

# Full Metal Plate Mail



Rules for Old School Roleplaying

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# Introduction

## What is Full Metal Plate Mail?

*Full Metal Plate Mail* is a pen-and-paper roleplaying game based on popular rules from the 1970s. It aims at recreating these old rules in a clear format with some clarification, but it is neither a facsimile nor a perfect simulacrum. However, as little change as necessary was made.

## What is needed to play?

All ones needs to play is a game master, a group of players, a set of dice, some paper, and some pens. The dice needed are a d4, d6, d8, d10, d12, d20 and d100. Players mainly need the d20 and the d6. Some dice are needed more often than others, but it is recommended that each player has at least one set of dice to keep the game flow steady.



## The Players and the Game Master

Each player controls a playable character defined by a class describing his profession and by style the player uses to play him. Apart from the players, there is also the game master who runs the game world: He controls non-player characters, monsters for the players to fight and sets up the whole adventure. The game master is ultimately the ones who makes the decisions and can decide if and in what way a specific rule is used.

## Rule Number One

The rules presented here are guidelines, not laws and they do not cover every possible situation that may arise. The game master should modify and add rules whenever he deems it necessary. While the gamer master is the one who has the last word when it comes to interpretation of rules and sometimes also design of characters, good communication is always needed.

## Abbreviations

Here are a couple of abbreviations used throughout the book:

AC	Anti-Cleric, Armour Class
CL	Cleric
CP	Copper Piece
DB	Dragon Breath Save
DP	Death/Poison Save
GP	Gold Piece
HD	Hit Die
HP	Hit points
MA	Mage
NPC	Non-Player Character
PE	Petrification Save
PP	Platinum Piece
SP	Silver Piece
SP	Spells Save
Sp	Spell (in the index)
WA	Wand Save
XP	Experience Point

# Character Creation

Before the adventure starts, every player creates a player character whose role he will take during the game. Together, the player characters form an adventuring party. All information about the character is noted down on a sheet, the so-called character record sheet. The character sheet contains information on the race a character belongs to, the ability scores describing his body and mind as well as his class, which represents his profession and a number of values and abilities resulting from race and class. These are needed to resolve combat and other obstacles of all kind during the game.



## Ability Score Generation

The six ability scores represent a character's strength and weakness in body and mind. They are determined randomly and indicate the classes a character is suited for. Ability score generation and the effect of ability scores are described in a separate chapter below.

## Character Race

Every player character belongs to a race. The races players can choose from are human, dwarf, elf and hobbit. Each of these races can choose different classes and gains a few racial traits. All races are described in a separate chapter.

## Character Class

Apart from the race, a player character is also defined by his class. The class is a character's profession, describes what he has learned and does in life. All character classes can be found in a separate chapter below. A character's class also determines his hit points: Fighters start with  $1d6+1$  hit points, clerics and mages with  $1d6$ .

## Alignment

A character's alignment shows where he stands in relation to law and chaos. Lawful creatures cooperate with others and are righteous. Chaotic creatures are selfish and primarily interested in pursuing their goals. Between law and chaos stands neutrality. Neutral creatures do not have a concept of law and chaos or are neither especially righteous nor wicked. Some of them, like druids, even believe that law and chaos should be kept in a balance. Each of three alignments has its own alignment language that allows creatures of the respective alignment to communicate.

## Languages

Every character speaks the common tongue, his alignment tongue and the language of his race. Characters with a high intelligence score can choose an additional language for each intelligence point above the tenth.

## Equipment

Characters start with  $3d6 \cdot 10$  GP. They can use this gold to buy equipment or save it for later. The game master decides what equipment and items can be bought before the game starts.

## Name, Appearance and Personality

Lastly, a player chooses a name for his character, describes how he looks like and what his personality is. All of these are roleplaying aspects that do not have a mechanical impact (unless the game master decides to implement that).



# Ability Scores

Every player character has six ability scores: Strength, intelligence, wisdom, constitution, dexterity and charisma. These scores show a character's power in body and mind. The ability scores are generated by rolling 3d6 six times. The rolls determine a character's ability scores in the order listed below.

Character classes have prime requisite. The prime requisite is a class's most important ability score. A high prime requisite grants a character an XP bonus. This lets him progress faster and may allow him to dual-class to a different class.

## Strength

Strength represents a character's physical power and is the fighter's prime attribute. A character with a high strength score is more likely to succeed in physical tasks.

## Intelligence

Intelligence represents a character's mental power and is the prime requisite of the mage. Intelligence also determines how many additional languages of other races a character knows. For each point of intelligence above the tenth, a character can speak one additional language (though not an additional alignment language).

## Wisdom

Wisdom represents a character's intuition and willpower. It is the cleric's prime requisite and may grant him a bonus to experience.

## Constitution

Constitution represents a character's physical fitness and durability. A high constitution grants extra hit points per hit die and increase their chance of surviving being resurrected or saved from a magical effect like petrification or polymorph. If a character has a score so low that he suffers a penalty to hit points, he will still gain at least one hit point per level.

Table 1: Constitution

Score	Hit Point Bonus Per Hit Die	Survival Chance
3 – 6	-1	-
7	-	40%
8	-	50%
9	-	60%
10	-	70%
11	-	80%
12	-	90%
13 – 14	-	100%
15 – 18	+1	100%

## Dexterity

Dexterity represents a character's speed and swiftness. It is the thief's prime requisite. All characters with a high dexterity are better at using missile weapons.

Table 2: Dexterity

Score	Missile Weapon Attack Roll Bonus
3 – 9	-1
10 – 11	-
12 – 18	+1

## Charisma

Charisma represents strength of personality, appearance and ability to inspire others. A high charisma score allows a character to hire many specialist hirelings to aid him on his journey and will increase the loyalty of all hirelings.

Table 3: Charisma

Score	Specialist Hirelings	Loyalty Base
3 – 4	1	-2
5 – 6	2	-1
7 – 9	3	-
10 – 12	4	-
13 – 15	5	+1
16 – 17	6	+2
18	12	+4

A player character's charisma score multiplied by 10' is his command radius. This is the area in which he can lead soldiers effectively.

## Prime Requisite Experience Bonus

Player characters with a high score in their prime requisite gain a bonus to the experience their gain as shown below. After their ability scores have been determined, player characters can also lower other ability scores to increase their prime requisite. However, this will only grant them an additional experience point bonus (provided the score increase is significant) and not have the other effects normally tied to the ability score.

Table 4: Prime Requisite XP Bonus

Prime Ability Score	XP Bonus
3 – 6	-20%
7 – 8	-10%
9 – 12	-
13 – 14	+5%
15 – 18	+10%

## Trading Ability Points

Fighters can use two points of intelligence or three points of wisdom to increase their strength by one point. Clerics can use two points of intelligence or three points of strength to increase their wisdom by one point. Mages can trade two points of wisdom for one point of intelligence. Raising an ability score like this will only result in a higher XP bonus and not grant any of the other benefits of a high score. Ability scores cannot be lowered below a score of nine using this method.

# Character Races

A player can choose to play a member of the following races: Human, dwarf, elf, and hobbit. Each race has some mechanical benefits and offers different roleplaying possibilities. Also, some character classes can only be taken by certain races.

## Bobbit

Bobbits are light-hearted little fellows. They are even smaller than dwarves and less sturdy, but cunning and sometimes even sneaky. Bobbitts live in small communities and get along well with most other races.

**Class Limits:** Bobbitts can become fighters and advance up to level four.

**Marksman:** Bobbitts are experts with the sling. They can shoot sling stones as far as others can shoot a longbow and in every second round they use a sling, bobbitts attack twice.

**Short but Tough:** Bobbitts are tough and roll saving throws as if four experience levels higher than they actually are.



## Dwarf

Dwarves are a short but tough race that lives mostly underground. They are excellent cavers and mountaineers and known for their ability to work iron and stone. Dwarves are known for their impressive beards and their love of gold.

**Class Limits:** Dwarves can become fighters and advance up to the sixth level.

**Multilingual:** In addition to dwarven, they speak the tongues of kobolds, goblins and gnomes.

**Short but Tough:** Like bobbitts, dwarves roll saving throws as if four experience levels higher than they actually are.

**Stonewise:** As they are experts on stonework, dwarves have a higher chance of noticing traps, can judge how well-built an underground passage is and the like.

## Elf

Elves are a graceful and very long-living race. Their outward appearance is similar to the one of humans, but they are a bit shorter, less stout and have pointy ears. Elves are often cultured and dexterous, but also conservative, arrogant and a bit fragile.

**Class Limits:** Elves can advance as mages up to level eight and as fighters up to level four. Between game sessions, they can switch between these two classes. An elfen character keeps track of the experience for both classes. At the beginning of each session, the player declares whether he is adventuring as mage or fighter. For that session, the elf has all advantages and disadvantages for the respective class (except for hit points). An elf starts with the hit point of the class he chooses first. When the character receives XP, he gains them in the class he currently adventures in. When they gain a new level, they roll the new hit points for they class they currently advance in. After the elf has reached the maximum level as fighter or mage, he can still take the class to gains its benefits, but will earn no XP while doing so.

**Armoured Caster:** While wearing magical armour, elves can still cast spells.

**Combat Expert:** Elves are excellent warriors. They gain a +1 bonus to attack rolls when they wield magical weapons and when they fight giants, ogres and wraiths. While in combat with goblins or orcs, they even gain a +2 bonus.

**Keen Senses:** Elves are better at finding secret and hidden doors than other races.

**Multilingual:** In addition to Elven, they speak the languages of hobgoblins, orc and gnolls.

**Running Shot:** Elves can use a ranged weapon while they move and will not suffer any penalty.

## Human

Humans are the most common of all races. They have a shorter live than most other races, which makes them determined and innovative. Humans reproduce and expand quickly at the cost of nature, other races and their own kind, but have also worked many wonders, built civilisations and are great discoverers.

**Versatility:** Humans have none of the special abilities of the other races. However, humans can take any classes and their experience progression is not limited. They are also permitted to change their class under certain circumstances.



# Character Classes

Besides his race, a character is also defined by his class. The class is a character's profession; it describes what he has learned and what he does in life. A class determines what hit die a character has, what equipment he can use and which special abilities he has.

Character can also take more than one class. Some do this automatically based on their race (like elves) and other can dual-class optionally as described at the end of this chapter.

Each class is defined by a couple of features:

**Prime Requisite:** This is the core ability score for members of the class. A high score in the prime requisite grants an experience bonus.

**Weapons and Armour:** Not every class can use every weapon and all types of armour. Restricted equipment is listed here.

**Eligible Races:** Humans can take any class, but the other races are restricted to certain classes or might be limited in their progression (as noted in the chapter above).

**Advancement:** The advancement table shows how much experience a character needs to accumulate to a certain level, what title he receives at that level and how many hit points he has. For humans, there is no general limit for character advancement, as described in the chapter on adventuring.

**Saving Throws:** Saving throws allow a character to avoid certain hazards. They are divided into five categories and improve when the character gains new levels.

**Attack Matrix:** The attack matrix shows how high a character needs to roll to hit an opponent in combat.

**Class Abilities:** These are features of the class that do not fall into categories listed above.

## Cleric

<b>Prime Requisite</b>	Wisdom
<b>Weapons</b>	No edged weapons or arrows
<b>Armour</b>	Any
<b>Eligible Races</b>	Human

The cleric is an armoured priest dedicated to a deity or a pantheon. He is not just a preacher, but also a warrior and user of divine magic.

**Alignment Restriction:** Neutral clerics can only advance to level six. Clerics of the seventh level or higher have to be lawful or chaotic and will be fierce opponents of the respective other alignment. Should a cleric of the rank of a pa-

triarh switch alignments, all class benefits are lost. Chaotic clerics can also be anti-clerics as explained below.

**Anti-Clerics:** Anti-clerics are clerics that are not merely chaotic, but thoroughly evil. Anti-clerics have different class titles. Furthermore, anti-clerics have a slightly different selection of spells that is focussed on death and destruction instead of healing and preservation. Unlike lawful and neutral clerics, anti-cleric cannot turn undead. Otherwise, they are treated like other clerics.

**Spellcasting:** The cleric is a divine spellcaster. Like the mage, he memorises spells which vanish from his memory once cast. Usually, the cleric will pray for spells for the next day every evening. The spells are granted to him by his deity and planted in his memory. The table below indicates the maximum number of daily spells for every spell level the cleric can access. Over time, he gets access to a larger number of daily spells as well as spells of higher spell levels. A cleric can cast the same spell more than once per day, but has to use multiple spell slots to do so. Armour does not hinder a cleric; he can wear it while casting a spell. A cleric does not have to learn any spells; he intuitively knows all spells of his current spell levels.



**Magical Research:** The cleric can research new divine spells. Cost and time are the same as the mage needs for magical research.

**Spell Book:** Clerics use spell books just like mages do. Upon reaching the second level, a cleric has to acquire a spell book to be able to use his divine magic.

Table 5: Cleric Advancement

Level	XP	Cleric Title	Anti-Cleric Title	Hit Points	Spells
1	0	Acolyte	Evil Acolyte	1d6	-
2	1,500	Adept	Evil Adept	2d6	1
3	3,000	Village Priest	Shaman	3d6	2
4	6,000	Vicar	Evil Priest	4d6	2/1
5	12,000	Curate	Evil Curate	4d6+1	2/2
6	25,000	Bishop	Evil Bishop	5d6	2/2/1/1
7	50,000	Lama	Evil Lama	6d6	2/2/2/1/1
8	100,000	Patriarch	Evil High Priest	7d6	2/2/2/2/2
9	200,000	Patriarch	Evil High Priest	7d6+1	3/3/3/2/2
10	300,000	Patriarch	Evil High Priest	7d6+2	3/3/3/3/3
11	400,000	Patriarch	Evil High Priest	8d6+3	4/4/4/3/3
12	500,000	Patriarch	Evil High Priest	8d6+4	4/4/4/4/4
13	600,000	Patriarch	Evil High Priest	9d6+5	5/5/5/4/4

Table 6: Turning Undead

Undead Hit Dice	Sample Undead	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<1	Skeleton	7	T	T	D	D	D	D	D
1	Zombie	9	7	T	T	D	D	D	D
2	Ghoul	11	9	7	T	T	D	D	D
3	Wight	-	11	9	7	T	T	D	D
4	Wraith	-	-	11	9	7	T	T	D
5	Mummy	-	-	-	11	9	7	T	T
6	Spectre	-	-	-	-	11	9	7	T
7+	Vampire	-	-	-	-	-	11	9	7

Table 7: Cleric Saving Throw Progression

Level	Death/Poison	Wands	Petrification	Dragon Breath	Spells
1 – 4	11	12	14	16	15
5 – 8	9	10	12	14	12
9 – 12	6	7	9	11	9
13+	3	5	7	8	7

Table 8: Cleric Attack Matrix

Level	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2
1 – 4	10	11	12	13	14	15	16	17
5 – 8	8	9	10	11	12	13	14	15
9 – 12	5	6	7	8	9	10	11	12
13 – 16	3	4	5	6	7	8	9	10
17 – 20	1	2	3	4	5	6	7	8
21+	1	1	1	1	2	3	4	5

**Stronghold:** After becoming a patriarch, a cleric can build his own stronghold. His god will indirectly assist in the construction and allow the cleric to build a castle worth twice the amount of gold he actually invested. After the stronghold has been built, 10d6 heavy cavalry, 10d6 mounted crossbowmen and 30d6 heavy foot soldiers will join the cleric. They will be fanatically loyal believers and serve him at no cost. Clerics can extract a tithe equal to 20 GP per inhabitant per year from the people living in the domain around the stronghold.

**Turn Undead:** The cleric can turn the undead with his aura of holiness and make them flee in terror or, at later levels, completely destroy them. Attempting to turn undead takes one round. The cleric rolls 2d6. If the result is as high or higher than the target number (shown in the table above) for the type of undead, the undead will be driven away from (even if it is mindless) and not attack the cleric during this fight. Clerics of the second level or higher will turn some

undead automatically (indicated by a *T*) or even destroy them outright (indicated by a *D*). However, no more than two hit dice of undead can be automatically turned or destroyed. The remaining undead have to be driven away with a die roll. Only lawful and neutral clerics can turn undead. Chaotic clerics and anti-clerics do not have this ability as they are themselves servants of chaos.

## Fighter

<b>Prime Requisite</b>	Strength
<b>Weapons</b>	Any
<b>Armour</b>	Any
<b>Eligible Races</b>	Any

The fighter is a combat expert trained in the use of all kinds of weapons and armour. He is sturdy and often stands in the front row during battle.

Table 9: Fighter Saving Throw Progression

Level	Death/Poison	Wands	Petrification	Dragon Breath	Spells
1 – 3	12	13	14	15	16
4 – 6	10	11	12	13	14
7 – 9	8	9	10	10	12
10 – 12	6	7	8	8	10
13+	4	5	5	5	8

Table 10: Fighter Attack Matrix

Level	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2
1 – 3	10	11	12	13	14	15	16	17
4 – 6	8	9	10	11	12	13	14	15
7 – 9	5	6	7	8	9	10	11	12
10 – 12	3	4	5	6	7	8	9	10
13 – 15	1	2	3	4	5	6	7	8
16+	1	1	1	1	2	3	4	5



Table 11: Fighter Advancement

Level	XP	Title	Hit Points
1	0	Veteran	1d6+1
2	2,000	Warrior	2d6
3	4,000	Swordsman	3d6
4	8,000	Hero	4d6
5	16,000	Swashbuckler	5d6+1
6	32,000	Myrmidon	6d6
7	64,000	Champion	7d6+1
8	120,000	Superhero	8d6+2
9	240,000	Lord	9d6+3
10	360,000	Lord	10d6+1
11	480,000	Lord	11d6+2
12	600,000	Lord	12d6+3

**Domain:** A fighter who has reached the ninth level and built a stronghold is considered a baron. He becomes the ruler of his domain can extract taxes from his subjects, usually 10 GP per person per year.

