sack-sized magical bag which will contain 1,000 lbs. as if it were only 30 lbs. Objects up to 10' length and 5' width and 3' height may be stuffed into the bag, but the weight equivalent, regardless of the weight of the object, then becomes 60 lbs.

### Bag of Transmuting

A bag which appears to be a *bag of holding*, but it turns precious metals to lead. It will hold as much as a bag of holding, but after being loaded it will burst asunder in about 10 turns.

### Bag of Tricks

When looked into this bag seems empty, but when a player reaches inside he may pull out any one of the following beasts. However, he may pull out no other until the one has been killed in combat. The animal pulled out will fight for the owner of the bag, and when it is killed it disappears back into the bag, and the very same animal may be pulled forth again:

1d6	Animal	AC	Damage	Hit Dice
1	Bear	5	1d3/1d3/2d4 and hug	6d8
2	Lion	6	1d4/1d4/1d10	5d8
3	Bull	6	1d6/1d6	4d8
4	Ram	7	2d4	3d8
5	Wolf	7	1d6	2d8
6	Jackal	8	1d2	1d4

### Beaker of Plentiful Potions

This container contains from 1d4+1 possible types of potions, and upon command it will fill itself with the desired potion if it is possible (the referee must determine which potions the container can hold). It will pour forth its potions once per week, but it is possible, for example, that it could contain 5 of the same sort of potion.

### Boat, Folding

This is a small wooden box that at a command will expand into a 12' rowboat (see **Equipment**). A second command can be given that will make the box expand into a double size rowboat (24' long) with four sets of oars, a steering oar, a small sail, and anchor. A third word of command will fold the boat back up into a box.

### Book of Exalted Deeds

Any lawful cleric who reads this epistle will immediately go up one experience level. A neutral cleric will suffer the loss of one level of experience. A chaotic cleric will lose two levels, and there is also a 50% chance that he will repent of his chaotic ways and forevermore become lawful. If a thief reads it he will take 4d10 points of damage. Fighters suffer no damage when handling it and cannot understand its contents. Wizards who read it suffer 5d4 points of damage and the loss of 10,000 experience points.

### Book of Infinite Spells

Any non-wizard takes 5d4 points of damage when initially handling this work, but thereafter may handle it unharmed. It has 24 pages, at least 6 of which are blank. From 3d6 spells can be contained therein. These spells can be either magical (70%) or clerical (30%). They can be of any level. When a page with a spell upon it is turned to the possessor of the work is able to cast as many of these spells as he wishes, providing that the spell is one which he could otherwise use, i.e. wizards cannot use a cleric spell and the reverse holds true. If the page is turned it can never be turned back. Each time a spell is used from this book there is a 10% chance (not cumulative) that the page will turn of its own accord. Of course, wind, accidental turning, and the like can cause the pages to turn also. The possessor need not have the book with him to benefit from this magic.

### Book of Vile Darkness

The reverse of the *book of exalted deeds*, except that a lawful cleric will be driven permanently insane if he reads it, and a neutral cleric stands a 50% chance of becoming permanently chaotic. Thieves who read this unspeakable text have a like chance of becoming permanently chaotic, and they take 2d10 points of damage in any event. Lawful fighters who handle it take 5d6 points of damage, and paladins must have *remove curse*, *dispel evil*, and *bless* spells read over them within 24 hours or else they lose paladin status forever.

### Boots of Dancing

These boots appear to be any of the others listed before them, and they will continue to so function until their wearer is in a situation where an enemy is in pursuit with intent to kill or some similar situation. When this happens the boots cause the feet of the wearer to dance a jig, soft shoe, tap, and an occasional shuffle off to Buffalo. Naturally, he is then unable to flee or otherwise escape.

### Boots of Elvenkind

These boots make the wearer totally silent when moving.

### Boots of Levitation

Work as a *levitation* spell but with no time limit as to duration of effect.

### Boots of Speed

Allow the wearer to travel at the speed of a light horse for up to one full day, but he must then rest one day.

### Boots of Striding and Springing

These boots increase the endurance of the wearer, making him tireless as far as walking is concerned. Thus speed is increased outdoors by 1 hex per day when walking. Underground they allow leaps of up to 10' vertically and 30' horizontally.

### **Bowl Commanding Water Elementals**

When filled with water and the proper words spoken, a 12 hit dice elemental will appear. If the bowl is filled with salt water, the elemental will be stronger, receiving a +2 bonus per hit die (maximum of 10 hit points per die).

### **Bowl of Watery Death**

This item is exactly like a *bowl commanding water elementals*, but when it is used to try and summon an elemental its user is shrunk to the size of a snail and plunged into the watery container. Drowning will occur in 1d4+1 turns unless a *growth/animal* spell is cast at the shrunken wizard or a *potion of growth* is poured into the bowl.

### **Bracers of Defense**

Magical wrist guards which endow their wearer with the various armor classes listed. They do not add to the capabilities of a person wearing any form of armor, but they do work in combination with *rings of protection* and the like. Roll 1d8 to determine the armor class, rolling again on any result of 1.

### **Bracers of Defenselessness**

These wrist guards exactly resemble the above, but when an enemy attacks in anger they immediately lower their wearer's armor class to 9.

### **Brazier Commanding Fire Elementals**

When filled with burning wood, and the proper words spoken, a 12 hit dice elemental will appear. If the bowl is filled with sulfur, the elemental will be stronger, receiving a +1 bonus per hit die (maximum of 10 hit points per die).

### **Brazier of Sleep Smoke**

Indistinguishable from its cousin which commands fire elementals, this device emits a smoke which causes all in a 10' radius to *sleep* until a *dispel magic* is used to awaken them. Note that a wizard must conjure over it as if he were summoning an elemental.

### **Brooch of Shielding**

This piece of jewelry can absorb up to 101 hit points of damage done by magic missiles, regardless of source, after which it melts and becomes useless.

### **Broom of Animated Attack**

A broom which exactly resembles a *broom of flying*, but when such an attempt is made the broom will attack the user as if a club, beating him severely about the head and shoulders with the bald headed end of itself. Only destruction of the broom will make such abuse cease.

### **Broom of Flying**

This device allows the owner to fly at dragon speed (240' per turn). The user must know the "word of command" to

make it function. The *broom of flying* will come up to 240' when its owner summons it with the command word. It will carry two persons but its speed is reduced by one quarter.

### **Bucknard's Everfull Purse**

Appearing as a small pouch, this item can duplicate coins and gems left in the purse overnight. If totally emptied and left so for more than a few minutes, the purse becomes non-magical. However if 1 of each coin, and 1 gem of no more than 10 gp value is left in the purse, the following morning 26 of each will be in the purse. Roll on the table to determine the types the purse can duplicate.

1d6	Type
1-3	cp, sp
4-5	cp, sp, gp
6	sp, gp, gems

### **Candle of Invocation**

If burned, this candle will generate a favorable aura if the alignment of the candle and its user match. If burned by a cleric of the same alignment, the cleric temporarily gains two experience levels while the candle is lit. The candle can be used to cast a *gate*, but the candle is consumed in the process. The candle burns up to 4 hours.

### **Carpet of Flying**

This device carries up to 3 persons at a speed of 180' per turn, while one occupant will allow it to move at 300' per turn. It otherwise behaves in all respects like a *broom of flying*.

### **Censer Controlling Air Elementals**

When filled with incense, and the proper words spoken, a 12 hit dice elemental will appear. If *incense of meditation* is burned in the censer, the elemental receives a +3 bonus per hit die (maximum of 10 hit points per die) and will willingly obey the one who summoned it.

### **Censer of Summoning Hostile Air Elementals**

Indistinguishable from its cousin that commands air elementals, the user of this item conjures an air elemental which immediately attacks him.

### **Chime of Opening**

A small chime which causes any locked, stuck, held or otherwise held door or portal to open. It is silver and jewel encrusted, and if not used it may be sold for 20,000 gold pieces.

### **Chime of Hunger**

Resembling a *chime of opening*, this chime forces all creatures in a 60' radius to become ravenously hungry, tearing into food rations (or characters) and consuming them until hunger is satisfied. The effects last until a successful saving throw vs. magic is made (1 round minimum).

### Cloak of Displacement

This device warps light waves to make the wearer appear to be up to 2' away from where he is actually standing. It provides a +2 bonus to armor class and saving throws.

### Cloak of Elvenkind

Wearing the cloak makes a person next to invisible.

### Cloak of the Manta Ray

Moves one at the same speed as a manta ray, enables one to breathe water and also fights as a manta ray when released to do so.

### Cloak of Poisonousness

A cloak indistinguishable from others which are magical. When it is put on it immediately kills its wearer by poison, no saving throw (unless antitoxin was imbibed).

### Cloak of Protection

A cloak which serves as +1 armor would, giving this bonus to defensive capabilities and to saving throws. To determine the protection value of the cloak, roll on the table.

1d8	Result
1-4	+1
5-6	+2
7	+3
8	+4

### Crystal Ball

Generally successful operation of these devices will be less likely over great distances, when the subject is not exactly known, when spells are used to prevent such operation, when lead interposes between the viewer and the subject, and so on. Only three attempts per day can be made under the above circumstances, without driving the wizard mad. Long use of a *crystal ball* during any day requires that the wizard rest and recuperate the next day. Spells cannot be sent through a *crystal ball*, but the operator may, for instance, put an *infravision* spell upon himself and then look into the device and see in the dark.

### Crystal Hypnosis Ball

A trick device indistinguishable from a desirable *crystal ball*. It will hypnotize its user and leave him in such a state for 3d8 turns, unless there is also a *magic mouth* spell placed upon the item. In the latter case the user of the item will carry out the instructions given by the *magic mouth* immediately, conforming to the limits given for a *suggestion* spell.

### Cube of Force

The device which projects this force cube is a small carnelian cube, about one inch per side. Three times per day the cube may be pressed so as to cause it to emanate the force field about its possessor. It will enclose an area of 64 cubic feet (8'x8'x8'). It moves at a maximum of 60' per turn. Nothing can pass through the force cube, and only the following will bring it down: flaming oil or fire (en masse), *disintegrate*, *fire ball*, *pass wall*, lightning,

*lightning bolt*, *time stop*, *phase door*, 4 blasts from a *horn of blasting*.

The user of the cube may lower the force field at any time he wishes.

### Cube of Frost Resistance

Similar in appearance to the *cube of force*, this device generates a force field about its possessor of the same dimensions as the *cube of force* which protects the possessor from all cold based attacks.

### Cubic Gate

Similar in appearance to the *cube of force*, five of the sides of this cube are keyed to specific planes which can be chosen by any means desired, the sixth always linked to the Prime Material Plane. If a side is pressed once, a gate opens to the specific plane, and a creature may come through. If a side is pressed twice, all creatures including the user in a 5' radius are transported to the specific plane.

### Daern's Instant Fortress

This item is a metal cube. When activated, it creates a metal walled fortress 20' square by 30' high. The walls are unaffected by any normal weapons save catapults and can take 200 points of damage before collapsing. The damage is not repairable, except by a *wish*, which will restore 10 points of damage.

### Decanter of Endless Water

When the stopper of this container is removed a stream of water gushes forth, and it will continue to send out a stream of water until the stopper is replaced or the entire area is completely filled with water. Approximate output is 10 gallons per turn.

### Deck of Many Things

This device is a pack of 18 parchment cards, 4 each of four kinds and 2 jokers. Each of the four in each kind is different. One half bring beneficial things, and one half cause hurtful things. The person possessing such a deck may select cards from it four times (or more if jokers are drawn), and whatever is revealed by the card selected takes place. The cards are:

Card	Effect
A ♥	Immediately gain 50,000 experience points
K ♥	Gain miscellaneous magic item from the table of your choice
Q ♥	Gain 1d3 <i>wishes</i> to be taken when you like
J ♥	Help from a 8th level fighter with +3 armor, shield, and sword for one hour when you call for him
A ♦	Immediately gain map to richest treasure on any dungeon level
K ♦	Gain 5d6 pieces of jewelry immediately
Q ♦	Gain scroll of 7 spells, no 1st level spells on it

J ♦	Add 1 point to any ability score you wish, i.e. strength, intelligence, wisdom, dexterity, etc.
A ♠	Lose one experience level immediately
K ♠	9th level fighter with +4 armor, shield, and sword attacks you*
Q ♠	Immediate death, no saving throw
J ♠	Monster from 5th level underworld monster table attacks by surprise
A ♣	Change alignment immediately
K ♣	Lose your most prized magic item immediately
Q ♣	Turn to stone, no saving throw
J ♣	Lose 1 point from your prime requisite
JOKER	Gain 25,000 experience points immediately or select two additional cards

\*All magic items disappear when attacker is defeated

After each draw the card is returned to the pack and it is shuffled again before another draw is made. All four draws need not be made, but the moment the possessor of the deck states he has no intention of ever drawing further cards, or after the maximum number of draws in any event, it disappears.

Note: The referee may make up his own deck using the guidelines above.

### Drums of Deafening

Drums which seem to every test to be *drums of panic* until beaten. When so beaten they will deafen the user as well as those within a 60' radius, and this deafness will last until a *remove curse* spell is cast upon them.

### Drums of Panic

The beating of these kettle drums will cause men and fantastic creatures who fail to make their saving throw vs. magic to flee in rout. Animals with fewer than 5 hit dice will automatically flee, as will those non-carnivorous animals with more than that number. They may be struck while moving provided they are mounted upon some form of carriage or steed. They will not affect the area immediately around them (10' radius).

### Dust of Appearance

This dust comes in a bag containing a quantity sufficient for 25 usages. When thrown into the air it will cause any invisible or displaced or out of phase or astrally projected figure to become totally and completely visible for 12 turns. Its range is within a 10' radius of its user.

### Dust of Disappearance

When this powder is sprinkled it will cause all objects within range of its effects to become totally *invisible* for from 5d6 turns. This invisibility is undetectable by means which detect normal kinds of invisibility. There are sufficient pinches of dust in a bag of this item for 25 usages. Its range is a radius of 10' from its user.

### Dust of Sneezing and Choking

Dust which appears to be either of the two sorts listed above, but when it is dispersed it will cause all within a radius of 10' to sneeze and choke; unless they save versus poison they will die.

### Efreeti Bottle

The efreet will serve only the finder of the bottle, and he will serve but for a thousand and one days.

### Eversmoking Bottle

Identical to the *efreeti bottle*, this bottle pours smoke out of the top, obscuring 50,000 cubic feet in one round, and an additional 10,000 cubic feet per additional round until 120,000 total cubic feet of space is fogged, remaining so until the bottle is stoppered.

### Eyes of Charming

When these cusps are placed over the eyes their user charms as if he were a vampire.

### Eyes of the Eagle

When these cusps are placed over the eyes, the user's vision is magnified by 100 times at distances of 1' or more.

### Eyes of Minute Seeing

When these cusps are placed over the eyes, the user's vision is magnified by 100 times at distances of 1' or less.

### Eyes of Petrification

When the user of these lenses, which are indistinguishable from *eyes of charming*, puts them on he is immediately turned to stone. 1% of these eyes allow the wearer to turn others to stone.

### Figurines of Wondrous Power

These figurines do various things:

*Ebony fly* is a tiny figurine of a fly which upon command grows to gigantic size. A man may ride upon its back and travel at the speed of a dragon (240' per turn). It will shrink back to tiny size upon command also. The fly has an armor class of 5 and 4d8 hit dice. If it is killed it is destroyed. Usable once per week for up to one day's time.

*Three Ivory Goats* are separate carvings, each with a different purpose. The correct one must be grasped in order to have it do the desired thing. After use the statuette reverts to a non-magical figurine.

1. *The Goat of Fleeing* grows to a large animal which travels at 480' per turn even with two riders upon its back. It will travel until it reaches the haven named or for one full day.

2. *The Goat of Fighting* grows to a bull-sized animal with an armor class of 2 and 10d8 hit dice. It gets 4 attacks per turn: 2 for each horn which are capable of 2d8 points of damage each, and 2 for each front hoof which are capable of from 1d8 points of damage each. If it charges into battle an additional 5d4 points of damage are given to whatever creature it impacts against, horn damage is added, and hoof attacks are ignored that round.
3. *The Goat of Slaying* becomes a horse equivalent to a paladin's mount, while the former horns of the statuette become a lance which delivers double damage upon whatever it strikes and a sword which delivers quadruple damage, when a monster is confronted. If either the possessor of the figurine or the monster is slain, the magical weapons and the horse resume goat-like shape and all magical properties are forever lost.

*Two Golden Lions* are small figurines which when tossed into a melee become real lions and fight for their possessor until slain. In the latter event they return to their original state as figurines and may be picked up as such. They are usable once per week.

*Marble Elephant* is a statuette about the size of a person's hand. Upon command it will grow to the size of the largest elephant (10' tall and over 6 tons weight) and transport the owner and others, or serve as a war elephant or fighter in general, for up to one week's time. Armor class is 4, and its hit dice are 8d8. If killed the figurine is destroyed. It shrinks upon command also. It can be used once per month.

*Onyx Dog* is a small statuette that has the combined power of a hell hound's sensing ability and a *robe of eyes*. When performing alive and in this capacity it will not stop until it has found what the wielder of the statuette wants. It will perform this duty 12 times and then revert to a normal statuette without magical powers. If killed (treat as a regular wolf for attack and defense 2d4 hit points) all magical properties are lost forever.

### Flask of Curses

This container looks just like the bottles, jugs, decanters, and breakers. When it is opened some form of a curse is loosed. The list of curses for scrolls is recommended as a good start for a list of possible curses.

### Gauntlets of Dexterity

When worn these add +2 to the wearer's dexterity rating.

### Gauntlets of Fumbling

These gauntlets appear to be of any of the other types listed until they are used in a situation where an enemy is attacking, a hostile monster is in pursuit, or life and death

is at stake. At this time their true nature manifests itself, causing their wearer to fumble, drop things, lose from 1d4+1 points of dexterity, and so on. They cannot thereafter be removed unless *remove curse* is cast.

### Gauntlets of Ogre Power

These gauntlets give the wearer the ability to strike as an ogre and generally give his hands and arms the strength of an ogre (18/00), with to hit and damage bonuses accruing for 18/00 strength.

### Gauntlets of Swimming and Climbing

These gauntlets allow the wearer to swim as a merman and climb as if a 9th level thief.

### Gem of Brightness

If looked into this stone reduces the looker's hit probabilities by -1 to -4 permanently. A *cure serious wounds* spell will remove this blindness. A *darkness* spell will negate the gem's effectiveness for 1d4 turns, and a *continual darkness* spell will darken it for 1d4 days. The beam is directional and has a 10' range. Hit probability when directed over a distance is 90% minus 5% for each foot of distance beyond 1', i.e. at 10' it has a 45% chance of affecting its target.

### Gem of Seeing

This jewel allows the user to see hidden, invisible, out of phase, or astrally projected things. The user may not be moving when it is being used. It requires a full turn to scan a 20' wall section or a space volume of 20' square. Range: 30'.

### Girdle of Femininity/Masculinity

Although this item appears to be a *girdle of giant strength*, as soon as it is worn it changes the sex of its wearer. It can be removed only with a *wish*.

### Girdle of Giant Strength

Wearing this device bestows the strength and hit probability (if greater than the wearer's own) of a giant, randomly determined from the table below.

