

Five Ancient Kingdoms

**Rules for Fantastic Adventures
Of Imagination, Danger, and Romance**

BECKER



MAGIC & MONSTERS
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Five Ancient Kingdoms

Volume 2

Magic & Monsters

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SAINT / SHAMAN SPELLS (DIVINE SUPPLICATIONS)

1st Magnitude Miracles

<i>Circle of Protection</i>	<i>Detect Magic</i>	<i>Omen</i>
<i>Detect Evil</i>	<i>Heal Wounds*</i>	<i>Purify Food & Water*</i>

2nd Magnitude Miracles

<i>Befriend Animal</i>	<i>Detect Traps</i>	<i>Rally Faithful*</i>
<i>Bless*</i>	<i>Hold Creature</i>	<i>Restoration</i>

3rd Magnitude Miracles

<i>Create Water (& Wine)</i>	<i>Exorcise*</i>	<i>Remove Curse*</i>
<i>Cure Disease*</i>	<i>Locate Object</i>	<i>Reveal Deception</i>

4th Magnitude Miracles

<i>Armor of Righteousness</i>	<i>Cure Severe Wounds*</i>	<i>Sanctify*</i>
<i>Create Food</i>	<i>Neutralize Poison*</i>	<i>Smite Unbeliever</i>

5th Magnitude Miracles

<i>Commune</i>	<i>Plague</i>	<i>Raise Dead*</i>
<i>Banish Evil*</i>	<i>Quest</i>	<i>Salvation</i>

*Indicates the miracle has a **reverse** application, detailed in its description

SAINT VERSUS UNDEAD MONSTER

	<u>Saint Level of Experience</u>							
	<u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>4 to 5</u>	<u>6 to 7</u>	<u>8 to 9</u>	<u>10 to 12</u>	<u>13+</u>
Skeleton	7	T	T	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D
Druj	-	11	9	7	T	T	D	D
Wraith	-	-	11	9	7	T	T	D
Mummy	-	-	-	11	9	7	T	T
Edimmu	-	-	-	-	11	9	7	T
Vampire	-	-	-	-	-	11	9	7
Demon*	-	-	-	-	-	-	11	9

*Demons, though not undead, may be turned by a saint of high level.

Number indicates the result needed on 2D6 to **turn** creature type.

“**T**” indicates 2D6 of creature type automatically **turned**.

“**D**” indicates 2D6 of creature type automatically **destroyed**.

All results assume saint has a **holy symbol**; saints of at least 3rd level may attempt a turning without a holy symbol as a saint two levels less than their actual level of experience.

MAGICIAN SPELL LIST

1st Magnitude Magic

<i>Charm</i>	<i>Familiar Spirit</i>	<i>Move Object</i>
<i>Circle of Protection</i>	<i>Hex*</i>	<i>Resist Fire</i>
<i>Decipher Script*</i>	<i>Hold Portal</i>	<i>See Invisible</i>
<i>Divination</i>	<i>Illumination*</i>	<i>Sleep</i>

2nd Magnitude Magic

<i>Beast Speech</i>	<i>Levitation</i>	<i>Phantom Image</i>
<i>Clairvoyance</i>	<i>Locate Object</i>	<i>Quicken*</i>
<i>Gale*</i>	<i>Mirror Self</i>	<i>Speak with Dead</i>
<i>Invisibility</i>	<i>Open*</i>	<i>Water Breathing</i>

3rd Magnitude Magic

<i>Call Beast*</i>	<i>Flight*</i>	<i>Read Thoughts *</i>
<i>Change Shape</i>	<i>Hold Creature</i>	<i>Sensory Illusion</i>
<i>Dismiss Magic</i>	<i>Mesmerize</i>	<i>Transform Person</i>
<i>Fire Breathing</i>	<i>Missile Immunity</i>	<i>Unseen Scout</i>

4th Magnitude Magic

<i>Alchemy</i>	<i>Mass Confusion</i>	<i>Telekinesis</i>
<i>Animal Growth*</i>	<i>Minor Enchantment</i>	<i>Vanish</i>
<i>Befriend Monster</i>	<i>Permanent Illusion</i>	<i>Wall of Fire</i>
<i>Iron Will</i>	<i>Remove Curse*</i>	<i>Ward Pact</i>

5th Magnitude Magic

<i>Cloud of Death</i>	<i>Magic Jar</i>	<i>Secret Knowledge</i>
<i>Conjure Elemental</i>	<i>Necromancy</i>	<i>Simpleton</i>
<i>Domination</i>	<i>Passwall</i>	<i>Wall of Iron</i>
<i>Extend Life*</i>	<i>Rock to Mud*</i>	<i>Wall of Stone</i>

6th Magnitude Magic

<i>Conjure Demon*</i>	<i>Nightmare</i>	<i>Raise Well*</i>
<i>Control Weather</i>	<i>Part Water</i>	<i>Reincarnation</i>
<i>Disintegrate</i>	<i>Phantasmagoria</i>	<i>Teleportation</i>
<i>Move Earth</i>	<i>Preserve Life</i>	<i>Transformation</i>

7th Magnitude Magic

<i>Break Enchantment</i>	<i>Open Gate*</i>	<i>Soul Trap*</i>
<i>Death Curse</i>	<i>Power Word</i>	<i>Summon Jinn</i>
<i>Geas*</i>	<i>Project Consciousness</i>	<i>Tempest</i>
<i>Life After Death</i>	<i>Shapechange</i>	<i>Undeath</i>

*Indicates the spell has a **reverse** application, detailed in its description

MAGICIAN SPELLS

The origin of magic is lost in the sands of time, but its power remains, jealously guarded and passed down from master to student over the years. Magical knowledge is often stored in writing: books and grimoires, scrolls and tablets. All magicians are taught to read magic's ancient language, and most keep a spell book or collection of writings, storing those spells discovered, taught, or stolen. Illiterate magicians are limited to spells memorized.

Spells are measured in degrees of **magnitude**; spells of greater magnitude are longer, more complicated, and more powerful in effect. Spell casting is not simply a matter of reciting a babble of words: each spell requires a disciplined mind, the proper tonal inflections, and a semi-meditative trance not easily achieved outside the quiet of one's private sanctuary.

To cast a spell, roll 2D6 and add the magician's level of experience; characters with INT of 15 or greater receive an additional +1 bonus to the roll. **If the total equals or exceeds the spell's magnitude multiplied by TWO, then it has been successfully cast.** **For example**, a magician wanting to cast a spell of the 4th magnitude needs a result of eight or better on the die roll to succeed. Of course, a **zero out** always fails.

Spell casting requires freedom of movement. Magicians cannot work magic when bound or grappled, and wearing armor penalizes their casting roll: **-1** when wearing *light armor*, and **-2** for *heavy armor*. Spell casting requires chanting in an assertive, forceful tone. It takes time to cast a spell, **usually ten seconds (one combat round) per magnitude of the spell**, though some spells require additional preparation prior to casting. In combat encounters, spells are resolved after all attack actions and movement in the round; magicians interrupted before a spell is finished (by being damaged or grappled), must begin the spell again.

Additional adjustments apply to the spell-casting roll based on the circumstances. If a magician reads a spell from an actual document (book, tablet, etc.) she receives a **+1** bonus to the roll. Magicians chanting in a quiet whisper suffer a **-2** penalty for the attempt. Magicians and sorcerers (not witches) can "**fast-cast**" a spell, reducing the casting time to ten seconds (one combat round) regardless of magnitude, but suffers a **-2** penalty. Only memorized spells can be fast-cast, not texts that are read.

Each magician begins the game with knowledge of **four spells**; these can be chosen from any of the spells listed for the 1st or 2nd magnitudes. These spells are considered memorized by the magician; if she wants to own a spell book containing the spells she can do so. Likewise, she can attempt to transcribe the spells from memory at a later time, should she so choose.

During the early stages of her career, the magician is considered an **apprentice**, and must return to her master upon acquiring a new level. Each time she does so, she will be taught one new spell of either 1st or 2nd magnitude. A magician can request testing to become a full **magus**, ending her apprenticeship, any time she earns a level of experience. Regardless, an apprentice automatically achieves magus status upon reaching 5th level. The master gifts the student with a parting spell (of the 3rd magnitude, by tradition) and she is ever after an independent mage.

When a spell is marked with an “*” it has a **reversed** version, generally opposite in its effect. Knowledge of a spell does not automatically grant knowledge of its reverse, but *will* aid in the magician’s spell research.

SPELL RESEARCH

After passing apprenticeship, magi are left to their own devices with regard to learning spells. Magical texts discovered, stolen, or (rarely) purchased can be added to a magician’s collection, but such writings are difficult to come by. Most magicians instead engage in **magical research**, in order to create or reinvent spells.

It takes time and money to research a spell. If a spell is listed in these pages it requires a number of weeks equal to the **magnitude squared** for a research attempt. For example, a magician wishing to reengineer the 4th magnitude spell **remove curse** requires 16 weeks (**4 x 4**). Each week, 1000 gold coins must be spent in research material (16,000gd for that **remove curse** spell in the example). At the end of the research period, the magician makes a **research roll**: Roll D6, adding +1 if the character’s INT is 15 or greater. **If the result is equal to or greater than the magnitude of the spell researched, then the formula is successfully discovered and recorded.** The roll receives a +1 bonus if the magician knows the reverse version of the spell, and an additional +1 if the researcher has previously observed the spell being cast (successfully) by another.

Players wishing to create a spell NOT present in this book must first get the DM’s approval. The DM assigns an appropriate magnitude based on the spell’s effect. All time and gold costs are **doubled** for the spell.

Memorization: Magicians have a limited capacity for memorizing spells; **the maximum number of spells a magician can memorize is equal to one PLUS the magician’s hit dice multiplied by three.** For example, a 5th level magician can memorize a maximum of 16 spells (1 + 5x3). Characters can choose to “forget” spells, freeing space to commit new spells to memory, but only upon achieving a new level of experience, and only one spell per level earned.

Magician Scrolls: There is nothing inherently magical in the texts of magicians; magician scrolls are simply the scribed formulae of magic, requiring training in the proper intonation and meditation to make the magic work. Any literate character with magical training can read arcane writing, knowing what spell(s) it contains; a dice roll is only required to read the text with the intention of casting its spell. Remember: spells read from a text can never be **“fast-cast;”** spells of greater magnitude are complex and wordy and require more time to pronounce.



Magicians jealously guard scrolls and texts as the source of their power. They are loathe to copy spells, as more copies increase the likelihood of being stolen, and there is always the chance of copying errors, not to mention the time and money involved. However, texts fade over time and a magician's memory is limited, so copying becomes necessary for those that wish to preserve their knowledge. Copying a spell requires one day and ten gold coins worth of materials per degree of magnitude; the copier rolls D6, adding +1 for an INT of 15 or better and adding +1 for a DEX of 15 or better. If the result is equals or exceeds the spell magnitude, it is copied accurately.

Other Magicians

JINN all have some magical ability; when casting spells they are considered to have a level of ability equal to their hit dice. Most jinn know two spells for every level of magical ability, and all spells are considered memorized. They are not necessarily restrained by mortal limitations (for example, with regard to **alchemy**).

MOUNTEBANKS are failed apprentices that still retain some magical knowledge useful in their adventuring career. **Roll D3 and add the result to one** to determine how many spells the mountebank has committed to memory; all spells are of 1st or 2nd magnitude. Mountebanks cannot perform **spell research** but have the ability to read arcane writings and copy texts like a magician. When casting spells, mountebanks are always treated as 1st level characters, regardless of their actual level of experience.

SORCERERS take the easy road to power by making infernal pacts with demonic entities in exchange for knowledge. In most ways they are treated as normal magicians, except that their spells and enchantments are tainted by **evil** and can be **detected** as such. Every time a sorcerer earns a level of experience her infernal master teaches her **two spells**, with no spell research being necessary. The magnitude of spells granted cannot exceed the character's new level. Sorcerers never learn to brew potions or create magic artifacts, and due to their pact they cannot be **raised** from the dead (if killed, the character's soul is immediately claimed by her patron demon).

WITCHES cannot learn or cast spells of 6th or 7th magnitude; however, witches can learn spells from the **saint spell list** as if they were magician spells. A witch's apprenticeship is similar in all ways to that of a magician, but they usually maintain closer relationships with their master and fellow students (called their circle or **coven**). Witches have a natural rivalry with other magicians and only trade spells with other witches, and usually only with members of their own coven. Due to their use of **spell components** (see below) **witches cannot fast-cast spells**.