**Multiple Attacks:** Against creatures with no more than one hit die, a fighter makes one attack per round for each of his own hit dice.

**Parry:** A fighter with high dexterity imposes a penalty to his opponent's attack rolls.

## Mage

<b>Prime Requisite</b>	Intelligence
<b>Weapons</b>	Dagger, staff
<b>Armour</b>	None
<b>Eligible Races</b>	Elf, human

The mage is the scholar of magic and master of the arcane. Though barely trained for combat, the mage has powers that can surpass anything others are capable of.

**Spellcasting:** The mage is an arcane spellcaster. To use a spell, the mage has to memorise it. Once it has been cast, it vanishes from the mage's mind and has to be re-memorised. Usually, the mage will prepare spell for the next day every evening. The table below indicates the maximum number of daily spells for every spell level he can access. Over time, the mage gets access to a larger number of daily spells as well as spells of higher spell levels. A mage can cast the same spell more than once per day, but has to use multiple spell slots to do so. Armour hinders a mage; thus, mages do not wear any armour. To memorise a spell, he needs a spell book where the spell is written down. One book per spell level is required. The spells for all classes are listed and described in a separate chapter below. A mage starts his adventures with a spell book with all spells of the first level. Upon reaching a new experience level that allows him to cast spells of a higher spell level, he learn the spells of this respective spell level.



Table 12: Mage Saving Throw Progression

Level	Death/Poison	Wands	Petrification	Dragon Breath	Spells
1 – 5	13	14	13	16	15
6 – 10	11	12	11	14	12
11 – 15	8	9	8	11	8
16+	5	6	5	8	3

Table 13: Mage Attack Matrix

Level	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2
1 – 5	10	11	12	13	14	15	16	17
6 – 10	8	9	10	11	12	13	14	15
11 – 15	5	6	7	8	9	10	11	12
16 – 20	3	4	5	6	7	8	9	10
21 – 25	1	2	3	4	5	6	7	8
26+	1	1	1	1	2	3	4	5

Table 14: Mage Advancement

Level	XP	Title	Hit Points	Spells
1	0	Medium	1d6	1
2	2,500	Scer	1d6+1	2
3	5,000	Conjurer	2d6	3/1
4	10,000	Theurgist	2d6+1	4/2
5	20,000	Thaumaturgist	3d6	4/2/1
6	35,000	Magician	3d6+1	4/2/2
7	50,000	Enchanter	4d6	4/3/2/1
8	75,000	Warlock	5d6	4/3/3/2
9	100,000	Sorcerer	6d6+1	4/3/3/2/1
10	200,000	Necromancer	7d6	4/3/3/2/2
11	300,000	Wizard	8d6+1	4/4/3/3/3
12	400,000	Wizard	8d6+2	4/4/4/4/4/1
13	500,000	Wizard	8d6+3	5/5/5/4/4/2
14	600,000	Wizard	8d6+4	5/5/5/4/4/3
15	700,000	Wizard	9d6+1	5/5/5/4/4/4
16	800,000	Wizard	9d6+2	5/5/5/5/5/5
17	900,000	Wizard	9d6+3	6/6/6/5/5/5
18	1,000,000	Wizard	9d6+4	6/6/6/6/6/6

**Copying Spells:** A mage can also copy spell from one of his spell books into a new one. If he desires to do so, it will cost an amount of gold equal to researching a spell of that spell level.



**Magical Research:** A mage can attempt to research new spells if he invests enough time and gold. Researching a new spell costs 2,000 GP per spell level and requires one week per spell level. The base chance of researching a spell is 20%. For every amount of gold equal to the base cost invested, the mage gets a cumulative 20% bonus to his chance to successfully develop the new spell. Thus, investing five times the base cost guarantees that the attempt will be successful. Once the mage has the new spell, he can also share it with others. A mage can only research spells of a spell level he has access to. The game master has the last word when it comes to deciding what effects and what spell level a new spell will have.

## Dual-Classing

Usually, player characters cannot change their class except when they are elves. However, if the game master allows it, humans can switch their class if they have a sixteen in the prime requisite of the new class. The score has to be unmodified. Being under the effect of a spell or other methods that temporarily increase ability scores does not count. Clerics are not permitted to become mages this way and vice versa.

# Equipment

Every adventurer starts with 3d6 · 10 GP. This money can be spent on equipment from the equipment list or kept to buy items later. The list below shows common things available almost everywhere and can also be used if the players want to restock supplies between adventures.

**1 Gold = 10 Silver = 50 Copper = 0.2 Platinum**

If electrum pieces are included, they are optionally worth twice as much or half as much as gold.

## Miscellaneous Items

This is general equipment every adventurer has access to. Some items, like plants with special properties, are a little harder to find than others, but all of these things can be bought somewhere (unlike magical items, which are not generally found in a shop). For the purpose of calculating encumbrance, each character is assumed to carry 80 units of miscellaneous items.

**Table 15: Miscellaneous Items**

Item	Price (GP)
Belladonna, Bunch	10
Cross, Silver	25
Cross, Wooden	2
Garlic, Bud	5
Holy Water, Vial	25
Lantern	10
Mallet & Stakes (3)	3
Mirror, Silver	15
Mirror, Steel	5
Oil, Flask	2
Pole, 10'	1
Ration, Iron	15
Ration, Standard	5
Rope, 50'	1
Rucksack, Leather	5
Sack, Large	2
Sack, Small	1
Spikes, Iron (12)	1
Torches (6)	1
Waterskin	1
Wine, Quart	1
Wolvesbane, Bunch	10

### Belladonna, Bunch

Belladonna juice is used to widen the pupil. It is also poisonous.

### Cross, Silver

The silver cross is a holy symbol that will keep some undead creatures in check.

### Cross, Wooden

Wooden crosses are similar to silver crosses, but less prestigious and durable.

### Garlic, Bud

Garlic can be used to repel vampires.

### Holy Water, Vial

Holy water is devastating if undead are exposed to it.

### Lantern

The lantern is a less smoky, easier to conceal alternative to the torch.

### Mallet & Stakes

Driving a wooden stake through the heart of a vampire is the only way of killing it for good.

### Mirror, Silver

Silver mirrors are clearer and more valuable than steel mirrors.

### Mirror, Steel

Mirrors can be used to peek around a corner or to identify vampires.

### Oil, Flask

Lamp oil can be used not only for lamps, but also to set things on fire in a controlled manner.

### Pole, 10'

A long pole is a popular tool for dungeon exploders and allows to trigger traps avoid other hazards.

### Ration, Iron

An iron ration covers a person's needs for one week and is usually used for dungeon expeditions.

### Ration, Standard

This ration will supply one person for a week.

### Rope, 50'

Few adventures go on adventures where a solid rope is not needed soon or later.

### Rucksack, Leather

A normal rucksack can carry about five hundred pounds of goods. Not all races will be able to carry a fully packed rucksack, though.

### Sack, Large

This sack can hold about a hundred units of goods.

### Sack, Small

This sack can hold about fifty units of goods.

### Spikes, Iron

Iron spikes are an ancient but still effective way of getting rid of persecutors.

### Torch

Torches spend light in caves and dungeons. They are relatively cheap, but smoke a lot and

### Waterskin

A waterskin can hold water for one person for a day.

### Wine, Quart

Wine is not only more tasty and narcotic than water, it is also less likely to get spoiled.

### Wolvesbane, Bunch

Wolvesbane keeps werewolves at bay – at least for a while.

## Transportation

Adventurers should never underestimate logistics. Bringing treasure and wounded fellow adventurers back to civilisation can be as challenging as liberating the treasure from its original owner.

Table 16: Transportation

Item	Price (GP)
Boat, Small	100
Cart	100
Galley, Large	30,000
Galley, Small	10,000
Galley, War	50,000
Horse, Draft	30
Horse, Light	40
Horse, War, Heavy	200
Horse, War, Medium	100
Longship	15,000
Merchant Ship, Large	5,000
Merchant Ship, Small	20,000
Mule	20
Raft	40
Saddle	25
Saddle Bags	10
Wagon	200

### Boat, Small

A small boat is about 30' long. It is suited only for river and lakes, not for the sea. Boats with a roof are more expensive.

### Cart

The cart is often used for transporting goods. It has two wheels and needs on one draught animal.

### Galley, Large

Large galleys are about 150' long and have a crew of sixty people and 180 rowers. They can carry catapults and other weapons and can be used as warships.

### Galley, Small

Small galleys are about 80' long and need a crew of thirty people and sixty rowers. More agile than larger ships, small galleys are often equipped with rams.

### Galley, War

War galleys belong to the largest and most impressive ships. The flag ship of a war fleet is usually a war galley.

### Horse, Draft

Horses are more expensive than mules, but also faster and better suited for carrying people.

### Horse, Light

Light horses are suited for carrying a rider on their back, but not necessarily in a combat situation.

### Horse, War, Heavy

Heavy war horses can carry a rider in full armour.

### Horse, War, Medium

A war horse is expensive, strong, can carry a rider and will not panic in battle.



### Longship

The longship is a long and narrow raider ship.

### Merchant Ship, Large

This seaworthy ship is about forty metres long and has square sails and a crew of about sixty people.

### Merchant Ship, Small

The small sailing ship is about twenty-five metres long and needs a crew of twelve sailors.

### Mule

Mules are crossbreed of donkey and horse. They combine traits of both species, but are mainly use for transportation, not as mounts.

### Raft

The raft is the least reliable way to travel on water, but also the one vessel that can be improvised.

### Saddle

Riding a horse without a saddle is painful and tiresome.

### Saddle Bag

A saddle bag is used to store equipment and more comfortable for the rider than a rucksack.

### Wagon

A wagon needs to draught animals to work efficiently. It can carry more weight than a cart and is the most common mean of land transportation.

Table 17: Missile Weapons

Weapon	Price (GP)	Weight	Short Range	Medium Range	Long Range
Arrow, Silver	5	1	-	-	-
Arrows (20)	5	-	-	-	-
Axe, Hand	3	50	-	30'	-
Bow, Composite	50	50	80'	160'	240'
Bow, Long	40	50	70'	140'	210'
Bow, Short	25	50	50'	100'	150'
Case (for 30 Quarrels)	10	-	-	-	-
Crossbow, Heavy	25	100	80'	160'	240'
Crossbow, Light	15	50	60'	120'	180'
Dagger	3	50	10'	-	30'
Quarrels (30)	5	-	-	-	-
Quiver (for 20 Arrows)	10	-	-	-	-
Sling	1	20	60'	120'	180'
Spear	1	100	10'	-	30

## Weapons

Weapons include *mêlée* weapons for close combat and missile weapons for ranged combat. Some weapons are suited for both. Mundane weapons always deal 1d6 points of damage. Magical weapons (described in the chapter on treasure) deal more damage and can have other special properties.

Table 18: *Mêlée* Weapons

Weapon	Price (GP)	Weight
Axe, Battle	7	100
Axe, Hand	3	50
Club	1	20
Dagger	3	20
Flail	8	100
Halberd	7	150
Lance	4	150
Mace	5	50
Morning Star	6	100
Pike	5	150
Polearm	7	150
Spear	1	100
Staff	1	50
Sword	10	50
Sword, Zweihänder	15	150

### Arrow

Arrows are used as ammunition for bows and are usually made of wood.

#### Arrow, Silver

Arrows with a silver tip are very expensive and used against lycanthropes and other creatures vulnerable to silver.

#### Axe, Battle

The impressive and terrifying battle axe is mostly used for mass combat.

#### Axe, Hand

Mostly used for chopping wood, the hand axe is also a weapon and is light enough to be thrown effectively.



### Bow, Composite

The composite bow is made of different materials, often horn, wood, and sinew. It is smaller than the long bow and has comparable power, but is more difficult to make.

### Bow, Long

The long bow is used for hunting and warfare. Using a longbow is not trivial and requires intensive training.

### Bow, Short

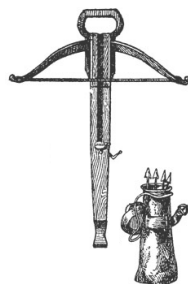
The short bow is the oldest type of bow. It is a bit easier to use than a long bow.

### Case

A common case can hold about thirty quarrels.

### Club

The club is a simple and universal weapon.



### Crossbow, Heavy

The heavy crossbow is slow, but has a great range and is especially deadly if used in an ambush. Unlike a bow, it can be readied and fired later.

### Crossbow, Light

This crossbow is less damaging than the heavy crossbow, but can be fired (but not loaded) with one hand.

### Dagger

A dagger is a weapon as well as a useful tool.

### Flail

Cheap and effective, the flail is a popular weapon among mercenaries.

### Halberd

The halberd is the standard weapon of guards and best used by disciplined soldiers in mass combat.

### Lance

The lance can be used by foot soldiers, but was designed to be used by cavalry and for jousting.

### Mace

The mace is the favoured weapon of clerics.

### Morning Star

The morning star is difficult to use effectively, but also very intimidating.

### Pike

The pike is a long pole weapon with a spearhead at the end. In groups, pike men are very effective.



### Polearm

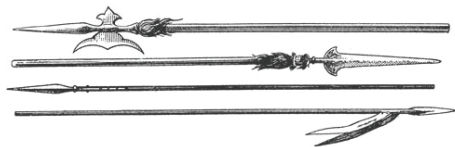
The polearm comes in a variety of types such as guisarme, glaive-guisarme, bill-guisarme, guisarme-voulge partizan, ranseur, bec de corbin, spetum or fauchard-fork. It is commonly used in larger armies.

### Quarrel

Quarrels are used as crossbow ammunition. Some are specifically designed to pierce armour.

### Quiver

A normal quiver holds about twenty arrows.



### Sling

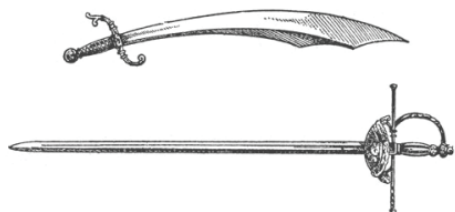
A sling can be used to hurl stones. It is not as strong as a bow or crossbow, but light and compact.

### Spear

The spear is a popular and relatively cheap weapon. It is used in many cultures and can be thrown as well.

### Staff

The staff is a simple weapons favoured by wizards.



### Sword

The sword – be it a longsword, broadsword, cutlass or a similar weapons – is as elegant as it is effective.

### Sword, Zweihänder

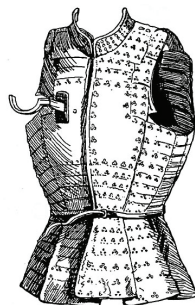
The Zweihänder is a huge two-handed sword. Only strong warriors will be able to wield it effectively.

Table 19: Armour

Armour	Price (GP)	Weight	Armour Class Bonus
Barding	150	750	-3
Chainmail	30	500	-4
Helmet	10	50	-
Leather	15	100	-2
Plate	50	750	-6
Shield	10	150	-1

### Armour

Armour lowers a character's armour class and thus makes it harder for others to hit him. Armour can be used in combination with a helmet and a shield (provided the character does not use a two-handed weapon). Unarmoured characters have an armour class of nine.



### Barding

Barding is armour for horses. It is expensive and not found everywhere.

### Chainmail

Chainmail consists of many small interconnected rings. It offers quite some protection, but also some time to get used to.

### Helmet

Helmets provide protection against blows and shrapnel.

### Leather Armour

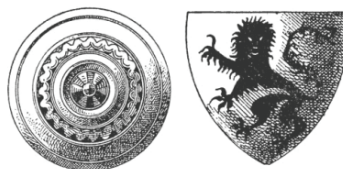
Leather armour is light and popular among those who want to sacrifice just a little agility for some protection.

### Plate Armour

Plate armour is very heavy, but one of the best pieces of armour available.

### Shield

Shields require a hand and cannot be used in combination with two-handed weapons, but offers extra protection against missiles and mêlée attacks.





# Adventuring

Once everyone has created a player character, the game can start. From this point on, the game master and to a certain extent the player have all the power and can determine what happens. The players decide what their characters do and the game master decides how the non-player characters, monsters and the environment react.

## Experience Progression

Characters are awarded experience points (XP) for dealing with monsters, finding treasure, solving problems, getting out of tight situations and everything else that makes an adventurer's life thrilling. Experience should not only be given for slaying monsters in a straightforward fight, but also for tricking them or dealing with them diplomatically. These experience points will eventually allow the player characters to level up. With each new level, a character gets a little stronger and tougher. A character's chance to hit in combat and his saving throws improve depending on the class he has. New hit points are rolled. Spellcasters gain additional spells. Player characters have to pay gold equal to 1% of their experience for upkeep and support. Once they have built a stronghold in the wilderness, these costs will cease. Should they build the stronghold in a town not controlled by them, they will continue to pay the cost.



## Languages

Every character speaks the Common Tongue, a trade language spoken by most civilised races. Elves, dwarves and hobbits additionally speak their respective native tongue (and dwarves and elves a few additional ones). Furthermore, every character speaks a language of his alignment. This is not a language in the traditional sense, but more a number of subtle signals that will allow members of the same alignment to identify one another and communicate on a basic level. Intelligent creatures that do not speak the respective alignment language will not understand it, but will still realise that it is not their alignment language and may react hostile. Additionally, each character speaks one more language for every point of intelligence above the tenth. Intelligent monsters usually speak their own language, but about 20% also speak the Common Tongue.