	Strength	Weight	To Hit/	Bend
1d20	Equivalent	Allowed	Damage	Bars/Lift
		(lbs)	Bonus	Gates
1-6	Hill	+450	+4, +7	50%
7-10	Stone	+500	+4, +8	60%
11-14	Frost	+600	+4, +9	70%
15-17	Fire	+750	+5, +10	80%
18-19	Cloud	+900	+5, +11	90%
20	Storm	+1,200	+6, +12	100%

### Helm of Brilliance

When placed upon the head this helm becomes crown-like, set with many fiery colored gems of 60,000 gold piece value if the item is immediately sold. Otherwise it

will provide the following benefits to its wearer: It acts as a double value *ring of fire resistance*. It creates a *wall of fire* around its wearer upon command. Fighters wearing it may command any sword they hold to flame, thus gaining the benefits of a *flame tongue* in addition to any other magical properties which the sword might possess. Wizards wearing it add +1 to each die of *fire ball* spells cast by them. Clerics are empowered to cast double the number of *light* and/or *continual light* spells they would normally have as well as cause inflammable objects within 30' of them to be set ablaze. The *helm of brilliance* adds +2 to all bargaining dice when dealing with fire using or dwelling creatures, and conversely it causes all cold using or dwelling creatures to become very hostile to its wearer.

### Helm of Comprehending Languages and Reading Magic

Wearing this helm allows the person to read any language or magical writing. It does not protect in the same way as magic armor, so if it is worn in combat any hit upon its wearer should be given a 10% of striking the helm and smashing it.

### Helm of Opposite Alignment

The wearer of such a helm reverses alignment (or become Lawful Good/Evil, or Chaotic Good/Evil if formerly neutral). It can only be removed with the application of a spell to *dispel magic*; of course the person wearing it will make every effort to avoid removal of the helm.

### Helm of Telepathy

This allows the wearer to read the thoughts of any creature within 90'. If his intelligence rating is greater than that of human or humanoid creatures within the range of the helm the wearer may attempt to control their mind with *suggestions* implanted telepathically. Such suggestions will have a +2 effect in their likelihood of being carried out (see p130 for random actions of monsters). For characters in the game roll percentile dice adding 10% to the helm's wearer, and if the character fails to beat this score he will follow the suggestion. (The referee must use judgment here, for a suggestion to kill oneself would not be likely to be carried out in any event.) Treat as a non-protective helm if worn into melee.

### Helm of Teleportation

The wizard employing this helm must have a *teleportation* spell in order to take advantage of this device. Having but one such spell the wizard can teleport himself endlessly about the universe, but if he teleports some other person or object the helm does not function and the spell proper is used. Thus the helm is good only to transport the wizard himself. Treat as a non-protective helm if worn into combat.

### Helm of Underwater Action

This helm allows the user to breathe underwater, and allows the user to see 5 times farther than water and light conditions allow for normal vision.

### Horn of Blasting

A horn whose sounding deals 18 points structural damage on non-living materials such as walls, gates, etc. Creatures which are in its path will sustain 2d6 points of damage and be deafened for one turn if not killed. The path of sound is a cone radiating 100' from the horn and ending in a 20' base.

### Horn of Bubbles

This device exactly resembles a *horn of valhalla*, but when it is sounded it will bring forth a cloud of bubbles which surround its holder, completely obscuring his vision for 3d4 turns.

### Horn of Collapsing

An instrument which seems to be a *horn of blasting*, but when it is winded it will cause the ceiling immediately above the user to collapse upon him, causing 6d10 points of damage. If blown in the open it causes a rain of rocks to fall from the sky upon its user, and from 5d6 of such missiles will shower down, doing from 1d3 points damage each.

### Horn of the Tritons

This horn is in the shape of a conch shell and can do any of the following once per day in the hands of any creature but a triton: calm rough waters in a 1 mile radius, summon 5d6 sea horses, or panic sea creatures unless a save versus spell is made.

Tritons can use this horn three times a day.

### Horn of Valhalla

The various types of this horn summon berserk fighters from Valhalla to fight for the owner of the horn until they are dead or ordered by him to return. All are usable but once per week. Each type summons a progressively stronger type of fighter:

1d8	Type of Horn	Fighters Summoned
1-4	Silver	2d8 2nd level
5-6	Bronze	2d8 3rd level
7-8	Iron	2d8 4th level

### Horseshoes of Speed

When attached to a horse these horseshoes double its movement speed.

### Horseshoes of a Zephyr

When attached to a horse these horseshoes allow the horse to travel without actually touching the ground. The horse moves at normal speed.

### Incense of Meditation

When burnt by a cleric, the incense maximizes the cleric's spell effects, provides a -1 to saving throws versus spells cast by the cleric, and reduces the chance of raised dead not surviving by half.

### Incense of Obsession

Identical in appearance and scent to *incense of meditation*, this incense causes the cleric to become totally confident that his spell ability is superior due to the incense. The effects last until the cleric casts all spells stored, or 24 hours elapse.

### Ioun Stones

*Ioun stones* trail and circle their owner. They can be grasped or netted so as to separate them from their owner. If they are more than three feet from their owner they no longer function for him, and to function they must be free in any event so as to trail and circle. It is recommended that this item be very rare and difficult to obtain. If one is discovered random selection as to type is suggested. Roll a 20-sided die for each *ioun stone* on the table below. Only one *ioun stone* will be found in a treasure hoard.

1d20	Color	Shape	Use
1	incandescent blue	sphere	adds 1 level to spell ability
2-3	scarlet & blue	sphere	adds 1 point to intelligence
4-5	deep red	sphere	adds 1 point to strength
6-7	pink	ellipsoid	adds 1 point to constitution
8	pink & green	ellipsoid	absorbs spells up to 4th level.*
9	pale green	ellipsoid	absorbs spells 5th-8th level.**
10-11	pale lavender	spindle	sustains person without food & water
12-13	pearly white	prism	repairs 1 pt. damage per turn
14	clear	prism	stores 2d6 spell levels

15-20 dull gray any dead stone  
\* after absorbing 10d4 spell levels the stone will burn out and turn a lusterless gray and can never be restored.

\*\* after absorbing from 20d4 spell levels the stone will burn out and turn a lusterless gray and can never be restored.

### Iron Flask

At a command, the user of the flask can force any creature from another plane into the flask if that creature fails a saving throw versus magic (after magic resistance). If the creature in the flask is released and the command word known, the creature in the flask is forced to serve the user of the flask for one turn. Attempts to force the same creature into the flask give it a +2 on its saving throws.

### Javelin of Lightning

Javelins which when thrown create a bolt of lightning of 20 points damage. Range is 90', and the stroke of lightning is 1/2" wide by 30' long. The javelin is destroyed when used.

### Javelin of Piercing

At a command word, this weapon launches itself and travels in any direction up to its 60' maximum range. The javelin is +6 to hit and inflicts 1d6+6 points of damage. Afterward, the javelin becomes non-magical.

### Jewel of Attacks

Any person possessing this gem brings double the chances for monsters, and if a monster comes it has a 50% greater probability of pursuit.

### Jewel of Flawlessness

When placed with other gems, it increases the chances of the other gems going up in value from 1 in 6 to 2 in 6 on the gem portion of the **Gem and Jewelry Value Tables** (p92). The gem has 10d10 facets, and one facet disappears each time a gem increases in value.

### Keoghtom's Ointment

A jar of this salve contains five applications. Placed on a poisoned wound or swallowed, it acts as a *neutralize poison* spell. Rubbed on the body, it cures 1d4+8 points of damage.

### Libram of Gainful Conjuration

A monograph on magic which causes neutral (lawful or chaotic neutral) wizards to gain a full level of experience immediately on studying it. All other wizards who glance through it take 5d4 points of damage.

### Libram of Ineffable Damnation

Identical in appearance to the *libram of gainful conjuration*, this tome benefits evil wizards. All other wizards take 5d4 damage points and lose 1 level of experience.

### Libram of Silver Magic

This text is the reverse of the *libram of ineffable damnation*, benefiting good wizards.

### Manual of Bodily Health

Any person who reads this work will immediately gain another point in their constitution score.

### Manual of Gainful Exercise

Any person who reads this treatise will immediately acquire another point in their strength rating.



### Manual of Golems

A study which explains how to build a golem. There is a 60% chance it will tell how to construct a flesh golem, 30% that it will be for the construction of a stone golem, and but 10% that it will instruct the wizard on the forming of an iron golem. Any fighter or thief who handles the *manual of golems* will take 5d6 points of damage. A cleric will lose one level of experience if he handles this work. It takes from 1–3 months to build the golem, and the cost is 1,000 gold pieces per hit point.

### Manual of Puissant Skill at Arms

This set of instructions in the arts of fighting is such that any fighter who reads it will go up one level immediately after completing such a reading. If a cleric or thief reads it he will incur neither gain nor harm, but if a wizard peruses even a small section he will lose 10,000 experience points as it is so opposed to his discipline.

### Manual of Quickness of Action

Perusing the pages of this work causes any reader to immediately gain one point in his dexterity score.

### Manual of Stealthy Pilfering

A guide to thievery so learned that any thief who scans its pages will immediately acquire another level of ability. A fighter or wizard who handles it will merely lose 2,000 and 5,000 experience points respectively. A cleric who glances inside its pages loses 7,000 experience points and suffers from 5d6 points of damage.

### Mattock of the Titans

A great shovel that can be used to dig up to 100 cubic feet of earth in one turn. It will smash 20 cubic feet of rock in the same amount of time. It is too massive to be used in combat by any except giants, titans, and the like.

### Maul of the Titans

A great mallet which drives great piles into the ground with but a single blow. It will sunder a standard portal (8' high, 4' wide, and 2" thick) with one swing. It is too massive to be used in combat by any except giants, titans, and the like.

### Medallion of ESP

These devices are usable by all classes of characters, but the device malfunctions on a roll of 6, so whenever in use roll 1d6 to check it.

### Medallion of Thought Projection

This item is indistinguishable from a *medallion of ESP*. It operates in the reverse of the latter, however, projecting the wearer's thoughts to any creatures behind doors or walls within its range. It functions as a *medallion of ESP* on a roll of 6, as well as when it is tried for the first time.

### Mirror of Life Trapping

A mirror of about the size of a buckler shield, which traps the life force of any humanoid (including elves, dwarves and halflings) that looks into it. The person so trapped then remains within the mirror until released by being called forth by the wizard possessing the mirror or by breaking of the mirror (which releases all trapped therein). The corporeal body of trapped persons disappears or appears upon trapping or release. Undead can be trapped. Trapped persons are held in separate areas of the mirror. They can be conversed with without releasing them. Undead are powerless within the mirror. A *mirror of life trapping* will hold up to 20 lives. If it is openly displayed there is a 90% chance an unsuspecting creature will look full within it and be trapped. There is only a 10% chance a knowing person will be unable to avoid looking into it. The wizard cannot do anything else while operating the mirror, but the mirror can be set up to operate untended, such as on a wall. Range is about 10'.

### Mirror of Mental Prowess

This scrying device has the powers of *clairaudience*, *clairvoyance*, and *ESP*. It will answer one question per week regarding any image summoned to its surface.

### Mirror of Opposition

When a person views himself in this mirror an exact duplicate will spring forth from the mirror that is the viewer's opposite, and it will immediately attack him.

### Necklace of Adaptation

The wearer can ignore gases of all sorts that affect creatures through respiration, breathe underwater, or exist in the vacuum of space for up to 7 days.

### Necklace of Missiles

This appears to be a normal piece of rather low value jewelry, but when it is placed around the neck its wearer can detach the pendant beads and hurl them as *fire balls*. The necklace can contain 5, 7, or 9 missiles, determined on the table below.

1d6	Missiles	Fire Ball Strength
1–3	5	9d6/7d6/7d6/5d6/5d6
4–5	7	10d6/8d6/8d6/6d6/6d6/4d6/4d6
6	9	11d6/9d6/9d6/7d6/7d6/5d6/5d6/3d6/3d6

### Necklace of Prayer Beads

These are beads, 10d4 in quantity, on a string, usable only by clerics for aid in prayer. All of the beads will be of gem quality stone (minimum value of 100 gp each) of uniform size. 60% of the beads will be plain stone, with the remainder having a 20% chance of having supernatural powers. The only means of determining the beads' powers, if any, is trial and error. In determining the special power, roll 1d6. The powers a bead may possess are:

### 1d6 Result

- 1 **Bead of Atonement:** Allows the user an 80% chance of regaining his alignment.
- 2 **Bead of Response:** Serves as a hot line to your patron deity, assuring response to prayers, though in no way guaranteeing that the response is the one you hoped for. Gods are fickle.
- 3 **Bead of Damnation:** Serves as a hot line to your patron's chief nemesis, which usually gets you in trouble.
- 4 **Bead of Karma:** For clerics of the 1st to 5th levels, it increases their powers by three levels for 3d4 turns; 6th through 10th, 2 levels for 2d4 turns, and 11th level+, 1 level for 1d4 turns.
- 5 **Bead of Succor:** Increases the base chance of response of the god prayed to by 30%.
- 6 **Bead of Hindrance:** Decreases chance of response by 30%.

### Necklace of Strangulation

A device which is identical to a *necklace of missiles*, but when placed about the neck will strangle and kill its wearer in 1d4+1 turns. It requires a *limited wish* or *wish* to remove it.

### Net of Entrapment

This magical net defies strength under 20 and is equal to armor class -9 versus chopping blows made to the mesh. Creatures in the area of the net (10 square feet) must save versus spell to avoid being trapped by the net.

### Net of Snaring

Identical in all respects to the *net of entrapment*, this net only functions underwater.

### Nolzurs' Marvelous Pigments

These paints allow the user to create normal, inanimate objects up to 1,000 cubic feet in size by depicting them in two dimensions on a surface of up to 100 square feet. One turn is required for the object to be drawn, and all objects of value (gold, silver, gems, etc.) created will only appear to be valuable, in reality being worthless copies.

### Pearl of Power

Once a day, allows the wizard to recall any one memorized spell as desired, even if already cast. To determine the level of the spell that can be recalled by a particular pearl, roll 1d10. Results of 0 mean that two spells of 1st to 6th level can be recalled, using 1d6 to determine the level.

### Pearl of Wisdom

Temporarily increases a cleric's wisdom by 1 as long as the pearl is kept on his person. The increase occurs at the expiration of 30 days time.

### Periapt of Foul Rotting

The possessor of this gem contracts a rotting disease that reduces dexterity, constitution, and charisma by 1 point per week starting one week after claiming the item. The losses are permanent, and to cure the possessor requires *remove curse* followed by *cure disease* and either *limited wish* or *wish*. Alternately, crushing a *periapt of health* and sprinkling the dust on the character will cure the affliction.

### Periapt of Health

Identical in appearance to a *periapt of foul rotting*, this gem renders the possessor immune to all diseases save the rotting of a *periapt of foul rotting* as long as it is carried.

### Periapt of Proof Against Poison

Identical in appearance to the *periapt of health* and the *periapt of foul rotting*, this periapt allows a 10% saving throw per plus for poisons that do not receive a saving throw, a normal saving throw for poisons that are saved at a penalty, and a bonus for poisons with a normal saving throw. The bonus on saves is determined on the table.

1d8	Result
1-4	+1
5-6	+2
7	+3
8	+4

### Periapt of Wound Closure

Identical to the other periapts, this periapt prevents open bleeding wounds as long as the possessor holds it. It also doubles the normal rate of healing and allows normal healing of wounds that would not do so normally.

### Phylactery of Faithfulness

If worn, this item lets the cleric become aware of actions which may affect his alignment, if a moment in contemplation is spent.

### Phylactery of Long Years

If worn, the aging process, including magical aging, is slowed by one quarter.

### Phylactery of Monstrous Attention

If worn, this item draws supernatural creatures of the opposite alignment to the cleric. If the cleric is 10th level or higher, the attention of the deity's most powerful enemy will be drawn. Removal requires a *remove curse*. The cleric must then undertake a *quest* to reestablish his chosen alignment.

### Pipes of the Sewers

Small wooden pipes which when played summon from 10d6 giant rats in from 1d4 turns. There is a 95% chance of the obeying the piper unless he is distracted from his tune. For each turn of distraction chance for obedience drops 15%.

### Portable Hole

This is a cloth-like piece of disc shaped, very magical material. It is approximately 6' in diameter when spread out fully. It creates an extra-dimensional hole 10' deep. The hole can be picked up from the inside or outside, thus either "pulling it in after you" or folding it and storing it like a scarf. There is no oxygen in the extra-dimensional space, so living things can remain in the hole only a short time when it is closed.

### Quaal's Feather Token

A small magical device of various forms to suit a special need. Each is described below and can only be used once.

#### 1d6 Result

- 1 **Anchor:** Renders a craft immobile for 1 day (or less, upon command from the user).
- 2 **Bird:** Drives off hostile avian creatures, or can be used as flying transport equal to the largest roc in size. Duration: 1 day.
- 3 **Fan:** Causes a strong breeze, but does not add to existing breezes. Can be used against heavy winds to create an area of calm or lesser winds. Duration: 8 hours. Does not function on land.
- 4 **Swan Boat:** Forms a swan shaped boat that moves at 240' per round, capable of carrying 8 horses and gear, 32 men, or any combination of the two. Duration: 1 day.
- 5 **Tree:** A tree 6' around, 60' high, 40' top diameter springs up.
- 6 **Whip:** A huge leather whip is created and attacks any opponent desired (+1 to hit, 1d6+1 damage, save versus spell or be bound for 1d6+1 rounds, attacks as a 9th level fighter).

### Robe of the Archmagi

When garbed in this robe a wizard has a 95% chance of success when casting the following spells: *charm*, *hold*, and *polymorph*. There is a 60% chance the robe will be white (good), a 30% chance it will be gray (neutral), and a 10% chance it will be black (evil). Wizards who wear a robe of the wrong alignment are dealt 6d4 damage and lose experience points equal to the amount of damage multiplied by 1,000.

### Robe of Blending

This garment is an almost perfect camouflage device, for the wearer matches his surroundings when garbed in the robe. Thus, if in a rocky area he resembles a rock; among orcs the orcs believe him to be one of their number, and so on, even to having a correct odor. Creatures above the 10th level, or with 11 hit dice or that equivalent, have a 10% chance per level or die above 10 of detecting a *robe of blending*, and rechecks must be made every 6 turns if the wearer lingers within the area of such creatures. Friendly members of the wearer's party, if any, can detect him without difficulty.

### Robe of Eyes

*Invisibility*, *dust of disappearance*, or even a *robe of blending* are useless against any wizard cloaked with this garment. He views 24' in all directions as if *dust of appearance* covered wherever his eyes alighted. The hundreds of eyes which adorn the robe make detection unavoidable. He can track enemies to their hiding places if they have passed the spot within one day's time. Ambush and surprise is not possible when a *robe of eyes* is worn, for its wearer easily detects hidden enemies.

### Robe of Powerlessness

A garment which resembles any one of the other robes listed above, but when it is slipped on the wearer becomes weak, stupid and foolish (intelligence drops to 3). Any spells known are forgotten. It requires a *remove curse* to be able to shed this robe.

### Robe of Scintillating Colors

This garment, usable by any class, appears to be a slightly better than average, in material and workmanship, robe. However, once its secret is mastered, it becomes anything but ordinary. Mastery of the robe's powers takes great mental concentration, so the minimum unmodified total of intelligence and wisdom needed to master its capabilities is 25. If the minimum requirement is met, it is a wondrous item to possess. By concentrating on it, the wearer can cause it to form scintillating bands of color that form a dazzling pattern. This pattern causes opponents to suffer a -1 on to hit rolls, the effect being cumulative. Therefore, after 5 melee rounds, the opponent has a -5 to hit, and so on. Further, any creature or person that looks at it has a 5% chance per round, of becoming hypnotized. Again, the effect is cumulative. For instance, looking at it for four melee rounds means that the looker has a 20% chance of becoming hypnotized, and subject to the commands of the wearer. When it is used in a non-combat situation, where turns are longer (remember, one turn contains 10 melee rounds), there is a 20% base chance of becoming hypnotized, with an additional 5% per turn increase. Any magic user that becomes hypnotized by the robe who has an intelligence of 17 or 18 has a 10% or 20% chance, respectively, of going permanently insane.