Witches use special ingredients (bat wings, eyes of newt, crushed gemstones, roots and herbs, etc.) in their spell casting; it is presumed that these materials are gathered between adventures in amounts great enough to cast each spell known **one time** during an adventure (i.e. game session). A witch can "harvest" spell components from magical beasts and monsters, replenishing her supplies. A single monster may yield enough components to cast a spell of magnitude equal to or less than the creature's hit dice, though this is only a guideline and best adjudicated by the DM. **For example**, a powdered unicorn horn might be enough material for three **heal wounds** spells, but while ogre heart is good for **iron will**, it is useless for a **wall of fire** enchantment.

First Magnitude Magician Spells

Charm: instills a feeling of deep affection for the caster in a single intelligent humanoid if a saving throw is failed. Charm lasts until the caster does something that betrays or harms the charmed, though the enchanted creature may attempt a new saving throw every month (or weekly if highly intelligent). Caster must look into the target's eyes (melee range).

Circle of Protection: as the 1st magnitude saint miracle.

Decipher Script*: immediately makes clear any written language or code within view of the caster. The reverse, **confuse script**, renders any single text as an indecipherable code to all but whom the caster designates, requiring the casting of **decipher script** for translation otherwise.

Divination: through the casting of lots or cards, or the reading of entrails or tea leaves, the caster can foretell the degree of danger posed by a particular course of action: *minimal*, *moderate*, or *perilous* (the DM provides the answer). The foretelling can be for the magician herself, an individual, or a group of people.

Familiar Spirit: caster summons a magical spirit in the form a small animal (cat, toad, dog, bird, etc.) that acts as a helpmate to the magician. The spirit starts each session with D6 HPs (as a 1st level character) and the magician receives an equal number of bonus HPs, as well as a +1 to all saves, while the familiar is present. If the familiar is killed or banished (via **banish evil**; familiar saves as its master), the magician suffers two hits (2D6 HPs) of damage from the shock. A magician may never have more than one familiar at a time; the familiar and magician understand and can communicate with one another.

Hex*: one target within sight of the caster suffers a penalty of -1 to attack rolls, saving throws, and mettle checks for the rest of the day (until sunrise or sunset). The target is allowed a save versus magic to resist. The reverse, **unhex**, removes a hex.

Hold Portal: magically seals a door or gate for 2D6 turns. Creatures with five or more hit dice can break down the portal in D6 rounds, though it can also be opened with the spells **open** and **dismiss magic**.

Illumination*: creates a magic light in the character's open hand (or at the end of a staff or wand) with radiance equivalent of a torch or lamp. The light lasts until the character dismisses the spell, picks up something (with the hand) or puts down the instrument (staff or wand). The reverse, **extinguish**, snuffs out all lights within sight of the magician (though no more than 60').

Move Object: character can manipulate a single, small object (1 pound per level) with his mind alone. Control lasts as long as caster concentrates (taking no other action or movement). Object must be visible to caster.

Resist Fire: for one hour, the target becomes immune to normal heat and fire, takes only half damage from magical forms of fire (including dragon breath or demons), and receives a +2 bonus to saving throws against the same.

See Invisible: the caster becomes aware of all things hidden and invisible objects in her vicinity, including secret doors and hidden opponents. Once revealed, the caster cannot “un-see” hidden objects. Traps are not revealed.

Sleep: puts to sleep 2D6 levels/HD of creatures or a single creature of 4 levels/HD in the magician’s vicinity; lower HD creatures are affected before high HD creatures. Spell only works against passive/non-hostile targets, friendly creatures are only affected at the magician’s discretion. Rough treatment or loud noise (e.g. combat) will awaken sleepers.

Second Magnitude Magician Spells

Beast Speech: for the duration of the spell, the caster gains the ability to speak with a particular species of beast or bird in its own language. The spell lasts one day (till sunrise or sunset).

Clairvoyance: caster can remotely view one object, place, or person that is well-known to the magician. The scene can be viewed as long as the caster concentrates (i.e. so long as the caster takes no other action or movement and is not distracted).

Gale*: the caster conjures a strong gust of wind that will knock down opponents that fail their saving throw (D6 individuals of hit dice less than the magician), losing their action for the next combat round. Torches and open flames in the vicinity are extinguished unless they are magical. This spell can be used to fill a ship’s sails with wind for the duration of a single day; the reverse spell, **becalm**, removes the wind from a sighted ship’s sails for a single day.

Invisibility: the caster becomes invisible and remains so unless and until it attacks or casts a spell, or unless the spell is broken with a **dismiss magic** spell. The spell can be cast upon an inanimate object, but ends if the object is moved or handled.

Levitation: caster can float up and down vertically or hang suspended in mid-air. The spell lasts as long as the character concentrates and is not disturbed (such as by attack).

Locate Object*: as the 3rd magnitude saint miracle.

Mirror Self: the magician creates a number of duplicate images of herself, the number being equal to one plus the result of a D3 roll. Each image looks exactly like the caster and appears to perform the same actions. Any attack on the magician strikes an image instead of the caster; attacks against a **mirror self** image always hit, regardless of the attack roll, destroying the duplicate image but leaving the

magician unscathed. The mirror serves last for an hour if not destroyed preventing attacks; a magician can only have one such spell operating at a time.

Open*: opens any locked, closed, or stuck item...even those locked with **wizard lock** or **hold portal** spells. The reverse, **wizard lock**, functions as **hold portal** but can be used to lock other objects besides doors: books, chests, coffins, etc. A **wizard lock** is permanent unless opened with a **knock** or **dismiss magic** spell, though the caster (or a magician 3+ levels greater than the caster) may bypass the **wizard lock** at will without breaking the spell.

Phantom Image: caster creates a permanent illusion. The illusion is static, and visual only (no other senses are affected). Any player character or highly intelligent creature that sees the illusion receives a save versus magic; success indicates they can pierce the illusion and see the true image beneath. Touching the illusion dispels the image.

Quicken*: creature within 30' of the caster has all actions quickened; it moves twice as fast, it doubles the number of attack rolls (melee or missile) it can make in a round, and its attacks are resolved before any non-**quickened** opponents. The reverse, **hobble**, slows a creature so that it moves at half speed, attacks only once every other round, and resolves its attacks after non-**hobbled** opponents. Either spell lasts ten minutes; **quickened** creatures are **fatigued** (see **Book 3**, page 11) until they've rested for one hour (a fatigued character cannot be **quickened**).

Speak with Dead: the caster can ask questions of a dead corpse and the remains will respond. The knowledge of the dead is limited to what it knew in life (including the language it speaks). Dead creatures are under no compulsion to tell the truth, and their answers are based on both their original alignment and the motivations of the caster. **Reaction rolls** might be appropriate.

Water Breathing: allows the caster or target touched to breathe underwater for a single hour. Spells cannot be cast while underwater.

Third Magnitude Magician Spells

Call Beast*: calls a number of animals that will understand and obey the caster to the best of their ability, including fighting, guarding, carrying messages, acting as pack animals, etc. Absolutely fearless, they fight until killed or **dismissed**. The caster can call one large animal, up to two medium animals (no bigger than a bear), or up to three small animals (wolf-size or smaller). The reverse, **dismiss beast**, causes a like number of animals to immediately leave the caster's vicinity (and they will not return). Neither spell affects giant or magical beasts.

Change Shape: magician can change form into that of any creature desired, including monsters; however, the caster gains only the *form* of the creature, not natural abilities different from the caster (for example, a bird could not fly nor a dragon breathe fire). The caster retains his normal hit points, attack ability, and saving throws in the new form, which lasts until the caster decides to regain his old form.

Dismiss Magic: this spell removes the effects of any cast spell with some limitations: it has no effect on spells cast upon items, nor creatures created or summoned by magic, nor permanent magical enchantments (including curses and magic items); neither does it affect spells that have immediate or permanent effect (like the damage inflicted by a cast spell). Finally, ***dismiss magic*** has no effect on the divine magic of saints and shamans, nor on spells of greater than 5th magnitude. Because ***dismiss magic*** is used to counter another's spell, the spell-casting roll is penalized if attempted against a greater magician: subtract 1 per level of difference between the caster and her target. **For example:** a 5th level magician trying to dismiss a 9th level magician's spell must subtract four from her spell-casting roll.

Fire Breathing: the caster gains the ability to spew jets of flame from her mouth. For the duration of the spell, the magician can launch fiery missile attacks at a range of 15 feet that do **two hits of fire damage**; no attack roll is needed but targets are allowed a saving throw versus magic to take half damage. The mage can breathe fire once per round, and each attack inflicts D3 HPs of damage on the magician herself (unless the spell-caster is a Jinni); the spell lasts ten minutes.

Flight*: the caster gains the ability to fly (movement in inches is double normal). The ***flight*** lasts only for as long as the caster concentrates, doing nothing but flying (though the magician will become **fatigued** after five turns and be forced to rest). The reverse, **ground**, forces a flying creature to land unless it makes a successful save versus magic. A grounded creature regains its ability to fly after ten minutes.

Hold Creature: as the 2nd magnitude saint miracle, except all targets receive a save.

Mesmerize: similar to ***charm***, the caster takes control of her target's mind and can command the person as if under deep hypnosis. The magician must be able to look into the subject's eyes (melee range), and unlike other 3rd magnitude spells, once the mesmerizing begins, the subject is unable to take any action until the spell is complete (i.e. the spell still takes three rounds to cast, unless **fast-cast**, but the subject is held rigid and enthralled for the duration of the casting). At the end of the casting time the subject is allowed a save versus magic (at a -2 penalty) to resist the caster's control; if failed, the target becomes a virtual slave to the magician's commands. Any command that would cause the mesmerized creature to pur-

posefully harm itself or its loved ones (spouse, parents, or children) automatically breaks the spell, and commands against the subject's nature (DM's discretion) allow the victim an additional save. Otherwise the effects last as per **charm**.

Missile Immunity: the spell-caster becomes immune to normal missiles (arrows, spears, thrown stones, etc.) for ten minutes. Magical missiles including spells, enchanted weapons, and dragon fire are completely unaffected.

Read Thoughts*: the magician knows what a target individual is thinking, just by looking at him. The subject is automatically allowed a saving throw versus magic to resist; otherwise, the magician may plumb the target's mind like an open book. The spell lasts as long as the magician concentrates, and the subject remains in sight. The reverse spell, **close mind**, hides a target's thoughts from mind reading magic.

Sensory Illusion: the magician creates an illusion like **phantom image** that incorporates one or more of the other senses: smell, sound, touch, or taste. In addition, the illusion can have some minor (if repetitive) movement. Unlike **phantom image**, the **sensory illusion** only lasts as long as the magician concentrates. Player characters and intelligent NPCs receive a saving throw to pierce the illusion.

Transform Person: the spell transforms one target creature within 60' into another creature of the caster's choice. Similar to the spell **change shape**, the spell only gives the target the form of the creature: intelligence, hits (or HPs), and personality all remain the same (a troll transformed into a house cat would be one mean house cat!). Transform person only works on living humans or humanoids of roughly man-size (monsters must have less than four hit dice), and the target may choose to make a saving throw. The effect lasts six hours.

Unseen Scout: summons an invisible, mainly insubstantial servant to act as reconnaissance for the caster. The **unseen scout** has the same senses as a human, a perfect memory, swift movement (24"), and never becomes lost. The scout cannot be attacked or killed, and though it cannot pass through walls or locked doors, its range is mainly limited by the duration of the spell (20 minutes). The scout returns by the end of the spell and whispers its information in the magician's ear.

Fourth Magnitude Magician Spells

Alchemy: with this spell the magician can transmute one metal into another, generally a base metal (like lead or iron) to a precious one (copper, silver, or gold). While the magic itself takes the normal amount of casting time to function, alchemy requires a gathering of rare components and special chemicals to use such

that a magician may not transform more than one pound of metal per level of experience per year (for example, a 6th level magician could transform a maximum of six pounds of metal over the course of the year), and generally only in a given month when the “stars are right.” However, the metal so transformed is of rare purity: one pound of gold so created is worth 1000gd, one pound of silver is worth 200gd, and one pound of copper is worth 10gd. Note that only basic metals can be transformed, not alloys like bronze or steel, and the spell can be **dismissed** like any enchantment.

Animal Growth*: this spell causes one or multiple normal sized animals to grow to gigantic proportions, with a corresponding increase in strength and attack capability. Size growth is relative to the creature’s natural size: an elephant might grow to twice its normal size while a rat might grow to the size of a large dog (60-80 times its natural size). If the magician attempts to affect multiple animals, roll D6 to determine the number affected (and the overall growth should be more limited than for a single animal). The reverse spell, **shrink beast**, reduces an animal to a miniature, mostly harmless, size. The reverse can similarly be used on multiple (D6) creatures, and will also reduce a giant animal to the stature of a normal sized beast. Either spell lasts two hours.