## Time

Time is measured in rounds and turns. Indoors, a turn equals ten rounds and a round equals a minute. Outdoors, a turn equals a day for the purpose of things like checks for random encounters. Rounds are mostly used to measure time in combat, whereas turns are usually used for exploration. A typical dungeon expedition takes a week. Exploring a wilderness area (usually a hex on a hex map) takes a day, rest and recuperation included).

## Movement and Encumbrance

Every creature has a movement rate that shows how far it can move within half a turn. A fully armoured player character can move 120' within half a turn provided he does not carry too much. If he does, a character's movement rate is reduced as shown below:

Table 20: Encumbrance

Weight Carried	Movement Rate
0 – 750	120'
751 – 1,000	90'
1,001 – 1,500	60'
1,501 – 3,000	No movement possible

The weight of objects is measured in units. The weight of a unit equals that of a gold piece. Adventurers can let hireling or beasts of burden carry parts of their equipment and loot. Hirelings have a carrying capacity like a player character, whereas animals can carry much more:

Table 21: Beast of Burden Carrying Capacity

Beast of Burden	Maximum Load
Horse, Light	3,000
Horse, Draft	4,500
Horse, War, Medium	3,750
Horse, War, Heavy	4,500
Mule	3,500

When a character is in combat or runs, his movement rate is doubled. A running character cannot map his surroundings, though. All distances given in this book are for indoor situations. Outdoors, they are calculated in yards instead of feet with the values being the same (effectively tripling all distances).



## Hit Points and Hit Dice

Hit points are an abstract representation of a character's toughness, endurance, swiftness and luck. They determine how long a creature lasts in combat and how much damage it can generally take. If a creature takes damage, it temporarily loses hit points. A player character's hit points are determined by rolling a d6 during character creation and whenever

he gains a new level. These dice are referred to as hit dice. The hit points rolled on the new hit die are added to the old ones. After that, another hit point is added for characters with a high constitution score. Sometimes a character also gets a bonus hit point when he reached a new level, or just a single hit point instead of a new hit die.

## Rest and Healing

For every five turns of dungeon exploration, the characters have to rest a full turn. More exhausting activities, like combat or a chase, require two turns of rest afterwards. While travelling through the wilderness, the party has to rest a full day for every six days of movement. Lost hit points are recovered at a rate of one hit point per two days of full rest. During this time, a character cannot do anything productive. If the resting period is severely interrupted, no hit points will be recovered. Using healing magic or potions is a much faster and convenient way to recover hit points.

## Level Drain

Some creatures – notably undead creatures – drain levels. When a level is drained, the character loses it and all benefits. He becomes a character of a lower level and has to regain all the experience to reach the next level once more.

## Death

A character who runs out of hit points dies. Dead characters can be brought back with the clerical spell Raise Dead, provided they make a successful survival check.



# Dungeon Exploration

The underworld consists of ancient ruins, underground mazes, old tunnels, unexplored caves and endless dark passages. Entering such dungeons is dangerous, but it can also be rewarding, for these are the places where great treasures and powerful magic await.

## Dungeon Levels

In regard to this game, a dungeon is any dangerous place that is not above the surface which the player characters explore (even if it is not an actual underground). Dungeons are divided into levels, with the one closest to the surface being the first one. The deeper the level lies, the more dangerous the monsters and the more valuable the treasures will be.

## Dungeon Rooms

Most dungeons will contain much more unoccupied space than space inhabited by monsters or treasure. In dungeons with randomly or semi-randomly distributed monsters and treasure, monster will be present in about one third of the rooms (on a roll of one or two on a d6). If a dungeons room is cleared, it might be repopulated by monsters later, though. Treasure can be found in about half the rooms. A roll of one on a d6 always means that the room contains treasure, a roll of two or three only if the room is occupied by monsters. Unguarded treasure should be locked away in trapped chests, hidden in secret compartments or behind illusionary walls or otherwise not be easily accessible.

## Traps and Pitfalls

Apart from monsters, many dungeons are lingers with traps and obstacles. These include (but are not limited to) false stairs, invisible teleporters (that sometimes connect almost identical rooms), one-way passages, rooms that shrink or seem to shrink, doors that can only be opened from one side and corridors that seems to be longer or shorter than they actually are. Traps will usually activate on a roll of one or two on a d6 if a character steps on them.

## Common Doors

Characters can force a mundane door open on a roll of one or two on a d6. Physically weak or small characters will only manage to open the door on a roll of one. Up to three characters can attempt to open a door at the same time, but this will make it impossible to quickly react to anything on the other side. For monsters, doors will usually open automatically. Most opened doors close automatically, no matter how difficult it was to get them open in the first place. Doors can be wedged open with spikes, but on a roll of five or six, the spike will slip and the door shuts. A character listening at a door will detect sounds on a roll of one or two if he is a dwarf, elf or hobbit and on a roll of one if he is a human. Undead never makes noise and thus will not be detected this way.

## Secret Doors

Humans, dwarves and hobbits that search a room will notice a secret door on a roll of one or two on a d6, elves on a roll of one to four due to their keen senses. At the game master's discretion, elves will also notice secret doors on a roll of one or two on a d6 if they merely pass them (or at least notice that something is there).

## Light

Within dungeons, the party will need a light source, be it a torch, lantern, spells or magical sword. However, these methods (with the exception of the Dark Vision spell) also allow monsters to detect the party.

## Monsters

For gameplay reasons, monsters are assumed to have dark vision – unless they are serving a player character. If they are not surprised, characters will see a monster when it is 2d4-10' away. Monsters that are at least 20' away can be avoided, monsters that are closer only if they are surprised. A monster will always chase a fleeing party unless there are more than 90' between it and the adventurers or it is intelligent enough to see overwhelming odds. If the characters run around a corner, up a stairway or through a door, the monster will continue to chase them only on a roll of one or two on a d6. If they flee through a secret door, the chance is reduced to a roll of one. Burning oil will discourage many monsters from continuing pursuit. Intelligent monsters will be distracted by dropped food with a 10% chance, semi-intelligent in 50% and unintelligent monsters in 90% of the cases. For dropped treasure, the chances are reversed. Intelligent monsters will not automatically attack, but react randomly as shown below:

Table 22: Monster Reaction

2d6	Reaction
2 – 5	Negative
6 – 8	Indifferent
9 – 12	Positive

At the game master's discretion, the monster reaction roll is modified by bribes, the monster's alignment and other factors

## Random Encounters

The monsters encountered in a dungeon can be rolled up randomly. Tables for random encounters in the underworld and the wilderness can be found at the end of bestiary. At the end of every turn spend in a dungeon, the game master rolls a d6. On a roll of six, monsters are encountered.

# Wilderness Exploration

The wilderness is all the untamed land around cities, castles and other points of civilisation. It houses monsters, bandits, dungeons, ancient ruins and more places waiting to be explored.

## Outdoor Distances

All distances given in this book are usually for indoor situations. Outdoors, distances are converted from foot to yard with the value being the same. Thus, everything has three times the reach and distance. An exception is the distance at which player characters sight a monster, which is 4d4+10 yards outdoors.

## Travelling through the Wilderness

When the party starts to explore the wilderness, it is best mapped with a blank hex map. The game master has his own, filled-out hex map. The greatest distance across a hex should be approximately five miles. Every hex has one terrain type like grassland, forest, mountains or swamp. Some hexes will be civilised and have a city or stronghold.



### Movement

The faster a creature, the more hexes it can move per day as shown below. Ships can only move across water bodies like rivers and oceans and in swamps. Aerial creatures and people riding on magical flying devices always travel at the same speed, no matter what kind of terrain they cross. On the ground, groups of more than 100 (including animals) will move one hex slower. Groups of more than 1,000 move two hexes slower.

Table 23: Ship Hex Movement per Day

Ship Type	Water Bodies	Swamp
Boat	15	5
Galley	20	6
Merchant Ship	12	12
Raft	10	3

Table 24: Aerial Hex Movement per Day

Vehicle/Creature	Any Terrain
Broom	40
Carpet	30
Air Elemental	30
Balorg	15
Djinn	30
Dragon	24
Efreect	20
Griffin	30
Hippogriff	40
Pegasus	48
Roc	48

### Time

In the wilderness, a day equals one turn (as opposed to dungeon exploration, where a turn is equal to ten minutes).

### Rest

After six days of movement, one full day of rest is required. After a chase, half a day's rest is needed. An exception are dragons, which need a week of rest after three weeks of walking, and three weeks of rest after three weeks of flying.

### Getting Lost

Whenever the party loses track of where they are or of the route they want to take, the game master rolls a d6. Depending on the terrain type, the party will get lost. Once lost, the game master secretly rolls a d6 and determines in which direction the party accidentally moves (using only the game master's map). The party may only make one change of direction.

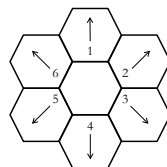


Table 25: Getting Lost

Terrain Type	Chance of Getting Lost (d6)
Plains	1
Forest	1 - 2
River	1
Swamp	1 - 3
Mountains	1 - 2
Desert	1 - 3
City	-

If the party spends time to explore the surrounding area, the game master should reveal the direction they moved in. If near civilisation (like a city or a castle), travellers is never get completely lost.

**Table 26: Overland Hex Movement per Day**

Vehicle	Plains	Mountains	Forest	Desert	Swamp	River (no ford)
No Vehicle	3	1	3/2	3/2	1	1
Horse, Draft	5	5/3	5/2	5/2	5/3	5/3
Horse, Light	10	10/3	5	5	10/3	10/3
Horse, Medium	8	8/3	4	4	8/3	8/3
Horse, Heavy	6	2	1	1	2	2
Wagon/Cart	4	4/3	2	2	4/3	4/3

## Monsters

In the wilderness, a monster is sighted by the player characters when it is 4d4-10 yards away, unless it surprises the party. When three or more monsters have surprised the player characters, they will have encircled them. In the wilderness, the game master checks for a random encounter once per day (at the end of every turn), or twice if the player characters are resting.



## Castles

If the player characters come across a stronghold, its inhabitants will be determined randomly with a d6:

**Table 27: Stronghold Occupant**

d6	Occupant
1	Fighter, 9th Level
2	Fighter, 8th Level
3	Mage, 11th Level
4	Mage, 10th Level
5	Cleric, 8th Level
6	Anti-Cleric, 8th Level

The castle's guards are determined by a rolling a d4 with their type depending on the castle's ruler. Griffins, hippogriffs and

**Table 29: Stronghold Guards**

Occupant	1	2	3	4
Fighter, 9th Level	1d8 Fighters, 7th Level	1d6 Griffins	1d10 Fighters, 6th Level	1d4 Giants
Fighter, 8th Level	1d8 Fighters, 6th Level	1d4 Rocs	1d4 Ogres	1d10 Fighters, 5th Level
Mage, 11th Level	1d4 Dragons	1d4 Barlogs	1d4 Wyrverns	1d4 Basilisks
Mage, 10th Level	1d4 Chimeras	1d4 Manticores	1d12 Lycanthropes	1d12 Gargoyles
Cleric, 8th Level	1d20 Fighters, 4th Level	1d6 Fighters, 8th Level	1d10 Treants	1d8 Hippogriffs
Anti-Cleric, 8th Level	1d10 Trolls	1d6 Vampires	1d20 White Apes	1d10 Spectres

rocs guarding a castle will always have fighters of the 4th level as riders. If the party travels past a stronghold, there is a certain chance that its inhabitants will come out and investigate. The closer the player characters are to the castle, the higher the chance is that the occupants will react:

**Table 28: Stronghold Occupant Reaction**

Route	d6
Castle's hex	1 – 3
One hex away	1 – 2
Two hexes away	1

If the party hails the castle, the occupant will always come out unless the party is very strong and an obvious threat. Patriarchs and evil high priests (clerics and anti-clerics of the eighth level or above) will always be respectively lawful or chaotic. Other castle inhabitants have a 50% chance of being either hostile or neutral.

### Fighters

A fighter will challenge a member of a similar class to a jousting match or demand a toll of 1d6-100 GP to be paid. If the challenged player character loses, the fighter takes his armour. If he wins, the party can stay at the castle up to one month, will be supplied with rations for two weeks and be provided with heavy war horses.

### Mages

Unless hostile, mages will use a Geas spell to send adventurers out to search for treasure. The mage will keep at least half the treasure and have the first choice with regard to magical item. He will choose miscellaneous magical items, wands, staffs or rings in this order. Otherwise, the mage will demand a toll of a magical item. If the party does not have a suitable magical item, a toll of 1d4-1000 GP will do as well.

### Clerics

Clerics will demand 10% of the travellers gold and gems. If the party cannot pay anything, the cleric will use Quest to make them fulfil a task for the cause of law or chaos. Evil high priests (anti-clerics of the eighth level or higher) will often just slay lawful or neutral travellers who cannot pay.

# Combat

Not every conflict can be solved with words. During their adventures, the player characters will confront mercenaries and bandits, fight undead hordes and meet other dangerous creatures. Combat is divided into round with each round being approximately a minute long. During a combat round, a player can do one principal action like making an attack, casting a spell, turn undead or using an item.

This sequence is repeated from phase two on until one side surrenders, flees or is defeated in some other way.

## The Combat Sequence

### 1. Surprise Check

If a group is aware of the enemy's presence, it cannot be surprised. If one side is surprised, the other side automatically gains the initiative and gets a free combat round. In this round is treated like any round with the exception of the enemy not being able to act. Surprise attacks are made with a +2 bonus to attack rolls. Each surprised creature has to roll a 1d4. On a roll of one, it drops something it is holding. If it is unclear whether one side is surprised or not, the game master may roll 1d6 for one side. A one or two means that the side is surprised. In a surprise situation, both parties will be 1d3·10' away from one another. Outdoors, a party surprised by three or more monsters will be encircled.

### 2. Initiative

Both sides roll 1d6. The side with the higher roll gains the initiative. If the results are equal, both sides act simultaneously. Alternatively, the actions take place in the order the game master judges fair, optionally with the character's dexterity taken into account.

### 3. Statement of Intent

Each player character states what he intends to do this round. Characters who want to cast a spell start do it in this phase.

### 4. Movement and Missile Attacks

The side that won the initiative moves or uses ranged weapons. Afterwards the side that lost initiative does the same.

### 5. Mêlée Combat and Spells

The side that won the initiative makes mêlée attacks (provided an enemy is in range) and finishes casting spells. Spells take their effect. Afterwards, the other side does the same.



## Attack Rolls and Armour Class

### The Attack Roll

To hit an opponent in combat, the attacker rolls a d20 and adds all his combat bonuses (and penalties). The result is compared to the opponent's armour class as shown in the matrix below. If the result is equal to or greater than the armour class, the attack is successful and the attacker rolls damage. The damage is subtracted from the defender's hit points. As player characters advance in experience levels, the chance of hitting an opponent increase. Likewise, a monster has a better chance of making a successful attack the more hit dice it has. All weapons do 1d6 point of damage plus one for every enchantment level.

Table 30: Combined Attack Matrix

Fighter	Cleric	Mage	Monster	AC 9	AC 8	AC 7	AC 6	AC 5	AC 4	AC 3	AC 2
1-3	1-4	1-5	1	10	11	12	13	14	15	16	17
			1+1	9	10	11	12	13	14	15	16
4-6	5-8	6-10	2-3	8	9	10	11	12	13	14	15
			4-5	6	7	8	9	10	11	12	13
7-9	9-12	11-15	6-7	5	6	7	8	9	10	11	12
			8-9	4	5	6	7	8	9	10	11
10-12	13-16	16-20		3	4	5	6	7	8	9	10
			10-11	2	3	4	5	6	7	8	9
13-15	17-20	21-25		1	2	3	4	5	6	7	8
			11+	1	1	1	2	3	4	5	6
16+	21+	26+		1	1	1	1	2	3	4	5

## Armour Class

A creature's armour class is a value that represents the difficulty of hitting the creature in combat. It is a combination of the quality of the armour the creature is wearing, how thick its hide is, how swiftly it moves and more. A low armour class equals a low chance to be hit. Without armour and without taking any other factors into account, a player character has a base armour class of nine. This is also the armour class of common people.



## Combat in Detail

### Maximum Number of Attackers

A creature no larger than a human can be attacked by up to six attackers. Larger creatures can be attacked by up to eight attackers.

### Mêlée Attacks

All attacks with non-ranged weapons are considered to be mêlée attacks. Certain weapons can be used as mêlée or ranged weapons. Opponents 10' away from one another (ten yards outdoors) can move in for a mêlée attacks.

### Missile Attacks

Missile attacks include all attacks with a ranged weapon like bows, slings or throwing daggers. Over short distance, they are fired with a +1 attack roll bonus, over long distance with a -1 penalty and with no modifier over medium range.

### Missile Fire into Mêlée

A ranged weapon cannot be fired on a combatant engaged in mêlée combat, as the chance of hitting an ally instead is too high.

### Missile Fire on the Move

If a missile weapon is used while the attacker is moving, he suffers a -2 penalty to attack rolls, except when he is an elf.

### Multiple Attacks

Fighters and monsters make one attack for each of their own hit dice against enemies with no more than a hit dice.

### Nonlethal Damage

Before a character strikes, he can announce that he will deal nonlethal damage with his attack to subdue a creature rather than kill it. If the opponent is hit, it takes damage as usual, but it will be subdual damage rather than actual wounds. If a creature is brought down to naught hit points with nonlethal damage, it has been subdued and fall under the attackers control (at least until it has a chance to escape).

### Rear Attacks

Rear attacks are made with a +2 bonus to the attack roll and ignore shield protection.

### Spears

Spears set against a charging enemy deal 1d10/2d8 points of damage against medium/large opponents. Spears thrust against a charging opponent deals 1d8/2d6 pints of damage.