### Robe of Useful Items

An unremarkable looking robe that has patches sewn on the outside in various shapes. When the wearer pulls off a patch the patch becomes an item as shown below. These robes always have two of the following patches: dagger, 10' pole, lantern (filled and lit), 50' rope, large mirror, and large sack. Additionally, the robe will have 4d4 of the following patches, randomly determined.

1d%	Patch
01–08	Bag of 100 gold pieces
09–15	Silver coffer, 500 gp value
16–22	Iron door (up to 10' wide and 10' high, barred on one side, must be placed upright, and will attach itself)
23–30	10 gems, 100 gp value each
31–44	24' long wooden ladder
45–51	Mule with saddle bags
52–59	Open pit, 10 cubic feet size
60–68	<i>Potion of extra healing</i>
69–75	12' long rowboat
76–83	Scroll of 1 spell
84–90	Pair of war dogs
91–96	Window (2' x 4', up to 2' deep)
97–00	Roll twice more

Multiples of the same patch are possible. Once pulled from the robe, patches can never be replaced.

### Rope of Climbing

A rope of very thin but very strong material which will climb in any direction upon command and fasten itself or unfasten itself upon command. It is 50' long.

### Rope of Constriction

A rope which resembles exactly either of the other two ropes, but when commanded to perform it lashes itself firmly about its user, as well as from 1d4 others nearby, and will crush the life out of all of them in 1d4+1 turns unless a *dispel magic* spell is cast.

### Rope of Entanglement

A magical rope which will entwine itself around from 2d4 man-sized opponents (reduce or expand accordingly for other sizes of opponents). It can be hit only on a 20, and it can take 20 damage points before it is destroyed.

**NOTE: Any magical rope which is broken or severed will immediately become non-magical.**

### Rug of Smothering

A carpet which exactly resembles a *carpet of flying*, but when an attempt to use it is made the item rolls itself around all seated upon it. It will smother and kill them in 1d4+1 turns unless *animate object* is cast upon it.

### Rug of Welcome

Identical in appearance and capabilities of a *carpet of flying*, this rug will function as a *rug of smothering* on command, and can stiffen, becoming as hard and as strong as steel to serve as a bridge or barrier. When used in this fashion, the rug is armor class 0 and requires 100 hit points to destroy. On a command, the rug can be made 12 times smaller, for easy storage.

### Saw of Mighty Cutting

A magical saw which will cut through a normal-sized tree in but 6 turns. Consider a normal tree to be approximately eighteen inches in diameter.

### Scarab of Death

A scarab which appears to be any of the other types, but when it is held in the hand for a full turn, or when it is placed in a pack, a bag, or some other place near a person's body it turns into a horrible burrowing monster which digs directly to the person's heart and kills him.

### Scarab of Enraging Enemies

This device causes all enemies within a 6' radius of its wearer to become completely enraged when it is uncovered. There is a 50% chance that they will simply attack the nearest creature to them, friend or foe. The effects of this device last for 6 turns. Enraged enemies will never check morale and will fight until dead. It contains 24 charges.

### Scarab of Insanity

Similar to the *scarab of enraging enemies*, this device causes all creatures within a 30' radius to fall into total insanity for 12 turns when the scarab is displayed. All creatures with 10 or more hit dice have a 25% chance of resisting insanity. The device contains 12 charges.

### Scarab of Protection

The small scarab acts as a charm which absorbs the *finger of death* from evil clerics for up to a dozen times before it disintegrates.

### Spade of Colossal Excavation

This shovel will excavate a hole one cubic yard in size in but one turn.

### Sphere of Annihilation

An absolutely black globe of nothingness, 2' in diameter. Anything which comes in contact with it is completely and irrevocably destroyed, *wishes* notwithstanding. Control of this item is based on both intelligence and level of magic use. Base probabilities are shown below by level of magic use, and for every factor of intelligence over 12 add 2%.

Level of Wizard	Probability of Control/Turn
7 or less	25%
8	30%
9	35%
10–11	45%
12–13	55%
14–16	65%
17	70%
18 or more	75%

The sphere moves 30' per turn. When it is not controlled during any turn it moves directly towards the person attempting to control it. If two or more persons attempt to control the sphere the probability of either controlling it is reduced 10%, and it will move towards the weaker

of the two parties. Always check the stronger for control first.

### **Stone Controlling Earth Elementals**

When the proper words are spoken, a 12 hit dice elemental will appear if earth is the summoning medium, 8 hit dice if the summoning medium is of rough uncut stone, mud, clay, or sand.

### **Stone of Good Luck (Luckstone)**

A stone resembling a *stone controlling earth elementals* which, when carried on his person, adds to its owners luck from 5% to 20%; so when any rolls for treasure, either determination or division, are made he will gain any more favorable result if it is possible by adding from 5% to 20% to his roll. The most favorable will always be gained.

### **Stone of Weight (Loadstone)**

A stone which appears to be a *stone of good luck* until the owner is being pursued by hostile enemies/monsters. In the case of such pursuit the loadstone slows his movement by 50%.

### **Talisman of Pure Good**

This small silver device will cause any good cleric to have the ability to sink an evil cleric to the center of the earth forever. It contains 7 such charges. It may never be recharged. If an evil cleric touches it, it will deliver 5d10 points of damage, and any other persons who touch a *talisman of pure good*, other than good clerics, take 5d6 points of damage. Range: 30'.

### **Talisman of the Sphere**

A black, metallic device which adds 20% to the possibility of controlling a *sphere of annihilation*. If touched by a non-wizard it delivers 3d10 points of damage.

### **Talisman of Ultimate Evil**

A device which looks exactly like a *talisman of pure good* but functions in exactly the opposite manner and has a total of 6 charges.

### **Talisman of Zagy**

Identical in appearance to a *stone of controlling earth elementals*, the talisman is very different. When first held, a reaction check is made as if meeting another creature. If the check is hostile, the talisman acts as a *stone of weight*, although it can be discarded or destroyed, doing 5d6 damage to the possessor. A neutral reaction causes the talisman to remain for 5d6 hours, or until a *wish* is cast on it, whichever comes first. A friendly reaction grants 1 *wish* for every 6 points of the character's charisma, and the talisman both grows warm and throbs when within 20' of a mechanical or magical trap. However, the character cannot rid himself of the talisman for as many months as

he has points of charisma. No matter the result, when the talisman disappears, a 10,000 gp gem is left in its place.

### **Tome of Clear Thought**

Any person who peruses the contents of this work immediately gains 1 point in his intelligence score.

### **Tome of Leadership and Influence**

Any individual reading the pages of this study immediately accrues the addition of 1 point in his charisma score.

### **Tome of Understanding**

Any person who carefully follows the instructions contained in this tome immediately gains 1 point in his wisdom score.

### **Trident of Fish Command**

This device functions in the same manner as a *staff of command*, but it functions only with regard to water dwellers within a 60' radius of its user. It functions for 12 turns each time it is used, and it has 24 charges. It may not be recharged.

### **Trident of Submission**

When any creature is struck with this weapon it must save versus spell or surrender to the wielder of the trident. Submission lasts 3d4 turns.

### **Trident of Warning**

A trident which allows its possessor to know the location, depth, type and number of hostile or hungry sea creatures. Range 240'.

### **Trident of Yearning**

When this trident is picked up its holder immediately conceives an unquenchable longing to immerse himself in as great a depth of water as possible. He cannot loose his hold from the trident without a *remove curse* spell. The item cannot be recognized until gripped firmly.

### **Vacuous Grimoire**

Characters that open and read any of this work must make two saving throws vs. magic. Failing the first saving throw causes a permanent loss of 1 point of intelligence. Failing the second saving throw results in a permanent loss of 2 points of wisdom. To get rid of the book, a *remove curse* must be cast, and then the book burned.

**NOTE: All Manuals, Books, Librams, and Tomes listed above are indistinguishable from one another until opened. Their covers are blank and their contents cannot be discerned by either *commune* or *contact higher plane* spells, although a *wish* will reveal its general contents, and a second *wish* would reveal its exact nature. After being read by one individual the work vanishes completely, unless the reader gained no**

**benefit from the contents. In the latter case he cannot guard himself of the item and must hide it away and guard it against use by someone who could gain from it.**

### **Well of Many Worlds**

Identical in appearance to a *portable hole*, anything placed within is cast into another world of the referee's choosing. Things from the world the *well* touches can come through the well as easily as the items placed in the *well*.

### **Wings of Flying**

These wings may be attached to the back so as to enable their user to fly as if he were a gargoyle. After using the wings for one hour the person must rest for a like period of time, however, or he will be overcome with weakness.

## **Armor and Shield**

Armor proper subtracts its bonus from the hit dice of the opponents of its wearer. This has the effect of improving the wearer's armor class and making him more difficult to hit. If the shield's bonus is greater than that of the armor there is a 2 in 6 chance that the blow will be caught by the shield, thus giving the additional subtraction. Each +1 bonus subtracts 1 from armor class. For example, a character with leather armor +1, instead of being armor class 8 would instead be armor class 7. If the same character had a +1 shield, his armor class would improve two places (to armor class 5), 1 place for the shield, and 1 place for the magical bonus.

For game purposes, magic armor is virtually weightless, equal to normal clothing. Magic shields however are not weightless, weighing as much as a normal shield.

Special items are described below.

### **Leather Armor +1**

This armor is usable by characters permitted to wear it.

### **Plate Mail of Etherealness**

The most magical of all forms of armor, this suit of plate allows the wearer to take either of two options: 1) he can wear it as normal +3 armor; or 2) he can decide to become ethereal. In the latter case he can move through solid objects and is subject to attack only by those creatures which are able to also become out of phase and spells such as *phase door* will negate the etherealness of the armor. Attacks while ethereal are not possible. The armor can be made ethereal a total of 49 times, and then it becomes merely +3 armor. It can never be either recharged or restored.

### **Plate Mail of Vulnerability**

Armor which seems to be genuine magic armor with a Protection factor of +1 to +4, but it is actually -1 to -4.

The vulnerability of such armor will not be revealed until an enemy strikes a blow in anger at its wearer.

### **Shield, large, +1, +4 versus missiles**

A typical large shield, but four times more effective against missiles of all sorts. It also has a 20% chance of negating *magic missile* attacks.

### **Shield of Missile Attraction, -1**

This item will appear to be a perfectly genuine +1 to +5 shield until missiles from true enemies are shot at its user in anger. It will attract such missiles and reduce the person's armor class by 1.

## **Swords**

The swords all receive bonuses as far as the probability of hitting an opponent is concerned, but some also gain a damage bonus when they do hit. These swords are those with a bonus against specific creatures, but not those with a general bonus. The special features of listed swords are described below. Following this are considerations of unusual aspects of swords, such as intelligence, and then the effects are dealt with. Very few swords will have unusual aspects.

All *holy avengers* are Lawful Good. All *swords of sharpness* are chaotic. All *vorpal weapons* are lawful.

Most swords (and all daggers) shed light when drawn from their scabbard. The exceptions to this are the *flame tongue*, *frost brand*, *holy avenger*, *life stealing*, and *sharpness* swords. These will be dealt with individually.

### **Sword +1, +2 vs. Magic-Using and Enchanted Creatures**

A standard +1 sword, the +2 bonus is employed against wizards, monsters that can cast spells, *conjured*, *created*, *gated*, or *summoned* creatures. The +2 bonus does not operate against beings casting spells with the aid of magical devices.

### **Sword +1, +3 vs. Lycanthropes and Shape Changers**

The +3 bonus affects were creatures, creatures able to assume a different form (e.g. a doppelganger), or creatures under the influence of a *polymorph* or *shape change* spell.

### **Sword +1, +3 vs. Regenerating Creatures**

The +3 bonus affects all creatures that have *regeneration* ability, even if the ability comes from a magic device.

### **Sword +1, +4 vs. Reptiles**

The +4 bonus applies to such creatures as dinosaurs, dragons, hydras, lizards, snakes, wyverns, etc.

**Sword +1, Flame Tongue, +2 vs. Regenerating Creatures, +3 vs. Cold-Using, Inflammable, or Avian Creatures, +4 vs. Undead**

This sword sheds light only when commanded, and the flame produced is as bright as a torch. The flame easily ignites oil, burns webs, and other flammable objects. Cold-using creatures are those whose attack mode involves cold, like white dragons.

**Sword +1, Luck Blade**

The sword gives a +1 bonus to saving throws, and will have 1d4+1 *wishes*.

**Sword +2, Giant Slayer**

Gives a +3 bonus when used against giants, ogre magi, or titans. If the target is a giant, the sword does double damage.

**Sword +2, Dragon Slayer**

Determine what type of dragon this sword is meant to be used against primarily (the +2 applies to all types, of course), and when it hits such a dragon it does 4d10 points of damage.

**Sword +2, Nine Lives Stealer**

This weapon appears to be a typical +2 sword, but it also drains energy in progressive steps from 1 to 9 on any hit of 20. Thus, on the first time a 20 is scored it will drain 1 level, the next time it will drain 2, and so on until on the ninth 20 it will drain 9 levels. It thereafter reverts to a normal +2 sword and can never be made anything else.

**Sword +3, Frost Brand, +6 vs. Fire-Using/Dwelling Creatures**

In addition to the bonus shown vs. creatures of fiery origin, the weapon scores triple damage whenever a 20 is rolled. It is able to dispel a *wall of fire* and gives its user the same protection as a *ring of fire resistance*. This sword does not shed any light until the temperature is below 0 degrees.

**Sword +4, Defender**

Gives the wielder the option every round to add some, all, or none of the sword's attack bonus to armor class.

**Sword +5, Holy Avenger**

As a holy sword this weapon will display its true worth only in the hands of a paladin. Wielded by a paladin it negates all spells (including wands and staves and the like) in a radius of 10', thus making the paladin virtually magic proof. This sword does not shed light.

**Sword of Dancing**

The *sword of dancing* is a truly marvelous weapon. It has a basic bonus of +3, and in addition after being used in melee for three rounds it will leave the hand and fight on

its own. When the sword is so "dancing" it cannot be hit, and it fights just as if its owner were wielding it, i.e. if he is a 6th level fighter it will fight as a 6th level fighter. The sword will so "dance" for three more melee rounds, during which time its owner can employ some other weapon or possibly step out of combat. After each three rounds of "dancing" it will return to its owner for three rounds.

**Sword of Wounding**

Hits made by this +1 sword can only heal with time and cannot be healed by regeneration, potion, or spell (except *wish*). The target loses an additional 1 hit point each round for each wound made with the sword. The hit point loss stops when the wounds are bandaged, or one turn has passed.

**Sword of Life Stealing**

This +2 sword eliminates 1 level of experience and its corresponding hit points when a natural 20 is scored on the "to hit" roll. The hit points are transferred to the wielder only if the wielder has lost hit points.

**Sword of Sharpness**

Although it has only a +1 bonus hit probability any attack employing it which scores 20% (4 or better), over the required number, or a 19 or 20 in any event, indicates it has severed a limb or a neck. In cases of multiple possibilities assign probabilities and dice to see what the result is. This sword does not shed light.

**Sword, Vorpal Weapon**

The *vorpal weapon* differs from a *sword of sharpness* in that its bonus hit probability is +2 and needs only 10% (2 or better) over the required score to hit, or an 18 through 20 in any event to sever. It will always sever the neck. This sword does not shed light.

**Sword +1, Cursed**

Once grasped, this weapon will never willingly leave the holder's hand, and it will immediately force him to seek battle with as many monsters as possible. A *remove curse*, *limited wish*, or a *wish* will remove the influence.

**Sword -2, Cursed**

Identical in effect to the *sword +1, cursed* above except that it lowers the probability of hitting by 2.

**Sword, Cursed Berserking**

Functions as a normal +2 sword until the wielder is pressed into battle. The wielder then goes berserk, attacking the nearest creature and continuing to attack until dead or no living creature remains within 60' of him. A *remove curse*, *limited wish*, or *wish* will allow the sword to be disposed of.

## Unusual Swords

Among magic weaponry swords alone possess certain human (and superhuman) attributes. Swords have an alignment, an intelligence factor, and an egoism rating (as well as an optional determination of their origin/purpose). These determinations are made as follows:

**Table 1: Sword Alignment**

Any sword with intelligence will have an alignment. *Holy avenger*, *sharpness*, and *vorpal* swords have alignment restrictions. Cursed swords are absolutely neutral.

1d%	Alignment of Sword
01–05	Chaotic Good
06–15	Chaotic Neutral*
16–20	Chaotic Evil
21–25	Neutral Evil*
26–30	Lawful Evil
31–55	Lawful Good
56–60	Lawful Neutral*
61–80	Neutral
81–00	Neutral Good*

\*The sword can be used by characters who match the non-neutral part of the alignment.

If a character picks up a sword which is not of the same alignment as he, the damage done is equal to the egoism points of the sword. This damage is repeated each and every time the sword is picked up. If a non-player character is directed to take up a sword the damage will be only one half that stated above, for the party is not acting as a free agent. Additionally, the sword might cause the one who took it up to be freed from a spell, change alignment, or otherwise gain powers which would remove them from the service of their former master.

In addition, if the intelligence and egoism of the sword (see below) is 6 or more points above that of the character that picks it up the sword will control the person, even causing him to become aligned as the sword is, and he will immediately act accordingly. This could mean, for example, that a hireling of a Lawful Evil player character ordered to pick up a Neutral sword and taken over by it would deliberately lie about its powers, while if the sword were Chaotic Good he would attack.

**Table 2: Intelligence**

There are two factors considered under intelligence, mental power and communicative ability. These factors are both determined by a single die roll, the number rolled representing the sword's intelligence:

1d12	Mental Power	Ability
1–6	None	None*
7	1 primary power	Empathy
8	2 primary powers	Empathy
9	3 primary powers	Empathy

10	3 Primary and the ability to use languages**	Speech
11	As 10 above but also reads magic.	Speech
12	As 11 above but also has one extraordinary ability	Speech/ Telepathy

\*Although the sword cannot communicate it will endow its user with the powers it has, but these will have to be discovered by the user.

\*\*The number of languages, in addition to the language of the alignment of the sword, is determined by a die roll.

**Table 3: Primary Powers**

1d%	Power
01–15	Note shifting walls & rooms
16–30	Detect sloping passages
31–40	Locate secret doors
41–50	Detect traps
51–60	See invisible objects
61–70	<i>Detect evil/good</i>
71–80	Detect meal & what kind
81–90	<i>Detect magic</i>
91–95	Detect gems (number and size)
96–99	Roll twice, ignoring results of 96–99
00	Roll on extraordinary ability table instead of this one

**Table 4: Extraordinary Ability**

1d%	Ability
01–10	<i>Clairaudience</i>
11–20	<i>Clairvoyance</i>
21–30	<i>ESP</i>
31–40	<i>Telepathy</i>
41–50	<i>Telekinesis</i>
51–59	<i>Teleportation</i>
60–68	X-Ray Vision
69–77	Illusion generation
78–82	<i>Levitation</i>
83–87	<i>Flying</i>
88–92	Healing (1 point per 6 turns or 6 points per day)
93–97	1d4x normal strength for 1d10 turns (once a day)
98–99	Roll twice, ignoring results of 98–00
00	Roll three times, ignoring results of 98–00

All primary and extraordinary functions are passed on to the sword user. Rolling the same ability twice indicates it is twice normal strength, range, accuracy, etc.

**Table 5: Languages Spoken**

1d%	Number of Languages
01–50	1
51–70	2
71–85	3
86–95	4
96–99	5
00	Roll twice, ignoring results of 00

### Special Purpose

Naturally, the origin of each sword is tied to its alignment, but some of these weapons are forged by more powerful



forces for an express purpose. To determine if any sword has such a purpose roll percentile dice, and a score of 91 or higher indicates the sword has a special mission.