Befriend Monster: this spell functions like **charm**, but is not limited to intelligent humanoids (though constructions and undead are unaffected). The save versus magic is made at a -2 penalty, and successful control does not guarantee the creature will follow the character’s commands (unless the caster can communicate with the creature).

Iron Will: the magician or creature touched can ignore the effects of a **major wound** (see **Book 1**) or other affliction that hinders the subject. Only wounds from the categories **34-66** may be ignored; damage to senses and brain damage/comas cannot. The spell lasts for a single hour.

Mass Confusion: 3D6 creatures within 12” of and chosen by the caster become befuddled, rendering them less effective. Only targets with four or more hit dice are allowed a save. Assuming the targets were hostile prior to the spell, check the creatures’ reactions at the beginning of each combat round (roll D6 for the whole confused group; all take the same action): **0** – attack the spell-caster and/or her companions, **2-4** – stand around doing nothing, **5-6** – attack each other. The spell lasts ten minutes.

Minor Enchantment: imbues an item with a magician spell of no greater than 3rd magnitude; the imbued spell can be used once before the magic fades. Alternatively a weapon can be enchanted to harm creatures immune to mundane

weapons; the weapon's enchantment lasts for the duration of a single combat with such a creature before the magic fades. A **minor enchantment** can be removed with the spell **dismiss magic** unlike a permanently enchanted artifact.

Permanent Illusion: this spell is like sensory illusion, except that it can have more movement and the spell continues even after the caster ceases to concentrate. A successful save allows the viewer to pierce the illusion but does not dispel the illusion. The illusion vanishes if **dismissed** or upon the caster's death.

Remove Curse*: as the 3rd magnitude saint miracle; however the target is allowed a save versus magic to resist.

Telekinesis: as the 1st magnitude spell **move object**, but the magician can move a maximum of 50 pounds of weight per level of experience. Movement is slow (about 20' per combat round) and unwilling targets are allowed a save versus magic to resist. If used to crush or inflict damage, **telekinesis** does one hit for every four levels (or fraction of four) the magician has, though a save prevents this damage. **Telekinesis** lasts as long as the magician concentrates (takes no other action) or until used to inflict damage.

Vanish: the magician or target creature or object within 10' of the caster **vanishes** into thin air, to reappear instantaneously anywhere within 300' of its original location. An unwilling creature is allowed a save versus magic to resist. The **vanished** object must reappear in an area known to the magician, and always arrives safely.

Wall of Fire: conjures a magical curtain of flame with dimensions not exceeding 1200 square feet (for example, a wall 60' long and 20' high). The flame is opaque and objects beyond the wall are not visible. Creatures of less than four hit dice cannot cross the **wall of fire**; creatures with more than four hit dice take a hit of damage for breaking the wall (two hits for undead monsters) unless immune to magical fire. The wall lasts as long as the magician concentrates (takes no other action).

Ward Pact: magician chooses one type of weapon (including the natural weapons of a particular beast) and the person touched receives immunity from the weapon for the spell's duration. No one can benefit from more than one **ward pact** at a time. The spell lasts for one hour.

Fifth Magnitude Magician Spells

Cloud of Death: creates a poisonous cloud (30' in diameter) that is deadly to creatures of less than five hit dice and all humans (save versus magic to resist the

effects). The cloud is mobile, slowly moving away from the caster (20' per combat round). It is heavier than air and will sink into holes and down hills. The cloud is broken up by trees and thick vegetation, and is affected by wind. It dissipates harmlessly after one hour.

Conjure Elemental: summons a single elemental of a chosen type to serve the magician. Control lasts as long as the magician concentrates (i.e. takes no other action); if control is lost, the elemental immediately turns on its master. The magician must remain within 240' and within sight of the elemental at all times, and can banish the elemental at any time unless control is lost. The elemental lasts until **banished** (by caster or spell), **dismissed**, destroyed, or its magician dies.

Domination: this spell functions as **mesmerize** except that the save is at -3 and the subject is completely enslaved by the magician, unable to stop itself from pursuing any despicable or self-destructive command given by its master.

Extend Life: this spell removes the effects of time from a subject, reducing its age by five years (or ten years if the caster herself is the subject). An unwilling target can save versus magic to resist the effect. The subject of life extension permanently loses 1 point of CON for every casting of the spell, as the character's life is stretched thin; the spell automatically fails if casting it would reduce the recipient's CON to zero. The reverse spell, **withier**, immediately and permanently ages a target 10 years unless a save versus magic is successful.

Magic Jar: the magician shifts her consciousness and life force to an inanimate object (the "magic jar" object can be anything, so long as it is within 30' of the caster when the spell is cast) and from there may attempt to possess the body of any creature within 120' of the object. The target of such possession receives a save versus magic to resist; if successful the magician remains in the **magic jar** and may either attempt to possess another creature or return to her own body. If the possessed body is destroyed the magician's spirit returns to the jar; if the magician's own body is destroyed, her consciousness must remain in the **magic jar** or in any body she is able to possess. If the **magic jar** is destroyed while the caster's life force is in it the magician dies. The spell ends if and when the magician returns to her own body. The magician's spirit may be forced from the body of another with a **break enchantment**, **exorcise**, or **banish evil** spell (**dismiss magic** only works to end the spell when the caster's life force is in the **magic jar** itself).

Necromancy: this spell animates a number of undead **skeletons** or **zombies** from suitable remains to act as servants or soldiers for the magician. One hit die of monsters is animated for every level of experience of the magician; skeletons have the same hit dice as the original creature (all humans are considered to HD 1 for

purpose of this spell), and zombies have one more HD than the original creature (or HD 2 in the case of humans). Undead last until **banished**, **dismissed**, or destroyed.

Passwall: creates a man-sized hole through a wall of stone, brick, or wood, no more than 10' deep. The hole lasts for one minute then closes.

Rock to Mud*: changes an area of rock not exceeding 3000 square feet (50' x 60' for example) and no more than 10' deep into a morass of mud; movement through mud is at 1/10 normal. The reverse, **mud to rock**, transmutes the same amount of mud to rock.

Secret Knowledge: over a period of D6 hours, this spell allows the magician to communicate with various other-worldly entities (angels, demons, spirits, etc.) gaining answers to questions unknown. No more questions may be asked than the caster has levels of experience, and answers should be short (usually no more than one or two words). For every question asked, the DM secretly rolls a **reaction check**: a truthful answer is provided on a positive (9+) result, and a lie on a negative (5 or less); on a neutral result (6-8) the answer to the question is unknown. When the spell ends, the spell caster must make a save versus magic, applying a -1 penalty for every two truthful answers received. Failure indicates the magician goes **insane** (is mentally incapacitated) for a number of weeks equal to the total number of questions asked. The spell is normally performed in seclusion so as not to subject others to the forces involved; witnesses to the spell gain the same knowledge, but run the same risk of insanity.

Simpleton: one target humanoid in sight must save versus magic at -2; failure reduces the subject's mind to that of an imbecile. The victim of **simpleton** forgets all class skills and abilities (in essence, the target becomes a zero hit dice **normal human**, who has trouble remembering his own name). The spell is permanent until **dismissed** or until the death of the magician that cast it. This spell also affects jinn who have hit dice less than the magician's level of experience.

Wall of Iron: creates an iron wall 3" thick with dimensions not exceeding 500 square feet (10' x 50' for example). The wall lasts until **dismissed**, destroyed, or the magician dies. It is subject to rust as well.

Wall of Stone: creates a stone wall two feet thick with other dimensions not exceeding 1000 square feet (20' x 50' for example). The wall lasts until **dismissed**, destroyed, or the magician dies.

Sixth Magnitude Magician Spells

Conjure Demon*: summons a single demonic entity (of the types found in this book) whose hit dice does not exceed the caster's level of experience. Negotiation for service is required (with successful **reaction checks**), the demon departing if no accord is reached. The reverse, **abjure demon**, banishes one demon (save versus magic applies).

Control Weather: for the span of an hour, the magician can alter all weather within half a mile radius of her location. Typical effects include: summon clouds, summon rain, summon snow, summon fog, summon storms (with lightning), summon tornado or sand storm, and clear skies. It takes D6 rounds for any atmospheric change to take effect.

Disintegrate: disintegrates a single creature or object within 60' of the magician. Creatures are allowed a save versus magic; summoned creatures, creatures immune to normal weapons, jinn, angels, and demons are unaffected.

Move Earth: the magician can **move earth**, altering surface features and moving prominences like ridges and hills. Only earth (soil) is moved, not stone; the area affected must be within 240' of the magician. Movement is 60' per round and the spell lasts a total of six rounds (one minute). A **break enchantment** spell will not return earth to its former position.

Nightmare: implants terrible hallucinations of mortal danger in a target creature's mind (of being on fire, for example, or of being eaten alive by carnivorous grubs). Failure to save versus magic causes the creature to take some dangerously reckless action, like flee screaming at top speed or stabbing self repeatedly to get at the "attacking creatures." A successful save indicates the target simply passes out for D6 minutes.

Part Water: the magician creates a path through any body of water; the path is 120' long and 10' wide. The path lasts one hour or until ended by the caster.

Phantasmagoria: the magician conjures a sumptuous palace or residence of any form desired, providing luxurious accommodation, food and drink aplenty, and unseen servants to wait on her guests. The manse need not be visible to the outside world, and only those the magician designates as guests may enter and partake of its wonders. Upon leaving, individuals become ravenously hungry, forced to do nothing but gorge themselves for as many hours as they spent days eating phantom meals. The mansion lasts until the magician leaves its confines or is slain.

Preserve Life: the spell-caster first prepares a suitable container and then (with the successful casting of this spell) the magician transfers her vital organs to the container, in essence becoming immune to death! The magician can suffer damage but automatically makes any save versus death required for being reduced to 0 HPs (and never loses CON when suffering **major wounds**). Magical effects that target the magician (including dragon fire) still have full effect, but the character is otherwise immune to death from damage, poison, and petrification; neither can she be transformed in any way, nor make use of the spell *life after death*. The container holding the magician's vitals is fragile (one hit to break) and destroying it kills the magician. Once performed, the spell cannot be reversed; if undone with a **break enchantment**, the magician dies.

Raise Well*: the magician calls forth drinkable water from the earth creating a well even in the most barren desert. The reverse spell, **dry well**, seals a watering hole for the spell's duration. Both spells last only a single day and night.

Reincarnation: forces the spirit of a recently deceased individual into a magically created body, extending its mortal life. The forces involved are difficult to control, and the body created may bear little resemblance to the original person, and may not even be human: roll D6 with a 0 or 2 resulting in the character being a beast (Chaotic individuals may *reincarnate* as an abomination with a 0). If the result is human, the DM determines ability scores randomly (3D6 in order, rerolling **zero** results), and gender has an even chance of either sex. The character retains its memories and personality and, if human, can continue to advance in its former class. The reincarnated form is a magical creation, and can be destroyed with both **banish evil** and **break enchantment** though a save vs. magic to resist is allowed.

Teleportation: transports the magician instantly across any distance to a location of her choosing. Such travel is extremely dangerous, depending on the caster's knowledge of the desired destination. If cast successfully, roll 2D6 to determine whether or not a mishap occurs: the **teleportation** is successful on a **9+** with little knowledge, **7+** with very familiar knowledge, and **5+** with exacting detail and intimate knowledge of the location (magicians with an INT of 15 or better add **+1** to the mishap roll). If the roll indicates a mishap the magician is killed in the attempt; her body materializes in a solid object or is hopelessly scattered or scrambled.

Transmutation: the magician may change any animal, mineral, or plant into any other animal, mineral, or plant. Unwilling creatures are allowed a save at -3 to resist. Unlike the spell *transform other*, the **transmutation** provides all the abilities of the new creature. The duration of the spell depends on how far removed the creature is from its original kingdom. Animal to animal, plant to plant, and mineral to mineral are permanent changes. Animal to plant and plant to mineral (or their

reverse) lasts for a number of days equal to the magician's level. Animal to mineral or vice versa lasts a number of hours equal to the caster's level.

Seventh Magnitude Magician Spells

Break Enchantment: this spell destroys the magical enchantment in any given object, including permanent magic items other than holy relics. The spell can also be used as *dismiss magic*, though capable of ending any spell, curse, or enchantment of 6th magnitude or less (except the miracles of saints/shamans).