### Spell Disruption

If a spellcaster takes damage why he casting a spell, he spell is lost.

### Spell Rebound

Spells like Fireball or Lightning Bolt will rebound off walls.

### Surprise Attack Bonus

If one side gains surprises the other in combat, they attack with a +2 bonus to attack rolls

## Mass Combat

For large-scale mass combat, it is recommend to unify about twenty common combatants into one unit. Large fantastic creatures should still fight separately as a single creature.

## Morale

If things are looking grim for a monster or NPC, the game master can make a morale check by rolling 2d6. A high result indicates that the creature will probably keep on fighting; a low result indicates that morale failure is likely. A morale check for an underling of a player character is adjusted by the character's charisma bonus to reaction rolls. Player characters do not make morale checks. Their players decide whether or not their characters keep fighting when the odds are stacked against them.

Table 31: Combined Saving Throw Matrix

	Level	Death/Poison	Wands	Petrification	Dragon Breath	Spells
Cleric	1 – 4	11	12	14	16	15
	5 – 8	9	10	12	14	12
	9 – 12	6	7	9	11	9
	13+	3	5	7	8	7
Fighter	1 – 3	12	13	14	15	16
	4 – 6	10	11	12	13	14
	7 – 9	8	9	10	10	12
	10 – 12	6	7	8	8	10
Mage	13+	4	5	5	5	8
	1 – 5	13	14	13	16	15
	6 – 10	11	12	11	14	12
	11 – 15	8	9	8	11	8
	16+	5	6	5	8	3

## Death in Combat

A character or creature whose hit points are dropped to zero or below dies. Dead creatures cannot be brought back to life by healing spells weaker than Raise Dead. If two combatants are engaged in mêlée and one is killed, he does not make another attack even if he has not attacked during this round and the two sides act simultaneously.



## Saving Throws

Saving throws are a resolution mechanic used to see whether a character succeeds to avoid a certain hazard or not, may it be the effect of a spell, a deadly poison or the frightening presence of a monster – both in and out of combat. If the saving throw is made, the character suffers less severe or no consequences. To make a saving throw, the player rolls a d20 and checks if the number rolled is as high as or

higher than his character's saving throw value. If that is the case, he succeeded. If not, the character has failed to avoid the hazard. There are five different saving throw categories. Every couple of levels, the numbers gets lower and it will become easier to make a saving throw. Every class has certain strengths and weaknesses and will advance faster or slower in some categories.

### Death & Poison

This saving throw is used to avoid the effect of poison and of magic and other supernatural abilities that cause instant death.

### Wands

The wand category covers saving throws against all kinds of wands, including Wands of Polymorph and Wands of Paralysis.

### Petrification

Some monster and spells can turn creatures into stone. This saving throw is used to avoid such effects. Certain effects that are paralyzing rather than petrifying are included here as well.

### Dragon Breath

This saving throw is used to avoid damage from the dreaded dragon breath and other area-affecting dangers.

### Spells

Effects of spells, rods and staves that are not covered by other saving throw categories use this one.

Spells, special monster attacks and items that require saving throws usually mention the saving throw category needed. Otherwise, the most fitting category is used going through the categories as listed above.

### Monster Saving Throws

Monsters make saving throws as players. They use the fighter's saving throw chart. Optionally, monsters can use the chart of a class that is close of them thematically (for example, demons with magical powers could use the mage's chart).



Table 32: Jousting Matrix

Aiming Point	Lower Helm	Lean Right	Lean Left	Steady Seat	Shield High	Shield Low	Possible Defensive Positions
Helm	M	M	M	H	U	M	Steady Seat, Shield High, Shield Low
Upper Right	U	B	M	B	B	M	All but Lower Helm, Lean Right
Upper Centre	B/U/I	U	G	B	B/U	U/I	Any
Upper Left	G	M	B	G	G	U	All but Lower Helm, Lean Left
Lower Left	B	B/U	M	B	M	B	Steady Seat, Shield High, Shield Low
Lower Centre	B/U	G	B	B/U	B/U/I	B	Any
Lower Right	G	M	B/U	G	G	G	Steady Seat, Shield High, Shield Low
Base	B	G	U	B	B/U/I	B	All but Lean Right, Lean Left

**Magic Item Saving Throws**

While mundane and magical items are obviously not indestructible, it is assumed that they will not be damaged unless their owner is killed (with the exception of helmets). However, if a character or unattended items are struck by fire or electricity (Fireball, Lightning Bolt, equivalent dragon breath), they will only survive if they make a saving throw:

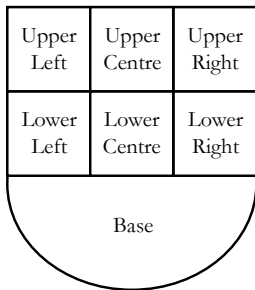
Table 33: Magic Items Saving Throws

Item	Save vs. Lightning	Save vs. Fire
Magic Item +1	14	14
Magic Item +2	12	12
Magic Item +3	10	10
Ring of Fire Resistance	12	10
Ring of Protection	12	12
Staff of Power	10	10
Staff of Wizardry	12	12
Wand of Lightning Bolts	14	16
Wand of Fireballs	16	14

Mundane items and items not listed above will be destroyed in any case.

**Jousting**

Jousting is a fight between two horsemen armed with lances. The goal is to unhorse the opponent. Jousting is more sport than actual fight. When two characters joust, each secretly chooses an aiming point (his attack) and a position in the saddle (his defence). Both characters can aim at seven different spots of the opponent's shield or at the opponent's helm. Not all aiming points allow the character to take all defensive positions, though. Once both character have made their choice, they make a ride and each character's aiming point is compared with the opponent's defensive position. As a result, an attacker can break his lance (B) or get his helm knocked off (H). These force him to take the steady seat position during the next round. The lance can also glance off (G) or miss entirely (M). These results have no consequences for any character. If one character is unhorsed (U), the other one wins this round – provided he is not unhorsed as well. The jousting continues until one character (or both) is un-



horsed or three rounds have been completed with nobody having been unhorsed. If both or nobody is unhorsed, the joust ends with a draw.

**Jousting Tournament Rating**

In some tournaments, teams of fighters fight against one another. After each joust, characters gather point for their team as shown below. At the end of the tournament, the team with the most points wins.

Table 34: Jousting Tournament Rating

Result	Attacker	Defender
Lance broken	-1	-
Helm knocked off	+3	-
Injured	-	-10
Unhorsed	+20	-

**Aerial Combat**

Aerial combat uses hex paper to represent the area where the combat is taking place. Altitudes of the various combatants are tracked using counters of some kind. One hex and each increment of altitude are equivalent to 10'. Movement actions take place simultaneously for all combatants and include direction, length of movement an altitude gain or loss. Firing missiles always takes place after movement unless the attacker is in mêlée and thus unable.

**Movement**

All creatures can move straight ahead at their movement rate. The number of turns and the minimum number of spaces between turns is dictated by the creature's size. Flying creatures can dive straight ahead or with turns. Diving with turns reduces the movement distance by 50%. A flyer can add 50% to its movement distance if it makes a sharp dive. Sharps dives can only be made if the flyer is diving straight ahead and are made at a rate of 1' for every 10' dived. While climbing, the flyer moves the same distance up as it moves ahead. The cost for climbing is the distance moved up plus 10' per the creature's number of spaces between turns. Other manoeuvres can be made at the game master's discretion.

**Missile Fire**

Air-to-air missile fire is done as by the normal combat rules with the addition of a random roll to determine which body part of the defender and whether or not the attacker scores a critical hit.

Table 35: Aerial Combat Critical Hit

Hit Location	Critical Hit Chance	Speed Halved	Dive and Land	Withdrawal	Crash
Rider	25%	-	-	100%	-
Head	20%	10%	30%	40%	20%
Wing	20%	50%	20%	30%	-
Body	10%	30%	30%	30%	10%
Rear	-	-	-	-	-

Table 36: Aerial Mobility

Size Category	Maximum Turns per Round	Minimum Spaces Between Turns
Air Elemental	6	3
Barlog	3	3
Bird, Large	5	1
Broom	4	2
Carpet	4	4
Chimera	3	5
Cockatrice	3	3
Dragon	3	5
Gargoyle	3	3
Hippogriff	6	3
Human	4	2
Insect, Giant	3	5
Insect, Large	5	1
Manticore	4	4
Pegasus	6	3
Reptile, Giant	2	6
Roc	3	5
Sprite	5	1
Undead Flyer	4	2
Wyvern	4	4

Table 37: Aerial Missile Fire

Attacker's Position Relative to Target	1d10	Hit Location
Head-on	1 – 2	Rider
	3 – 4	Head
	5 – 6	Wing
	7 – 10	Body
At Side	1	Rider
	2 – 3	Head
	4 – 5	Wing
	6 – 9	Body
Overhead	10	Rear
	1	Rider
	2 – 3	Head
	4 – 7	Wing
	8 – 9	Body
	10	Rear
Below	-	Rider
	1 – 2	Head
	3 – 5	Wing
	6 – 9	Body
Behind	10	Rear
	1 – 2	Rider
	3	Head
	4 – 5	Wing
	6 – 8	Body
	9 – 10	Rear

If there is no rider, the mount is hit to the body and vice versa. A critical hit can half the defender's movement rate, force it to land, force a withdrawal due to injury of the rider or cause a crash landing. A creature that crashes takes 1d6 points of damage per 10' it falls before it hits the ground.

### Bombing

The largest flyers can carry a load equal to that of a heavy catapult. The missile will reduce its movement rate by one third. A bombing run has to be made in a straight line, though diving is possible. When the flyer drops its load, 2d6 is rolled. A roll of seven indicates a direct hit. A score below seven indicates that the missile landed left and/or short of the target, whereas a score above seven indicates that it landed right or long of the target. For each integer above or below seven, a d6 is rolled. The result multiplied by 10' indicates by what distance the target was missed. The location of the hit is also determined with a d6: A roll of one or two means that the bomb landed to the left or right of the target, a roll of five or six that it landed short or long and a roll of three to four that it landed left or right as well as short or long.

### Aerial Mêlée

Mêlée combat works as described in the normal combat rules. The minimum distance for a mêlée attack is 30'.

## Naval Combat

Naval combat includes combat between ships or ships and sea creatures and combat on entered ships.

### Crew

The crew of a naval vessel consists of rowers, sailors and possibly warriors. For every rower short of the optimum, the ship's speed drops proportionally ignoring all fractions. This is usually a 5% effective speed loss. To step or unstep he mast of a galley (small or large) or a longship, ten crew and three turns are needed. Making or taking sail requires three crew for rowed ships and six for other vessels.

### Oared Movement

If a ships moves with a current, it gains a 50' movement bonus. Moving against a current imposes a 50' penalty. A backing oared ship moves at half speed. How long oared movement can be kept up is determined by the ship's speed and the fatigue points the crew has left.

Table 38: Fatigue Points

Activity	Fatigue Points per Round
Rest	+1
Slow movement	-2
Cruise movement	-3
Fast movement	-10

A common fresh crew has 30 fatigue points. Hardened sailors like vikings will have 40 fatigue points.

**Table 39: Ship Crew, Armament and Structural Points**

Vessel	Crew	Armament	Structural Points
Boat, Small	-	-	3
Galley, Large	100 Rowers, 50 Marines, 20 Sailors	Catapult fore and aft	18 – 24
Galley, Small	50 Rowers, 20 Marines, 10 Sailors	Catapult fore	9 – 15
Galley, War	15 – 20 Crew, 40 – 60 Men-at-Arms	Catapult fore and aft	18 – 24
Longship	75 Crew (64 Rowers maximum)	-	18 – 24
Merchant Ship, Large	20 Crew	-	9 – 15
Merchant Ship, Small	15 Crew	-	9 – 15
Raft	-	-	3

**Table 40: Ship Movement Rates**

Vessel	Oared, Slow	Oared, Cruise	Oared, Fast	Sailed, Running	Sailed, Broad Reaching	Sailed, Quarter Reaching	Sailed, Beating
Boat, Small	100'	150'	200'	150'/200'	120'/170'	100'/150'	50'/100'
Galley, Large	100'	150'	200'	200'/250'	150'/200'	100'/150'	-
Galley, Small	150'	200'	300'	250'/300'	200'/250'	150'/200'	-
Galley, War	-	-	-	250'/350'	220'/320'	200'/300'	150'/250'
Longship	120'	180'	250'	300'/350'	250'/300'	200'/250'	-
Merchant Ship, Large	-	-	-	200'/300'	180'/270'	150'/240'	100'/200'
Merchant Ship, Small	-	-	-	250'/35v	220'/320'	200'/300'	150'/250'
Raft	-	100'	-	100'/150'	60'/100'	-	-

The speed of an oared ship can be changed on a roundly basis. An oared ship cannot change its speed at will; it has to switch to a permitted speed as shown below. An oared ship can turn by 45° for every 100' moved.

**Table 41: Oaring Speed Change**

From Speed	To Speed
Backing Slow	Backing Cruise
Cruise	Stop/Fast
Fast	Slow
Slow	Cruise
Stop	Slow/Backing Slow/Cruise

A vessel can pass alongside an oaring ship, shearing its oars off and killing half the rowers on that side. If it is itself an oaring ship, it will suffer the same fate unless the rowers have specifically been ordered the ship the oars. A vessel that got its oars sheared off will lay dead in the water for three rounds and then move at half speed. If it gets its oars sheared off once more, it can no longer move by oaring.

**Sailed Movement and Wind Force**

The first movement rate given for sailed movement is the speed under a light to moderate breeze. The second one is the speed under a fresh to strong breeze. Sailing under a breeze stronger than that is not possible. The ship will simply move where the wind is blowing at a speed of 30' per round. The force of the wind is determined by rolling 2d6 and the direction by rolling a d8. Small and large galleys in a fresh or strong breeze have a 10% chance per round of shipping water. If that happens, the ship loses 25% of its speed. A galley that loses more than 75% of its speed will sink. A sailed ship can turn by 30° for every 120' moved. Galleys (with the exception of war galleys) cannot sail on the open seas (longships can, however). Ships can sail on a river at half speed plus any bonus or penalty for moving with or against the current.

**Table 42: Wind Force**

2d6	Wind Force
2 – 3	Clam
4 – 8	Light to moderate
9 – 11	Fresh to strong
12	Storm

**Table 43: Wind Direction**

d8	Wind Direction
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest

**Structural Points**

Ships have structural points, which work just like hit points. However, common weapons cannot inflict structural damage. Siege weapons like catapults or rams are needed for that.

**Catapults**

Catapults on ships work like siege weapons used in land warfare.

**Ramming**

Ships are not generally equipped with rams, though some war ships might have them. To ram another ship, the attacking ship has to have its mast lowered, move at fast speed and immediately oar back after ramming the defending ship. A rammed ships loses 1d6-10% of its structural points. There is also a 25% chance that it is damaged below the water line and will sink in 3d6 rounds. Patching a hole required ten crew to work five rounds. There is a 25% chance that the repair will not hold and another five rounds of patching are required. A ship rammed from the side will lose 20% of its crew with three fourth of the losses being rowers if it is an

oared vessel. A vessel rammed from astern or bow on loses 5% of its crew with no rowers among the losses. Ramming does not affect grappling.

### Grappling and Boarding

If ships are no more than 10' away from one another, the crew can attempt to grapple the ship. Each crew has a 20% chance of succeeding. Grappled ships can no longer move. Cutting off a grapple has a 20% success chance. Grappling or cutting a grapple requires only a single man. Three attempts of grappling and trying to cut off a grapple can be made per round. For every 3' of parallel deck space between the ships one sailor per round can board the enemy vessel. Swimmers can enter a vessel, but have to fight any opponent in their way.

### Combat on Deck

Combat on deck of ships follows the normal combat rules, though a commander or a lieutenant has to be present. Opponents can be forced off the vessel or off a deck. If a combatant falls of a deck, he takes 1d6 points of damage per 10' he falls. Someone landing in the water or on something else that partly absorbs the falls suffers 1d6 points of damage for every 20' he falls. The damage can be avoided by rolling 1d6-10 if the result is higher than the height from which the combatant fell. If he lands on someone else, that victim suffers damage as if he had fallen himself (but is likewise permitted a die roll to avoid damage). If all members of the enemy crew are dead, in the water or their morale is broken, the vessel can be taken over.



### Swimming and Drowning

A combatant who landed in the water has a certain chance of drowning determined by the armour he is wearing. Chainmail has to be removed immediately; leather armour can be kept on but increases the chance to drown.

Table 44: Chance of Drowning

Armour	Change of Drowning
None	5%
Chainmail	80%
Leather	20%
Plate	100%

During a storm, there is a 50% chance per round that any nonaquatic swimmer will drown. Generally, about half of

all sailors are swimmers. A swimmer swims at a speed of 30' per round. A ship moving at slow speed or less than 150' per round can pick up a swimmer (if he allows it). The only weapons that can be carried while swimming are clubs, daggers, quarterstaves and spears.

### Aquatic Monsters

Some aquatic monsters can grapple ships or even sink them. The options aquatic creatures have in naval combat are listed in their respective entry in the bestiary.

## Commanding Tactical Units

Barbaric warriors (including vikings) will fight without someone commanding them, but warriors (not player characters) from civilised societies will usually just fight opponents near them and not engage in any tactical manoeuvres unless they are led by a commander or a lieutenant. A commander has a command range equal to 10' per point of charisma. Each commander can have up to two lieutenants with a command range 10' shorter. Soldiers outside this command range will not respond to commands. A leader engaged in mêlée has his range reduced by 50%. A lieutenant has to be in his commander's command range to receive and pass orders. Monstrous and unintelligent creatures do not need a commander and will always act to the best of their ability and intelligence. Leader in plain sight but above their men receive a 10' range bonus for every 10' they are above their troops. Troops engaged in mêlée will only respond to commands on a roll of one to four on a d6. This check is made once per round. A leader can give orders ahead of time, though, and thus give his men several rounds of time to respond.