**Table 6: Special Purpose**

1d% Purpose	Purpose
01–10	Defeat/slay diametrically opposed alignment
11–20	Kill clerics or druids
21–30	Kill fighters, paladins, or rangers
31–40	Kill wizards or illusionists
41–50	Kill thieves or assassins
51–63	Overthrow law and/or chaos
64–75	Slay good and/or evil
76–00	Slay non-human monsters

In a sword has a special purpose, it gains a special ability that will only work in pursuit of the special purpose. The special ability will only apply to those whom the sword has been endowed to destroy, or those serving such a creature. Such swords will have their intelligence and egoism scores automatically raised to 12 (see **Egoism**, page 120).

**Table 7: Special Purpose Power**

1d% Power	Power
01–10	<i>Blindness</i> * for 2d6 rounds
11–20	<i>Confusion</i> * for 2d6 rounds
21–25	<i>Disintegrate</i> *
26–55	<i>Fear</i> * for 1d4 rounds
56–65	<i>Insanity</i> * for 1d4 rounds
66–80	<i>Paralysis</i> * for 1d4 rounds
81–00	+2 on all saving throws, -1 on each die of damage sustained.

\*Upon scoring a hit with the weapon, unless the opponent makes a saving throw versus magic.

Special purpose swords will always be at their task, and any attempts by their users to go counter to them will cause an immediate influence check to be made.

### Egoism

Only those swords intelligence of 7 or more will have an egoism rating. Egoism ranges from 1–12 and is generated with a 1d12. The higher the number the greater the ego of the sword. The egoism of the sword will cause it to do the following:

1. Lead its user past better weapons.
2. Lead its user into great danger in order to exalt its role in combat.
3. Allow itself to be captured by a higher level creature or character which is closer to the sword's station.
4. Surrender itself to a creature or character of a lower level in order to exercise greater control over its user.
5. Require a share of captured treasure be given to it in the form of better scabbards, jewel encrustation, or magical devices to guard it when not in use.

Whenever any situation arises where any of the above possibilities exists the egoism of the sword comes into play. It is always exerted in its relationship with its user, although true rapport may be gained if the alignment and aims of the character and user coincide with the origin and purpose of the sword. The determination of each of these factors is as follows:

The referee adds together the intelligence and egoism of the sword and adds 1 point for every extraordinary ability, for a result of 8–28. This total is compared to the sum of the character's intelligence and strength (6–36), modified by a variable based upon the physical state of the user.

**Table 8: Character Modifiers**

Physical State	Modifier
Less than 10% damaged	+1d6
Mental or physical fatigue, or 10%–50% damaged	-1d4
Severe mental strain, or more than 50% damaged	-2d4

Once the character's final score is determined, subtract this score from the combined score for the sword and consult the table below.

**Table 9: Egoism Conflict**

Difference	Result
0–1	50% chance of going either way
2–5	75% chance of the higher score prevailing
6 or more	The higher score prevails

### Egoism in Continuing Relationship with the User

This determination is quite simple, being only a matter of comparing the egoism score of the sword (1–12) with the level of the character using it. Consult the table used for key situations above. If either party has a positive difference of 6 or more that party will always prevail and no other checks (including key situations) need be made. A positive difference of 2–5 will indicate that the higher party generally prevails, and checks will only have to be made in key situations. A difference of 0–1 indicates a continuing struggle between the sword and its user, and during any stress situation both should be checked as to which will prevail.

### Miscellaneous Weapons

Those with bonuses of +1, +2 or +3 gain a bonus of equal merit on damage scored, except as noted below.

### Magic Arrows

Arrows which miss their target are 50% likely to be broken or otherwise rendered useless. All which hit are destroyed.

### Arrow of Slaying

Special magical arrows which are specifically enchanted to slay monsters with a single hit. The referee may

distinguish them by basic types if he wishes, or they may each slay any monster. Basic types would be: giants, undead, flying monsters, enchanted monsters (invisible stalker, elementals, golems, etc.), and other monsters.

### Axes

Axes can be utilized as a hand weapon or thrown 30' with a +1 bonus to hit, but no bonus to damage. Treat all targets as at medium range, i.e. there is neither short nor long range for this weapon.

### Axe +2, Throwing

This weapon can be thrown up to 60' at the same hit probability as if swung by the character, and the standard damage bonus

### Bow +1

Magic bows give all arrows a +1 for hit probability, but they confer no damage bonus. A magic arrow shot from a magic bow has a +2 chance of hitting.

### Crossbow of Accuracy, +3

This weapon gives a +3 bonus to all its missiles, and all ranges are considered short.

### Crossbow of Distance

A magical weapon which has double the range of a normal light crossbow, thus short range is 120'.

### Crossbow of Speed

When employing this weapon the user can get his missile shot away from the crossbow despite surprise. It otherwise allows a +3 bonus on initiative (treat dexterity as three points higher). It fires as quickly as a bow, for it cocks itself.

### Dagger of Venom

Looks like an ordinary +1 dagger but injects a fatal dose of poison on a "to hit" score of 20, unless the target makes a saving throw versus poison. The dagger holds 6 doses, and can be refilled.

### Hammer +3, Dwarven Thrower

This hammer has double range (60') only if being used by a dwarf and the same is true regarding its automatic return. Any other user of the hammer will throw it as if it were a +1 or +2 weapon as far as range is concerned, and it will not fly back to them. When used by a dwarf it does double damage to all creatures except giants (including ogres, ogre mage, and trolls). When striking a giant, it deals triple damage, including the +3 bonus.

### Hammer of Thunderbolts

This hammer is very large and cannot be effectively wielded in combat unless the wielder has 18/01 or better strength and is over 6 feet tall. The hammer then

functions as a +3 hammer, doing double damage on every strike. If *gauntlets of ogre power* and a *girdle of giant strength* are worn, and the command word known, the hammer's true power is unleashed. In combat, the hammer is +5, deals double damage, all gauntlet and girdle bonuses, and strikes dead any giant upon which it scores a hit. When hurled and successfully hitting, a thunderclap occurs, stunning all creatures in a 30' radius for one round. Throwing range is 10' plus 5' per point of strength bonus for the gauntlets and girdle. Due to its size, the hammer can only be hurled every other round.

**NOTE: Hammers can be hurled just like a hand axe.**

### Mace of Disruption

A mace which appears to be nothing more than a +1 mace, but when it strikes any undead creature it will disrupt its molecular structure unless the creature is able to save on the cleric's undead turning table as if attacked by an 6th level cleric, i.e. a vampire must roll 7 or better, a spectre must roll 9 or better, a mummy must roll 11 or better, and all other undead are automatically disrupted.

### Scimitar, +2

This weapon is treated the same as a magic sword. Optionally, roll on the table to determine the strength of the weapon.

1d%	Scimitar
01-45	+1
46-65	+2
66-80	+3
81-90	+4
91-95	+5
96-98	of Wounding
99-00	of Sharpness

### Sling of Seeking, +2

This weapon gives its wielder a +2 bonus on "to hit" and damage, but missiles fired from it are only treated as +1 for purposes of determining whether certain creatures are affected by the missile. In other words, a creature requiring +2 or better weapons to hit will not be affected by the sling's missile.

### Spears

Spears like axes and hammers can be hurled and receive a damage bonus of from 1 to 3 points. Additionally, if something impales itself upon the spear damage will be double or even treble if the force is sufficient.

### Spear, Cursed Backbiter

This weapon appears to be a +1, +2 or +3 magic spear until it is used in anger in melee against an enemy. At that time if it is thrown it will curve and strike at its thrower's back; if thrust it will curl in an arc and stab at its user.

### Trident (Military Fork), +3

A short hafted polearm about 6' long. On command, the middle tine retracts into the shaft while the shaft extends to 9', turning the trident into a military fork with a short center spike. The transformation takes 1 round.

## The Underworld

Before it is possible to conduct a campaign of adventures in the mazy dungeons, it is necessary for the referee to sit down with pencil in hand and draw these labyrinths on graph paper. Unquestionably this will require a great deal of time and effort and imagination. The dungeons should look something like the example given below, with numerous levels which sprawl in all directions, not necessarily stack neatly above each other in a straight line.



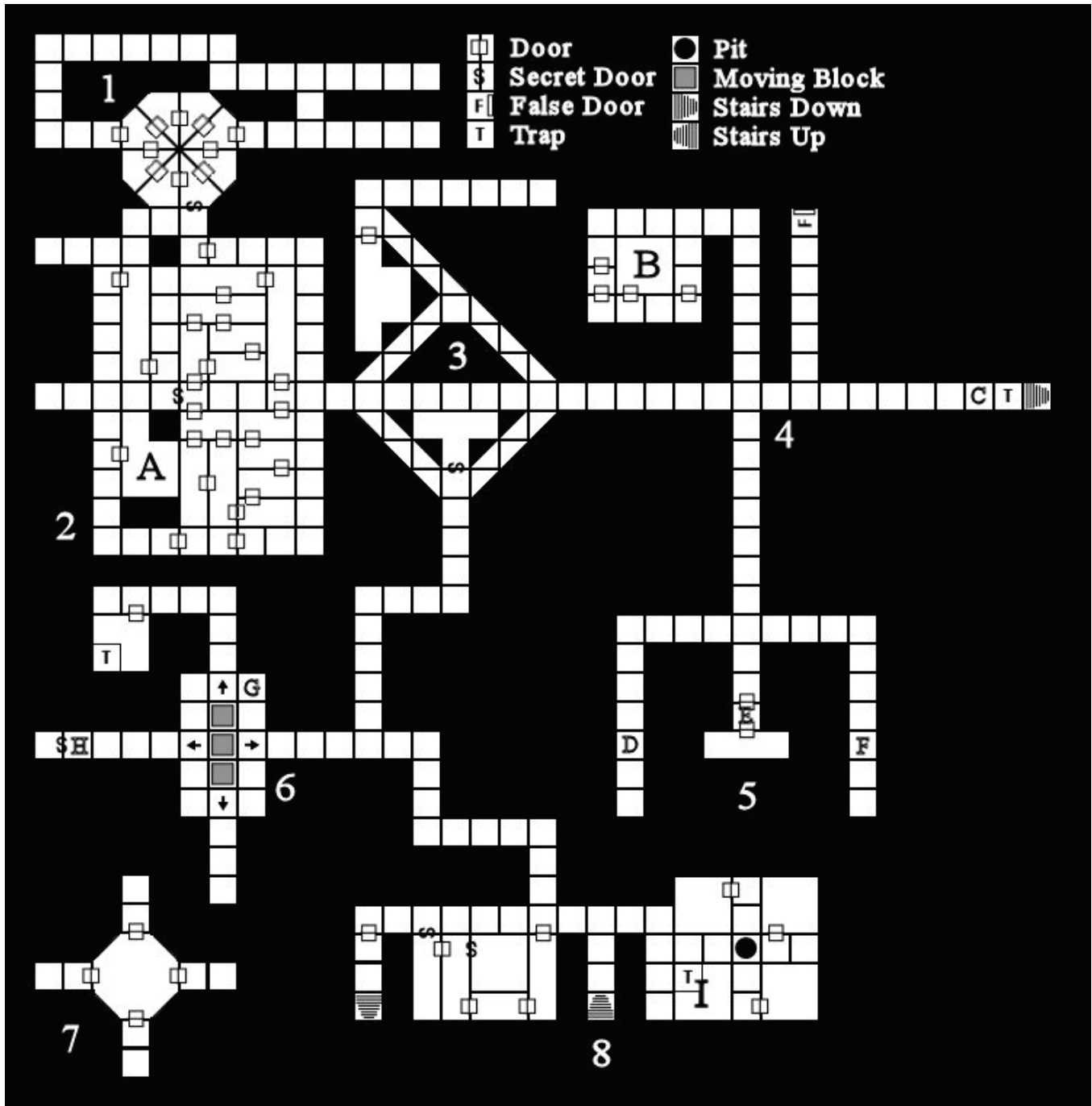
In beginning a dungeon it is advisable to construct at least three levels at once, noting where stairs, trap doors (and chimneys) and slanting passages come out on lower levels, as well as the mouths of chutes and teleportation terminals. In doing the lowest level of such a set it is also necessary to leave space for the various methods of egress to still lower levels. A good dungeon will have no less than a dozen levels down, with offshoot levels in addition, and new levels under construction so that players will never grow tired of it. There is no real limit to the number of levels, nor is there any restriction on their size (other than the size of graph paper available). "Greyhawk Castle", for example, has over a dozen levels in succession downwards, more than that number branching from these, and not less than two new levels under construction at any given time. These levels contain such

things as a museum from another age, an underground lake, a series of caverns filled with giant fungi, a bowling alley for 20' high giants, an arena of evil, crypts, and so on.

### A Sample Level

On the following page is a sample map to be used as an aid to prospective referees in designing their own levels. On this page are the descriptions of the various numbered sections on the map.

1. Note stairs down lead through blind passages and return to circular room with wedge shaped divisions. Unless secret door is located this area will lead nowhere.
2. This is a simple room labyrinth, generally leading nowhere, but "A" would be a room containing a monster and treasure, i.e. let us say "4 ogres with 2,000 gp and 1 magic potion."
3. This area simply illustrates the use of slanting passages to help prevent players from accurately mapping a level (exact deviation from cardinal points is quite difficult for them to ascertain).
4. No matter which way west players move they will end up turning into the lair of the monster "B", let us suppose a basilisk. There is a false door in the second passage north. The tunnel to the east contains a trap, "C", which is a slide to a lower level which is disguised as a set of down stairs.
5. The combinations here are really vicious, and unless you're out to get your players it is not suggested for actual use. Passage south "D" is a slanting corridor which will take them at least one level deeper, and if the slope is gentle even dwarves won't recognize it. Room "E" is a transporter, two ways, to just about anywhere the referee likes, including the center of the earth or the moon. The passage south containing "F" is a one-way transporter, and the poor dupes will never realize it unless a very large party (over 50' in length) is entering it. (This is sure fire fits for map makers among participants.)
6. Again, here are a couple of fun items to throw at players. "G" is a shifting section of wall, with a secret die roll to determine which way it will go: 1=North, 2=East, 3=South, 4=West, and 5 & 6 it stays put. Such a section will possibly close one of the four corridors, possibly blocking access to or from the trap door located in the room 20' square located in the northwest. Point "H" is a two-way secret door. On a die roll of odd, let us suppose, it opens on a room to the west. Otherwise it opens on a passage south. The same trick can be used with staircases, having them go up or down at random.



7. This is the nexus for a modular section which will revolve at random periods. Although the passages north, south, etc. will always remain the same, the areas 10'x20' beyond will be different at various times. Again, this will frustrate those setting out to map a level. All rooms like this must not be nexuses. However, the octagonal structure in example 1, could, with a bit of alteration be made into one, as could any room of any shape, providing the modules were properly designed so as to rotate around it.
8. Note the pit (●) at the four-way intersection. It contains a secret door (not marked on the map) on its south surface. A small tunnel will lead discoverers to the room containing monster "I" ... a troll or two perhaps. The western portion contains the room of some evil man, complete with two secret doors for handy escape. There is also a flight of stairs leading down. Falling into the pit would typically cause damage if a 1 or a 2 were rolled. Otherwise, it would only mean about one turn of time to clamber out, providing the character had spikes or associates to pull him out, and providing the pit wasn't one with a snap shut door and the victim was alone.

In laying out your dungeons keep in mind that downward (and upward) mobility is desirable, for players will not find a game enjoyable which confines them too much. On the other hand unusual areas and rich treasures should be relatively difficult to locate, and access must be limited. The layout of a level will affect the route most often followed by players. Observation of the most frequently used passages and explored rooms will guide the referee in preparation of successive levels, which, of course, should be progressively more dangerous and difficult.

## Tricks and Traps

There are a number of other easily added tricks and traps. The fear of "death", its risk each time, is one of the most stimulating parts of the game. It therefore behooves the campaign referee to include as many mystifying and dangerous areas as is consistent with a reasonable chance for survival (remembering that the monster population already threatens this survival). For example, there is no question that a player's character could easily be killed by falling into a pit thirty feet deep or into a shallow pit filled with poisoned spikes, and this is quite undesirable in most instances. Here are a few simple items which can be included:

- False stairs, either up or down.
- Steps which lead to a slanting passage, so the player may actually stay on the same level, descend two levels, or ascend two levels.
- Trap steps which lead up a short distance, but then go downwards for at least two levels, with the return passage blocked by bars or a one-way door.
- Intra-level teleportation areas, so that a player will be transported to a similar (or dissimilar) area on the same level, possibly activated by touching some item (such as a gem, door, or the like).
- Sinking rooms, including rooms which seem to sink, while the doors remain shut fast for a period of several turns.
- Illusion, mind control, and *geas* rooms.
- Sections which dead end so as to trap players being pursued by monsters.
- Doors which open from one side only, which resist opening from one side, or which appear at random intervals.
- Natural passages and caverns which have varying width and direction, so that it is virtually impossible to accurately map such areas.
- Space distortion corridors or stairs which seem longer or shorter than they actually are.

## Additional Tricks & Traps

- Giant bubbles which float about in the corridors and rooms of the dungeons. The slightest touch will explode them, causing from 1d6 to 10d6 damage depending on the level they are on. These bubbles might (1 in 6) contain a gem.
- Statues which have from 1-4, 1-6, or 1-8 different actions they perform when approached within 20'. Options are do nothing, point in a random direction, point towards the nearest treasure, recite a meaningless poem, give a rhyming clue to a treasure, emit a loud screaming noise, pursue and attack, offer a real or false map, etc.
- A box of animal crackers which will spring to life when grasped; for example a bear might dump a bowl of porridge on the player's head, a giant fox might demand a bunch of grapes or else he'll attack, a lion will attack unless a thorn in his paw is removed, and so on. At least one of the animals will give some treasure or aid of some sort.
- Rooms which emit rays or gases which cause unexpected reactions or force players entering to do things they do not necessarily desire to do, i.e. a room which causes all who enter to wish to attack each other, a room of greed, a *geas* room, a room which causes a sex to change, a cursed room, etc.
- Devices which have numbers of levers, buttons, dials or whatever; and the movement of each will cause a different thing to happen. Typical examples of results: 1) damage to mover; 2) change alignment; 3) become another class; 4) become a monster; 5) lose a level; 6) teleported elsewhere; 7) release various missiles which come out or down within a certain area; 8) open pits or slides; 9) give various treasures; 10) give a magic item; and 11) give some bonus to experience or abilities. There are many more possibilities.
- Door which will open only for a certain class of player or to one alignment.

- Doors which will open only for monsters.
- Doors which will open to allow traffic into an area but not out of it.
- Doors which have intelligence (and which are usually malign).
- A lengthy corridor 20' wide, at the end of which is a 20' square room which, upon being entered, slides backward with an imperceptible motion, so that when it is left from its opposite side the party is actually traversing a section of the same 20' corridor again. This process can be repeated with one or more additional rooms in series.
- A passage which slants down one level to a set of stairs which lead to a door to an elevator room which goes down one or two levels. The exit from the elevator room is another down slanting passage at the base of which is a slide down. In this way no less than five levels will be descended while the party believes that only two have been descended.
- Vegetation which holds (grass is fine for this), entwines (vines or brambles), moves, flails branches (shrubs and trees), shouts warnings, hurls missiles (fruit, nuts, thorns), or emits perfumes which cause death, forgetfulness, sleep or the like (flowers or fruits).
- Furniture which is animated to trip, confine, and smother (rugs and carpets) or move about and hug and kick (stools, chairs, divans) or blinds and throws down (tapestries and wall hangings). (Ours is known as the "Living Room".)
- Room complexes which are all parts of a monster, the first room being the mouth, the next the stomach, and so forth.
- Lice or other parasites which turn to germs or burrowing killers if removed from the body of a recently killed monster.
- A pit which is also a transporter, sending anyone who falls into it into an exactly similar pit (or elsewhere).
- Slides at the bottom of pits which lead to a monster.
- A great bas relief face which if looked upon will either bestow some worthwhile knowledge or increase to the beholder or else cause him to save versus spell or else be turned into a wart on its face or something similar (see A. Merritt's Face In The Abyss for a good example).
- A wishing well which gives fulfillment of wishes according to the value of the item tossed within the well. Of course, some wells are inhabited by a horrible monster that hoards treasure.
- Treasures which are hidden as part of the monster: Fur that is of great value, gem eyes or claws, horns of precious material, creatures whose hard shells are actually shields of magical value, magical teeth and fangs, gizzards full of gems, hollow horns with magical items inside, spikes which are platinum, and so on. (Checking this all out requires a lot of time...)
- Chests and cases with false bottoms and hidden compartments, so the entire treasure is difficult to

find. For example, a wand might contain a secret compartment with a highly valuable magic ring.