Death Curse: this spell can only be cast with the death of the magician; it must be memorized (i.e. cannot be read from a text) but is always successful (no casting roll required). The target of the curse is the individual or individuals responsible for the magician's death; said individuals hear the pronouncement of the death curse regardless of whether or not they are in the magician's presence. Curses may vary but are extremely powerful including: always failing saving throws, never finding love, destined to forever be impoverished, aging one year per day, or having all spells backfire. The *death curse* can affect its victim's descendants down through a maximum of seven generations. There is no saving throw and no mortal spell can remove the curse, though a Lawful or whimsical magician might set conditions by which the curse can be lifted. If the magician is raised from the dead, the *death curse* is automatically broken.

Geas*: forces a target that fails its save versus magic to perform (or not perform) a specific action named by the magician. The action must be possible for the subject and its performance not directly fatal else the *geas* affects the caster instead. Failure to perform as specified results in gradual weakness and penalties (determined by the DM) and eventual death. A *geas* may only be removed by its reverse, **remove geas**.

Life After Death: when casting this spell, the magician chooses both a manner of death and a manner of rebirth. As long as the caster dies in the manner prescribed, death is not the end: when the conditions of rebirth have been met, the magician's body returns to full health! Death must be exactly as chosen: a specific place and time and a specific instrument of death (*not* a specific opponent). Rebirth conditions can be as simple as "when my body is returned to my tower laboratory." Usually the magician gives a trusted henchman instruction for revival prior to casting the spell; the magician's body can even be transported in a cremated state and fully restored at the site of rebirth. Full restoration takes but a single round.

Open Gate*: creates a two-dimensional portal to anywhere the caster chooses: another plane of existence, another dimension, another planet, or anywhere in the

world. The portal is 10' in diameter and may either hang vertically in the air or placed horizontally on a flat surface; the gate has only one "side;" entering it through the ingress leads to its exit, wherever that may be. The **gate** remains open 2D6 turns, during which time it is entirely possible entities from the other side might wander through the **gate**. The reverse spell, **close gate**, closes a magical **gate** of this type (and is the only way to close such an aperture prior to the duration expiring). **Casting either version of this spell ages the caster D6 years.**

Power Word: this spell gives the magician the power of life and death in a single, unpronounceable word. The **power word** must always be **fast-cast** (and thus always suffers a **-2** penalty to the casting roll). A single target creature within 120' of the magician and whose hit dice (or level) does not exceed the spell-caster's level immediately dies in as spectacular a fashion as the magician requires. Only spell-casting individuals are allowed a saving throw versus magic and the save is at a **-4** penalty. A wizard may decide to target multiple creatures within range rather than a single entity; if she does this, the total number of creatures cannot exceed the magician's level, and all targeted creatures must have hit dice (or levels) less than one-half the caster's level of experience.

Project Consciousness: this spell frees the magician's spirit, allowing her to travel and explore while leaving her physical form behind. The consciousness is like a ghost, able to pass through walls and doors; speed is fast (flying movement: 48"), and the magician cannot be attacked or damaged except by other incorporeal beings (like **wraiths** and **edimmu**). The spell ends when the magician returns to her body.

Shapechange: with this spell the magician assumes nearly any physical form desired, though the form's hit dice may not exceed the mage's level of experience. The magician takes on all the properties and special abilities of any form chosen, except for intelligence; the mage always maintains her own consciousness. During the spell's duration the magician may assume any number of different forms. The spell lasts ten minutes per level of experience or until the caster resumes her own form (the magician reverts to her own form if slain). The forms of **angels** and **demons** cannot be duplicated.

Soul Trap*: the magician forces her victim's life force into an inanimate object, similar to the magic jar spell. The object can be any non-magical object the caster chooses (a gem, statue, harp, sword, etc.) up to a size no greater than the caster. While the victim's soul is trapped, its material body vanishes, and cannot be located or detected by any means. The body reappears if the subject's soul is released, and immediately inhabits it as if no time has passed. An unwilling target is allowed a save versus magic with a **-4** penalty to resist. Once trapped, a soul may only be released with the magician's consent or the spell's reverse, **liberate spirit** (if the spell caster dies then *only* the reverse spell will free the soul).

Summon Jinn: summons one of the jinn to do the bidding of the magician. The magician may summon any type of jinn, but the caster's level of experience must equal or exceed the hit dice of the jinni summoned. Jinn are surly and reluctant servants at best, and will do their utmost to twist commands and make life difficult for their master. No more than one jinni will serve the magician at a time; it will serve a maximum of 101 days or until released by the magician or slain.

Tempest: the magician conjures a tremendous storm of terrifying proportions in a six mile area, capable of sinking ships, demolishing wooden structures, and extinguishing open flames. Animals in the area will panic and stampede and flying creatures are forced to land. On land, the power of the storm inflicts one hit of damage per round on anyone that fails to take shelter. At sea, individuals will drown unless they can lash themselves to a piece of floating wreckage. **Tempest** lasts 20 minutes and cannot be cast indoors.

Undeath: with this spell, the magician achieves a form of immortality by joining the ranks of the undead! Prior to the casting, an elaborate ritual is performed requiring an entire day and an expenditure of 10,000gd for each hit die of the new undead form. The transformation is permanent and the caster's alignment shifts irrevocably to Chaotic. The magician may become any undead whose hit dice does not exceed her own, but usually chooses one of the strongest: the **mummy**, **edimmu**, or **vampire**. The creature retains its magical knowledge but in all other ways it forsakes its former humanity to become an unholy monster.

BREWING POTIONS AND CRAFTING ARTIFACTS

As stated in **Book 1**, experienced magicians and witches can brew magic potions and create permanent enchantments ("artifacts"). Potions can duplicate most spells (DM's discretion) of 5th magnitude or lower, storing the spell in a one-shot, consumable form. To brew a potion, the magician must know the spell to be stored and pays 250gd per spell magnitude for materials (witch spells that duplicate saintly magic costs double). The time spent to brew a potion depends on its magnitude: 1st = one hour plus D6 hours, 2nd = one day, 3rd = one week, 4th = one month, 5th = one year.

An artifact is a major enchantment that can duplicate a spell multiple times. The cost to make a spell permanent is generally 10,000gd (and one month's time) per spell magnitude for an effect that can be used once per day, and the magician must know the spell. A *double enchantment* (adding an additional power or use per day) multiplies both time and cost by a factor of ten. The DM must approve all artifacts a PC wishes to create and additional "ingredients" or limitations may be required. More information on artifacts and potions can be found in **Book 3**.

DIVINE COSMOLOGY (SAINTS AND SHAMANS)

Halah is the God of All, as all True Believers know. The **Chisholm** and the **Arasemians** worship Him in their own fashion, but the former are distracted with the pomp and ritual of their ancient “Church” institution (not to mention corrupted by the wealth and power accumulated over the centuries), while the latter are hopelessly obtuse, disbelieving that Halah’s Messiah and Message has already been delivered to His people. Still, while their tenets of worship are different from followers of Salama, at heart the Chisholm and Arasemians recognize Halah’s glory, and there are holy **saints** to be found among their number.

The **heathens**, on the other hand, are idolaters who risk damnation by their belief in lesser gods and goddesses. Followers of ancient religions created long before Halah made His will known, most of these “gods” are demons or lesser powers whose existence and worship is only tolerated by Halah due to His great gift of free will to men. These beings (when such exist and are not simply the imaginings of charlatans disguised as priests) are capable of granting powers to their chosen **shamans** that mimic the powers of the saints, though their powers are capable of perversion also.

As saints and shamans grow in experience, their knowledge increases, as does their piety (in whatever form their worship takes). This growing enlightenment brings them the favor of their deity (or deities), and a corresponding increase in the number and power of prayers that are answered (i.e. a high level character can ask more favors and receives more attention than a character “new to the faith”).

A saint (or shaman) “spell” represents a supplication for divine aid: **a miracle**. So long as it is necessary and its use not antithetical to the tenets of saint’s religion, the aid will be granted. Saints and shamans who have “strayed from the path of righteousness” (whatever that path may look like) will find their prayers unanswered (i.e. the patron withholds spells as punishment).

The chart that follows indicates the miracles of each magnitude available to a saint (or shaman) as determined by level of experience. Saints and shamans with Wisdom of 15 or better receive one bonus spell every day; this bonus spell can be from any magnitude available to the character (at 1st level, the bonus spell can be used for a single 1st magnitude miracle).

The number of available miracles is the total that can be requested during a single adventure (i.e. a single game session). In general, miracles (especially healing) are only granted *during* an adventure; between adventures (i.e. while resting in town), a saint is expected to fend for herself (i.e. acquire her own food, rest and heal normally, etc.). Miracles are heartfelt petitions for divine intervention, **not** a daily resource to be tapped at the character’s whim!

<u>Level</u>	<u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>4th</u>	<u>5th</u>
1	0*	-	-	-	-
2	1	-	-	-	-
3	2	0*	-	-	-
4	2	1	-	-	-
5	2	2	0*	-	-
6	2	2	1	-	-
7	2	2	2	0*	-
8	2	2	2	1	-
9	2	2	2	2	0*
10	2	2	2	2	1
11	2	2	2	2	2
12	3	2	2	2	2
13	3	3	2	2	2
14	3	3	3	2	2
15	3	3	3	3	2

**Only available with a bonus spell for WIS*

All miracles listed for a given magnitude are accessible, provided the character has reached the required level of enlightenment. The miracle requested need not be determined ahead of time, but chosen as needed.

This information applies equally to the **temple knight** subclass.

SAINT AND SHAMAN MIRACLES

Where a miracle on the list has an “*” by its name, it indicates the spell may be **reversed**, usually having the opposite effect. Saints of the One True Faith never cast reversed spells (Halah simply does not grant them), and even shamans of Lawful alignment use such spells sparingly, if ever. Unlike magician spells, a saintly miracle automatically functions (a **casting roll** is not required, nor is there any casting time; the miracle simply occurs during the magic portion of a round); furthermore, miracle effects cannot be **dismissed** or dispelled. When **witches** cast spells that mimic the function of miracles they DO require casting rolls, take time based on magnitude, and can be dispelled with **dismiss magic** the same as any other magician spell.

First Magnitude Miracles

Circle of Protection: summoned, enchanted, or undead creatures cannot cross the **circle of protection**, and neither can demons nor jinn who fail to save versus magic. Individuals within the circle receive a +1 bonus to saving checks versus magic while

within its confines. The circle can enclose a number of characters equal to the saint's level (for example, a 3rd level saint creates a circle large enough to contain herself and two others). The miracle lasts until the saint dies or an individual leaves the *circle*.

Detect Evil: the saint feels the presence of strong evil within his vicinity; the stronger the evil the greater distance at which she can detect it. "Evil" is defined as supernatural evil: demons, undead, and sorcery, for example. It does not apply to bad or selfish (human) individuals, but only to enchantments, objects, and creatures that are intrinsically evil.

Detect Magic: the presence of magic and enchantment within the saint's vicinity is revealed; the stronger the magic, the greater the distance at which she can detect it. This detects enchanted creatures and jinn, and reveals any creature under the effects of a magical spell. It does not detect the specific type of magic, only its presence.

Heal Wounds*: heals an injured creature touched of **one hit** or **D6+1 hit points**. It has no effect on **major wounds** or characters that have been killed, and will not provide more HPs than a character's maximum rolled HPs. The reverse, **cause wounds**, inflicts the same amount of damage *heal wounds* cures, and causes considerable agony as well. Neither miracle affects undead, constructs, angels, or demons.

Omen: by studying her surroundings and listening to her "inner voice of truth," the saint gains insight into the wisdom of a particular course of action. The player may ask the DM one yes or no question and the DM should provide a suitable answer (for example, a dove alighting or a sun break in the clouds for "yes;" ominous thunder or the shadow of a bird of prey for "no").

Purify Food & Water*: makes spoiled food and unclean water within sight of the saint safe for consumption. The reverse, **spoil food and water**, makes the same completely inedible and undrinkable. This miracle does not affect water occurring in nature, like rivers, wells, or pools.

Second Magnitude Miracles

Befriend Animal: pacifies beasts in the saint's vicinity, making them tame and docile in her presence; magical and giant beasts are only affected with a successful **reaction roll**. Befriended creatures will ever after remember the saint and future interactions with the animal always receive a reaction roll (with a +1 bonus).

Bless*: the creature touched by the saint receives a +1 bonus to all attack rolls and saving throws, thief skill checks and spell-casting rolls for the next 24 hours. The saint may only **ble**ss another, not herself. The blessing can be bestowed on an object or weapon, which confers the same bonus to whoever carries the object. The reverse spell, **bane**, curses the subject with a -1 penalty to attack rolls, saving throws, skill checks, and spell-casting for 24 hours.