## Catapults

Catapults are among the most common war machines. They have a minimum and maximum range. A catapult requires a crew of four to be fully operational. Any missing crew member adds another round to the time the catapult needs to be able to fire the next missile. Additional crew member do not increase the rate of fire. Only trained people can operate a catapult. If a catapult is moved, two extra rounds are required until the next attack.

Table 45: Catapults

Catapult	Range	Hit Area	Rate of Fire
Light	150'/300'	20'	Per round
Heavy	240'/480'	35'	Per three rounds

Any common creature in the hit area of a catapult is killed outright. Catapults fire in a 45° arc to the left or right. The player characters using the catapult decide to which side the catapult is fired and announce the firing distance. The position where the missile lands is then determined by triangulation, with the missile landing along the long side of the triangle. Two d6 are rolled; one for overshoot, one for undershoot. The higher roll is taken and multiplied by 10'. Against structures, a catapult inflicts one structural point of damage.

# Henchmen & Hirelings

Every character not controlled by a player is under the control of the game master as an NPC, a non-player character. This includes followers, common people, monsters and other enemies and people the player characters hire. As long as they have the money and the persuasiveness, the player characters are free to hire mercenaries, torchbearers, guides or even an entire army.

## Followers

Followers join a character when he reaches a certain experience level. If, when and what followers enter the character's service depends on his class and is listed in the class's description. Some classes, like the bard, continuously gain new followers, others, like the ranger, gains followers only once, and some class do not gain followers automatically at all. Followers are always loyal to the player character.

## Hirelings

Hirelings are NPCs with classes and races like the player characters. However, only hirelings of the lowest level can be hired. Hirelings a hireling will cost about 100 GB, advertising included. Dwarves light demand more gold, mages and elves can most easily be convinced with magical items and clerics will demand access to a place of worship. Other NPCs will make demands that fit their class, while some, like barbarians, are unlikely to ever enter the service of a player characters. Of course, NPCs (including high-level NPCs) can also simply be charmed and turned into servants.

## Monsters

Intelligent monsters of the same basic alignment as the player characters can be hired as well. If the player character makes the offer to join him, 2d6 is rolled to see how the monster reacts. The roll is made with bonuses and penalties as the game sees it fit. An indifferent reaction means that the monster may be bribed with additional rewards. A hostile monster cannot be bribed.

Table 46: Monster Hiring

2d6	Reaction
2	Attacks immediately
3 – 5	Hostile
6 – 8	Indifferent
9 – 11	Accepts offer
12	Enthusiastic, loyalty +3

If a monster surrenders to the player characters and is offered a position as a hireling, it will join them without a reaction check and serve at least for a while.

## Specialists

A player character who established a stronghold can hire so-called specialists. Specialists are not easily found and will demand a much higher payment than a common hireling. The number of specialists a player character can convince to join

his service are determined by the character's charisma score. With enough gold, more specialists might be bribed into a character's service, though. Trying to find a specialist hireling has a weekly cost of about 100 to 600 GP.

### Animal Trainer

Animal trainers can handle one type of animal. Some of them even have experience with rare creatures like griffins. A single trainer can handle about six animals.

### Armourer

Armourers know how to make and maintain weapons and armour. For every fifty henchmen in character's service, an armourer is needed. If he has no maintenance duty, an armourer can make one suit of armour, three shields or five weapons per month. A smith and another assistant will double the production. Two smiths and four other assistants will triple it.

### Engineer

Engineers are needed for complex buildings like bridges or fortresses as well as for constructing siege machinery. Digging tunnels during a siege has to be supervised by an engineer.



### Herbalist

Given a formula, an herbalist can duplicate a potion for half the usual cost. Herbalists can also conduct research. However, their research is limited to poisons and has twice the cost of a mage's research.

### Hitman

Hitmen are hired killers that dispose of people for money. They are not easy to find and will demand extra gold for especially risky missions.

### Sage

A sage is a true expert in his field. Even if highly specialised, a sage has information way beyond the

Table 47: Henchman Monthly Upkeep

Henchman	Human (GP)	Dwarf (GP)	Elf (GP)	Orc (GP)
Non-Combatant	1	-	-	-
Footsoldier, Light	2	-	-	1
Footsoldier, Heavy	3	4	5	1.5
Archer	5	5	10	3
Longbowman	10	-	-	-
Crossbowman	4	5	-	-
Horseman, Light	10	-	-	-
Horseman, Medium	15	-	-	-
Horseman, Heavy	20	-	-	-

knowledge of common people. Sages not only have information, they also know where to find it. Only fighters can employ sages.

**Sailor**

Sailors are common and can be hired in every two near the coast, but need a captain to be effective. Some sailors know how to fight, but these require additional payment as a fighter.

**Ship Captain**

Apart from sailors, every ship also needs a captain.

Table 48: Specialists

Specialist	Monthly Cost (GP)
Animal Trainer	500
Armorer	100
Engineer	750
Herbalist	1,000
Hitman	2,000 per mission
Sage	2,000
Seaman	10
Ship Captain	250
Smith	25
Spy	500 per mission

**Smith**

A common blacksmith can manufacture everyday metal items, but does usually not know how to make weapons. A smith is needed for every fifty horses or mules in a character's service.

**Spy**

The spy is a specialist than know how to blend into the crowd, gather information, infiltrate buildings and do missions behind enemy lines. Spies can also be gained by simply bribing someone working for the enemy.

**Henchmen**

In addition to common hirelings and specialists, the party can also hire man-at-arms – also called henchmen – to fight for them. These are human, elven or dwarven fighters. Recruiting a group of henchmen cost about 100 to 600 GP per week. After the henchmen have been recruited, only their monthly upkeep has to be paid. Dwarves and elves are usually more difficult to find than humans. Chaotic characters may also hire orcs.

**Loyalty and Morale**

Humans, dwarves, elves and members of other civilised races will be loyal hirelings as long as they receive their payment (including a bonus for dangerous adventures), are not mistreated. If they enter a player character's service, the game master secretly rolls 3d6 adjusted for circumstantial modifiers (like payment) and charisma bonuses or penalties to determine the NPC's loyalty score. Additionally, the game master rolls 2d6 to determine the hireling's morale score. The morale score is modified according to the loyalty scores.

Table 49: Hiring Loyalty

Loyalty (3d6)	Behaviour
<4	Deserts at first opportunity
4 – 6	-2 morale score penalty
7 – 8	-1 morale score penalty
9 – 12	-
13 – 14	+1 morale score bonus
15 – 18	+2 morale score bonus
19+	Unbreakable morale

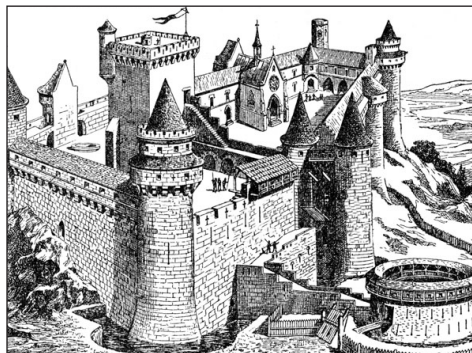
When the hirelings comes into a stressful situation (like seeing a fellow hireling die for the first time or entering an especially dark dungeon), the game master makes a hidden morale check by rolling 2d6. If the result is equal to or lower than the hirelings' morale score, the morale check succeeds and the NPC keeps on fighting or does not desert the party. A result higher than the score means that the hireling will flee or demand a higher reward for what is expected from him. Under special circumstances (like the death of the player character that originally hired the NPC), the morale scores can also be re-rolled.

**Relatives and Inheritance**

A player character can write his testament and designate a relative who will inherit his possessions should he die or disappear for a prolonged period of time (usually a month). If that is the case, the relative becomes a new player character of the first level in a class of his choice (not necessarily the class of the dead character) and start his carrier with all the items and gold - after paying a tax of 10%. Should the player character turn out to be alive after all, the relative has to give up the inheritance (and the character presumed dead has to pay 10% taxes once more) and can become a hireling in the player character's service. However, his loyalty suffers a 1d8-2 penalty and he will most likely try to reacquire his newly gained and lost wealth.

# Strongholds & Domains

Few adventures will go on adventures for their entire life. Some die a gruesome (or heroic) death, whereas others succeed and become wealthy. At any point, an adventurer can settle down and build stronghold. Due to the cost of building a stronghold, only wealthy and experienced adventurers are likely to do that.



## Stronghold Construction

Before the construction of the stronghold begins, the wilderness area around it has to be cleared. On a hex map with five-mile hexes, the central hex where the stronghold will be built and a two-hex radius around it have to be cleared. The game master randomly determines what monsters like the area. Once they have been taken care of, the construction can begin.

Table 50: Castle Construction Cost

Castle Part	Cost (GP)
Barbican, Large	20,000
Barbican, Small	14,000
Bartizan	1,000
Bastion	3,000
Door, Iron	50
Door, Iron, Double	75
Door, Reinforced	20
Door, Reinforced, Double	30
Door, Wooden	10
Door, Wooden, Double	15
Gate House and Gate	3,000
Keep	42,000
Portcullis and Draw Bridge	2,000
Slit/Window	10
Slit/Window, Double	15
Stairs, Stone, 10'	90
Stairs, Stone, 10'	140
Stairs, Wood, 10'	30
Stairs, Wood, 10'	45
Tower, Round, Large	10,000
Tower, Round, Small	5,000
Tower, Square, Large	8,000
Tower, Square, Small	4,000
Wall, 120'	2,500

Once it is finished, a 20 mile radius around the castle will remain free of monsters. If the castle is near a town or village not controlled by the player characters, they will have to continue to pay their 1% upkeep cost. If the stronghold is in the wilderness or near a city controlled by the characters, they no longer have to pay it. The area around the stronghold is the player characters' domain.

## Domain Population and Income

The territory around the stronghold will hold 2d6 villages with 1d4 · 100 inhabitants each. Per year, each of these inhabitants will pay taxes equal to 10 GP. The player characters can invest into their domain and build roads and bridges, ports, inns and more. These investments will attract settlers, traders and other people and increase the annual tax revenue. Should the player characters mistreat the villagers, they might revolt against them, maybe even lead by a local hero. Of course, the characters can in return hire mercenaries to bring the inhabitants back into line.

## The Cleric's Stronghold

The cleric is favoured by his deity and has certain benefits when he constructs a stronghold. His castle will be worth twice the amount of gold the cleric actually invested. Furthermore, he can extract an annual tithe of 20 GP as opposed to the usual 10 GP taxes per inhabitant.



# Spells & Magic

## Arcane and Divine Magic

There are two types of magic: Arcane magic used by the mage and divine magic used by the cleric and provided by his god. Spells of both types follow the same rules with the exception that divine spells can be cast while wearing armour. Player characters learn and use spells as described on the chapters on classes and combat.

Overall, arcane magic tends to be more offensive and focused on the control of the elements and creatures, whereas divine magic is associated with nature, life and death. Mage and cleric share a number spells, though their effect or power might vary (as noted in the spell description). Some monsters use one or both types of magic or have supernatural powers that are similar to magic.

## Magic Items

Magic does not exist only in form of spells. Some items are permanently enchanted with magic. Magical weapons increase their wielder's combat abilities and are more damaging. Some magical objects have the effect of a certain spells.

Magical scrolls can be used to store spells. All magical items are detailed in their own chapter further below.

## Spell Descriptions

Every spell has a unique **name** and a **level** that indicates what spell level the caster needs to have access to in order to be able cast the spell. The spell's **range** show how far the spell reaches at maximum. The area of the spell's effect is called the **radius** (whether the area of effect is actually circular or not). The **duration** shows how long the spell lasts. Some spells lack some of these parameters. In this case, they are either not relevant (like the spell duration for a spell with a one-time instant effect) or will be defined by the game master. Last but not least every spell has a descriptive text that explains what **effect** the spell actually has.

The spell description text does not contain absolutely every possible use of a spell. Many spells are combat-oriented, but can be used out of combat as well. Ultimately, it is up to the game master to decide what exactly a spell does in unusual situations.





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# Spells by Level

## **Mage, Level 1**

Charm Person  
Detect Magic  
Hold Portal  
Light  
Protection from Evil  
Read Languages  
Read Magic  
Sleep

## **Mage, Level 2**

Continual Light  
Detect Evil  
Detect Invisibility  
ESP  
Invisibility  
Knock  
Levitate  
Locate Object  
Phantasmal Forces  
Wizard Lock

## **Mage, Level 3**

Clairaudience  
Clairvoyance  
Dark Vision  
Dispel Magic  
Fireball  
Fly  
Haste  
Hold Person  
Invisibility, 10' Radius  
Lightning Bolt  
Protection from Evil, 10' Radius  
Protection from Normal Missiles  
Slow  
Water Breathing

## **Mage, Level 4**

Charm Monster  
Confusion  
Dimension Door  
Hallucinatory Terrain  
Massmorph  
Plant Growth  
Polymorph Other  
Polymorph Self  
Remove Curse  
Wall of Fire  
Wall of Ice  
Wizard Eye

## **Mage, Level 5**

Animal Growth  
Animate Dead

Cloudkill  
Contact Higher Plane  
Feeblemind  
Hold Monster  
Magic Jar  
Pass Wall  
Summon Elemental  
Telekinesis  
Teleport  
Transmute Mud to Rock  
Transmute Rock to Mud  
Wall of Iron  
Wall of Stone

## **Mage, Level 6**

Anti-Magic Shell  
Control Weather  
Death Spell  
Disintegrate  
Flesh to Stone  
Geas  
Invisible Stalker  
Lower Water  
Move Earth  
Part Water  
Project Image  
Reincarnation  
Stone to Flesh

## **Cleric, Level 1**

Cure Light Wounds  
Detect Evil  
Detect Magic  
Light  
Protection from Evil  
Purify Food and Drink

## **Cleric, Level 2**

Bless  
Find Traps  
Hold Person  
Speak with Animals  
Cleric, Level 3  
Continual Light  
Cure Disease  
Locate Object  
Remove Curse

## **Cleric, Level 4**

Create Water  
Cure Serious Wounds  
Neutralise Poison  
Protection from Evil, 10' Radius  
Speak with Plants  
Sticks to Snakes

## **Cleric, Level 5**

Commune  
Create Food  
Dispel Evil  
Finger of Death  
Insect Plague  
Quest  
Raise Dead

## **Anti-Cleric, Level 1**

Cause Light Wounds  
Darkness  
Detect Good  
Detect Magic  
Poison Food and Drink  
Protection from Good

## **Anti-Cleric, Level 2**

Bane  
Find Traps  
Hold Person  
Speak with Animals

## **Anti-Cleric, Level 3**

Cause Disease  
Continual Darkness  
Locate Object  
Remove Curse

## **Anti-Cleric, Level 4**

Cause Serious Wounds  
Create Water  
Neutralise Poison  
Protection from Good, 10' Radius  
Speak with Plants  
Sticks to Snakes

## **Anti-Cleric, Level 5**

Commune  
Create Food  
Dispel Good  
Finger of Death  
Insect Plague  
Quest

# Spell Descriptions

## Animal Growth

**Level:** MA5

**Range:** 120'

**Duration:** 12 rounds

This spell makes 1d6 animals (not merely mammals) giant-sized, including increased fighting capabilities.

## Animated Dead

**Level:** MA5

**Duration:** Until dispelled

This spell raises corpses as skeletons and zombies. 1d6 corpses per level of the caster above the eight are affected.

## Anti-Magic Shell

**Level:** MA6

**Duration:** 12 rounds

This spell forms an anti-magical barrier around the caster that cannot be penetrated by spells. This includes any spells coming from the inside of the shell.

## Bane

**Level:** AC2

**Duration:** 6 rounds

This spell imposes a -1 malus to morale checks and damage rolls on the target. It cannot be cast in combat.

## Bless

**Level:** CL2

**Duration:** 6 rounds

This spell gives the recipient a +1 bonus to morale checks and damage rolls. It cannot be cast during combat.

## Cause Disease

**Level:** AC3

This spell infects the victim with a disease of the caster's choice.

## Cause Light Wounds

**Level:** AC1

This spell deals 1d6+1 points of damage to the target.

## Cause Serious Wounds

**Level:** AC4

This spell deals 2d6+2 points of damage to the victim.

## Charm Monster

**Level:** MA4

**Range:** 120'

**Duration:** Until victim breaks free

This spell works like *Charm Person*, but can affect any creatures. If creatures of three hit dice or less are involved, 3d6 will be affected.

## Charm Person

**Level:** MA1

**Range:** 120'

**Duration:** Until dispelled

This spell affects bipedal humanoid mammals roughly the size of a human. If the target fails a saving throw, it falls under the control of the caster. Undead are never affected.

## Clairaudience

**Level:** MA3

**Range:** 60'

**Duration:** 12 rounds

Clairaudience is similar to ESP, but allows the user to gain audible information.

## Clairvoyance

**Level:** MA3

**Range:** 60'

**Duration:** 12 rounds

This spell works like *ESP*, except that the caster can pick up visual information.

## Cloudkill

**Level:** MA5

**Radius:** 30'

**Duration:** 6 rounds

This spell creates a cloud of toxic gas that kills all creatures of less than five hit dice. It moves at a rate of 60' per round away from the caster (or in the direction of the wind). The gas is heavier than air and will sink to the lowest level. Strong winds might disperse the cloud.

## Commune

**Level:** AC5, CL5

This spell allows the cleric to ask higher powers three questions. The questions will be answered with very high accuracy. *Commune* can be used once per week at maximum. Once per year, on a special occasion, twice the number of questions can be asked.