- A statue with a small piece missing; if the missing portion is found and replaced, the statue turns back to its original form and serves the person. A cyclops with a missing eye, for example, which is a very large diamond held by a nearby monster. If the eye is found and replaced the cyclops will serve for a limited period of time. Of course, some such statues are stone golems which will attack when made whole.
- Have an area where magical items are forged and constructed, run by next to unbeatable creatures. For an exorbitant price these items can be purchased, but there is no guarantee that they will actually work. Examples of prices are: trades for a number of other items greater in overall value than the desired item; the entirety of a red dragon's horde; some item in the possession of an evil cleric, wizard or demigod.
- A hall of gambling where there are some great items to be won, but where the stakes are large amounts of money or magic items and the games are fixed. (Teach the players that you can't expect to get something for nothing.)
- Items such as rings, apparel, weapons, etc. which cause bickering, and discord, thus bringing more monsters to the sound of the loud arguing.
- Items which cause their wearer to immediately shrink to the smallest size, requiring a *potion of growth* to restore normal size once again.
- Items which cause warning devices to fail and alertness to wane, thus *ESP* doesn't work, secret doors are missed, slanting passages go undetected, and so forth.
- Treasures protected by force fields. The force fields will give damage if touched, but levers and buttons nearby will have a chance of lowering the field. Naturally, most of these switches will cause bad things to happen.

## Monstrous Tricks & Combination Monsters

Animals which appear to be perfectly harmless but are deadly:

- Oxen which are cross bred with gorgons.
- Small lizards which are able to breathe fire, creatures which grow to huge size if approached too closely, or animals which turn to some horrid monster if touched are typical examples.
- A giant with faces or multiple heads which can never be surprised, and with four additional eyes is able to see invisible and hidden objects and coordinate no less than two attacks per melee round.
- Giants known as "Rock Giants" which so closely resemble stone that they can be detected seldom (1 in 12 is a good percentage).

- Fire resistant mummies. Many players will get used to frying these monsters with oil, but watch the fun when they run into one of these critters.
- Skeletons that are able to hurl their finger joints as if they were magic arrows.
- Monsters which are in endless supply due to a magical point of origin. "Greyhawk" had a fountain on its second level which issued endless numbers of snakes.
- Containers which are filled with a gas or liquid which turns into a monster if the gas or liquid is dispensed.

Similar types of monsters that dwell and act together such as:

- A medusa riding a gorgon, or one who has a pet basilisk and a pet cockatrice.
- A frost giant riding a white dragon.

Dissimilar monsters who still act in combination such as:

- A troll with a magic spear riding a purple worm.
- A 9th level fighter with magical arms and armor riding a wyvern.
- An ogre mage mounted upon a manticore.
- An 9th level cleric riding a chimera.
- 4th level fighter/4th level wizard elves mounted upon lammasu.
- Thieves with bugbear guards.
- A cloud giant riding a tyrannosaurus rex.
- An 11th level wizard with a pack of hell hounds.
- Mars mounted upon Talos' shoulders.

Of a similar nature are monsters which appear to be something other than they actually are such as:

- An ogre jelly monster which appears to be a mere ogre, but...
- A snake which is actually grey ooze.
- A giant spider-like black pudding.
- A symbiotic dragon which spits ochre jelly, black pudding, etc.
- A seeming gold dragon which is actually mobile yellow mold.

The possibilities here are numerous and very deadly, and these combinations should only be used sparingly or very deep in the dungeons.

## Monster & Treasure Distribution

As a general rule there will be far more uninhabited space on a level than there will be space occupied by monsters, human or otherwise. The determination of just where monsters should be placed, and whether or not they will be guarding treasure, and how much of the latter if they are guarding something, can become burdensome when faced with several levels to do at one time. It is a good

idea to thoughtfully place several of the most important treasures, with or without monstrous guardians, and then switch to a random determination for the balance of the level. Naturally, the more important treasures will consist of various magical items and large amounts of wealth in the form of gems and jewelry. Once these have been secreted in out of the way locations, a random distribution using a six-sided die can be made as follows:

1. Roll the die for every room or space not already allocated. A roll of a 1 or 2 indicates that there is some monster there. The monster(s) can be selected by use of the random encounter tables on page 129. The number of monsters is best determined by the level being considered and the kind of monster inhabiting the room or space. Note that ochre jellies, black puddings, green slime, etc. are generally distributed randomly, usually in passages, without treasure.
2. Roll again for every room and space. A roll of 1-3 in those rooms or spaces with monsters in them indicates some form of treasure is present. A roll of 1 in a room or space which is unoccupied indicates that there is some form of treasure there.
3. To determine the kind of treasure use the following table:

Dungeon Level	Silver	Gold	Gems/ Jewelry	Magic
1	100	10	5% ea.	5%
2-3	100*	100	10% ea.	5%
4-5	1,000	200	20% ea.	10%
6-7	2,000	500	30% ea.	15%
8-9	5,000	1,000	40% ea.*	20%
10-12	5,000	2,000	50% ea.*	25%
13+	10,000	5,000	50% ea.*	30%

\*roll 1d12.

On the table above, silver will always be present in the treasure. Gold is present 50% of the time. The amount shown in the table is multiplied by 1d6 (except as noted on the table).

In the case of gems, jewelry, and magic, if these treasures are called for, roll 1d6 (except as noted in the table). The number rolled is the number of each type found on the level.

Unguarded treasures should be invisible, hidden behind a secret door or under the floor, locked in hard to open strong boxes with poison needles or deadly gas released when they are opened. (There are many variants of the above possible, and many other types of protection which can be devised.)



## Maintaining Freshness

As monsters inhabiting the rooms, spaces and corridors of a level are killed or captured, the level will become drab and dull. Coupled with this problem, players will have made fairly accurate maps of the level, so it will be less challenging this way also. Remembering that egress to lower levels is desirable, one must nevertheless revamp worn levels by one or more of the several methods suggested below:

1. Make minor alterations with eraser and pencil, blocking passages, making new ones, dividing rooms, and filling in others.
2. Extend the boundaries of the map, if not already filled to the edges of the paper, adding corridors and rooms.
3. Replace monsters in new areas as well as those less frequented old areas where monsters were located and removed sometime previously.
4. Reverse directions on the map, carefully relocating ways down to lower levels so as they still correspond to markings below, and do the same for passages upwards.
5. Add a passage which continues past the established boundary of the level, creating a split or sub-level which it leads to, complete with new treasure and monsters.

Using these suggestions, and whatever else you dream up, there is no reason why participants in the campaign should not continue to find mystification, enjoyment, excitement, and amusement in the challenge of the myriad passages of the dungeons.

## The Turn in the Underworld

In the game, all distances are in feet. Movement is in segments of approximately ten minutes called turns. It takes ten minutes to move about 120 feet for a fully armored character. In situations of fight, flight, or pursuit, the turn is broken down into ten smaller units, or rounds. Each round is one minute long. Mapping is not a possibility when any of these situations occur.

Time must be taken to rest, so one turn every hour must be spent motionless. After a fight, flight, or pursuit, two turns must be spent resting.

Time spent searching for anything (secret passages, hidden treasure, etc.), loading treasure, listening, using *ESP*, hiding, will be adjudged by the referee as to what portion of a turn will be used by the activity. Typically, using *ESP* will take but two or three rounds, while searching a ten foot section of wall for secret passages will require a full turn.

Secret passages will be located on the roll of a 1 or a 2 (on a six-sided die) by men, dwarves or halflings. Elves will be able to locate them on a roll of 1–4. At the referee's option, elves may be allowed the chance to sense any secret door they pass, a 1 or a 2 indicating that they become aware that something is there.

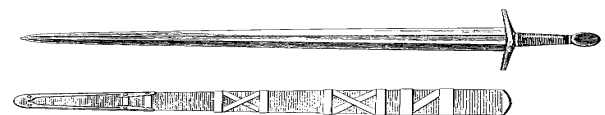
Generally, doors will not open by turning the handle or by a push. Doors must be forced open by strength, a roll of a 1 or 2 indicating the door opens, although smaller and lighter characters may be required to roll a 1 to open doors. There can be up to three characters attempting to force open a door, but this will disallow them rapid reaction to anything awaiting them on the other side. Most doors will automatically close, despite the difficulty in opening them. Doors will automatically open for monsters, unless they are held shut against them by characters. Doors can be wedged open by means of spikes, but there is a one third chance (die 5–6) that the spike will slip and the door will shut.

Traps are usually sprung by a roll of a 1 or a 2 when any character passes over or by them. Pits will open in the same manner.

When characters come to a door they may "listen" to detect any sound within. Note undead never make any sound. A roll of 1 for humans, and 1 or 2 for elves, dwarves, or halflings will detect sound within if there is any to be heard. A good referee will have noise corridors (moaning, clanking, etc.) and rooms from whence come shuffling or muttering sounds.

In the underworld some light source or an infravision spell must be used. Torches, lanterns and magic swords will illuminate the way, but they also allow monsters to see the users so that monsters will never be surprised unless coming through a door. Also, torches can be blown out by a strong gust of wind. Monsters are assumed to have permanent infravision as long as they are not serving some character.

While some referees allow *fire balls* and *lightning bolts* to be hurled in confined spaces, blasting sections of the stone equal to the remainder of their normal shape it is suggested that the confined space cause these missiles to rebound toward the sender, i.e. a *lightning bolt* thrown down a corridor 40 feet long will rebound so as to reach its stated length of 60 feet underground, and this will mean the sender is struck by his own missile. It may also be compromised, allowing say two feet of stone wall to be destroyed (allowing one foot of stone destroyed for every ten feet the space is short of full distance) and sending the missile back at the caster one half the distance short.





# Random Encounter Tables

## Dungeon Encounters

In the encounter tables below, there are several entries noting the presence of nth level clerics, fighters, wizards, and thieves. When one of these is rolled, there is a 50% possibility that it might be a subclass. In the case of fighters, the subclass will 95% of the time be a ranger, the other 5% being a paladin.

Dungeon Level		
1d12	1	2
1	Kobold	Hobgoblin
2	Goblin	Gnoll
3	Orc	Zombie
4	Skeleton	Ghoul
5	Rat, Giant	2nd level Fighter
6	Centipede	3rd level Wizard
7	Men	3rd level Thief
8	Spiders	4th level Wizard
9	Stirge	4th level Thief
10	2nd level Thief	Toad/Ant, Giant
11	Dwarf/Elf	Bugbear
12	Gelatinous Cube	Carriion Crawler

Dungeon Level		
Die Roll*	3	4
1	Wight	Doppelganger
2	4th level Fighter	Wraith
3	5th level Fighter	Gargoyles
4	5th level Wizard	Ogre
5	6th level Wizard	3rd level Cleric
6	5th level Thief	6th level Fighter
7	6th level Thief	7th level Wizard
8	Harpy	7th level Thief
9	Wererat	Shadow
10	Snake/Spider, Giant	Scorpion, Giant
11	Weasel/Hog, Giant	Beetle, Giant
12	Ochre Jelly	Lycanthrope
13		Ape, Carnivorous
14		Owlbear
15		Displacer Beast
16		Blink Dog
17		Spider, Phase
18		Tick, Giant
19		Will O' Wisp
20		Rust Monster

\*Roll 1d12 for Level 3, 1d20 for Level 4.



Dungeon Level		
1d20	5	6
1	Troll	Giant
2	Ogre Mage	Titan
3	8th level Fighter	Hydra (9+ heads)
4	Wyvern	Dragon
5	Spectre	Golem
6	Mummy	Basilisk
7	7th level Druid	Gorgon
8	Hell Hound	Hydra (fire-breathing)
9	Invisible Stalker	Chimera
10	Minotaur	Vampire
11	Manticore	Hell Hound
12	Lammasu	9th level Fighter
13	Cockatrice	Demon
14	9th level Wizard	Beholder
15	10th level Thief	8th level Cleric
16	Salamander	11th level Wizard
17	Hydra (6-8 heads)	10th level Thief
18	Umber Hulk	Lich
19	Rust Monster	Purple Worm
20	Slug, Giant	Rust Monster

Other monsters to consider, depending upon the level and the surroundings: giant crabs, giant leeches, giant octopi, crocodiles, giant squids, sea monsters, nixies, mermen, griffons, pterodactyls, rocs, invisible stalkers, shadows, doppelgangers.

## Number of Wandering Monsters Appearing

If the level beneath the surface roughly corresponds with the level of the monster then the number of monsters will be based on a single creature, modified by type (that is orcs and the like will be in groups) and the number of adventurers in the party. A party of from 1-3 would draw the basic number of monsters, 4-6 would bring about twice as many, and so on. The referee is advised to exercise his discretion in regard to exact determinations, for the number of variables is too great to make a hard and fast rule. There can be places where 300 hobgoblins dwell, but how many can come abreast down a typical passage in the dungeons? Allow perhaps 3 in a ten foot wide passage, and the balance will either be behind the front rank or fanning out to come upon the enemy by other routes. The most fearsome man or monster can be overwhelmed by sheer numbers of smaller or weaker creatures provided the latter are able to close.

## Avoiding Monsters

Monsters will automatically attack and/or pursue any characters they see, with the exception of those monsters which are intelligent enough to avoid an obviously superior force. There is no chance for avoiding if the monster has surprised the adventurers and is within 20 feet, unless the monster itself has been surprised. If the adventurers choose to flee, the monster will continue to

pursue in a straight line as long as there is not more than 90 feet between the two. When a corner is turned or a door passed through or stairs up or down taken the monster will only continue to follow if a 1 or a 2 is rolled on a six-sided die. If a secret door is passed through the monster will follow only on a roll of 1. Distance will open or close dependent upon the relative speeds of the two parties, men according to their encumbrance and monsters according to the speed given for the pursuing monsters. In order to move faster characters may elect to discard items such as treasure, weapons, shields, etc. in order to lighten encumbrance.

There is a 25% chance that any character surprised by a monster will drop some item. If he does, roll for the possibilities remembering that only these items held could be so dropped.

- Burning oil will deter many monsters from continuing pursuit.
- Edible items will have a small likelihood (10%) of distracting intelligent monsters from pursuit. Semi-intelligent monsters will be distracted 50% of the time. Non-intelligent monsters will be distracted 90% of the time by food.
- Treasure will have the opposite reaction as food, being more likely to stop intelligent monsters.

## Random Actions by Monsters

Other than in pursuit situations, the more intelligent monsters will act randomly according to the results of the score rolled on two six-sided dice.

2d6	Reaction	The dice score is to be modified by
2-5	Negative	additions and subtractions for such
6-8	Uncertain	things as bribes offered, fear,
9-12	Positive	alignment of the parties concerned,
		etc.

## Refereeing Example

The players, equipped and ready, are assumed to have located a set of stairs descending to the first level beneath the ground. The referee's part will be indicated REF, that of the "Caller" for the players being shown as CAL.

- REF:** Steps down to the east.  
**CAL:** We're going down.  
**REF:** 10', 20', 30': a 10' square landing. Steps down to the north and curving down southeast.  
**CAL:** Take those to the southeast.  
**REF:** 10', and the steps curve more to the south; 20'. Steps end, and you are on a 10' wide passage which runs east, southeast, and west. There is a door to your left across the passage on a northwest wall.  
**CAL:** Listen at the door. Three of us.  
**REF:** (After rolling three dice) You hear nothing. (At

this time a check for wandering monsters is also made.)

- CAL:** Ignore the door and proceed along the corridor southeastwards.  
**REF:** 10', 20', 30', 40', 50'. "Four way": Northwest, northeast, south and southwest. The south passage is 20' wide.  
**CAL:** Go south.  
**REF:** 10'-70': passage continues. Doors east and west.  
**CAL:** Listen at the east door.  
**REF:** (After appropriate check) You hear shuffling.  
**CAL:** Two of us (specifying which two) will throw our weight against the door to open it. All will be ready for combat.  
**REF:** (After rolling two dice) The door opens. You can't be surprised, but the monsters (you see half a dozen gnolls) can be (Here a check for surprise is made, melee conducted, and so on.)  
**CAL:** Okay, what does the room look like? We're examining the walls, ceiling, floor, and contents of the room itself.  
**REF:** (After checking to see if dwarves and/or elves are in the party) The room is a truncated pyramid. The east wall is the truncated part, directly opposite the door you entered. It is 10' long with another door in it. The walls connecting it to the west wall, the place you entered, are each about 35' long. The west wall, which is where you entered, is 30' long with a door in the middle of the wall. The elf has noted that there seems to be a hollow spot near the east end of the southeast wall. The floor and ceiling seem to have nothing unusual. The room contains the bodies of the gnolls, a pile of refuse in the north corner of the west wall, and two trunks along the wall opposite the one which sounds hollow.  
**CAL:** The elf will check out the hollow sound, one of us will sort through the refuse, each trunk will be opened by one of us, and the remaining two (naming exactly who this is) will each guard a door, listening to get an advance warning if anything approaches.  
**REF:** Another check on the hollow sound reveals a secret door which opens onto a flight of stairs down to the south. The refuse is nothing but sticks, bones, offal and old clothes. One chest is empty; the other had a poison needle on the lock. (Here check to see if the character opening it makes his saving throw for poison.) The chest with the poison needle is full of copper pieces: appears to be about 2,000 of them.  
**CAL:** Empty out all of the copper pieces and check the trunk for secret drawers or a false bottom, and do the same with the empty one. Also, do there seem to be any old boots or cloaks among the old clothes in the rubbish pile?  
**REF:** (Cursing the thoroughness of the Caller.) The seemingly empty trunk has a false bottom ... in it

you have found an onyx case with a jeweled necklace therein. The case appears to be worth about 1,000, and the necklace 5,000 gold pieces. Amidst the litter the searcher has located a pair of old boots, but there is nothing like a cloak there.

**CAL:** The boots will be tried on now to see if they allow silent movement. We can use a set of elven boots. I will secure the case and necklace in my back pack, while the others will, by turn, fill their packs with coppers.

**REF:** This will require; four turns. (He checks for monsters wandering in, and on the forth try one is indicated. However, as there was a listener at the door it is approaching, he also checks to see if it is detected, allowing a good probability that it will be heard.) As you complete your loading the dwarf at the west door detects heavy footsteps approaching. The boots, by the way, are elven-type . . .

**CAL:** Excellent. Our wizard will cast a hold portal on the west door while the elf opens the secret one. We will then all beat a hasty retreat down the stairs to the south. Onward, friends, to more and bigger loot.

With appropriate variations for ability to detect and/or see what is around them, the adventure will continue in this manner until the party leaves the dungeons or, are killed therein.

## The Wilderness

The so-called wilderness really consists of unexplored land, cities and castles, no to mention the area immediately surrounding the castle (ruined or otherwise) which housed the dungeons. The referee must do several things in order to conduct wilderness adventure games. First, he must have a ground level map of his dungeons, a map of the terrain immediately surrounding this, and finally a map of the town or village closest to the dungeons (where adventurers will be most likely to base themselves).

“Blackmoor” is a village of small size (a one horse town), while “Greyhawk” is a large city. Both have maps with streets and buildings indicated, and players can have town adventures roaming around the bazaars, inns, taverns, shops, temples, and so on. Venture into the Thieves’ Quarter only at your own risk.