Detect Traps: all traps of mechanical and nefarious nature within the saint's vision are revealed, as well as the method needed to avoid or disable them. Dangerous hazards (like quicksand) and traitorous individuals are not revealed by the miracle.

Hold Creature: one target within 20' of the saint is held in its tracks, frozen stiff as a statue; only a creature with more hit dice than the cleric is allowed a save versus magic to resist. The effect lasts one hour or until dismissed by the saint, or until countered with the **restoration** miracle.



Rally Faithful*: all friends and allies within sight of the saint are invigorated with renewed energy and strength; they receive a +1 bonus to mettle and attack rolls, and have their morale restored if previously broken or affected by some fear effect. The bonus to die rolls lasts for ten minutes. The reverse miracle, **break foes**, forces all enemies within sight of the shaman to check mettle (with a -1 penalty) or immediately flee. If flight is not possible, the opponents surrender instead. Note that both miracles affect only humans or humanoids of four hit dice or less.

Restoration: this miracle revives a target individual that has been knocked-out, paralyzed, or is suffering from ability score damage due to venom, chill, or environmental effects (such as from dehydration).

Third Magnitude Miracles

Create Water & Wine: the saint causes water or wine (not both) to flow from the ground, enough to fill one (quart) wineskin per level of experience. The wine is excellent quality, but goes bad quickly (after one day). True Believers will only create water.

Cure Disease*: one subject touched is cured of any disease or illness. The reverse, **affliction**, creates a wasting sickness in a target creature. The victim feels weak and suffers a -2 penalty to all attack rolls and loses 1 point from CON for every day the **affliction** persists, dropping into a coma when CON reaches 3, and dying when CON reaches 0. At the end of every day, the victim of **affliction** may save versus magic to see if his body fights off the sickness. A victim cured of his **affliction** regains 1 lost point of CON per day until totally recovered.

Exorcise*: this miracle frees an individual from the possession or magical influence (**charm** for example) of another. If actually possessed by a disembodied spirit or demon, the subject must be restrained and an hour-long ritual performed, at the end of which the possessing creature is automatically expelled. The reverse of this spell, **ensorcel**, is also an hour-long ritual that invites a demon or possessing spirit to take control of the subject. If such a being is present, it automatically inhabits the target at the end of the spell (the target is not allowed a saving throw).

Locate Object: the saint knows the direction of one object for which she is searching (a stairway, fresh water, a pile of treasure, etc.) and the rough distance of the object ("nearby," "very distant," "close at hand," etc.). The saint only knows the location of the object when the miracle is granted; if the object moves before her arrival, the saint will not be informed of the change.

Remove Curse*: the saint removes a single magical curse or enchantment from an individual. The miracle will not destroy a cursed artifact, but allows its owner to part from it (thus providing the opportunity to dispose of or bury the item). It has no effect on spells of 5th or greater magnitude, whether saintly or magical in nature. The reverse of the spell, **curse**, bestows a negative effect, equivalent to reverse miracles of 1st or 2nd magnitude (like **bane** or **hold person**), or magician spells of 1st through 3rd magnitude (**hex, sleep, hobble, ground, transform person**). Unlike those lesser spells, the **curse** is permanent until removed, or until a named condition is met (“true love’s kiss,” for example); **dismiss magic** has no effect. A human who dies while under a **curse** rises from the grave as a **druj** after D6 days.

Reveal Deception: this miracle immediately pierces all illusions and disguises in the saint’s presence, revealing each thing’s true form. It also reveals the truth in the hearts of liars and scoundrels (though such may save versus magic with a -2 penalty to resist).

Fourth Magnitude Miracles

Armor of Righteousness: the saint becomes immune to damage of any sort. The miracle lasts only long enough to perform a single task (swim across a river of lava, fight a single opponent, etc.) and never more than one round per level of experience. The character is likewise immune to poison, death magic, and the special powers of the undead for the duration of the miracle.

Create Food: creates enough food to feed a dozen men and their mounts for a single day. For every level of experience the saint has above 8th, another dozen men and mounts may be fed.

Cure Severe Wounds*: an injured individual touched is cured of all damage sustained (restore all hits; adventurers reroll HPs as at the beginning of a game session). Alternatively, this miracle can cure the effects of a single, **major wound** that has been suffered during the adventure. The reverse, **inflict severe wounds**, incapacitates the target touched with pain and suffering (reduce hits or HPs to zero); the victim also suffers a random **major wound**. **Cure severe wounds** cannot revive a dead individual, nor can **inflict severe wounds** slay a living creature. Neither miracle affects undead, constructs, angels, or demons.

Neutralize Poison*: the poison contained in one object, substance, or creature is rendered inert and harmless; if used before a character succumbs to venom (due to failing a save versus poison), the individual survives. The reverse, **envenom**, creates a deadly poison where none existed. An envenomed object, liquid, food, or weapon can be used on a single victim who is allowed a save versus poison to resist death.

Sanctify*: the saint designates a single building, object, or piece of land (no more than 10,000 square feet) as **sacred**. Thereafter, no individual of less than five hit dice would dare damage or profane the site or object; likewise, no such creature will willingly do violence to another within the sanctity of the designated area, unless part of a ritual sacrifice. Creatures of five or more hit dice that wish to break the sanctification must succeed at a save versus magic at **-2** to do so. The thing sanctified must have some significance to the saint's faith to be effective (like a shrine, temple, or holy implement); a sultan's palace cannot be sanctified no matter how devout the ruler might be! The reverse, **desecrate**, removes the effects of a **sanctify** spell; it also destroys **holy water** and **holy symbols** and renders **holy relics** (described on page 31) powerless, though the latter may be restored by a **sanctify** miracle bestowed by a saint of the same faith as the relic.

Smite Unbeliever: one visible individual within 120' of the saint is thrown to the ground and stunned (creature suffers one hit, or more if in flight, and can take no action for 2D6 rounds). This spell only functions on creatures that follow a religion other than the saint. Saints and shamans of other faiths are allowed a save versus magic to resist the smiting.

Fifth Magnitude Miracles

Commune: the saint or shaman establishes a rapport with her deity such that she may gain divine insight into the answers to three questions posed. Knowledge should be near total and accurate. This miracle will only be granted once per adventure, and no more than once per week.

Banish Evil*: this miracle banishes or destroys any demon, construct, undead, or magically summoned creature within 30' that fails to save versus magic; if targeted against a single creature the save is made at **-3**. The reverse, **summon aid**, requests an angelic, demonic, or elemental entity (depending on the nature of the character's god or gods) to appear and provide a single service for the shaman.

Plague: this miracle conjures a vast swarm of vermin (rats, bats, frogs, locusts, etc.) that the saint can use to drive off creatures with less than four hit dice. Creatures with four to six hit dice are allowed a save versus magic or are likewise driven to route or seek shelter from the **plague**. The swarm's area is 60 by 60 yards and it moves 20 yards per round; as long as the saint is within 160 yards of the vermin he may direct it. The miracle lasts a single day; it can only be cast outdoors.

Quest: an individual is forced to perform a task for the saint or shaman (like slaying a specific monster, rescuing an individual, or recovering a particular object). The target is only allowed a save versus magic if of a different faith/religion than the

character bestowing the **quest**. If the task is ignored, the target becomes **cursed** in some major fashion (see the magician spell **ruin**) until such time as the **quest** is resumed. If the recalcitrant target is the ruler of a domain, his people may likewise suffer the effects of the curse. The **quest** must be significant to the saint's deity.

Raise Dead*: one individual that has suffered death during the adventure is restored to life, provided the miracle is granted within a number of days equal to the saint's level of experience. The raised individual is in a weakened state (1 HP) but healthy, and suffers no other ill effects from having died (any death wound is healed so no **major wound** is suffered); however, the character permanently loses one point of CON from the trauma of the experience. The reverse, **slay living**, kills a single creature. A save versus death is allowed to resist the unholy prayer, but the save is at a -3 penalty except for Lawful followers of Halah. Both miracles have a 60' range.

Salvation: the saint and any other individuals the saint chooses (up to a maximum number equal to the saint's level of experience) is instantly and unerringly transported to a place of refuge and safety of the saint's choosing. All individuals to be transported must be in physical contact with the saint or another transported individual.

SAINTS AND THE UNDEAD

As noted in **Book 1**, Lawful saints of monotheistic religions have an ability to **turn undead**; this is a manifestation of the character's holiness as an instrument of Halah. When the saint first encounters undead, the **Saint Versus Undead Monster** table is consulted to find the effect the saint has on the creatures. This is not an action performed by the saint, but the impact of a saint's spiritual development on tangible, blasphemous **evil**.

Unless the monster is too powerful for the saint (indicated by a "-" for "no effect"), the table gives a target number for a possible **turning away** of the creatures, or an indication that the saint's spiritual power automatically turns ("T") or destroys ("D") the undead. When a target number is given, this is the number that needs to be rolled on 2D6 to successfully turn the creature. PCs may choose to "**push**" this roll.

If the 2D6 roll is successful, a second 2D6 is rolled to determine the number of creatures affected, regardless of hit dice. A turned creature immediately retreats from the saint by whatever means is most expedient (if escape is not possible, the creature cowers, unable to move or take any action). At least one undead is affected on a successful turn attempt.

Where a “**T**” is listed, the saint’s faith is powerful enough to automatically turn the undead without a roll (only roll 2D6 to see how many are affected). Where a “**D**” is listed the saint’s mighty faith *destroys* the undead, the creatures crumbling or dissolving as if they’d never been (the number of creatures destroyed is again determined by rolling 2D6).

When more than one form of undead is encountered, the saint checks separately for each type. Remember, this is not an action taken by the saint, but an *effect* of the character’s presence. There are no additional attempts made in subsequent rounds and adventurers will need other methods to deal with undead creatures not turned by the saint.

Once turned, undead flee and will not return to an area while the saint is present (undead unable to flee will continue to cower until the saint leaves the area). The results listed on the table assume the character has a prominently displayed **holy symbol**; otherwise, the saint is treated as if her level of experience was two less than its actual level.

HOLY (AND UNHOLY) RELICS

As instruments of their chosen deity (or deities), saints and shamans are invested with a certain amount of divine power. This investiture grows over time in accordance with character’s growing spiritual development; with greater enlightenment, saints and shamans draw closer to the God (or gods) worshipped and are rewarded with the favor of their patron.

When such an individual dies it is possible that some of this divine favor remains, forever embedded in the physical object that was once the holy person. These vessels of stored power are called **holy relics** (the invested remains of a Chaotic shaman might be considered “**unholy relics**” though certainly not by members of his own faith). Holy relics function much like enchanted artifacts: they are objects that convey a magical effect or benefit, usually in the form of a saintly miracle. The exact nature of the miracle and how it functions is left up to the DM, though DMs should consider how the PC performed in life (her actions), as well as the manner of the PC’s demise when deciding on the powers of a relic.

To determine if a relic is created, the DM rolls 2D6 upon the death of the holy (or unholy) individual; the character’s level of experience is added to the roll as an adjustment. **If the adjusted result is greater than 12, a relic of the character remains.** The saint’s body is the main relic created and the DM may choose D3 of the character’s other possessions to become relics, too (the saint’s robe, her favorite weapon, etc.). If a particular object, weapon, or device caused the saint’s death, that object might be one of the D3 “other” relics created. **Book 3** has more info on relics.

MONSTER COSMOLOGY

In the beginning, **HALAH** created three orders of higher being: first the **ANGELS** were fashioned from light and air; next the **JINN** created from smokeless fire; finally **MEN**, who were formed from clay. These were added to the existing earth, already populated with all manners of **BEASTS**.

Some angels rebelled against Halah and were thusly expelled from Heaven, becoming **DEMONS**. Demons reside in the nether regions of the universe, save those few who've escaped to earth to cause torment and grief. Some of these had the gall to look upon humans with lust, and their offspring are the **GIANT-KIND**, humanoids of incredible size and strength, though much diminished over the years due to continued interbreeding. Other demons mated with beasts, creating foul and monstrous **ABOMINATIONS**.

The jinn are divided into several orders with the mighty **marid** being the most powerful, **ifrit** being secondary, and **jinn** proper being beneath these. Some members of jinn-kind (including more than one ifrit) have been known to take a human spouse; offspring from such a union is always one of the **jann**, who are counted as the least among jinn. As with humans, Halah gifted all jinn with free will, and they may be of any alignment and temperament; many are even of the True Faith.

In Barica, most humans consider any creature of supernatural appearance or origin to be "one of the jinn" when such is not the case. Many magical creatures, from the dragon to the mighty roc, are simply examples of the wondrous beasts of Halah. Other creatures of infernal origin, like demons and their ilk, are entirely separate from the jinn. While an individual jinni might do evil for its own selfish purposes, it is exceptionally rare that any jinn would have truck with demon-kind...they are simply too proud to debase themselves by mingling with the outcasts.