## Confusion

**Level:** MA4

**Range:** 120'

**Duration:** 12 rounds

This spell affects 2d6 creatures plus one for each level of the caster above the eight. Enemies with two or less hit dice are immediately affected. Creatures above two hit dice are affected with a delay of 1d12 rounds minus the level of the caster. Creatures with at least four hit dice also get a roundly saving throw to avoid the effect in that round. Confused creatures act randomly as shown below.

Table 51: Confusion

2d6	Effect
2 – 5	Attacks caster and allies
6 – 8	Remains idle
9 – 12	Attacks own allies

## Contact Other Plane

**Level:** MA5

This spell allows the caster to contact a being from a higher plane of existence for advice. The higher the plane, the more questions can be asked with a higher chance of receiving a truthful answer. Only questions that can be answered with “Yes” or “No” can be asked. Should the user become insane, he will remain so for a number of weeks equal to the level of the plane he contacted.

Table 52: Contact Other Plane

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

## Continual Darkness

**Level:** AC3

**Range:** 120'

**Radius:** 240'

**Duration:** Until dispelled

This spell works like *Continual Light*, but creates supernatural darkness instead.

## Continual Light

**Level:** CL3, MA2

**Range:** 120'

**Radius:** 240'

**Duration:** Until dispelled

This spell works like *Light*, but has a greater radius and is permanent until dispelled. Cleric generate light as bright as daylight with this spell.

## Control Weather

**Level:** MA6

This spell allows the caster to let it rain, stop rainfall, summon a cold or heat wave, summon or disband a tornado, summon clouds or make the sky clear.

## Create Food

**Level:** AC5, CL5

This spell creates food for about a dozen humans for a day. For every level above the eight, the amount is doubled.

## Create Water

**Level:** AC4, CL4

This spell creates drinking water for about a dozen humans and horses for a day. For every level above the eight, the amount is doubled.



## Cure Disease

**Level:** CL3

This spell cures any form of disease. This includes diseases caused by a curse.

## Cure Light Wounds

**Level:** CL1

This spell heals 1d6+1 hit points over the course of a round.

## Cure Serious Wounds

**Level:** CL4

This spell heals 2d6+2 hit points over the course of a round.

## Dark Vision

**Level:** MA3

**Duration:** 1 day

This spell grants the recipient sight in darkness up to a distance of 400 to 600'.

## Darkness

**Level:** AC1

**Radius:** 30'

**Duration:** 12 turns + 1/level

This spell creates supernatural darkness.

## Death Spell

**Level:** MA6

**Range:** 240'

**Radius:** 60'-120' area

This spell kills 2d6 creatures with less than seven hit dice.



## Detect Invisibility

**Level:** MA2

**Radius:** 10' Level

**Duration:** 6 rounds

This spell allows the caster to see invisible creatures and things affected by the *Invisibility* spell.

## Detect Evil

**Level:** MA2

**Range:** 60'

**Duration:** 2 rounds

*Detect Evil* senses evil thought or intent in creatures and evil enchantments on objects. If cast by a cleric, this spell has twice its usual range and lasts three times as long.

## Detect Good

**Level:** AC1

**Range:** 120'

**Duration:** 6 rounds

This spell works like *Detect Evil*, but senses good magic and creatures instead.

## Detect Magic

**Level:** AC1, CL1, MA1

This spell allows the caster to detect whether an object, place or creature is enchanted. Its range is short and its duration limited.

## Dimension Door

**Level:** MA4

**Range:** 10'

This spell teleports the target into any direction within a distance of 360'.

## Disintegrate

**Level:** MA6

**Range:** 60'

**Radius:**

**Duration:**

This spell disintegrates anything it hit with exception of magical materials. Creatures hit by *Disintegrate* are permitted a saving throw.

## Dispel Evil

**Level:** CL5

**Radius:** 30'

This spell functions similar to *Dispel Magic* but affects evil magic and evil summoned creatures instead.

## Dispel Good

**Level:** AC5

**Radius:** 30'

This spell works like *Dispel Evil*, but affects good magic and good-aligned creatures.

## Dispel Magic

**Level:** MA3

**Range:** 120'

*Dispel Magic* removes most enchantments. It does not affect permanent magical items, though. The chance of *Dispel Magic* being effective is the level of the dispeller divided by the level of the enchanter. Several spellcaster can cast *Dispel Magic* together to try and break the spell of a single more powerful caster. The spell needs one round to come into effect.

## ESP

**Level:** MA2

**Range:** 60'

**Duration:** 12 rounds

This spell allows the user to detect thoughts. It penetrates stone up to a thickness of 20', but is blocked completely by lead.

## Feeblemind

**Level:** MA5

**Range:** 240'

**Duration:** Until dispelled

This spell can only be used against mages and members of mage subclasses. If the enemy mage fails a saving throw with a -4 penalty, he becomes feeble-minded.

## Find Traps

**Level:** AC2, CL2

**Radius:** 30'

**Duration:** 2 rounds

This spell locates mechanical and magical traps.

## Finger of Death

**Level:** AC5, CL5

**Range:** 120'

This spell kills any creature that fails a saving throw. Anti-clerics can use this spell freely. A cleric can turn a prepared *Raise Dead* spell into *Finger of Death* in case of an emergency. Should he abuse this, he becomes an anti-cleric.

## Fireball

**Level:** MA3

**Range:** 240'

**Radius:** 20'

Fireball sends a missile flying from the caster's hands which explodes in a burst of fire. The fire causes 1d6 points of damage per level of the caster. If cast from a wand, a *Fireball* always does 6d6 points of damage and if cast from a staff, it does 8d6 points of damage.

## Flesh to Stone

**Level:** MA6

**Range:** 120'

This spell petrifies the target unless it makes a saving throw vs. petrification. This spell can be turned into *Stone to Flesh*, which reverses the effect.

## Fly

**Level:** MA3

**Duration:** 1d6 rounds + 1/level

This spell allows the caster to fly at a speed of 120' per round. The additional 1d6 rounds that the spell lasts are determined with a concealed roll by the game master.

## Geas

**Level:** MA6

**Range:** 30'

**Duration:** Until the task is completed

This spell forces the target to perform a task for the caster. Not doing so will weaken the victim and outright refusing to fulfil the task will kill the victim.

## Hallucinatory Terrain

**Level:** MA4

**Range:** 240'

**Duration:** Until enemy contact

*Hallucinatory Terrain* allows the user to conceal a large area with a terrain type of his choice. The spell ends when an enemy comes into contact with the enchanted terrain.

## Haste

**Range:** 240'

**Radius:** 60' 120' area

**Duration:** 3 rounds

This spells works like *Slow*, but increases movement speed by 50% instead of halving it. It will counter *Slow*.

## Hold Monster

**Level:** MA5

**Range:** 120'

**Duration:** 6 rounds + 1/level

*Hold Monster* works like *Hold Person*, but affects large creatures as well.

## Hold Person

**Level:** AC2, CL2, MA3

**Range:** 120'

**Duration:** 6 rounds + 1/level

Hold Person affects 1d4 humanoids not significantly larger than a human. If the target fails a saving throw vs. petrification, it will be unable to move. If used on a single target, the saving throw is rolled with a -2 penalty. For clerics and anti-clerics, this spell's range and base duration is increased by 50%.

## Hold Portal

**Level:** MA1

**Duration:** 2d6 rounds

This spell will prevent a door or gate from being opened. *Dispel Magic* and *Knock* counter this spell. A strong anti-magical creature will still be able to bash the door open.

## Insect Plague

**Level:** AC5, CL5

**Range:** 480'

**Radius:** 360' area

**Duration:** 1 day

This spell summons a cloud of insect that can be sent anywhere within spell range. The insects will obscure vision and drive away any creatures with less than three hit dice.

## Invisibility

**Level:** MA2

**Range:** 240'

**Duration:** Until the target attacks

The target of this spell becomes invisible. The spell will be broken if he attacks, though.

## Invisibility, 10' Radius

**Level:** MA3

**Range:** 240'

**Radius:** 10'

**Duration:** Until the target attacks

This spell works like *Invisibility*, but extends the effect to a larger radius.

## Invisible Stalker

**Level:** MA6

This spell summons an invisible stalker. The stalker will fulfil one mission for the caster, independent from the time and distance.

## Knock

**Level:** MA2

**Range:** 60'

This spell opens doors, gates and portals, including magically locked ones.

## Levitate

**Level:** MA2

**Duration:** 6 rounds + 1/level

With this spell, the caster can levitate vertically. He might move horizontally by other means, though. The caster can move 2' per level at a speed of 6' per round.

## Light

**Level:** MA1

**Radius:** 30'

**Duration:** 6 turns + 1/level

This spell creates light as bright as a torch. If cast by a cleric, the duration is twelve rounds plus one per level.

## Lightning Bolt

**Level:** MA3

**Range:** 240'

**Radius:** 60' long/7.5' wide cone

This spell works like *Fireball* but creates a cone rather than a ball.

## Locate Object

**Level:** AC3, CL3, MA2

**Radius:** 60' + 1'/level

This spell allows the caster to locate the direction of an object (but not its distance). For this spell to work, the caster has to know what exactly he is looking for. Cleric and anti-clerics cast this spell with a 90' base radius.

## Lower Water

**Level:** MA6

**Range:** 240'

**Duration:** 10 rounds

This spell lowers the water in a river or similar body of water to 50% of its previous depth.

## Magic Jar

**Level:** MA5

**Range:** 30'

With this spell, the caster puts his soul and life force into an inanimate object. Afterwards, he can possess the body of any creature within a range of 120' of the jar that fails a saving throw. He can return to his body or the magic jar at any time

and is forced to do so if the host body is destroyed. If the jar itself is destroyed, the caster dies.

## Massmorph

**Level:** MA4

**Range:** 240'

**Duration:** Until dispelled

This spell disguises up to a hundred creatures the size of a human as trees. Even someone moving directly through them will not see through the illusion.

## Move Earth

**Level:** MA6

**Range:** 240'

**Duration:** 6 rounds

This spell allows the caster to move landmarks like hills or ridges. The object will move at a speed of 60' per round. The spell needs one round to come into effect.

## Neutralise Poison

**Level:** AC4, CL4

This spell neutralises any poison in a creature or object over the course of a round. It does not resurrect poisoned creatures.

## Part Water

**Level:** MA6

**Range:** 120'

**Duration:** 6 rounds

This spell parts water up to a depth of 10' and allows safe passage through it.

## Pass Wall

**Level:** MA5

**Range:** 30'

**Radius:** 6'-10' hole

**Duration:** 3 rounds

This spell creates a hole in solid rock but to 10' thick.

## Phantasmal Forces

**Level:** MA2

**Range:** 240'

**Duration:** Until touched or concentration ends

This spell allows the caster to create anything he imagines. The illusion is destroyed if touched or when the caster no longer concentrates on it. If the target believes the illusion is real, it takes from it.

## Plant Growth

**Level:** MA4

**Range:** 120'

**Radius:** 30' area

**Duration:** Until dispelled

This spell lets vegetation grow until it is virtually impassable.

## Poison Food and Drink

**Level:** AC1

This spell makes food and water for about a dozen people inedible and undrinkable.

## Polymorph Other

**Level:** MA4

**Range:** 60'

**Duration:** Until dispelled

This spell works like *Polymorph Self*, but does affect other creatures. The target is permitted a saving throw and will retain its mental capabilities in his new form. If the victim is transformed back and fails a spell survival check, it dies.



## Polymorph Self

**Level:** MA4

**Duration:** 6 rounds + 1 /level

Polymorph Self rounds the caster into anything he desires. In his new shape, he will be able to use all abilities of the creature he turned into except for combat abilities (like drag-on breath).

## Project Image

**Level:** MA6

**Range:** 240'

**Duration:** 6 rounds

With this spell, the caster creates an image of himself and looks just like him. For this spell's duration, all spells and other actions seem to come from the image.

## Protection from Evil

**Level:** CL1, MA1

**Duration:** 6 rounds

This spell creates a circle around the caster that protects him from magical creatures. Additionally, the caster gets a +1 bonus to saving throws. Evil creatures attack him as if they had one hit dice less. The saving throw bonus does stack with a bonus from magical items. If cast by a cleric, the spell lasts twice as long.

## Protection from Evil, 10' Radius

**Level:** CL4, MA3

**Radius:** 10'

**Duration:** 12 rounds

This spell works like *Protection from Evil* but last longer and extends the effect to a 10'radius around the caster.

## Protection from Good

**Level:** AC1

**Duration:** 12 rounds

This spell works like *Protection from Evil*, but weakens good-aligned creatures instead.

## Protection from Good, 10' Radius

**Level:** AC4

**Range:** 10'

**Duration:** 12 rounds

This spell work like *Protection from Evil, 10' Radius*, but weakens good-aligned creatures instead.

## Protection from Normal Missiles

**Level:** MA3

**Range:** 30'

**Duration:** 12 rounds

This spell protects the recipient from nonmagical projectiles not fired by creatures significantly larger than a human.

## Purify Food and Drink

**Level:** CL1

This spell makes spoiled or poisoned food and drink consumable again. It affects supplies for about a dozen people.

## Quest

**Level:** AC5, CL5

**Duration:** Until the quest is completed

This spell works similar to *Geas*, but sends the victim upon a quest. If the victim does not obey, it can be cursed by the cleric with a curse depending on its alignment and actions (and the game master's discretion).

## Raise Dead

**Level:** CL5

This spell raises a dead human, elf or dwarf. For every level from the eight on, the cleric can raise a body another four days old. A raised creature has to spend two weeks recovering from the resurrection. During the resurrection, he has to make a survival check based on his constitution score. Failure means that the attempt was not successful. A cleric can turn this spell into *Finger of Death*, but only in case of an emergency – otherwise, he will immediately fall and turn into an anti-cleric.



## Read Languages

**Level:** MA1

Treasure maps and similar writings which give direction can be read with this spell.

## Read Magic

**Level:** MA1

**Duration:** One or two readings

With this spell, the caster can read magic inscriptions on scrolls and items. It is needed to cast a spell from a scroll.

## Reincarnation

**Level:** MA6

This spell brings a dead character back by reincarnating him in a new body. To come back to life at all, the recipient has to make a resurrection survival check. He will keep his alignment, though his new species is determined randomly. Should the person reincarnate as a human, dwarf, elf, half-elf or hobbit, he will have a likewise randomly determined class and 1d6 level in this class. If the class cannot be taken by the character's new race, the class is re-rolled.

**Table 53: Reincarnation Race**

d20	Lawful	Neutral	Chaotic
1 – 8	Human	Human	Human
9 – 11	Dwarf	Dwarf	Dwarf
12 – 14	Elf	Elf	Elf
15 – 16	Bobbit	Bobbit	Bobbit
17	Gnome	Nixie	Hobgoblin
18	Centaur	Pixie	Gnoll
19	Unicorn	Hill Giant	Orc
20	Treant	Minotaur	Ogre

**Table 54: Reincarnation Class**

d20	Class
1 – 10	Fighter
11 – 14	Thief
15 – 17	Mage
18 – 20	Cleric

## Remove Curse

**Level:** AC3, CL3, MA4

This spell lifts a curse of evil sending. If used on a cursed weapon, the weapon will become a mundane one and lose its enchantment bonuses.

## Sleep

**Level:** MA1

**Range:** 240'

This spell puts creatures to sleep. The lower a creature's hit dice, the more creatures can be affected. Creatures with more than 4+1 hit dice are immune. If more creatures are present than the spell affects creatures, the ones affected are determined randomly.

**Table 55: Sleep**

Maximum Hit Dice	Creatures Affected
1+1	2d8
2+1	2d6
3+1	1d6
4+1	1

## Slow

**Level:** MA3

**Range:** 240'

**Radius:** 60':120' area

**Duration:** 3 rounds

Up to twenty-four creatures can be affected by this spell. If a target fails a saving throw, it moves at half speed for the duration of the spell. Haste will counter the effect.

## Speak with Animals

**Level:** AC2, CL2

**Range:** 30'

**Duration:** 6 rounds

This spell allows the cleric to communicate with animals. The animals might do the cleric a favour and will not attack him and his allies unless they are provoked.

## Speak with Plants

**Level:** AC4, CL4

**Range:** 30'

**Duration:** 6 rounds

This spell allows the caster to communicate with plants. The plants will obey commands, like making a passage for the caster. Larger organisms like tree cannot be controlled with this spell.



## Sticks to Snakes

**Level:** AC4, CL4

**Range:** 120'

**Duration:** 6 rounds

This spell turns sticks into 2d8 snakes. There is a 50% chance that they will be venomous snakes. The snakes will obey the caster for the duration of the spell.

## Stone to Flesh

**Level:** MA6

**Range:** 120'

This spell turns stone into flesh and is especially useful for reviving petrified people (though the target also has to make a successful spell survival check). A caster who has prepared this spell can reverse it to *Flesh to Stone*.

## Summon Elemental

**Level:** MA5

**Range:** 240'

**Duration:** Until dispelled or concentration ends

This spell summons a greater elemental of air, earth, fire or water. Only one elemental of each type can be summoned per day. If the caster stops concentrating on the elemental, it will turn against him. Once control is lost, it cannot be regained. Fire and water elementals require a large fire or a body of water to be summoned.

## Telekinesis

**Level:** MA5

**Range:** 120'

**Duration:** 6 rounds

This spell allows the user to move matter with his mind. He can move 200 units times the number of his level.

## Transmute Mud to Rock

**Level:** MA5

**Range:** 120'

**Radius:** 30' area

This spell transforms mud into solid rock. A caster who has prepared this spell can also cast *Transmute Rock to Mud* instead.