The terrain beyond the immediate surroundings of the dungeon area should be unknown to all but the referee. Off hand adventures in the wilderness are made on the terrain map made by the referee. Exploratory journeys, such as expeditions to find land suitable for a castle or in search of some legendary treasure are handled in an entirely different manner.

## Castles

Most castles in the wilderness will belong to high level NPCs who have cleared the land and hired mercenaries. When characters discover a castle in the wilderness they will be unsure of the type of reception they will receive. If the referee has not planned the reaction of the inhabitants of a castle the following table may be used. To use the table, find the character type that inhabits the castle. For each character class the type of men that will be found with the lord of the castle will be listed, and the reaction of the lord. These reactions assume the party does nothing either to arouse suspicion or inspire trust. Note that the men listed are only part of the castle owner’s forces. The rest of the force should include men and might even include special creatures such as trolls, or combinations such as 8th level fighters mounted on griffons.

Owner	Patrol	Pursue	Ignore	Friendly
Fighter	2d6 heavy horsemen	1-3	4-5	6
Wizard	2d6 heavy footmen	1	2-5	6
Cleric	2d6 medium horsemen	1-2	3-4	5-6

**Pursue:** The men will chase the party off the lord’s land or charge the characters a toll. This sum may vary depending on the personality of the lord, how wealthy the characters look, and other things. Refusing to pay may result in being arrested, run off the land, or attacked.

**Ignore:** This means that no attempt to aid or hinder the party will be made.

**Friendly:** This result does not necessarily mean that the castle owner likes the adventurers. It merely indicates that he or she has invited them to stay. Some NPCs may do this for evil purposes.

Elves, dwarves, and halflings are not given on this list, as their strongholds are special cases. In almost all cases these characters will seek to avoid contact with strangers. The referee should detail any non-human strongholds so that definite reactions may be known.

**Guards:** In addition to those men or monsters accompanying castle residents, there will be a number of men aiding in defense. From 3d6x10 men will man the walls, one half of whom will be crossbow armed light foot, and the balance will be heavy foot. Those castle residents who are accompanied by men or creatures capable of riding or able to make near equal speed will be mounted on horseback, as will their men be mounted. There is also a chance that there will be others in the castle’s party:

Castle Resident	% Chance of Having	Level
Fighter	25%, Wizard	1d4+4
	59%, Cleric	1d4+2
Wizard	25%, Fighter	1d4+4
	50%, Apprentice	1d4+3
Cleric	50%, 1d6 Assistants	1d4+3

The referee's map is a wilderness map unknown to the players. It should be for the territory around the dungeon location. When players venture into this area they should have a blank hexagon map, and as they move over each hex the referee will inform them as to what kind of terrain is in that hex. This form of exploring will eventually enable players to know the lay of the land in their immediate area and thus be able to select a site upon which to build their castles. (Castle building and its attendant requirements will be covered hereafter.) Exploratory adventures are likely to be the most exciting, and their incorporation into the campaign is most desirable. Exploration by foot is at normal speed. Horsed parties will travel at the speed of a draft horse, and exploration by air will be at half normal flying speed.

## Sighting Monsters

Players will see monsters at 4d6x10 yards unless the monster has surprised the characters involved.

## Surprise

This is the same as in the underworld, except that the distance is from 1d3x10 yards, and if there are three or more monsters involved they will have moved into a circle around the adventurers. Monsters at 10 yards distance will be able to attack.

## Lost Parties

When traveling, a party can become lost. A party following a road, trail, or river, or led by a reliable guide, will not become lost. Otherwise, the referee checks each day, rolling 1d6 before the party begins movement. The referee then checks the chance of becoming lost of the appropriate terrain. If the number rolled is the same as those listed, the party is lost.

Clear	Woods	River	Swamp	Mountains	Desert
1	1-2	1	1-3	1-2	1-3

If a party is lost, the referee may choose the direction the party moves in, or use a random die roll. The referee must keep track of the party's actual position, as well as the direction the party believes it is moving. For example, the referee determines that a party in the woods has become lost. The caller of the party instructs the referee that the party wishes to travel north; however, the referee has secretly determined that the party will head northeast. If after traveling in this direction for 6 miles, should the group decide to turn northwest, they will actually turn north.

## Wandering Monsters

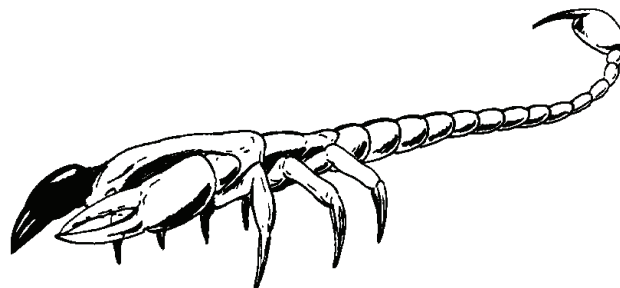
At the end of each day (turn) the referee will check to see if a monster has been encountered. The matrix below is for travel afoot or mounted. For travel afloat or in the air two die rolls are made. A 5 on the first one indicates an adventure in the midpoint of the day with waterborne or aerial monsters; a 6 on the second die roll indicates that there is a normal adventure at the end of the day, and the table below is used.

**Exception:** Ships which remain continually in water will roll but once daily for encounters, with a result of 6 indicating such an encounter.

Clear	Woods	River	Swamp
6	5-6	5-6	4-6
Mountains	Desert	City	
4-6	5-6	6	

1d12	Clear	Woods	River	Swamp
1	Men	Men	Men	Men
2	Flyer	Flyer	Flyer	Flyer
3	Giant	Giant	Giant	Giant
4	Lycanthrope	Lycanthrope	Lycanthrope	Lycanthrope
5	Animal	Animals	Animal	Animal
6	Men	Men	Swimmer	Swimmer
7	Animal	Animal	Swimmer	Swimmer
8	Dragon	Dragon	Dragon	Dragon
9	Misc.	Misc.	Misc.	Misc.
10	Giant	Lycanthrope	Animal	Swimmer
11	Flyer	Lycanthrope	Swimmer	Swimmer
12	Men	Men	Men	Undead

1d12	Mountains	Desert	City	Ruins
1	Men	Men	Men	Men
2	Flyer	Flyer	Undead	Flyer
3	Giant	Giant	Giant	Giant
4	Lycanthrope	Lycanthrope	Lycanthrope	Lycanthrope
5	Animal	Animal	Men	Animal
6	Men	Men	Men	Men
7	Animal	Animal	Undead	Animal
8	Dragon	Dragon	Men	Dragon
9	Misc.	Misc.	Misc.	Misc.
10	Giant	Dragon	Men	Enchanted
11	Giant	Men	Men	Demon
12	Flyer	Enchanted	Undead	Giant



## Men

1d20	Typical	Woods	Mountain
1	Fighter	Fighter	Fighter
2	Wizard	Wizard	Wizard
3	Cleric	Cleric	Cleric
4	Thief	Thief	Thief
5	Paladin	Paladin	Paladin
6	Ranger	Ranger	Ranger
7	Bandit	Bandit	Bandit
8	Brigand	Brigand	Brigand
9	Merchant	Merchant	Merchant
10	Assassin	Druid	Caveman
11	Bandit	Bandit	Bandit
12	Brigand	Brigand	Brigand
13	Merchant	Merchant	Merchant
14	Fighter	Ranger	Fighter
15	Wizard	Half-elf	Wizard
16	Cleric	Pilgrim	Cleric
17	Thief	Thief	Thief
18	Merchant	Pilgrim	Caveman
19	Berserker	Bandit	Berserker
20	Pilgrim	Druid	Pilgrim

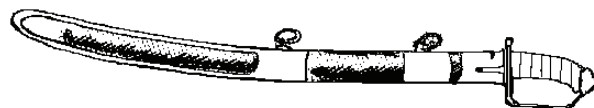
1d20	Typical	Woods	Mountain
1	Fighter	Fighter	Fighter
2	Wizard	Wizard	Wizard
3	Cleric	Cleric	Cleric
4	Thief	Thief	Thief
5	Paladin	Paladin	Paladin
6	Ranger	Ranger	Ranger
7	Nomad	Buccaneer	Nomad
8	Nomad	Pirate	Brigand
9	Caravan	Merchant	Merchant
10	Dervish	Lizard Man	Assassin
11	Nomad	Buccaneer	Fighter
12	Nomad	Pirate	Wizard
13	Caravan	Merchant	Cleric
14	Nomad	Lizardman	Thief
15	Nomad	Buccaneer	Paladin
16	Caravan	Pirate	Ranger
17	Dervish	Merchant	Assassin
18	Caravan	Merchant	Merchant
19	Dervish	Buccaneer	Merchant
20	Wizard	Pilgrim	Pilgrim

1d20	Flyer	Undead	Giant-Type	Giant
1	Pegasus	Skeleton	Gnome	Hill
2	Roc	Zombie	Dwarf	Stone
3	Roc	Ghoul	Elf	Frost
4	Hippogriff	Ghoul	Treant	Fire
5	Griffon	Wight	Kobold	Cloud
6	Manticore	Wight	Goblin	Storm
7	Cockatrice	Wraith	Orc	Titan
8	Lammasu	Wraith	Hobgoblin	Hill
9	Harpy	Mummy	Gnoll	Stone
10	Shedu	Mummy	Bugbear	Hill
11	Stirge	Spectre	Ogre	Stone
12	Ki-Rin	Vampire	Troll	Frost
13	Gargoyle	Vampire	Troll	Fire

14	Couatl	Doppelganger	Ogre Mage	Hill
15	Griffon	Shadow	Goblin	Hill
16	Gargoyle	Ghost	Orc	Stone
17	Men	Lich	Dwarf	Fire
18	Demon	Will O'Wisp	Elf	Frost
19	Undead	Will O'Wisp	Pixie	Cloud
20	Dragon	1-6 Above	Giant	Hill

1d20	Lycanthrope	Dragon	Swimmer	Demon
1	Wererat	Cockatrice	Nixie	Type I
2	Werewolf	Basilisk	<i>Frog</i>	Type II
3	Wereboar	Hydra	<i>Slug</i>	Type III
4	Weretiger	Wyvern	Crocodile	Succubus
5	Werebear	Chimera	<i>Fish</i>	Succubus
6	Other	White	<i>Lizard</i>	Type IV
7	Wererat	Brass	<i>Leech</i>	Type I
8	Werewolf	Black	<i>Snake</i>	Type II
9	Wererat	Copper	<i>Crab</i>	Type III
10	Werewolf	Green	Crocodile	Type IV
11	Wereboar	Bronze	Nixie	Succubus
12	Wererat	Blue	Lizardman	Type V
13	Werewolf	Silver	Merman*	Type VI
14	Wereboar	Red	Merman*	Type I
15	Weretiger	Gold	Triton*	Type II
16	Werebear	1-4 Above	<i>Fish</i> *	Type III
17	Wererat	1-6 Above	<i>Octopus</i> *	Type I
18	Wererat	1-8 Above	<i>Squid</i> *	Succubus
19	Werebear	1-12 Above	Monster*	Succubus
20	Other	King/Queen	Monster*	Prince

\*Large bodies of water only.



1d20	Miscellaneous	Enchanted
1	Umber Hulk	Air Elemental
2	Beholder	Earth Elemental
3	Phase Spider	Fire Elemental
4	Rust Monster	Water Elemental
5	Blink Dog	Djinn
6	Rust Monster	Efreet
7	Beholder	Salamander
8	Blink Dog	Invisible Stalker
9	Displacer Beast	Invisible Stalker
10	Hell Hound	Air Elemental
11	Hell Hound	Flesh Golem
12	Umber Hulk	Stone Golem
13	Blink Dog	Iron Golem
14	Rust Monster	Air Elemental
15	Rust Monster	Earth Elemental
16	Beholder	Water Elemental
17	Blink Dog	Fire Elemental
18	Displacer Beast	Water Elemental
19	Rust Monster	Invisible Stalker
20	1-8 Above	1-8 Above

## Animals

1d20	Clear	Woods	Mountains	Desert
1	Dog	<i>Spider</i>	Wolf	<i>Snake</i>
2	Pig	<i>Centipede</i>	Bear	<i>Lizard</i>
3	<i>Weasel</i>	<i>Lizard</i>	Mtn. Lion	<i>Beetle</i>
4	<i>Snake</i>	<i>Toad</i>	Owlbear	<i>Scorpion</i>
5	<i>Ant</i>	<i>Weasel</i>	Boar	<i>Ant</i>
6	<i>Beetle</i>	<i>Beetle</i>	Stag	Lion
7	Dog	Bear	Wolf	Dog
8	Horse	Boar	Bear	Baboon
9	Wolf	Wolf	Mtn. Lion	Horse
10	Horse	<i>Snake</i>	<i>Ram</i>	Mule
11	Cattle	Owlbear	<i>Goat</i>	Camel
12	Cattle	<i>Tick</i>	Wolf	Leopard
13		<i>Porcupine</i>		Ostrich
14		<i>Skunk</i>		Dog
15		<i>Lynx</i>		Horse
16		Wolverine		Camel
17		Stag		Lion
18		Wolf		Baboon
19		Boar		Ostrich
20		<i>Owl</i>		Leopard

1d20	Jungle	Woods*	Swamp	Mountains*
1	Ape	Centaur	Crocodile	<i>Wolf</i>
2	Warthog	Unicorn	<i>Frog</i>	<i>Bear</i>
3	<i>Snake</i>	Minotaur	<i>Leech</i>	Mastodon
4	<i>Lizard</i>	Pixie	<i>Snake</i>	Lion
5	<i>Spider</i>	Medusa	Crocodile	Mammoth
6	<i>Centipede</i>	Minotaur	<i>Slug</i>	Tiger
7	<i>Tick</i>	Dryad	Lizardman	Rhino
8	Hyena	Manticore	<i>Turtle</i>	<i>Deer</i>
9	Elephant	Fairy	<i>Crayfish</i>	Titanothera
10	Rhino	Elf	Will O'Wisp	<i>Armadillo</i>
11	Lion	Treant	<b>Swamp*</b>	<i>Sloth</i>
12	Leopard	Centaur	Dinosaur	<i>Tortoise</i>
13	Tiger	Unicorn	Dinosaur	Cavemen
14	Jaguar	Gorgon	Dinosaur	Cavemen
15	<i>Ant</i>	Cockatrice	Dinosaur	<i>Wolf</i>
16	Buffalo	Basilisk	Dinosaur	<i>Bear</i>
17	Herd	Pixie	Dinosaur	Mammoth
18	Herd	Elf	Dinosaur	Tiger
19	Herd	Satyr	Dinosaur	Rhino
20	Dog	Nymph	Dinosaur	<i>Wolf</i>

\*Prehistoric locales.

## Astral and Ethereal Encounters

1d20	Underworld	Outdoor	Astral
1	Cockatrice	Cockatrice	Ki-Rin
2	Basilisk	Basilisk	Demon
3	Medusa	Medusa	Fighter
4	Gorgon	Gorgon	Wizard
5	Invisible Stalker	Couatl	Cleric
6	Shedu	Ki-Rin	Ki-Rin
7	Blink Dog	Blink Dog	Shedu
8	Cockatrice	Cockatrice	Demon
9	Basilisk	Basilisk	Thief
10	Demon	Demon	Wizard
11	Lich	Wizard	Men

12	Men	Men	Cleric
13	Phase Spider	Fighter	
14	Blink Dog	Gorgon	
15	Wizard	Cleric	
16	Cleric	Cockatrice	
17	Cockatrice	Basilisk	
18	Basilisk	Ki-Rin	
19	Medusa	Couatl	
20	Shedu	Shedu	

**Notes:** There will be from 2d6 men with any fighter, wizard, cleric, or thief encountered in the wilderness. They will be from the 1st to 4th level of the appropriate class. In addition there will be other magical items they might have:

Fighter		Wizard	
Item	Chance	Item	Chance
Sword	50%	Wand	60%
Shield	25%	Ring	30%
Armor	25%	Misc. Magic	20%

Cleric		Thief	
Item	Chance	Item	Chance
Weapon	40%	Sword	30%
Staff	30%	Armor	15%
Shield	20%		
Armor	10%		

Animals noted in italics in the encounter tables will generally be of the giant variety, although the referee might prefer to have small spiders, for example, which attack the party when they are asleep.

## Evading

Castle inhabitants will pursue on a roll of a 1–3 if they are hostile to the party and only on a 1 if they are basically neutral. Evasion is the same as described below for monsters.

This action is a function of the size of the party of adventurers and the number of monsters, modified by surprise, terrain and comparative speed. Use the following table as a guideline.

Party Size	Number Encountered	Chance of Evading
1–3	25% or less	50%
	26%–60%	70%
	61% or more	90%
4–9	25% or less	30%
	26%–60%	50%
	61% or more	70%
10–24	25% or less	15%
	26%–60%	30%
	61% or more	50%
25+	25% or less	5%
	26%–60%	20%
	61% or more	35%



Surprise by party means that evasion chances are doubled.

Surprise by monsters negates all chance of evasion unless party is able to use some form of magic, or terrain is woods.

Woods add 25% to evasion chances and give a 10% chance of evasion even if surprised.

If the comparative speed of the two parties is such that one is at least twice as fast as the other, the faster will have the effect of increasing/decreasing evasion chances by 25%. This includes surprise situations.

## Pursuit

Pursuit will take place whenever it is so indicated with regard to castle inhabitants or when a party is unable to evade monsters. A die is rolled, and the pursuit then goes in that random direction. If the monster is faster than the party involved there is a 50% chance it will catch the party. The party now moves another hex in a random direction, and a die is rolled to determine if pursuit will continue. If pursuit continues the chances for being caught by a faster monster are exactly the same, and the same procedure is repeated if the party is not caught. This procedure continues until pursuit is ended or melee occurs. Woods or swamp will reduce the chance of being caught by 25%.

For each hex moved in pursuit, a party must spend one half day resting (remember, a day equals one turn). During a day at rest two dice are thrown for determining if wandering monsters are encountered, rather than but one.

## Construction of Castles & Strongholds

At any time a character wishes he may select a portion of land (or a city lot) upon which to build his castle, tower, or whatever. The parts of the castle, and their corresponding base costs, are described below. Each player who builds should draw an extra set of plans and specifics for the referee. Surprises, sieges and so on can take place.

Except for doors, stairs, arrow slits, and windows, every 5' increase or decrease in size increases or decreases the cost by 5%. For example, a 100' curtain wall extended to 125' would cost 1,250 gp above the base 5,000 gp cost of the wall, at 250 gp per 5'. If the length of the wall was set back to 100' and the height of the wall instead was reduced to 15' in height, the savings would be 250 gp.

### Barbican

Barbicans are fortified outposts or gateways that served as outer defenses to a castle. Barbicans were usually situated

outside the main defenses of the castle and connected to city walls with a walled road. The base barbican is built of two round towers, 30' high and 30' in diameter connected by a 40' wide building that may contain a gate. The base cost is 6,750 gp per tower, plus 2,500 gp for the building, total cost being 16,000 gp.



### Barbette

A tower built out from the intersection of two walls, the barbette allowed defensive fire from a direction other than straight ahead, facilitating a more active defense against assaulting troops. The base barbette is a small structure, 10' in diameter and 20' high, costing 1,500 gp.



### Bastion

Similar to a barbette, a bastion is a fortification that allowed defensive fire from a direction other than straight ahead. The main difference between a barbette and a bastion are that the bastion is an open structure and is essentially a blister located along a wall, whereas the barbette is located at the intersection of two walls. The base bastion is a half circle 40' in radius, 20' high, and costs 3,000 gp.



### Building

A general purpose building located within the castle walls, it is two floors high, has a basement, and can be made out of stone or wood. If made of stone, the walls are 1' thick; the outside walls total 120' in length, and are 20' high, total costing 2,500 gp. If made of wood, the walls are only 6" thick, but the other dimensions remain unchanged. The wood building only costs 1,250 gp.