Other than the occasional automaton or life form created by magic, there is only one other type of monster found in the **Five Ancient Kingdoms**: the **UNDEAD**. An undead is a once-living creature that now exists outside the natural order and Law of Halah. All such unloving monsters are abhorrent to Halah, and followers of the True Faith are tasked with destroying such beings wherever they are found. Demons and jinn can never become undead and are unaffected by the powers and abilities of such creatures; the magic responsible for their creation is wholly and totally a product of human arrogance and imagination (though perhaps supplied with infernal inspiration). All undead are **supernatural evil** and can be detected as such.

DMs may want to add to the monsters and NPCs found here and are encouraged to do so, using the examples found herein as a guide to creating their own.

Monsters have the following stats listed on the charts at the end of this book:

Hit Dice (HD): indicates creature's combat ability, including the number of wounds sustained before incapacitation. An * indicates an XP multiplier for the defeat of the monster; *for example*, a centaur (HD 4) is worth 400 XP, while a kraken (HD 4*) is worth 800 XP, and a gorgon (HD 4**) is worth 1200 XP. "Pips" are used in combat but do not affect XP awarded; *for example*, ogres (HD 4+2) are only worth 400 XP, but add +2 to attack rolls in combat. Unless otherwise noted in its description, creatures with HD 4 to 7 inflict two hits on a successful attack, creatures with HD 8 to 11 inflict three hits, and creatures with HD 12 or more inflict four hits on a successful attack.

Armor Type: monsters count as being *unarmored*, *lightly armored*, or *heavily armored*, depending on body type (*variable* indicates variation by actual armor worn). An * indicates special defenses or immunities.

To Hit/Kill: the first number is the usual target to inflict damage on a creature, based on its HD and armor type; the second number is the target needed to **auto-kill** a creature outright, regardless of hits sustained. A "-" in the Kill spot indicates the monster cannot be auto-killed.

Movement: normal movement in inches, as described in **Book 1**. Where a second number follows a "/" this is for the creature's alternate movement (such as flying).

Mettle: the target number needed to avoid **breaking morale** as explained in **Book 1** (rolled on a 2D6). A "-" indicates the creature never breaks morale randomly, though such creatures may still choose to surrender at the DM's discretion. Undead are generally fearless; the number listed only applies when struck by a **holy symbol** as explained in **Book 1**.

Save As: indicates the class/level used for saving throws; *for example*, H4 indicates an ogre saves as a 4th level hero. H = hero, M = magician, S = saint/shaman, and T = thief. An "*" indicates special immunities or defenses detailed in its description.

Hoard Type: the letter code references the proper table in **Book 3** to use when randomly determining a creature's treasure. Treasure is usually kept in a monster's home or lair, not casually carried by the creature. Where an * is listed, the monster has special treasure detailed in its description.

All **celestials** are Lawful, all **beasts** and **constructs** are Neutral, and all **demons**, **giants**, **abominations**, and **undead** are Chaotic. **Men** and **jinn** can be of any alignment, but default to Neutral (except for members of the True Faith, who are usually Lawful in alignment). All saving throws are versus monster unless otherwise noted.

MEN (Note: armor listed is typical and may, of course, vary)

Normal Human: the average civilized resident of Barica or any of the Five Ancient Kingdoms. If the character is fight-worthy (soldiers, sailors, guards, etc.) they will have HD 1. Hardened mercenaries and fierce amazons (elite troops) have HD 2, and only notable “captains of the guard” or exceptional champions have HD 3 (such warriors have **mettle** of 7, 6, and 5 respectively). Hit dice for normal humans are static; only adventurers ever advance or develop in ability.

Barbarian: the average Northman warrior (not the adventuring class). An invading horde may well have adventuring types as leaders; one barbarian in six is a **berserker** with HD 2+2 who never breaks morale.

Bedouin: the desert dwellers of Barica. Their tribe is formed of close-knit family units joined by blood and marriage; half are followers of the True Faith but the rest hold to their pagan desert gods. They are adept at desert survival and equipped with both horses and camels; leader types have HD 2 or 3.

Brigand: outlaws forced to live rough on the edge of society, earning coin by robbing civilized folk. Generally called bandits when encountered on land, at sea brigands are called buccaneers or pirates. Some see themselves as a source of justice for the oppressed. Brigands always go armed; a good portion of their number will have some sort of missile weapon (a crossbow or sling). An adventurer (a hero or thief of 1st or 2nd level) sometimes leads a gang of brigands. Only the lowliest magicians keep the company of brigands, unless absolutely necessary (such as to crew a pirate ship).

Eunuch Slave: invariably male and chosen for both size and strength, these are suitable as harem guards, bodyguards to highborn women, and executioners of criminals. The largest and strongest (usually the head eunuch of a royal household) have hit dice of 3+1. Eunuchs are usually unarmored and armed with a normal sword (or two-handed swords for executions).

Merchant: often intelligent, worldly and wealthy, merchants and their family members are considered to have **HD 2** for **ALL** purposes **except** combat. Well-traveled merchants (“traders”) are often adventurers.

Mystic: a hermit and holy man self-exiled from society to learn the secrets of his own soul. Mystics have powers equal to a saint/shaman with 2D6 levels of experience and one *taboo* (forbidden action, like eating meat or using weapons) for every two levels.

Noble: better fed, trained, and educated than others, nobles and their fortunate family members are treated as having **DOUBLE** the HD listed for **ALL** purposes **except** combat. HD 2 = landless nobles and high-ranking court members, HD 3 = titled and

pedigreed nobility, HD 4 = royalty (sultans and sultanas, members of the royal family, etc.). Female nobles usually have a **-1** pip to HD; children and elderly have **-2**.

Nomad: the horsemen of the northern steppes. They receive a +1 to attack rolls when using their traditional composite bows.

Priest: an appointed and ordained intermediary between a god and its people. While followers of the True Faith have places of worship (mosques) and spiritual teachers and scholars, they have no real priesthood. Other religions (including the other monotheists) do, and each temple or shrine usually has at least one priestly leader. Priests aren't usually saints and shamans; they are interpreters of doctrine, administrators, and leaders of their congregation. However, their houses of worship are often **sanctified** (as the miracle) by a saint/shaman, and priests may well possess **holy relics** and secret lore (including **healing lore** with regard to the **Arasemians** and certain pagan faiths). Small pagan shrines are more likely to be presided over by a high priest (or priestess) who is also a **shaman**, and these temples may offer **miracles** in exchange for money. Monotheist temples do not offer miracles, though the ceremony of the **Chisholm** sacred ritual acts as a **blessing** on all those taking part in its weekly service, provided they are of the Chisholm faith.

BEASTS (Note: only magical beasts (*) are described except when special rules apply. Most normal beasts avoid humans in numbers and fear fire)

Basilisk/Cockatrice*: something of a cross between a serpent and rooster, though the size of a large dog. Its entire body is venomous (**save versus poison** if struck in melee or if handling the creature's body without gloves). Known for a vicious temperament (-2 penalty to all **reaction** rolls).

Bear: on a successful attack, opponent must save or be knocked to the ground and mauled for an additional two hits (or one hit from a black bear). HD 3 = black bear, HD 4 = brown bear, HD 5 = polar bear or large grizzly.

Cat, Great: always move stealthily (double surprise chance; see **Book 3**). HD 2 = cougar, HD 3 = leopard/panther, HD 4 = lion/tiger.

Crocodile: on a successful attack, will attempt to drag victim into water and roll (one hit of drowning damage per round); save to escape grip. Giant crocodiles have HD 6.

Donkey/Mule: common, sure-footed beasts of burden; they can carry up to 200 pounds with no decrease in movement, and up to 350 pounds or so at half speed. Mules (the sterile offspring of a horse and donkey) are more intelligent and tractable.

Dragon*: fearsome, fire-breathing beasts with a lifespan measured in centuries; legendary for their wickedness and avarice. Dragons' senses are not dulled by darkness, nor fooled by *invisibility*. Most (4 in 6) have wings and may fly (25"). Foes who encounter them must roll against **mettle** or break morale. In the missile phase of combat, dragons may belch forth a cone of flame 90' long and 30' in diameter at its culmination; those caught within its area must save versus dragon fire or suffer a number of hits of damage equal to the creature's HD. A dragon may not breathe fire in successive rounds, and after three such breaths must land (if flying) and rest one minute to rekindle its flame. 50% of dragons know and speak human language, and these may be bartered with and flattered; a rare few (D6 roll of 5 or 6) also know magic as a magician or witch of level equal to the creature's HD. Dragons have less armored underbellies, and missile attacks at an overflying dragon receive a +4 bonus to the attack rolls. For more variation in a dragon's hit dice roll 2D6: 0 = HD 5, 2 = HD 6, 3 = HD 7, 4 = HD 8, 5 = HD 9, 6 to 7 = HD 10, 8 to 9 = HD 11, 10 to 12 = HD 12. Smaller dragons have smaller treasure hoards.

Dromedary (Camel): the "ship of the desert;" a well-cared for camel can travel for two weeks before needing water. They can carry up to 300 pounds and still move at full speed or up to twice that weight at half speed; they treat desert as normal terrain.

Elephant: usually only found within the jungles of the Savage West or in eastern Sindar and beyond, these enormous beasts have sometimes been harnessed for labor or warfare. An elephant with proper harnessing can comfortably carry up to 1000 pounds. In battle defending troops must check mettle or break morale. Their ivory tusks are highly prized (value D6 x100gd each; 0 indicates flawed or broken piece).

Fish, Carnivorous: piranha and the like. HD represents damage needed to disperse the school. Chance of surprise is double; roll one extra die in melee (3D6, not 2D6).

Griffon*: appears as a lion with the head wings and foreleg talons of a giant eagle. Another vicious tempered beast (-2 **reaction** rolls); not known for being domesticated. Griffons are carnivores and enjoy horseflesh.

Horse: exceptionally prized in Barica for their speed, vigor, and beauty; bred by the wealthy for war, trade, and racing. Horses trained for war are usually larger, stronger, and fiercer in temperament (non-warhorses must check **mettle** to enter battle). While quality varies, on average a horse can carry 300 pounds of weight (properly saddled) with no reduction in speed, or up to double that at half speed (including only light riding and no forced marches). A warhorse can carry up to 400 pounds, or 800 at half speed. For all horses, speed can be adjusted by D3 or D6 inches to vary quality.

Hydra*: many-headed serpent (add D6 to six to determine number of HD/heads). Can divide its heads/HD between multiple opponents in melee. Every hit of damage sustained kills one head, reducing its effectiveness. Generally stupid and near fearless.

Insect, Giant: This category of monster also considers giant arachnids, such as spiders and scorpions. Giant insects range from fist-sized up to creatures larger than a warhorse! Their chitinous exoskeletons provide them with protection as strong as plate armor, and their claws and mandibles are capable of crushing bone and severing limbs. Some (including some ants, “killer bees,” and most arachnids) inject prey with poison; any successful attack by the creature requires a save versus poison to avoid the beast’s stinger, though failure need not indicate death (some insect venoms cause paralysis for D6 hours instead). Giant mosquitoes can drain blood (one hit per round) on a successful attack without requiring additional attack rolls. Some insects are capable of flight; some that aren’t are silent and solitary hunters (like trapdoor spiders) who have double the normal surprise chance.

Kraken*: a giant, chitinous, squid-like monster that sometimes attacks ships on the open sea. Every round of melee, the kraken inflicts D6 hits on crew members (like a boarding action in **Naval Combat**; see **Book 3**). Each hit represents a tentacle grabbing and crushing an individual; if the hit does not kill the target, the kraken constricts its victim in subsequent rounds (inflicting one hit per round). Though it is listed as having HD 4, this is simply the damage needed to drive the creature off (severing tentacles and the like); it is immune to damage from blunt weapons. If the D6 roll to determine hits comes up **zero**, it means the kraken has instead turned its attention to the ship, and capsizes the vessel in 2D6 rounds if not driven off. Reducing a kraken’s hits to zero forces it to release all characters held in its tentacles.

Phoenix*: a large, beautiful bird that seems composed of fire and radiates heat even at a distance; missile attacks have no effect and opponents with whom it melees must save every round to avoid suffering two hits of magical fire damage. Upon their death they explode in an intense burst of flame (2D6 hits of magic fire damage against all within 20’) to be reborn from the ashes with the next sunrise. Phoenix feathers, when cool, are exceptionally beautiful and valuable (1000gd each, and worth the same amount for a witch’s spell components); 2D6 can be found after the bird’s death.