## Transmute Rock to Mud

**Level:** MA5

**Range:** 120'

**Radius:** 30' area

This spell transforms rock, sand or earth into mud. The mud reduces the movement of anyone on it by 90% and dries after 3d6 days. The effect can be reversed by *Transmute Mud to Rock*. A caster who has prepared this spell can also cast *Transmute Mud to Rock* instead.

## Wall of Fire

**Level:** MA4

**Range:** 60'

**Radius:** 60' width/20' height or 30' diameter/20'height

**Duration:** Until concentration ends

This spell conjures a wall of opaque fire. Creatures that pass the wall take 1d6 points of damage. Undead suffer 2d6 points of damage; creatures with less than four hit dice cannot pass the wall at all.

## Wall of Ice

**Level:** MA4

**Range:** 60'

**Radius:** 60' width/20' height or 30' diameter/20'height

**Duration:** Until concentration ends

This spell is identical to *Wall of Fire* but inflicts double damage only on fire-based creatures and also negates fire-based attacks.

## Wall of Iron

**Level:** MA5

**Range:** 60'

**Radius:** 3' width/5' length and height

**Duration:** 12 rounds

*Wall of Iron* creates an iron wall. It will last until destroyed, dispelled or the spell's duration ends.

## Wall of Stone

**Level:** MA5

**Range:** 60'

**Radius:** 2' width/10' length and height

This spell creates a permanent stone wall. It lasts until dispelled, broken or eroded.

## Water Breathing

**Level:** MA3

**Range:** 30'

**Duration:** 12 rounds

This spell allows the recipient to breathe underwater without any trouble.



## Wizard Eye

**Level:** MA4

**Duration:** 12 rounds

This spell creates a visible sensor for the caster. The eye is invisible, moves at a speed of 120' per round and can move up to 240' away from the caster.

## Wizard Lock

**Level:** MA2

**Duration:** Until dispelled

This spell works like *Hold Portal*, but its effect is permanent. *Knock* will break the spell. A mage at least three levels higher than the caster and pass through without trouble.

# Treasure

Apart from experience, treasure is another way how players can – and indeed should – be rewarded. Treasure includes everything the player characters take from fallen enemies, steal, find in dungeons and acquire elsewhere. This chapter provides tables to roll treasure for dungeons and monster lairs randomly as well as a list of items and equipment with special power. Mundane items which are generally available are listed in the chapter on equipment.



## Dungeon Treasure

If a dungeon room has treasures in it, the treasure is determined randomly as shown below. For each category, 1d100 is rolled. If the number is equal to or below the indicated probability for the treasure category, treasure of that kind is in the room. The deeper the dungeon level, the more valuable the treasure will be.

**Table 56: Dungeon Level 1 Treasure**

Treasure	d100	Quantity
Silver Pieces	100%	1d6-100
Gold Pieces	50%	1d6-10
Gems	5%	1d6
Jewellery	5%	1d6
Magic/Maps	5%	Any 1

**Table 57: Dungeon Level 2 – 3 Treasure**

Treasure	d100	Quantity
Silver Pieces	100%	1d12-100
Gold Pieces	50%	1d6-100
Gems	10%	1d6
Jewellery	10%	1d6
Magic/Maps	5%	Any 1

**Table 58: Dungeon Level 4 – 5 Treasure**

Treasure	d100	Quantity
Silver Pieces	100%	1d6-1,000
Gold Pieces	50%	1d6-200
Gems	20%	1d6
Jewellery	20%	1d6
Magic/Maps	10%	Any 1

**Table 59: Dungeon Level 6 – 7 Treasure**

Treasure	d100	Quantity
Silver Pieces	100%	1d6-2,000
Gold Pieces	50%	1d6-500
Gems	30%	1d6
Jewellery	30%	1d6
Magic/Maps	15%	Any 1

**Table 60: Dungeon Level 8 – 9 Treasure**

Treasure	d100	Quantity
Silver Pieces	100%	1d6-5,000
Gold Pieces	50%	1d6-5,000
Gems	40%	1d12
Jewellery	40%	1d12
Magic/Maps	20%	Any 1

**Table 61: Dungeon Level 10 – 12 Treasure**

Treasure	d100	Quantity
Silver Pieces	100%	1d6-5,000
Gold Pieces	50%	1d6-2,000
Gems	50%	1d12
Jewellery	50%	1d12
Magic/Maps	25%	Any 1

**Table 62: Dungeon Level 13 Treasure**

Treasure	d100	Quantity
Silver Pieces	100%	1d6-10,000
Gold Pieces	50%	1d6-5,000
Gems	50%	1d12
Jewellery	50%	1d12
Magic/Maps	30%	Any 1

## Monster Treasure

The treasure a monster has is indicated by its treasure type. Monster keep treasure in their lair and will rarely have it on their person. Monster treasure of a certain type if divided into six categories: Copper, silver, gold, gems, jewels, and magic items. For each category, 1d100 is rolled. If the number is equal to or below the indicated probability for the treasure category, the monster has that treasure. Some treasure types do not have treasure of all categories. Treasures are awarded per encounter, not per single creature.

**Table 63: Treasure Type A1**

Treasure	d100	Quantity
Copper Pieces	25%	1d6-1,000
Silver Pieces	30%	1d6-1,000
Gold Pieces	35%	2d6-1,000
Gems	50%	3d6
Jewellery	50%	3d6
Magic/Maps	40%	Any 3

**Table 64: Treasure Type A2**

Treasure	d100	Quantity
Copper Pieces	20%	1d4-1,000
Silver Pieces	25%	1d4-1,000
Gold Pieces	30%	1d6-1,000
Gems	50%	10d4
Jewellery	50%	10d4
Magic/Maps	60%	3 magic items

**Table 65: Treasure Type A3**

Treasure	d100	Quantity
Gold Pieces	60%	5d6-1,000
Gems	60%	10d6
Jewellery	60%	10d6
Magic/Maps	50%	1 map

**Table 66: Treasure Type B**

Treasure	d100	Quantity
Copper Pieces	50%	1d8-1,000
Silver Pieces	25%	1d6-1,000
Gold Pieces	25%	1d3-1,000
Gems	25%	1d6
Jewellery	25%	1d6
Magic/Maps	10%	Weapon, armour, misc. weapon

**Table 67: Treasure Type C**

Treasure	d100	Quantity
Copper Pieces	20%	1d12-1,000
Silver Pieces	30%	1d4-1,000
Gems	25%	1d4
Jewellery	25%	1d4
Magic/Maps	10%	Any 2



**Table 68: Treasure Type D**

Treasure	d100	Quantity
Copper Pieces	10%	1d8-1,000
Silver Pieces	15%	1d12-1,000
Gold Pieces	60%	1d6-1,000
Gems	30%	1d8
Jewellery	30%	1d8
Magic/Maps	10%	Any 2, 1 potion

**Table 69: Treasure Type E**

Treasure	d100	Quantity
Copper Pieces	5%	1d10-1,000
Silver Pieces	30%	1d12-1,000
Gold Pieces	25%	1d8-1,000
Gems	10%	1d10
Jewellery	10%	1d10

Magic/Maps 10% Any 3, 1 scroll

**Table 70: Treasure Type F**

Treasure	d100	Quantity
Silver Pieces	10%	2d10-1,000
Gold Pieces	45%	1d12-1,000
Gems	20%	2d12
Jewellery	20%	2d12
Magic/Maps	10%	Any 3 (no weapons), 1 potion, 1 scroll

**Table 71: Treasure Type G**

Treasure	d100	Quantity
Gold Pieces	75%	4d10-1,000
Gems	25%	3d6
Jewellery	25%	1d10
Magic/Maps	40%	Any 4, 1 scroll

**Table 72: Treasure Type H**

Treasure	d100	Quantity
Copper Pieces	25%	3d6-1,000
Silver Pieces	50%	1d100-1,000
Gold Pieces	75%	10d6-1,000
Gems	50%	1d100
Jewellery	50%	10d4
Magic/Maps	20%	Any 4, 1 potion, 1 scroll

**Table 73: Treasure Type I**

Treasure	d100	Quantity
Gems	50%	2d8
Jewellery	50%	2d8
Magic/Maps	20%	Any 1

If the monster has any one or more magic items or maps, the item type is determined as shown below.

**Table 74: Magic/Map**

d100	Treasure Type
1 – 75	Magic item
76 – 100	Map

Should the monster have a map, it will be either a treasure map or a magic map. The first leads to mundane treasure, the latter to magical treasure. Some maps also lead to both. The treasure will be guarded by monster of the sixth or seventh dungeon level.

**Table 75: Map Type**

d100	Treasure Type
1 – 60	Treasure map
61 – 90	Magic map
91 – 100	Treasure and magic map

**Table 76: Treasure Map Treasure**

d8	Treasure Type
1	1d4-10,000 SP
2	5d6-1,000 GP
3	1d4-10,000 SP, 5d6-1,000 GP
4	1d4-10,000 SP, 5d6-1,000 GP, 2d10 gems
5	1d4-10,000 SP, 5d6-1,000 GP, 5d6 gems
6	1d4-10,000 SP, 5d6-1,000 GP, 1d100 gems
7	10d6 gems, 2d10 jewellery
8	1d4-10,000 SP, 5d6-1,000 GP, 10d6 gems, 2d10 jewellery

**Table 77: Magic Map Treasure**

d8	Treasure Type
1 – 3	Any 1 item
4 – 5	Any 2 items
6	3 items (no swords)
7	Any 3 items, 1 potion
8	Any 3 items, 1 potion, 1 scroll

**Table 78: Treasure & Magic Map Treasure**

d8	Treasure Type
1	1d4-10,000 SP, any 1 item
2	5d6-1,000 GP, any 1 item
3	1d4-10,000 SP, 5d6-1,000 GP, any 2 items
4	Map to 10d6 gems, 2d10 jewellery, 3 items (no swords)
5	1d4-10,000 SP, 5d6-1,000 GP, 5d6 gems, any 2 items
6	Map to 1d4-10,000 SP, any 1 item
7	1d4-10,000 SP, 5d6-1,000 GP, 1d100 gems, any 3 items, 1 potion, 1 scroll
8	1d4-10,000 SP, 5d6-1,000 GP, 10d6 gems, 2d10 jewellery, any 3 items, 1 potion

**Table 79: Swords**

d100	Sword
1 – 35	Sword +1
36 – 40	Sword +1, +2 vs. Lycanthropes
41 – 45	Sword +1, +2 vs. Mages and Magical Creatures
46 – 50	Sword +1, Locate Object
51 – 60	Sword +1, +3 vs. Trolls (Clerics)
61 – 65	Sword, Flaming +1, +2 vs. Trolls (Pegasus, Hippogriffs, Rocs), +3 vs. Undead (Treats)
66 – 70	Sword+1, Wish (2d4 times)
71 – 75	Sword +1, +3 vs. Dragons
76 – 78	Sword +2
79 – 80	Sword +2, Charm Person
81 – 82	Sword +3
83	Sword, Draining
100	Sword, Cursed -2

**Table 80: Armour**

d100	Armour
1 – 30	Shield +1
31 – 60	Armour +1
61 – 75	Armour +1, Shield +1
76 – 83	Shield +2
84 – 90	Armour +2
91 – 97	Armour +2, Shield +2
98 – 100	Shield +3

**Table 81: Miscellaneous Weapons**

d100	Miscellaneous Weapons
1 – 25	10 Arrows +1
26 – 40	3d10 Arrows +1
41 – 55	Dagger +1 vs. Human-Sized Opponents, +2 vs. Goblins and Kobolds
56 – 60	Dagger +2 vs. Human-Sized Opponents, +3 vs. Orcs, Goblins and Kobolds
61 – 65	Longbow +1
66 – 70	Axe +1
71 – 80	Mace +2
81 – 85	War Hammer +1
86 – 89	War Hammer +2
90	War Hammer +3, 60' Throwing Range
91 – 96	Spear +1
97 – 99	Spear +2
100	Spear +3

**Table 82: Potion**

ld100	Potion
1 – 4	Growth
5 – 8	Diminution
9 – 12	Giant Strength
13 – 16	Invisibility
17 – 20	Gaseous Form
21 – 24	Polymorph (Self)
25 – 28	Speed
29 – 32	Levitation
33 – 36	Flying
37 – 38	ESP
39 – 40	Delusion
41 – 44	Healing
45 – 48	Longevity
49 – 52	Clairvoyance
53 – 55	Clairaudience
56 – 60	Animal Control
61 – 64	Undead Control
65 – 68	Plant Control
69 – 72	Human Control
73 – 76	Giant Control
77 – 80	Dragon Control
81 – 84	Poison
85 – 88	Invulnerability
89 – 92	Fire Resistance
93 – 96	Treasure Finding
97 – 100	Heroism

**Table 83: Scrolls**

ld100	Scroll
1 – 20	1 Spell
21 – 35	2 Spells
36 – 45	3 Spells
46 – 50	7 Spells
51 – 60	1 Curse
61 – 70	Protection from Lycanthropes
71 – 80	Protection from Undead
81 – 90	Protection from Elementals
91 – 100	Protection from Magic

**Table 84: Rings**

ld100	Ring
1 – 09	Invisibility
10 – 15	Mammal Control
16 – 21	Human Control
22 – 30	Weakness
31 – 39	Protection
40 – 49	Wishes (3 Wishes)
50 – 60	Delusion
61 – 70	Water Walking
71 – 80	Fire Resistance
81 – 85	Protection, 5' Radius
86 – 90	Regeneration
91 – 92	Djinn Summoning
93 – 94	Telekinesis
95 – 96	X-Ray Vision
97 – 98	Spell Turning
99	Spell Storing
100	Many Wishes (4d6 Wishes)

**Table 85: Wands and Staffs**

1d100	Wands and Staffs
1 – 15	Wand of Metal Detection
16 – 20	Wand of Enemy Detection
21 – 25	Wand of Magic Detection
26 – 30	Wand of Secret Doors and Trap Detection
31 – 35	Wand of Illusion
36 – 40	Wand of Fear
41 – 45	Wand of Cold
46 – 50	Wand of Paralysis
51 – 55	Wand of Fireballs
56 – 60	Wand of Lightning Bolts
61 – 65	Wand of Polymorph
66 – 70	Wand of Negation
71 – 80	Staff of Healing
81 – 85	Staff of Commanding
86 – 90	Snake Staff
91 – 95	Staff of Striking
96 – 97	Staff of Withering
98 – 99	Staff of Power
100	Staff of Wizardry

**Table 86: Miscellaneous Magic Items**

1d100	Miscellaneous Magic Items
1 – 4	Crystal Ball
5 – 6	Crystal Ball with Clairaudience
7	Crystal Ball with ESP
8 – 12	Medallion of ESP, 30' Range
13 – 15	Medallion of ESP, 90' Range
16 – 18	Amulet vs. Crystal Balls and ESP
19 – 24	Scarab of Protection from Evil High Priests
25 – 29	Bag of Holding
30	Censor of Controlling Air Elementals
31	Stone of Controlling Earth Elementals
32	Brazier of Commanding Fire Elementals
33	Bowl of Commanding Water Elementals
34 – 35	Efreet Bottle
36 – 38	Phase Cloak
39 – 47	Elven Cloak and Boots
48 – 52	Boots of Speed
53 – 57	Boots of Levitation
58 – 62	Boots of Traveling and Leaping
63 – 67	Broom of Flying
68 – 72	Helm of Reading -Magic and Languages
73 – 75	Helm of Telepathy
76	Helm of Teleportation
77 – 87	Helm of Law and Chaos
88	Flying Carpet
89	Drums of Panic, 240' Range
90	Horn of Blasting, 100' Range
91 – 97	Gauntlets of Ogre Power
98 – 99	Girdle of Hill Giant Strength
100	Mirror of Life Trapping

## Magic Swords

Enchanted swords grant the user a bonus to attack rolls equal to their enchantment level. Some swords also have a higher bonus against a specific creature type. This bonus will then be added to damage rolls as well. All enchanted swords (and swords only) are intelligent and have a personality, an alignment and possibly also an ego and a special purpose. These factors are determined randomly.