### Curtain Wall

This is nothing more than the walls that protect the interior of a castle. The walls are often connected by towers to add strength and provide for better defense. The name comes from the appearance of the wall between the towers. The base curtain is 100' wide by 20' high, and costs 5,000 gp.

### Door, Iron

This door consists of 1" thick iron plates bolted over a 1/2" thick frame. Single doors cost 500 gp, double doors costing 750 gp.

### Door, Wooden

This is a standard hardwood door about 3" thick with a 2"x4" bar on one side for locking the door. Single doors cost 100 gp, double doors 150 gp.

### Door, Wooden Reinforced

This is a wooden door bound with iron bands and with a 3"x6" oak bar to lock the door. Single doors cost 200 gp, double doors 300 gp.

### Gatehouse

This building served to defend the passage of a bridge across a moat. Heavily fortified, it was usually the second line of defense after the barbican.

The basic gatehouse was well manned, with many facilities for the troops within, as well as housing the machinery for the drawbridge and portcullis within. Often, towers or barbettes will be on either side of the gatehouse for extra defense. The base gatehouse is 30' tall, the outer walls a total of 140' in length, costing 10,000 gp. The portcullis for the gatehouse is an additional 2,500 gp, while the drawbridge is an additional 3,000 gp.



### Keep

The heart of the castle, the keep is the largest building within the castle's walls. The most heavily defended area of the castle, the keep often served as living quarters, storehouse, armory, and often the dungeons, where prisoners were left to be forgotten. The keep is the highest point of the castle and the ruler of the lands of the castle, whether lord or king, could be found there.



A derivative of the keep is the tower house. The tower house is little more than a keep without curtain walls, barbicans, or gatehouses. Often times a wizard will build just a tower house instead of a full castle, so as to be able to concentrate on his magic without having to worry about maintenance and upkeep of guards and grounds.

Just like towers, keeps can be square or round. Square keeps start off at 50' wide by 50' high and can range up to 120' by 120'. Prices start at 8,400 gp for the 50' by 50'. Round keeps are 60' diameter by 50' high at their smallest while the largest round keep is 130' diameter by 120' high. Prices for round keeps start at 11,200 gp for the 60' diameter by 50' high.

### Slit, Archery

A 6" wide, 4 foot long slit in the wall for an archer to fire his weapon at a target while being provided with the most cover possible. Cost is 100 gp for a regular slit, 150 gp if the slit is cross shaped for use with crossbows.



### Stairs, Stone

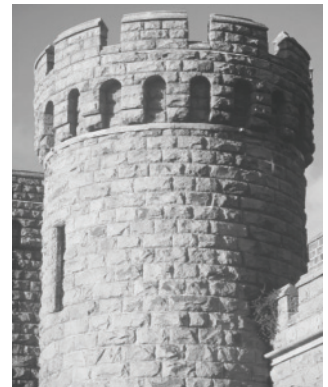
These stairs are made of solid stone for the first 10'. If they rise above 10', they must be buttressed and supported. Cost is 900 gp per 10', 1,400 gp per 10' if the stairs are double wide.

### Stairs, Wooden

These are typical stairs, built of sturdy hardwood. Cost is 300 gp per 10', 450 gp per 10' if the stairs are double wide.

### Tower

The tower was often built into the curtain wall. The most common shapes were square and round, although other shapes did make an appearance in later years. The round tower had the advantage of being less vulnerable to being undermined, by having no corners. Also the lack of corners improved the field of fire for the defenders. Towers had more than one purpose. Some served as miniature keeps while also defending the walls. Others combined living spaces spread out in earlier castles and some were devoted entirely to sanitary purposes. The base tower is 10' wide by 30' high (square), or 20' in diameter by 30' high (round). The base square tower costs 3,000 gp, while the base round tower costs 4,250 gp.



### Window

This is your typical opening in the wall, covered by 1" thick wooden shutters. Cost is 100 gp for a single window, 150 gp for a double.

## Specialists

There are a number of specialists available to those in positions of power, i.e. with their own strongholds. The list is merely typical, and the referee can modify it as he desires:

### Alchemist

Given a formula, the alchemist can duplicate it to make a similar potion at a cost of one half the potion's value. Alchemists may conduct research, but the time and



expense are twice that of a wizard, and they may only work on poisons. Pay rate: 1,000 gp a month.

### Armorer

It is mandatory that there be one armorer for every 50 fighters in a character's employ in order to maintain the arms and armor of such men, elves, or what have you. An armorer can also make arms and armor, providing he has no maintenance duties to perform. Unassisted he can make one suit of armor, or three shields, or five weapons per month. With two assistants (one must be a smith) he can double this volume, and with six assistants (two must be smiths) the volume can be trebled. Pay rate: 100 gp a month.

### Assassin

The role of this hireling is self evident. The referee will decide what chance there is of his mission being accomplished by noting the precautions taken by the intended victim. Assassins are not plentiful, and some limit on the number employable during any game year must be enforced. Pay rate: 2,000 gp per mission.

### Animal Trainer

Each animal trainer is capable of training but one kind of animal and one is necessary to train any animal other than horses or mules, for example. Thus if a player wishes to raise a herd of hippogriffs, a trainer is necessary.

An animal trainer can handle about six animals. The length of time necessary to completely train the animals is up to the referee. Pay rate: 500 gp a month.

### Engineer

It is mandatory to hire an engineer to build any major stronghold or conduct a siege. Any tunneling must be supervised by an engineer. Pay rate: 750 gp a month.

### Sage

The sage can function only in an advisory capacity. They are employable only by fighters. Depending on the willingness of the referee to become involved, there is no limit to the number of sages possible. Utmost discretion is required when the referee is acting in this role. Pay rate: 2,000 gp a month.

### Seaman

All ships must be manned by a crew of seamen under a ship captain. The number required is stated in the naval rules section herein. Generally, sea-men will not be fighters, but those that are able to fight will receive pay both as a seaman and as a fighter, according to their classification. Pay rate: 10 gp a month.

### Ship Captain

A self explanatory role. Pay rate: 250 gp a month.

### Smith

As already mentioned, a smith is able to assist an armorer. For every 50 horses or mules in a character's force there must be one smith to maintain them. Pay rate: 25 gp a month.

### Spy

There are two ways to acquire a spy. The spy can be hired and then await inclusion in the desired force, or he can be ordered to make himself available to this force. A spy can also be gained through corruption. In this latter method the character desiring to acquire a spy in the enemy's camp offers a bribe to some member of that camp. If it is accepted there is a very high probability of the spy then faithfully performing his duties thereafter. Chances are only determinable by the referee. Information gained by any spy is also passed on by the referee. Pay rate: 500 gp per mission.

## Men at Arms

Hired fighters can be dwarves, elves, half elves, or men. Chaotic characters may wish to employ orcs; orc support and upkeep is only half that of a man. Men-at-Arms require support and upkeep as follows:

Classification	Monthly Cost in Gold Pieces				
	Dwarf	Elf	1/2 Elf	Men	Orc
Non-fighter				1	
Light Foot				2	1
Heavy Foot	4	5	4	3	1 1/2
Archer		10	7 1/2	5	2 1/2
Crossbowmen	5			4	
Longbowman				10	
Light Horseman				10	
Medium Horseman				15	
Heavy Horseman				20	

## Obtaining Specialists & Men at Arms

In order to hire either of these classes of persons it is necessary to do one or both of the following: post notices in conspicuous places, stating the positions open and who is offering such employ; or have servitors circulate in public places, seeking such persons as are desired. The weekly cost of either method is from 1d6x100 gp. The referee must determine the probability of the success of the attempt based upon the generosity of the offer made and so on. Elves and dwarves are not common, and specialists are even less so.

## Rumors, Information, and Legends

Such activity as advertising will certainly gain the notice of the locals and begin a chain of rumors. So will almost any other unusual activity. Even the departure of a party from a town is likely to be noticed. Obtaining such news is usually merely a matter of making the rounds of the local taverns and inns, buying a round of drinks (10–60

gold pieces), slipping the barman a few coins (1–10 gp) and learning what is going on. Misinformation is up to the referee. Legends will be devised by the referee as the need arises, but they are generally insinuated in order to lead players into some form of activity or warn them of a coming event.

## Player Character Support and Upkeep

Player Characters must pay gold pieces equal to 1% of their experience points for support and upkeep, until such time as they build a stronghold. If the stronghold is in a wilderness area all support and upkeep costs then cease, but if it is in a village or town not controlled by the character then support and upkeep payments must continue.

## Baronies

Another advantage accruing to those who build their strongholds in the wilderness is that they will gain control over the surrounding countryside. Clearing the countryside of monsters is the first requirement. The player character moves a force to the hex, the referee rolls a die to determine if there is a monster encountered, and if there is one the player character's force must remove it. If no monster is encountered the hex is already cleared. Territory up to 20 miles distant from a stronghold may be kept clear of monsters once cleared, the inhabitation of the stronghold being considered as sufficient to maintain the monster free status.

Within each territory there will be from 2d4 villages of from 100d4 inhabitants each. This populace will bring in annual tax revenue equal to 10 gold pieces each. The referee may also allow various investments in the territory, adjudicating revenue according to investment and area potential. Some possible investments are road building, armories, shipbuilding, canals, inns, animal breeding, farming, sea trade, land trade, hunting, fishing, trapping, religion, exploration, and tourism.

Successful investments will also have the effect of increasing the population of the investor's territory, providing the area of investment does not specifically preclude such (hunting and trapping would do so, for example).

## Other Worlds

There should be no "natural laws" which are certain. Space could be passable because it is filled with breathable air. On the other hand the stars could be tiny lights only a few hundred miles away. Some areas of land could be gates into other worlds, dimensions, times, or whatever. This function is up to the referee, and what he wishes to do with it is necessarily limited by his other campaign work. However, this factor can be gradually added, so that no sudden burden will be placed upon the referee.

## Aerial Combat

Many of the most interesting battles take place in the air, so we offer you "Battle In The Skies", or "BITS" (with no apologies to Mike Carr, creator of Fight In The Skies). Combat is conducted using the rules in the combat chapter in this book.

## Playing Area

Paper counters and a hexagon playing board should be used in those cases where it is not possible to use miniature figures. It is also necessary that height be noted by use of a counter. Counters numbered in 10' increments can be prepared, and the appropriate one be placed with the unit when the turn is finished, thus indicating height in feet. The board must be large enough to allow movement of the fastest flying creature, so it must be at least 48 x 48. If figures are used, a playing area of 6' x 6' is ideal.

## Movement

### Straight Ahead

At the movement rate of the creature.

### Turns

The relative size of the creature dictates how many can be made during a round, and how many spaces must be traveled between each turn. Size categories are:

Size Category	# Turns	# Spaces
Sprite, Large Bird, or Large Insect	5	1
Man, Flying Broom, or Undead Flyer	4	2
Cockatrice, or Gargoyle	3	3
Pegasus, Hippogriff, or Air Elemental	6	3
Flying Carpet, Manticore, or Wyvern	4	4
Chimera, Dragon, Roc, or Giant Insect	3	5
Giant Reptile	2	6

### Diving

Diving movement can be straight ahead or include turns. Altitude lost cannot exceed one half the total movement distance of the creature (or thing), unless a sharp dive is indicated. A sharp dive allows the creature doing so to add 50% to his movement distance, but movement is straight ahead, and is at a rate of but one foot for every ten feet dived.

### Climbing

To climb the creature moves ahead the number of feet equal to the number of feet of height climbed. The cost of climbing is twice the number of feet climbed plus the number of feet equal to ten times the "Number of Spaces between Turns" requirement, i.e. 60' (6 spaces) for a giant reptile.

## Other Maneuvers

Any other maneuvers are optional at the discretion of the campaign referee.

## Missile Fire

### Air-to-Air

Treat as normal missile fire.

### Air-to-Ground/Ground-to-Air

Treat as normal, except that the usual form of catapult fire will not be allowable. A sling-ended catapult can fire a load of small stones in a "shotgun effect". The flight curve of such fire is considered to reach its apex at one half the total range of the missile and to be equal in height to the full range for counterpoised catapults and equal to one half the range in other forms of catapults. Use a spherical hit area for these if a target is in the curve. Note that a tension-type of light catapult can be employed to fire large darts (2d6 damage) into the air, even straight up, at the maximum range for such catapults, and no minimum range is applicable.

### Crash

If the referee determines that a flyer has crashed, for every 10' of height a rider must throw 1d6 for damage occurring from the crash, i.e. a crash from 120' means 12d6 must be rolled and their total scored as points of damage incurred by the creature's rider.

### Bombing

If necessary this form of attack can be allowed, with the largest flying creature able to carry a bomb load equal to the missile from a large catapult, smaller creatures carrying proportionately smaller loads. Bombing runs must be in a straight line for the whole turn of movement, although diving is allowable. To determine where the bomb hits, roll a pair of six-sided dice, a score of 7 indicating a direct hit. Scores under 7 indicate a hit left and/or short of the target; while scores over 7 indicate a hit right and/or long of the target. For each integer removed from seven roll one die for the number of inches away from the target, i.e. a score of 4 is three integers removed from 7, so three dice are rolled for the distance in inches of the miss. A die is also rolled to determine where the bomb lands: 1, 2 it is left or right; 3, 4 it is left or right and short or long; and 5, 6 it is short or long.

Creatures carrying a bomb load will incur a movement penalty of 1/3rd of their maximum movement capability.

## Melee

When opponents are within the range indicated for melee (30') then combat takes place. Of course if one opponent is in a position where the other cannot strike, then only one will be able to attack, just as in combat on land.

## Naval Combat

The sea is an awesome place, the home of terrible monsters, the source of unpredictable currents and strange mists, and the scene of terrible storms that can smash the strongest ship to splinters. Perhaps the most deadly of the sea's hazards, however, is the lack of landmarks. Once out of sight of land, there is little to steer by. A small mistake in navigation or a sudden storm can drive a ship hopelessly off course until a familiar shore is sighted. Only the bravest and most hardy adventurers dare challenge the sea.

Movement on rivers and lakes is handled in a similar manner to sea travel (including encounters and combat). The referee can add any restrictions as to vessel size, slower speed due to winding rivers, etc. as the circumstances dictate. Current may increase (or decrease if heading upstream) distance traveled by 7-12 (1d6+6) miles per day. Special hazards such as sand bars, rapids, waterfalls, and monsters can make river and lake travel almost as risky as ocean travel.

## Ships

Below are given the average movement rates in miles traveled per day for the different types of crafts. Where two rates are given, the first is for rowing movement and the second is for sailing.

Ship	Miles/ Day	Feet/ Round	Hull Points	Armor Class
Galley, Large	18/72	90'/120'	100-120	7
Galley, Small	18/90	90'/150'	80-100	8
Galley, War	12/72	60'/120'	120-150	7
Keelboat	36	60'	20-40	8
Longship	18/90	90'/150'	60-80	8
Rowboat, Lg.	18	30'	10-20	9
Rowboat, Sm.	18	60'	5-10	9
Sailing Ship, Lg.	72	120'	120-180	7
Sailing Ship, Sm.	90	150'	60-90	8

Ship	Rowers	Sailors	Marines	Cargo (lbs.)
Galley, Large	180	20	50	4,000
Galley, Small	60	10	20	2,000
Galley, War	300	30	75	6,000
Keelboat	8	2		3,000
Longship		75*		4,000
Rowboat, Lg.				1,500
Rowboat, Sm.				600
Sailing Ship, Lg.		20	50**	30,000
Sailing Ship, Sm.		10	25**	10,000

\*These also act as rowers and marines.

\*\*Only carried if the ship is modified into a warship, at an added cost of 1/3rd (33%) of the ship's price. Also see page 25, Warship entry in the **Equipment** section.

## Hull Points

A ship's ability to remain afloat after taking in water or sustaining damage is given in a value called hull points. Hull points for a ship are very similar to hit points for a character; when a ship reaches zero or less hull points, it will sink in 1d10 rounds. Also, when a ship is reduced to zero or less hull points, it may no longer move under its own power or attack with ship mounted weapons (catapult, etc.), although crew may use personal weapons normally.

## Ship Modifications

Some ships can be modified for transport or combat. The costs and effects of these are listed below:

### Adding a Ram

Large and Small galleys can add a ram for an additional 1/3 of the original ship's cost. War galleys already have a ram (included in their cost).

### Troop Transport

Large and small sailing ships can be converted into troop transports by paying an additional 1/3 of the original ship's cost. Troop transports have 1/3 more hull points than normal sailing ships, and carry twice as many troops (marines) as the normal vessel.

### Catapult

Longships, any type of galley, and either type of sailed warship can add one light catapult (combat with these will be discussed later). Ordinary sailing ships, troop transports, and the smaller vessels not mentioned above cannot mount a catapult. A catapult and 20 rounds of shot weigh 1,000 pounds.

## Weather

As stated before, the miles per day given above represent average sailing conditions. If the voyage is favored by steady winds and calm waters, the distance traveled might be as much as double what is given here. If the seas are rough, or the vessel is becalmed, little or no progress might be made in a day. See the optional Water Movement Modification Chart section for more details,

In general, galleys stay near the coast, as they are not considered safe on the high seas. Likewise, river boats, rafts, and sailing boats will almost surely be destroyed if they venture too far onto great bodies of water; all rules for galleys apply to them as well.

If the optional **Water Movement Modification Chart** is not used, the following simple rules should apply. When sailing on seas or oceans, there is a chance that the weather will be unsuitable for travel. Two six-sided dice are rolled at the beginning of the day with a roll of 2 indicating no wind and a roll of 12 meaning gales of

fierce storms. Sailing ships (not vessels with rowers) may not move if becalmed and must spend the entire day in the same hex or square. Rowed ships are never stopped for lack of wind; they are unaffected by calm weather. If a gale or storm is indicated, sailed ships may attempt to run before it. This will result in the ship moving at 3 times its normal movement rate in a random direction. If no coastline is reached during this movement, the ship has successfully run before the storm and is safe. If, however, the ship should reach a coastline or other shore before reaching the end of its movement, there is a 75% chance that the ship will be broken up in trying to beach, otherwise it will have found shelter. Galleys may not run before a storm. They have only a 20% chance of being able to weather any gale, with failure resulting in the ship being swamped. However, if the galley is in sight of the coastline, there is a chance that it will be able to beach before the storm hits. If the coastline is clear terrain, the galley will automatically find a beach. For any other type of terrain, roll a six-sided die with a result of 1-2 indicating that a safe beach or cove has been found.

It is assumed that all characters know how to swim, unless some circumstance might prevent this knowledge from being acquired. Swimming movement is equal to 1/2 the distance that character may normally travel. Characters in any type of metal may not swim; instead they will sink and drown.

### Water Movement Modification Chart (optional)

Roll at the start of each day and find the result.

#### 2d6 Result

2	Becalmed. No movement except by oar. Oared movement reduced to 1/3 normal amount to take into account rower fatigue.
3	Extreme light breeze or beating before normal winds. All movement reduced to 1/3 normal rate.
4	Light breeze or quarter reaching before normal winds. All movement reduced to 1/2 normal rate.
5	Moderate breeze or broad reaching before normal winds. All movement reduced to 2/3 normal.
6-8	Normal winds. Normal movement.
9	Strong breeze. Normal movement plus 1/3 extra movement.
10	High winds. Normal movement plus 1/2 extra movement.
11	Extreme high winds. Double normal movement*.
12	Gale. Eighty percent chance of a galley sinking. Triple normal movement in random direction**.

\*20% chance of galley shipping water, 10% chance for all other ships. Any ship which ships water will have its speed reduced by 1/3 until it can dock and make repairs.

\*\*Roll 1d6: 1=current direction, 2=60 degrees starboard (or to the right), 3=120 degrees starboard, etc. Use rules already given concerning running before the gale.