Roc*: a monstrosly huge bird, the largest of which can easily carry off an elephant. Shy and easily startled, they rarely attack unless hungry.

Sea Monster*: this can apply to any number of giant creatures of the sea: great serpents, monstrous whales (“Leviathan”), huge turtles, etc. Creatures with more than 15 HD usually ignore human-sized prey (and automatically swallow such on a successful attack), but are a danger to vessels.



Snake, Giant: will either be poisonous (requiring a save versus poison on successful attack) or constrictor type (save versus monster on a successful attack or be caught and crushed for one hit per round thereafter).

Toad, Giant: can attack in missile phase with tongue (10' effective range); a successful attack forces a save to prevent being dragged to mouth (and suffering an automatic hit of damage every round thereafter).

Unicorn*: a magical horse-like creature sporting a single horn; in combat, it charges like a lance attack. A unicorn can **heal severe wounds** with a touch (though a person may not benefit more than once per adventure from such attention). Unicorns are shy, stealthy (double surprise), and Lawful and avoid contact with most humans, aiding only the good and innocent. The rare stallion has HD 4 instead of HD 3.

Vermin, Giant: rats, bats and other unclean rodents known for their filth and disease. Generally no larger than a dog, any character wounded by such a beast must save or contract an illness similar in all ways to the **affliction** miracle except the daily save is versus monster, not magic.

Winged Horse*: extremely wild and untamable, they will seek to throw most would-be riders while in the air (check **reaction** at -1; only an **enthusiastic** reaction allows riding and prevents this action, though other positive results might mean the difference between a survivable fall and death).

Wolf: use same stats for large dogs. They hunt in packs of 3D6 and are good trackers.

Worm, Giant: the mottled or purple worm is often ten feet in diameter and at least fifty feet in length and is only found in the deep desert or far underground (it is a burrowing creature). Always hungry, they attack any creature they encounter; a **kill** result (four or higher than the number needed) indicates they've swallowed their prey whole, digesting it in six rounds unless victim can cut herself free (needs a short sword, dagger, or hand axe to attack from within such a creature).

Wyvern*: small (horse-sized), winged dragon with no flame breath but a poison sting tail (on a successful melee attack, opponent must save versus **poison**; failure indicates victim has been stung). Unlike true dragons, wyverns display only bestial intelligence.

CELESTIALS

Angel: celestial beings of immense power, almost never encountered on the Earthly plane. Angels are immune to all saintly miracles and magical spells, and are unharmed by mortal weapons unless rendered unholy with a **desecrate** spell. Their very touch can heal all wounds and ills and Chaotic creatures that gaze upon them must save versus death or die. Foes must roll against **mettle** to do harm to an angel. They have the same turning effect on undead and demons as a 15th level saint.

Angelic Beast: a normal (non-magical, non-giant) beast of celestial origin, serving as paragons of their species. They have double normal HD.

Shedu: minor angels that acted as messengers of Lawful gods in ancient times; still sometimes found lingering on the Earthly plane (and are the usual **summoned aid** of a Lawful shaman). Shedu appear as winged bulls with human heads; the male is called an **alad**, while a female is a **lammasu**. Only unholy (see **Angel** above) or enchanted weapons can harm them. They have the same miracles as an 8th level shaman.

DEMONS (Note: all demons are Chaotic and **evil** and immune to fire, non-magical poisons, **curse**s, and spells that affect a living mind (**sleep**, **charm**, etc.) or that would transform their form. Only silver and enchanted weapons harm them, as will **holy water** and **symbols** as explained in **Book 1**. They speak all languages and automatically see through illusions and invisibility.)

Alu: lesser demon shapeshifters; an alu can assume the form of any individual of roughly human size.

Asag: burrowing demon of three arms, three legs, and a huge gaping maw.

Hagga: an ancient, evil-looking crone. A hagga has the strength of an ogre and skin like iron and neither arrows nor blunt weapons can damage one. They enjoy man-flesh and have the abilities of a 5th level necromancer.

Hellhound: a pony-sized, demonic hound. They spit fire at a range of 20' (one hit of damage on a successful attack, save or burn until extinguished).

Incubus: demon that appears as a beautiful, naked humanoid with bat-wings and small horns; the female is called a **succubus**. They **change shape** and **charm** individuals at will (save applies to the latter); their kiss drains D6 points of STR (recovered at a rate of one point per day). A victim drained of all STR dies of ecstasy. An incubus/succubus uses magic as a 3rd level necromancer.

Invisible Hunter: demon with no true form, only encountered when conjured by a magician to stalk and slay an enemy. Faultless trackers, they are nearly undetectable (**surprise** on a D6 roll of 0-5 unless opponent can see the invisible). They depart to their native dimension if killed, **banished**, or having fulfilled their assigned task.

Nightmare: black, demonic horse that snorts brimstone, strikes fire from its hooves, and eats meat. Terrible tempers (-2 **reaction**), they **fly** at will.

Rakshasa: evil spirits that delight in mischief, rakshasa can **change shape** and create illusions at will, and can possess a victim as the **magic jar** spell (no actual "jar" is needed; the demon's body simply vanishes when it inhabits its victim). Wounds from their claws will not heal without magic and always leave scars.

Utukku: huge winged demons, composed of shadow and flame, they are immune to both missile fire and magician spells beneath 6th magnitude. They may cast spells themselves (as a 10th level necromancer) and counter-spell as well. In melee, an Utukku may attack up to two opponents at once (doing two hits with each successful attack), and opponents fighting them in melee must save every round or take two hits of magical fire damage.

Zahhak: called “naga” by the Sindarans, these demons look like giant snakes with the occasional human feature. In melee, they can choose to use their venomous bite, or constrict like a giant snake, and they may **change shape** to appear human. Zahhak use magic as a 7th level necromancer.

ABOMINATIONS (Note: all appear as some cross between beast and demonic humanoid but do not otherwise have the abilities/vulnerabilities listed for **demons**. Intelligence varies from type to type, but all are Chaotic in alignment, if not evil.)

Centaur: bestial humanoid from the waist up joined to a horse’s body where the neck would be. Prone to drunkenness and lechery, they travel in “herds” of 3D6. At least semi-intelligent, they are tool-users, sometimes armed with (non-composite) bows.

Gorgon: long-clawed humanoid from the waist up with living asps for hair, and the tail of a giant snake from the waist down. Meeting a gorgon’s gaze instantly transforms a subject to stone (when fighting, opponents must save every round to avoid meeting the gorgon’s gaze; attacking in this way incurs a -2 penalty. An opponent may attack blind (eyes shut) but suffers a -4 penalty to melee and cannot make missile attacks). A successful attack in melee by the gorgon requires an opponent to save versus poison to avoid being bitten by an asp. Their blood is also venomous.

Half-Spider: a giant spider with humanoid features (face and head or sometimes including torso and arms where the spider’s head would be). Half-spiders can climb walls and spin webs. Their bite is venomous (forcing a save versus poison with any successful melee attack), and they are very quiet (double normal **surprise** chance).

Harpy: a demonic vulture, with humanoid features. Foes must save versus magic or stand paralyzed in fear while the harpy is present. They are both intelligent and cruel.

Hyena Demon: a large (6’ to 7’), furry, jackal-headed humanoid. Found in pack-tribes of 4D6, and often use crude or (large) human weapons. The alpha will have HD 3 or 4.

Manticore: a lion with a demonically human face, large bat-wings, and a scorpion tail. Any foe struck in melee must make a save versus poison to avoid its sting.

Minotaur: a demonic bull or bull-humanoid, larger than man-size. They always attack, never break morale, and relentlessly pursue prey. Man-eaters.

Siren: aquatic abomination that appears as a scaly humanoid from the waist up and a large fish from the waist down. Their wails are strangely pleasing to the human ear requiring a save versus magic to avoid being **charmed** and drawn to their clutches.

Werewolf: a huge, demonic wolf that can take the form of a man. They heal quickly (recovering one hit per round) except from silver weapons, and their wolf bite inflicts the dread **curse of lycanthropy** (at the end of combat, anyone injured by a werewolf should save or contract the curse; individuals that received a **major wound** do not get a save). A character with lycanthropy turns into a bloodthirsty, man-eating wolf with the rising of each full moon. Lycanthropic individuals do not inflict lycanthropy.

GIANT-KIND

Beastman: the smallest of true giant-kin, these creatures would be close to man-height if they walked upright instead of slouching and shambling. They exhibit low cunning and are tool users, wearing the equivalent of light armor when going to war. Most speak human tongues, though poorly, and they are easy cannibals. Large groups will be ruled by a chief or “king” (usually HD 3+1) and several enforcers (HD 2 or 2+1).

Giant: enormous humanoids several times man-size, they range in HD from 8 to 13 or more, though giants over HD 10 are usually only found far to the north of Barica (even beyond the lands of the Northmen). Effectively immortal, 1 in 6 knows magic (as a magician of level two +D6). They can hurl boulders 1000 yards (damage as per melee). Often deformed (one-eyed giants are common among the larger creatures, suffering a -2 penalty to missile attacks) and fond of treasure (add +2000gd to hoard value).

Hordeling: “half-giants,” these pale and subterranean creatures are barely half the height of man and speak their own gibberish language. Their origin is unknown; it is suspected they are bred from beastmen using dark magic or necromancy. In large numbers they will have a chief with HD 1 or 1+1. Under bright sunlight, their attack rolls and checks against **mettle** are made at -1.

Ogre: large (8-9’ tall), ugly, and exceptionally tough (even immune to normal fire). A blow from an ogre requires the target to save or be knocked sprawling (spend next action getting up). The female (ogress) is generally attractive (at least when young) if still large and strong (around 6’, HD 2+1), but with age they grow as large and hideous as the men-folk. Ogres are cannibals, and generally retain the valuables of their victims (add +500gd value to treasure in lair). 1 in 6 ogres know some magic (as a magician of level one +D6). All but the stupidest speak human and giant languages.

Troll, Greater: huge (9-10’ tall) and hideous humanoids with long arms that drag the ground, they are found only in deep, dark caves, only venturing out at night (sunlight turns them to stone). They can attack up to two opponents at once with their long limbs and claws (though only doing one hit with each attack). Greater trolls heal quickly from injury (one hit per round) unless injured by fire or acid; even severed limbs continue to attack (at half HD). Greedy cannibals and somewhat intelligent (half speak human language) they can be tricked or bribed with food and treasure.

Troll, Lesser: large (7') shaggy humanoids lairing in mountains and crags, adept at hiding and moving stealthily (double normal surprise). They are nocturnal and retreat in mortal terror of bright sunlight. Despite a certain low cunning, lesser trolls are not very bright; few speak human language.



JINN (Note: all jinn may turn *invisible* at will, and have the ability to *shapechange* to any form that does not exceed their HD. Jinn suffer no damage from mortal weapons unless enchanted or *blessed*, and all Jinn have the abilities of a magician of level equal to their HD. Most are humanoid, though not all; all are immune to normal fire).

Fairy: small jinn ranging in personality from helpful to mischievous to wicked. Usually found in secluded, natural settings (palm groves and ancient wells, etc.). Half of all fairies (D6 roll of 4, 5, or 6) have wings and can fly.

Ifrif: the greatest jinn most characters are likely to encounter. Their arrogance and power make them contemptuous of mortals, and many are Chaotic in alignment and cruel. Few follow the True Faith (or any faith). Most live in isolated palaces or caves, or dwell in cities of their own kind.

Jann: these half-jinn appear human in all respect, though they generally shy away from large human towns and cities, preferring to wander and adventure in the wilds.

Jinni: the most common jinn encountered. Rumors of “wish granting” are solely based on their magical powers (which vary by jinni), and their personalities are as varied as those of humans (whom they generally view with amusement). Half (as per **fairies**) are winged and can fly at double their normal movement. They may be found anywhere, but mainly stay in cities of their own kind.

Marid: the greatest of all jinn; in ancient times some were even worshipped as gods. Immense powers, they show the same contempt for other jinn that jinn show towards mortals (and jinn rightly fear them). Few in number, most slumber in out-of-the-way locations: within active volcanoes, deep underground, or at the bottom of the sea.

Nymph: extremely beautiful jinn whose very appearance can **charm** mortals who fail a save versus magic. Only encountered in secluded, natural settings.

CONSTRUCTS (**Note:** magically created beings and thus not subject to effects that would kill a mortal (like poison and disease), or magic that would affect the living mind (**sleep**, **charm**, etc.). The only saintly miracles that will affect them are: **circle of protection**, **hold person**, **sanctify**, and **banish evil**. Immune to normal fire.)