## Encounters at Sea

### Visibility

Land can be seen at a distance of 24 miles on a clear day. The referee can reduce this for local conditions: night, fog, haze, storms, etc. Ships out of sight of land are lost unless a navigator is aboard. Approaching ships (encountered pirates, for example) can be seen and identified at 300 yards on a clear day, or can come as close as 40 yards in a dense fog before being spotted. Monsters are encountered at normal distances (40d6 yards).

### Surprise

Monsters surprise ships as normal. Ships never receive surprise unless a special condition (such as fog) exists.

### Evasion

Whenever an encounter at sea is indicated, the target can make one attempt to evade the pursuer (whether it's a ship or a monster). The chance to evade is based on the difference in speed between the opposing vessels. Each pursued ship has a separate roll to evade.

Difference in Speed (per round)	Chance of Evasion
pursued vessel is faster than pursuer	80%
0'–30'/round slower	50%
31'–60'/round slower	40%
61'–90'/round slower	35%
91'–120'/round slower	25%
121 +'/round slower	10%

If evasion is successfully rolled, the attacker has lost sight of the pursued vessel and cannot attempt to attack it again until the following day (if it happens to be encountered again). If the evasion attempt is not successful, the pursuing ship starts at the distance it is spotted at (300 yards on a clear day) and begins to close the distance. If the pursuing vessel is in the 0'–30' speed difference range (or is slower than the pursued ship), the pursuer will close at 30' (10 yards) per round. If the speed difference is greater than 30' per round, the pursuer will close at that rate.

## Combat at Sea

Combat at sea is fought in combat rounds of 10 seconds each, with ramming taking place at the same time as missile fire. Once ships close, the crews will attempt to grapple and board the opponent. For boarding actions, it is helpful to have a sketch of the ships' deck plans. A scale of 1"=5' is often convenient. Unless otherwise specified, most giant sea creatures and certain magic attacks will do 1 hull point of damage for every 5 points of normal damage the attack does.

## Catapults

Light catapults can be mounted on some ships. They can throw rocks or flaming pitch at a range of 150 to 300 yards, but not at any close targets.

Light catapults need a crew of 4 for maximum efficiency. The catapult is fired every fifth round as long as four crew are left, every eighth round with three crew, every tenth round with two crew, and cannot be operated at all by one person. A catapult fires as a fighter of a level equal to the number of crew. Thus, if fired by a 3 man crew the referee would need to roll the same "to hit" score that a 3rd level would use. The referee may adjust this number for rough seas or other factors.

Rocks thrown by catapults affect a 10' x 10' area, and do 3d6 hull points of damage. Flaming pitch will set a 10' x 10' area on fire, doing 1d6 hull points of damage per turn of burning. The flames will spread if not fought by several crew: 5 crewmen can put the fire out in 3 turns; 10 crewmen can extinguish the flames in 2 turns; and 15 crewmen can put the flames out after 1 turn of burning. Pitch will always burn at least one turn regardless of the number of crew assigned to fight the blaze.

## Rams

Large and small galleys may be fitted with a ram on the bow. These are useful for striking large targets such as other ships or giant sea creatures. When making a ram attack, the chance to hit AC 9 is 10. One is added to the chance to hit for each armor class below 9 (i.e. a 12 is needed to hit AC 7). The referee may modify this because of weather, maneuverability, or other factors. Rams that hit other vessels will do 50–80 (1d4+4 times 10) points of damage (small galley ram) or 60–110 (1d6+5 times 10) points of damage (large or war galley ram); giant sea creatures will suffer 3–24 (3d8) points (small galley) or 6–36 (6d6) points (large or war galley) from rams. Small individual targets will be impossible to hit as they are able to outmaneuver the ramming vessel.

## Repairing Hull Damage

Damage from any type of attack on a ship can be repaired at the rate of 1 hull point of damage per turn. This requires that at least 5 crew be assigned to repair duty during the entire turn. Because repairs at sea were makeshift, no more than 1/2 the damage sustained by a vessel can be repaired until the vessel returns to a port facility.

## Ship Damage

Attempts to put out fires and repair hull damage take place after damage for the round is scored on the ship. Crew working at these tasks cannot do anything else. Each 10% of hull damage reduces speed by 10%. Each 10% loss of rowers reduces rowed speed by 10%.

## Grappling and Boarding

If both ships' crews want to grapple, the attempt is automatic. If only one ship's crew wants to grapple, a 1 or 2 must be rolled on a 1d6 for success. Grappling may be attempted each round that the ships are adjacent. Once the ships are grappled, the boarding battle is fought just like a large melee; however, attackers boarding a ship attack and defend at -2 during the round they are boarding. The boarding action continues until the crew of one ship is killed or surrenders.

## Healing Wounds

As noted previously, energy levels can only be regained by fresh experience, but common wounds can be healed with the passage of time (or the use of magics already explained). On the first day of complete rest no hit points will be regained, but every other day thereafter one hit point will be regained until the character is completely healed. This can take a long time.

## Timekeeping

A referee can keep a firm grip on game events if always aware of the exact game time. Many effects have given durations, and all actions take time. While PCs stroll about dungeon corridors, NPCs and monsters may be busily engaged in their own affairs, some of which may affect the party at some point – but when?

Good records of actions taken help organize timekeeping. During a very active encounter, keeping track of time can help eliminate confusion and help keep track of duration of effects, movement, and when foes can enter or leave combat. Make a time track, a simple list of numbers, and mark off time as it passes. Rounds, turns, hours, and days can thus be accounted for. The timekeeping note sheets can be discarded afterward, but the referee may wish to make permanent notes of the dates and places of unusual or disastrous events, encounters, or other details.

### Days in a Month

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

### Hours in a Day

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24

### Turns in an Hour

1	2	3	4	5	6
---	---	---	---	---	---

### Rounds in a Turn

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

## Afterward

There are unquestionably areas which have been glossed over. While we deeply regret the necessity, space requires that we put in the essentials only, and the trimming will often have to be added by the referee and his players. We have attempted to furnish an ample framework, and building should be both easy and fun. In this light, we urge you to refrain from writing for rule interpretations or the like unless you are absolutely at a loss, for everything herein is fantastic, and the best way is to decide how you would like it to be, and then make it just that way. On the other hand, we are not loath to answer your questions, but why have us do any more of your imagining for you? Write to us and tell about your additions, ideas, and what have you. We could always do with a bit of improvement in our refereeing.

## References

The editor of this work acknowledges all copyrights, trademarks, and registered trademarks detailed in this work as belonging to Wizards of the Coast and Hasbro, and in no way makes any challenges to the ownership of said property rights.

The illustrations for the cleric and druid are by Terry Dykstra, the fighter and paladin by Roger Raupp, the ranger and illusionist by Brad McDevitt, the wizard by Scott Rosema, the thief by Tony DiTerlizzi, and the Assassin by Jim Crabtree.

- **Consolidated D&D**, Bruce Mohler, ©2000
- **D&D**, Gary Gygax & Dave Arneson, ©1974
- **D&D, Greyhawk**, Gary Gygax, ©1976
- **D&D, Blackmoor**, Dave Arneson, ©1975
- **D&D, Eldritch Wizardry**, Gary Gygax & Brian Blume, ©1976
- **Rangers!**, Joe Fischer, Strategic Review #2, ©1975
- **Illusionists!**, Peter Aronson, Strategic Review #4, ©1975
- **Illusionist Additions**, Peter Aronson, The Dragon #1, ©1976
- **Ioun Stones**, Anonymous, Strategic Review #4, ©1975
- **D&D**, J. Eric Holmes, ©1977
- **D&D Basic Rulebook**, Tom Moldvay, ©1981
- **D&D Expert Rulebook**, David Cook & Steve Marsh, ©1981
- **D&D Rules Cyclopedia**, Aaron Allston, ©1991
- **AD&D Monster Manual**, Gary Gygax, ©1977
- **AD&D Player's Handbook**, Gary Gygax, ©1978
- **AD&D Dungeon Master's Guide**, Gary Gygax, ©1979



# Spell Index

<b>1st Level Cleric Spells.....</b>	<b>26</b>
Cure Light Wounds .....	26
Detect Evil .....	26
Detect Magic .....	26
Light.....	26
Protection from Evil.....	26
Purify Food and Water.....	27
<b>2nd Level Cleric Spells .....</b>	<b>27</b>
Bless.....	27
Find Traps .....	27
Hold Person.....	27
Silence, 15' Radius .....	27
Snake Charm.....	27
Speak with Animals .....	27
<b>3rd Level Cleric Spells.....</b>	<b>27</b>
Continual Light .....	27
Cure Disease .....	27
Locate Object.....	27
Prayer.....	27
Remove Curse.....	27
Speak with Dead .....	27
<b>4th Level Cleric Spells .....</b>	<b>28</b>
Create Water .....	28
Cure Serious Wounds.....	28
Neutralize Poison.....	28
Protection from Evil, 10' Radius .....	28
Speak with Plants .....	28
Turn Sticks to Snakes.....	28
<b>5th Level Cleric Spells .....</b>	<b>28</b>
Commune.....	28
Create Food.....	28
Dispel Evil .....	28
Finger of Death .....	28
Insect Plague .....	28
Quest.....	28
Raise Dead .....	28
<b>6th Level Cleric Spells .....</b>	<b>28</b>
Animate Objects.....	28
Blade Barrier.....	29
Conjure Animals .....	29
Find the Path .....	29
Speak with Monsters.....	29
Word of Recall .....	29
<b>7th Level Cleric Spells .....</b>	<b>29</b>
Aerial Servant .....	29
Astral Spell .....	29
Control Weather.....	29
Earthquake .....	29
Gate.....	29
Holy Word .....	30
Part Water .....	30
Raise Dead Fully.....	30
Restoration .....	30
Symbol.....	30
Wind Walk.....	30

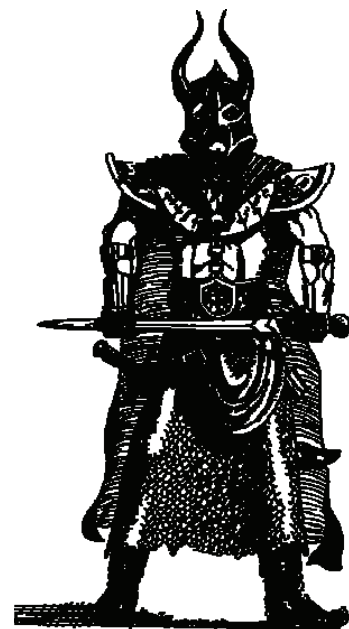
<b>1st Level Druid Spells.....</b>	<b>30</b>
Detect Magic .....	30
Detect Snares & Pits.....	30
Faerie Fire.....	30
Locate Animals.....	30
Predict Weather .....	30
Purify Water .....	30
<b>2nd Level Druid Spells .....</b>	<b>31</b>
Create Water .....	31
Cure Light Wounds .....	31
Heat Metal .....	31
Locate Plants .....	31
Obscurement.....	31
Produce Flame .....	31
Speak with Animals.....	31
Warp Wood .....	31
<b>3rd Level Druid Spells .....</b>	<b>31</b>
Call Lightning.....	31
Cure Disease.....	31
Hold Animal .....	31
Neutralize Poison.....	31
Protection from Fire .....	31
Plant Growth.....	31
Pyrotechnics .....	31
Water Breathing.....	31
<b>4th Level Druid Spells.....</b>	<b>32</b>
Animal Summoning I .....	32
Control Temperature, 10' Radius.....	32
Cure Serious Wounds .....	32
Dispel Magic .....	32
Hallucinatory Forest .....	32
Insect Plague.....	32
Plant Door.....	32
Produce Fire.....	32
Protection from Lightning .....	32
Speak with Plants .....	32
<b>5th Level Druid Spells.....</b>	<b>32</b>
Animal Summoning II .....	32
Animal Growth.....	32
Anti-Plant Shell .....	32
Commune with Nature.....	32
Control Winds .....	32
Hold Plant.....	32
Pass Plant.....	32
Transmute Rock to Mud.....	33
Turn Sticks to Snakes .....	33
Wall of Fire .....	33
<b>6th Level Druid Spells.....</b>	<b>33</b>
Animal Summoning III.....	33
Anti-Animal Shell .....	33
Conjure Fire Elemental.....	33
Feeblemind .....	33
Finger of Death.....	33
Transport via Plants .....	33
Turn Wood .....	33
Weather Summoning .....	33
<b>7th Level Druid Spells.....</b>	<b>33</b>
Animate Rock.....	33

Confusion.....	33
Conjure Earth Elemental .....	33
Control Weather.....	34
Creeping Doom.....	34
Fire Storm .....	34
Reincarnation .....	34
Transmute Metal to Wood .....	34

<b>1st Level Wizard Spells .....</b>	<b>34</b>
Charm Person.....	34
Detect Magic .....	34
Hold Portal .....	34
Light.....	34
Magic Missile.....	34
Protection from Evil.....	35
Read Languages .....	35
Read Magic .....	35
Shield .....	35
Sleep.....	35
Ventriloquism.....	35
<b>2nd Level Wizard Spells.....</b>	<b>35</b>
Continual Light .....	35
Darkness, 5' radius.....	35
Detect Evil.....	35
Detect Invisible .....	35
ESP.....	35
Invisibility .....	35
Knock.....	35
Levitate .....	35
Locate Object.....	35
Magic Mouth.....	35
Mirror Image.....	35
Phantasmal Forces.....	36
Pyrotechnics .....	36
Strength.....	36
Web .....	36
Wizard Lock.....	36
<b>3rd Level Wizard Spells .....</b>	<b>36</b>
Clairaudience .....	36
Clairvoyance .....	36
Dispel Magic .....	36
Explosive Runes.....	36
Fire Ball .....	36
Fly .....	36
Haste .....	36
Hold Person.....	36
Infravision .....	37
Invisibility, 10' Radius.....	37
Lightning Bolt.....	37
Monster Summoning I.....	37
Protection from Evil, 10' Radius .....	37
Protection from Normal Missiles .....	37
Rope Trick.....	37
Slow .....	37
Suggestion.....	37
Water Breathing .....	37



<b>4th Level Wizard Spells.....</b>	<b>37</b>	Reverse Gravity.....	42	Phantasmal Killer.....	45
Charm Monster.....	37	Simulacrum.....	42	Spectral Forces.....	46
Confusion.....	37	<b>8th Level Wizard Spells.....</b>	<b>42</b>	Suggestion.....	46
Dimension Door.....	38	Clone.....	42	<b>4th Level Illusionist Spells.....</b>	<b>46</b>
Extension I.....	38	Mass Charm.....	42	1st Level Wizard Spells.....	46
Fear.....	38	Mind Blank.....	42	Confusion.....	46
Growth/Plant.....	38	Monster Summoning VI.....	42	Emotions.....	46
Hallucinatory Terrain.....	38	Permanent Spell.....	42	Improved Invisibility.....	46
Ice Storm.....	38	Polymorph Any Object.....	42	Massmorph.....	46
Massmorph.....	38	Power Word: Blind.....	43	Minor Creation.....	46
Monster Summoning II.....	38	Symbol.....	43	Shadow Magic.....	46
Polymorph Others.....	38	<b>9th Level Wizard Spells.....</b>	<b>43</b>	Shadow Monsters.....	46
Polymorph Self.....	38	Astral Spell.....	43	<b>5th Level Illusionist Spells.....</b>	<b>46</b>
Remove Curse.....	38	Gate.....	43	2nd Level Wizard Spells.....	46
Wall of Fire.....	38	Maze.....	43	Chaos.....	46
Wall of Ice.....	38	Meteor Swarm.....	43	Create Spectres.....	46
Wizard Eye.....	38	Monster Summoning VII.....	43	Demi-Shadow Magic.....	47
<b>5th Level Wizard Spells.....</b>	<b>39</b>	Power Word: Kill.....	43	Demi-Shadow Monsters.....	47
Animate Dead.....	39	Prismatic Wall.....	43	Major Creation.....	47
Cloudkill.....	39	Shape Change.....	44	Projected Image.....	47
Conjure Elemental.....	39	Time Stop.....	44	Summon Shadow.....	47
Contact Higher Plane.....	39	Wish.....	44	<b>6th Level Illusionist Spells.....</b>	<b>47</b>
Extension II.....	39	<b>1st Level Illusionist Spells.....</b>	<b>44</b>	Conjure Animals.....	47
Feeblemind.....	39	Change Self.....	44	Mass Suggestion.....	47
Growth/Animal.....	39	Color Spray.....	44	Permanent Illusion.....	47
Hold Monster.....	39	Darkness.....	44	Programmed Illusion.....	47
Magic Jar.....	39	Detect Illusion.....	44	Shadow Monsters III.....	47
Monster Summoning III.....	39	Detect Invisible.....	44	True Sight.....	47
Pass-Wall.....	40	Gaze Reflection.....	44	<b>7th Level Illusionist Spells.....</b>	<b>47</b>
Telekinesis.....	40	Hypnotism.....	44	Alter Reality.....	47
Teleport.....	40	Light.....	44	Astral Spell.....	47
Transmute Rock-Mud.....	40	Mirror Image.....	44	Prismatic Spray.....	47
Wall of Iron.....	40	Phantasmal Forces.....	44	Prismatic Wall.....	47
Wall of Stone.....	40	Ventriloquism.....	44	Maze.....	47
<b>6th Level Wizard Spells.....</b>	<b>40</b>	Wall of Fog.....	44	Vision.....	47
Anti-magic Shell.....	40	<b>2nd Level Illusionist Spells.....</b>	<b>44</b>		
Control Weather.....	40	Blindness.....	44		
Death Spell.....	40	Blur.....	45		
Disintegrate.....	40	Deafness.....	45		
Extension III.....	40	Detect Magic.....	45		
Geas.....	40	Dispell Illusion.....	45		
Invisible Stalker.....	40	Fog.....	45		
Legend Lore.....	40	Hypnotic Pattern.....	45		
Lower Water.....	41	Improved Phantasmal Forces.....	45		
Monster Summoning IV.....	41	Invisibility.....	45		
Move Earth.....	41	Magic Mouth.....	45		
Part Water.....	41	Mis-detection.....	45		
Projected Image.....	41	Rope Trick.....	45		
Reincarnation.....	41	<b>3rd Level Illusionist Spells.....</b>	<b>45</b>		
Repulsion.....	41	Continual Darkness.....	45		
Stone-Flesh.....	41	Continual Light.....	45		
<b>7th Level Wizard Spells.....</b>	<b>41</b>	Dispell Exhaustion.....	45		
Charm Plants.....	41	Fear.....	45		
Delayed Blast Fire Ball.....	41	Hallucinatory Terrain.....	45		
Limited Wish.....	41	Illusionary Script.....	45		
Mass Invisibility.....	41	Invisibility, 10' Radius.....	45		
Monster Summoning V.....	41	Nondetection.....	45		
Phase Door.....	41	Paralysis.....	45		
Power Word: Stun.....	42				



# DUNGEONS & DRAGONS®



*You are holding a fantastic world of swords & sorcery adventures in your hands! In Dungeons & Dragons you become a mighty wizard, a fearless hero, a stout dwarf, a clever halfling or any of a dozen other adventurers ready to explore the mazes and labyrinths of a vast and deep dungeon – or perhaps trek through uncharted wilderness – in search of the fabulous treasures and magic which are hidden there.*

*But this wealth is not easily gained, for terrible guardians lurk nearby; and such monsters as orcs, ogres, trolls, giants, dragons, and even worse must be defeated in order to gain their hoarded treasure. Dungeons & Dragons is the original game of fantasy role playing. It is a truly unique experience, for each participant assumes a game persona who goes from adventure to adventure, growing more powerful and capable with each successful expedition.*

*Unlike any other game you have ever played before, Dungeons & Dragons will allow you to completely unleash your imagination and creativity, while still posing interesting game situations and endless challenges. Come and visit our world!*