Elemental: a semi-sentient spirit bound into the form of one of the classical elements: fire, earth, air, or water. While generally directed towards destructive purposes, clever magicians can find other ways to utilize them (like harnessing an air elemental to fill her ship’s sails). An elemental has as many HD as its conjurer; those summoned with a magical artifact have only half as many HD. Earth elementals do damage as per their HD, and can hurl boulders as a giant. Fire elementals inflict two hits of magical fire damage against opponents in melee and set targets ablaze (one hit per round thereafter until extinguished). Air elementals do half the damage of a monster with their HD, but can be utilized as a form of windy **telekinesis**. Water elementals likewise inflict half damage, but targets must save or be caught and submerged (suffer one hit of drowning damage every round thereafter). See **conjure elemental** for more information. Elementals are immune to non-magical weapons.

Golem: a large, humanoid construct made of clay and animated by powerful ritual magic (equivalent to researching a 7th level magician spell, but requiring an extra expenditure of 100,000gd in costs). Golems are unaffected by blunt weapons or

missiles, and recover quickly from wounds not inflicted by enchanted weapons (healing one hit per round). While golems do not require constant supervision like elementals, they can be surly and independent requiring a successful **reaction check** with each command issued (CHA is the only adjustment applied).

Living Statue: magically animated statues and gargoyles. Man-size statues have HD 2 or 3; only the largest have HD up to 6 (depending on material used in construction). Creating a living statue is the equivalent of researching a 4th level magician spell but an additional 5000gd per HD must be expended in ritual and material costs. Living statues obey the commands of their creator. Non-magical weapons do them no harm.

UNDEAD (**Note:** all undead are Chaotic and **evil**, even if such was not the case in life. They are immune to most miracles of saints/shamans (**circle of protection** and **dismiss evil** being notable exceptions) and unaffected by most spells that target the living body/mind (**sleep**, **charm**, **hold**, etc.); likewise they are immune to **aging**, **poison**, and **disease**, or any attack that would kill due to a failed **save versus death**. **Power words** are effective and they can be fooled by illusions and **invisibility**; see **Book 1** for information on how **fire**, **holy water** and **holy symbols** can be used against them)

Druj: a druj (called a draug or wight by Northmen) is a living corpse inhabited by a cursed soul. Retaining some memory, they usually haunt areas known in life, hoarding (and guarding) former possessions of significance. Successful attacks paralyze targets that fail a **save versus magic**; the druj then throttles its victim to death (one hit per round inflicted with no attack roll). A druj is only be harmed by silver and magic weapons and heal all damage during the day (when they are powerless and inactive).

Edimmu: spectral figures, similar to wraiths but with a palpable aura of supernatural evil; creatures in the presence of an edimmu must **save versus magic** or be paralyzed with fright for D6 rounds. A successful attack by an edimmu drains D6 points of STR (or two hit dice from NPCs that do not have STR), unless the creature chooses to attack with a weapon (which some do); those who were magicians in life can also cast spells. Victims drained recover one STR point per day of rest, but half of the drained points are permanently lost; a character drained of all STR (or HD) becomes a **wraith** in the creature's thrall. Edimmu are almost powerless in the daylight, being unable to attack or cast spells; an edimmu's wounds heal with the setting of the sun. Only enchanted weapons can harm them, and opponents receive no bonus for STR or weapon type.

Ghoul: a human or animal cursed with a demonic disease that gives unnatural life, but renders the creature a (mostly) mindless cannibal. Ghouls have some low cunning but are not tool users, instead attacking with filthy claws and teeth. Being damaged by a ghoul requires a save to prevent contracting their disease; a character that suffers a

major wound saves at **-2**. Diseased characters become ghouls in 2D6 weeks unless magically cured with a **remove curse** spell or miracle. Ghouls hunt in packs of 2D6.

Mummy: the common term for a powerful walking dead (called a “lich” by the Northmen). While corporeal, they are unharmed by fire or non-magic weapons. Creatures must **save versus magic** upon first encountering a mummy or run in fear. They are immensely strong and opponents struck must save or be knocked sprawling (spend next action getting up). **Major wounds** inflicted by a mummy are **curled** and **never** heal except with a **cure severe wounds** miracle. Mummies that practiced magic in life retain their magical knowledge in undeath.

Skeleton: a skeleton, usually of human origin, animated by necromancy. Mindless, it can obey simple commands (“guard this room”) even after the death of its conjurer; usually armed with simple hand weapons in poor condition.

Vampire: the most powerful of the walking damned, only immersion in running water or direct sunlight can permanently destroy them (inflicting one hit per round of exposure); a wooden stake through the heart (requiring a “kill” result in melee) paralyzes a vampire until removed. Other attacks that reduce them to zero hits simply force them to **mist form** (see below) until they have a chance to regenerate (one hit is healed every round spent in darkness). Only silver and magic weapons or fire inflict damage, and no attack bonus is received for STR or weapon type. Vampires may **mesmerize** anyone who meets their gaze (**save versus magic** at **-2** to resist) and instantly **dominate** (no save) any creature they successfully attack in melee, allowing the monster to feed on its victim unmolested (at a rate of two hits per round). A vampire may choose to transform a dead victim into a vampire (creature is a **thrall** to the one that created it and HD is only one-half that of its master) but they need not do so. New vampires created in this way rise from the dead with the following evening’s sunset. Non-thrall vampires that were magicians in life retain their abilities in undeath. All vampires have the ability to **fly** and can transform to mist (an incorporeal form not subject to damage or attack of any kind) or the form of a “night creature” (a bat, wolf, or rat); these abilities are **not** spells and do not take any die roll nor time to cast, occurring instantly at will.

Wraith: incorporeal souls chained to the material realm. Opponents receive no attack bonus from weapons or STR; wraiths only suffer damage from silver and magic weapons. Successful attacks by a wraith drain D3 points of STR (or one HD from characters that do not have STR); victims recover one point per day of rest. Creatures drained of all STR (or HD) die of fright.

Zombie: an animated corpse, usually human, given the semblance of life through the unholy power of necromancy. Essentially mindless, it is capable of following (and remembering) simple commands of its master.

MONSTER	HIT DICE	ARMOR	Hit/Kill	Move	Mettle	Save	Hoard
Normal Human	0 to 3	<i>Varies</i>	Varies	12	8 (Var.)	NH	A
Barbarian	1+1	<i>Light</i>	8/8	12	7 (-)*	H1	B
Bedouin	1	<i>None</i>	7/7	12	5	H1	C (A)
Brigand	1	<i>None</i>	7/7	12	8	T1	D
Eunuch Slave	2+1	<i>None</i>	8/12	12	6	H2	A
Merchant	1*	<i>Varies</i>	7/7	12	7	T2	D
Mystic	3-3**	<i>None</i>	9/13	12	-	M4	I
Noble	2 to 4*	<i>Varies</i>	Varies	12	6	Dbl HD	H (C)
Nomad	1	<i>Light</i>	8/8	12	6	H1	C
Priest	1*	<i>None</i>	7/7	12	Varies	S1	F (B)
Ape, Killer	2	<i>None</i>	8/12	12	7	H1	A
Basilisk*	3*	<i>None</i>	9/13	9	6	H3	B
Bear	3 to 5	<i>Light</i>	Varies	12	6	H4	A
Boar, Wild	2+1	<i>None</i>	8/12	15	5	H1	None
Cat, Great	2 to 4	<i>None</i>	Varies	15	9	H4	None
Crab, Giant	6	<i>None</i>	12/16	6	-	H6	None
Donkey/Mule	2-1	<i>None</i>	8/12	12	7/6	H2	None
Crocodile	3+1	<i>None</i>	9/13	9/15	7	H3	B
Dragon*	10***	<i>None</i>	16/20	9/24	-	H10	Hx2
Dromedary	3	<i>None</i>	9/13	15	7	H3	None
Elephant	9	<i>None</i>	15/19	12	6	H9	Bx2*
Fish, Killer	2*	<i>None</i>	8/-	6	7	NH	None
Griffon*	5+2	<i>None</i>	11/15	12/36	6	H5	None
Hawk	0+2	<i>None</i>	6/6	48	7	NH	None
Horse	2 to 4	<i>None</i>	Varies	24+	7/6	H2-H4	None
Hydra*	6 to 12	<i>None</i>	Varies*	9	5	H7	C
Insect, Giant	0* to 4*	<i>Heavy</i>	Varies	9/15	-	H2	B
Kraken*	4*	<i>None</i>	10/-*	12	-*	H8	None
Lizard, Giant	6	<i>None</i>	12/16	9	8	H6	B
Phoenix*	7**	<i>None</i>	13/17*	36	-	S7	E*
Roc*	12	<i>None</i>	18/22	48	7	H12	D
Sea Monster*	6 to 30	<i>None</i>	Varies	18	6	By HD	C
Shark	2 to 4	<i>None</i>	Varies	18	7	H2-H4	None
Snake, Giant	2* to 6*	<i>None</i>	Varies	9	7	H2-H6	B
Toad, Giant	2+1	<i>None</i>	8/12	9	8	H2	A
Unicorn*	3	<i>None</i>	9/13	24	7	M4	None
Vermin, Giant	0*	<i>None</i>	6/6	12	9	NH	B
Winged Horse*	2	<i>None</i>	8/12	48	8	H2	None
Wolf	1+2	<i>None</i>	7/7	18	8 (6)	H2	None
Worm, Giant	15*	<i>None</i>	21/25	6	-	H15	None
Wyvern*	5*	<i>None</i>	11/15	9/24	5	H5	D
Angel	16***	<i>None</i>	22/26	15/48	-	S15	None
Angelic Beast	Dbl.	<i>None</i>	Varies	Varies	7	Varies	None
Shedu	8*	<i>None</i>	14/18	12	-	S8	None

MONSTER	HIT DICE	ARMOR	Hit/Kill	Move	Mettle	Save	Hoard
Alu	4*	Light	11/15	9	4	H10	B
Asag	5	Light	12/16	6	4	H7	C
Hagga	4+4**	Heavy	12/16	12	4	M7	E, J
Hellhound	3*	None	9/13	12	5	H3	None
Incubus	6**	None	12/16	12	4	M7	E
Invisible Hunter	8*	None	14/18	12	-	H8	None
Nightmare	5+1	None	11/15	15	4	H5	None
Rakshasa	7**	None	13/17	15	5	M7	E, I
Utukku	10+2***	None	16/20	6/15	-	H13	G
Zahhak	7+1**	None	13/17	12	4	S7	F
Centaur	4	None	10/14	18	6	H4	C
Gorgon	4**	Light	11/15	9	6	H4	E
Half-Spider	3+2*	Light	10/14	12	6	H4	D
Harpy	3+1*	None	9/13	15	6	H4	C
Hyena Demon	2	Light	9/13	9	6	H2	D
Manticore	5*	None	11/15	12/18	5	H5	D
Minotaur	6+1	None	12/16	12	-	H6	C
Siren	2*	None	8/12	12	7	H2	C, I
Werewolf	4+1**	None	10/14	18	6	H4	B
Beastman	1	Light	8/8	12	6	H1	C
Giant	8+	None	14/18+	12	5	H8+	D*
Hordeling	1-1	None	7/7	6	7	NH	B
Ogre	4+2	Light	11/15	9	4	H4	C*
Troll, Greater	7-1*	Light	14/18	9	4	H7	D, I
Troll, Lesser	3+1	None	9/13	9	5	H3	C
Fairy	1*	None	7/7	9/18	7	M1	D, I
Ifrit	10***	None	16/20	9	-	M10	G, J
Jann	4*	Varies	10/14+	12	5	M4	B, I
Jinni	7**	None	13/17	9/24	4	M7	F, J
Marid	13***	None	19/23	15	-	M13	None
Nymph	2-2*	None	8/12	15	6	M2	C, I
Elemental	Varies*	None	Varies/-	6/9	-	By HD	None
Golem	11**	None	17/-	6	-	S11	None
Living Statue	1 to 6	Heavy	9-14/-	6	-	H1-H6	None
Druj	3*	None	9/-	9	8*	H3	Cx2, I
Edimmu	6+3**	None	12/-	12	6*	M7	E, I
Ghoul	2+1*	None	8/12	12	9*	H2	Ax2
Mummy	5+2**	Light	12/-	6	4*	S6	F, I
Skeleton	1	None	7/7	6	-*	NH	None
Vampire	8+3***	None	14/18*	12/18	5*	H9	F, I
Wraith	4+1*	None	10/-	9	7*	H4	D
Zombie	2-1	None	8/-	9	10*	NH	None



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