**Table 87: Sword Alignment**

1d100	Alignment
1 – 65	Lawful
66 – 90	Neutral
100	Chaotic

For cursed swords, the alignment probabilities are reversed. A chaotic Flaming Sword +1 with a damage bonus against trolls and undead will instead have these bonuses against pegasus, hippogriffs, rocs and treants, as written in parenthesis. Likewise, a chaotic Sword +1 with a bonus against trolls will have a bonus against clerics instead. A lawful or chaotic character who takes up a sword of the opposite alignment suffers 2d6 points of damage. If the character or the sword are neutral and the other one is not, the character only takes 1d6 points of damage. If someone (like an NPC) is ordered to pick up a magic sword, he suffers only half damage. Additionally, the sword can alter his alignment, break spells or take other actions that free the NPC from his master. A sword's intelligence is determined by rolling 2d6:

**Table 88: Sword Intelligence**

2d6	Mental Powers	Communication
1 – 6	-	-
7	1 Primary	Empathy
8	2 Primary	Empathy
9	3 Primary	Empathy
10	3 Primary, 1d6 Languages	Speech
11	3 Primary, Bonus Languages, Read Magic	Speech
12	3 Primary, 1 Extraordinary, Bonus Languages, Read Magic	Telepathy

If a sword has an intelligence of six or less, it cannot communicate. It still has its usual powers (like enchantments and damage bonuses) but cannot inform its wielder of them. All swords that can communicate do so in their alignment language. Swords with an intelligence score of ten or more speak additional languages:

**Table 89: Sword Bonus Languages**

1d100	Bonus Languages
1 – 50	1
51 – 70	2
71 – 85	3
86 – 95	4
96 – 99	5
100	Re-roll twice, ignoring additional 100s

If a sword has one or more primary powers, they are determined randomly as well as are extraordinary powers as shown below. All powers of the sword can be used by the wielder. Rolling the same ability twice means that it has twice the range, accuracy and strength. Furthermore, swords with an intelligence score of at least seven also have an ego score of 1d12 points. A sword's ego causes the sword to lead the wielder past other weapons and into risky fights. If the sword discovers a superior creature or one closer to its own alignment, it will try to be captured by said creature. However, it might also try to get into the possession of a weaker wielder over whom the sword can exercise better control. Swords

will also demand a share of the wielder treasure, be it magical devices that guard the sword or prestigious jewels. If a situation arises where the interests of wielder and sword clash, an ego check is made. For the ego check, the sword's intelligence and ego score are added. 1d4 points are added for every extraordinary ability the sword has. This total score is compared to the wielder's combined strength and intelligence scores. If the wielder has at least 90% of his hit points left, 1d6 are added to his score. If he only has 90% to 50% of his hit points left or is physically or mentally exhausted, 1d4 points are subtracted. For less than 50% hit points left or severe mental exhaustion (like the after effect of a spell), 2d4 points are being subtracted. The difference between the sword's and the wielder's score determines who is in control:

**Table 90: Sword Ego Check**

Difference	Result
6	Higher score wins
2 – 5	75% that higher score wins
0 – 1	50% each

If the sword's and the wielder's alignments are identical or the wielder acts according to the sword's agenda or original purpose, both can have a harmonic relationship. For the long-term relationship of sword and wielder, the sword's ego score (1d12) is compared to the wielder's level. As by the chart above, one will always prevail or the two will struggle when their interests collide. In this case, an ego check as described is made.

**Table 91: Sword Primary Powers**

1d100	Power
1 – 15	Detects shifting walls and rooms
16 – 30	Detects sloping passages
31 – 40	Detects hidden doors
41 – 50	Detects traps
51 – 60	Sees invisible objects
61 – 70	Detects evil things and/or gold
71 – 80	Detects food, including type of food
81 – 90	Detects magic
91 – 95	Detects gems, including number and size
96 – 99	Re-roll twice, ignore scores between 95 and 99
100	Roll and extraordinary power instead

**Table 92: Sword Extraordinary Power**

1d100	Power
1 – 10	Clairaudience
11 – 20	Clairvoyance
21 – 30	ESP
31 – 40	Telepathy
41 – 50	Telekinesis
51 – 59	Teleport
60 – 68	X-Ray Vision
69 – 77	Generates illusions
78 – 82	Levitate
83 – 87	Fly
88 – 92	Heals 1 HP per hour or 6 HP once per day
93 – 97	1d4 times strength for 1d10 turns once per day
98 – 99	Re-roll twice, ignore scores over 97
100	Re-roll thrice, ignore scores over 97

Some swords were created by powerful entities for a special purpose. Every intelligent sword has a 10% chance of being such a sword. Swords with a purpose always have maximum intelligence and ego. Lawful swords will stun chaotic creatures, chaotic swords disintegrate lawful creatures and neutral swords grant a +1 bonus to all saving throws. Only creatures opposed to the sword and their servants are affected. A sword is usually opposed to member of a certain class (fighters, clerics or mages), monstrous creatures or creatures of a certain alignment (law or chaos).

## Magic Armour

Magic armour reduces the wearer's opponent's number of hit dice by its enchantment bonus for the purpose of determining the opponent's chance to hit, as do magical shields. However, a shield's magical bonus (not the standard -1 modifier for a common shield) is only applied if it is higher than the bonus of the wielder's armour. Even in this case, the bonus only applies in one third of the cases.

## Cursed Items

Cursed items work like normal magic items, except that they impose a penalty instead of granting a bonus. Upon inspection, cursed items seem to be magic items. Their negative effect will not show before the item is used. Cursed items can only be unequipped with Remove Curse.

## Miscellaneous Magic Weapons

Magic weapons other than swords grant the wielder a damage bonus equal to their enchantment, but not always a bonus to attack rolls.

### Magic Arrows

Magic arrows grant a +1 bonus to damage and attack rolls. This bonus stacks with a magic bow's attack roll bonus.

### Magic Axes

If thrown, a magic axe grants its wielder a +1 attack roll bonus in addition to the damage bonus.

### Magic Spears

Spears can be hurled. Their enchantment bonus is only added to damage rolls. If a creature runs into spear with great speed, the spear deals double damage. If the force is extraordinarily great, the damage is tripled.

### Magic War Hammers

Magic war hammers can be thrown like axes. If used by a dwarf, the War Hammer +3 will have 60' range and deal 2d6 points of damage. Against giants, it deals 2d6+3 points of damage. Its enchantment bonus is only added to attack rolls. After being thrown, it returns to its owner's hand. For non-dwarves, it is just a hammer with no bonus to range, damage or attack rolls.

## Potions

Most potions have to be consumed completely to be effective, though a small sample can be taken out without rendering the potion useless. Potions whose effect is limited last 1d6+6 turns. Some potions just duplicate the effect of the spell.

### Poison

This poison looks like a specific potion but is actually highly toxic. Anyone who drinks it has to make a saving throw or will die. If carefully inspected, poison will differ slightly from the actual potion it looks similar to.

### Potion of Animal Control

One turn after consumption, this potion allows the party to control 3d8 small, 2d6 medium-sized or 1d6 large animals.

### Potion of Delusion

Every Potion of Delusion looks like some other kind of potion and makes the user think he drank that kind of potion.

### Potion of Diminution

This potion works like the Potion of Growth, but shrinks the user to a height of 0.5' instead.

### Potion of Dragon Control

This potion affects 1d3 dragons as per Charm Monster. The dragons are permitted a saving throw. The type of dragon the potion works against is determined randomly:

Table 93: Potion of Dragon Control

1d6	Dragon
1	White
2	Black
3	Green
4	Blue
5	Red
6	Golden

### Potion of Fire Resistance

This potion makes the user immune to mundane fire and Wall of Fire. He gains a +2 saving throw bonus against Fireballs and dragon breath and suffers one point of damage less from these attacks and a barlog's fire.

### Potion of Giant Control

This potion affects 1d4 giants as per Charm Monster. The giants are permitted a saving throw.

### Potion of Giant Strength

This potion makes the user as strong as a giant. In combat, he will deal 2d6 points of damage.

### Potion of Gaseous Form

This potion turns the user into gas and allows him to enter any place accessible by even the smallest opening. His equipment will remain behind, though.

### Potion of Growth

If drunken fully, this potion lets the user grow to a height of 30'. If drunken partly, the user grows proportionally.

### Potion of Healing

This potion heals 1d6+1 hit points, just like a Cure Light Wounds spell.

### Potion of Heroism

The potion makes a commoner equal to a fourth-level fighter, a fighter from levels five to seven fight as if two levels higher and a fighter levels eight to ten fight as if one level higher.

### Potion of Human Control

This potion works like Charm Person, but affects 1d12 people with three or less hit dice, 2d8 with up to six hit dice, 1d4 with up to nine hit dice and a single person with ten or more hit dice. The targets are permitted a saving throw.

### Potion of Invulnerability

This potion grants the user a +2 bonus to saving throws and a -2 bonus to armour class. However, if someone drinks more than one Potion of Invulnerability per week, it will have the reserve effect.

### Potion of Longevity

This potion de-ages the user by ten years. This includes magical ageing.

### Potion of Plant Control

This potion allows the user to control 1d6 plants or fungi or all plants in a 100' square area. The spell's effect extends 60' into all directions.

### Potion of Speed

This potion doubles the movement speed of a character.

### Potion of Treasure Finding

This potion lets the user detect any hoard with at least 5,000 coins or 50 gems within a 360' radius. The effect is not blocked by anything.

### Potion of Undead Control

This potion allows the party to control 2d8 undead with less or 1d4 undead with more than four hit dice one turn after consumption.

## Scrolls

Spell scrolls have a 25% chance of containing a clerical spell and otherwise contain mage spells. Spells from scrolls require Read Magic to be read and cast. Scrolls can only be read once (maybe twice at absolute maximum) before the spell text vanishes from the scroll. Spells are considered to be cast by a caster of the sixth level unless they require a higher class level to be cast at all, in which case they are cast if used by a caster of that level. A caster can always use scrolls that have a spell his class can cast, no matter what class level he has. To determine what spells are on a scroll, a d6 is rolled



for each spell separately to determine the spell level. Afterwards, a d20 (or a smaller die if the list is smaller) is rolled and the respective spell taken from the list of spells. If the roll is higher than the number of spells for that spell level, it is re-rolled.

### Cursed Scrolls

If a scroll is cursed, the curse comes into effect immediately after a scroll has been read. Curses have a radius of 30'.

Table 94: Scroll Curses

1d8	Curse
1 – 2	Summons monster (game master's choice)
3 – 4	Disease, fatal in three turns unless cured
5 – 6	Transform into insect (game master's choice)
7	Teleports 1,000 miles into random direction
8	Teleports to a different planet

Protection scrolls can be used by anyone who is literate, not only by casters. All of them have a 10' radius and protect the reader and those around him.

### Scroll of Protection from. Elementals

This scroll lasts four turns and protects from a single elementals.

### Scroll of Protection from. Lycanthropes

This scroll lasts six turns and protects from 2d6 lycanthropes.

### Scroll of Protection from Magic

This scroll creates a field that blocks any magic from coming in or getting out. The field will travel with the reader.

### Scroll of Protection from Undead

This scroll protects from 2d12 undead with up to three hit dice, 2d6 undead with up to five hit dice or 1d6 undead with six or more hit dice.

## Rings

Rings have to be worn to be effective. Only one ring per hand can be worn per hand; otherwise, they will not have any effect. Some rings function like a spell or potion, but have an unlimited duration.

### Ring of Delusion

This ring makes the wearer see the world how he wants to see it.

### Ring of Djinn Summoning

This ring summons a djinn which will serve the wearer loyally and with no time limit.

### Ring of Mammal Control

This ring allows the user to command 3d6 small or 1d8 large mammalian animals or giant animals. The effect has a range of 60'.

### Ring of Protection

This ring grants the wearer a +1 bonus like a +1 piece of armour would as well as a +1 bonus to saving throws.

### Ring of Regeneration

This ring lets the wearer regenerate one hit point per turn, even if he got killed – unless he was killed with fire or acid, like a troll.

### Ring of Spell Storing

This spell contains 1d6 random spells. Upon putting the ring, the wearer automatically knows spells the ring holds. There is a 20% chance that the spells will be clerical spells. If they are, there is a 50% chance that they will be chaotic in nature. The spells are determined randomly as they are for scrolls and can be of levels one to six. Anyone can use this ring, but only mages and clerics and restore the spells.

### Ring of Spell Turning

When a spell is cast on the wearer of this ring, 1d100 is rolled. The result is the percentage of the spell's effect sent back to caster. The rest affects the wearer. The spells turned by this ring include the ones of mages, clerics and dragons, but not spells cast from wands and staffs.

### Ring of Telekinesis

This ring allows the wearer to permanently use Telekinesis as by a tenth-level mage.

### Ring of Weakness

This cursed ring drains the wearer's attack and defence capability (attack roll bonus and saving throw value) at a rate of 10% per turn up to a maximum of 50%

### Ring of Wishes

This ring grants the wearer three wishes. The things the wearer can wish for are limited (game master's direction).

### Ring of X-Ray Vision

With this ring, the wearer can see through up to 10' of rock or 60' of iron up to a distance of 30' beyond. A 100' square area can be x-rayed once per turn. Lead and gold will block the vision. Traps and secret doors can be seen by the wearer.

## Wands and Staffs

Some wands and staffs have spell-like effects. In this case, wand are treated as if spell cast by a sixth-level caster and staffs as by an eighth-level caster. Wands have 100 charges and staffs have 200 charges. All wands and staffs can (and sometimes have to) be used like a regular weapon.

### Snake Staff

If used in combat, this staff grants the cleric (nobody else can use it) a +1 bonus to attack and damage rolls. The staff can also be ordered to wind itself around an opponent and render him helpless for 1d4 rounds. Afterwards, the staff crawls back to its owner.

### Staff of Commanding

This mighty staff combines the effects of a Potion of Animal Control, a Ring of Human Control and a Potion of Plant Control. Only clerics and mages can use it.

### Staff of Healing

The Staff of Healing can only be used by clerics. It can cast Cure Light Wounds, though once per day per person.

### Staff of Power

This staff can only be employed by mages. It combines the power of the Wand of Fireballs, Cold, Fear and Lightning Bolts, the Staff of Striking as well as the spell Continual Light and Telekinesis. If he desires, the user can break the staff, releasing all its remaining power. If he does, all creatures within a 30' radius heal eight hit points times the number of charges left,

### Staff of Striking

This staff can only be used by clerics and mages. It deals 2d6 points of damage if used in combat.

### Staff of Withering

This staff (which can only be used by clerics) deals 1d6 points of damage if used in combat and ages the target by ten years. Undead don't suffer the ageing effect.

### Staff of Wizardry

This staff has all the abilities of a Staff of Power and also the ones of Wand of Paralysis and the spells Invisibility, Pass Wall, Summon Elemental and Wall of Fire, though the summon elemental is determined randomly. The staff can also create a web that hinders the movement of any could in it. A giant will need two rounds to break through the web; other creatures proportionally longer or shorter. A fire weapon will burn the webs away in one round. The web covers an 10':10':20' area. The staff can also create a conical whirlwind like a djinn can. The whirlwind will have a 10':20' base and be 30' high. The whirlwind will blow all creatures with less than two hit dice away. Creating and dissolving the whirlwind each takes a round. Only can mages can use the Staff of Wizardry.

Table 95: Staff of Wizardry Summon Elemental

1d4	Elemental
1	Greater Air Elemental
2	Greater Earth Elemental
3	Greater Fire Elemental
4	Greater Water Elemental

### Wand of Cold

This wand affects all creatures in cone 60' long and 30' wide at the end. It deals 6d6 points of damage. All targets are permitted a saving throw for half damage.

### Wand of Enemy Detection

This spell detects enemies in a 60' radius, provided the enemies are aware of the wielder's presence.

### Wand of Fear

This wand affects all creatures in cone 60' long and 30' wide at the end. Everyone affected has to make a saving throw or will flee in panic.

### Wand of Fireballs

This wand throws a Fireball that work like the spell of the same name.

### Wand of Illusion

This wand creates an illusion equal to that of Phantasmal Forces, though the user can move while the illusion is present.

### Wand of Lightning Bolts

This wand throws a Lightning Bolt that works like the equivalent spell.

### Wand of Magic Detection

This wand detects any magic activity within a 20' radius. By concentrating on a smaller area, the user can gather some information on the type of magic used.



### Wand of Metal Detection

This wand has a range of 20'. It points the user to a large agglomeration of metal (equal to roughly 1,000 GP) and also tells him what kind of metal, common precious, it is.

### Wand of Negation

This wand cancels the effects of another wand or staff. As staffs are more powerful than wands, only three fourth of the effect of a staff will be neutralised.

### Wand of Paralysis

This wand affects all creatures in cone 60' long and 30' wide at the end. Unless the targets make a saving throw, they will be paralysed.

### **Wand of Polymorph**

This wand can cast either Polymorph Self or Polymorph Other.

### **Wand of Secret Door and Trap Detection**

If held, this wand informs the user of hidden doors and traps within a 20' radius.

## **Miscellaneous Magic Items**

All crystal balls, items that control elementals, Brooms of Flying, Helms of Teleportation and Mirrors of Life Trapping can only be used by mages. All other miscellaneous magic items can be used by everyone.

### **Amulet vs. Crystal Balls and ESP**

This amulet protects the user from the respective effects. It is always active if worn.

### **Bag of Holding**

This magical bag can hold up to 10,000 GP despite having a volume that suggest it could only hold 300 GP. Objects with measure up to 10'5'-3' can be stuffed in bag. Regardless of the object's actual weight, it will have a mass of 600 units while in the bag.

### **Brazier of Commanding Fire Elementals**

This item works like the Censor of Controlling Air Elementals, but summons a common fire elemental.

### **Boots of Levitation**

These boots work like Levitate, but have no limited duration.

### **Boots of Speed**

These boots allows the user to travel with a movement rate of a light horse (240' in combat) though he will require a full day of rest afterwards.

### **Boots of Travelling and Leaping**

These boots increase the overland speed of the traveller by one hex per day and also allow him to leap 10' high and 30' far.

### **Bowl of Commanding Water Elemental**

This item works like the Censor of Controlling Air Elementals, but summons a common water elemental.

### **Broom of Flying**

This broom allows the rider to fly at a speed of 240', provided he knows the secret command word. If two people ride the broom, its speed is reduced by one quarter.

### **Censor of Controlling Air Elementals**

This censor summons a common air elemental. The item is rather bulky and requires one round to be set up and another to summon the elemental.

### **Crystal Ball**

Crystal balls can be used three times per day per user to spy on somebody. If more attempts are made, the mage will be

driven mad. Long use of a crystal ball requires the mage to take a day of rest afterwards. No spells can be send through a crystal ball, though special abilities like Dark Vision or x-ray vision can be used while looking through it. If the user does not know the target well, the distance between them is great, the target is shielded by lead using a crystal ball will be difficult to impossible.

### **Drums of Panic**

These drums make all that hear it flee in panic unless they make a saving throw vs. magic. Animals with less than five hit dice and non-carnivorous animals will automatically flee. The drums do not affect the 10' area immediately around them.

### **Efreet Bottle**

This bottle contains an efreet. The efreet in this bottle will only serve the finder of the bottle and do so for 1,001 days.

### **Elven Boots**

These boots allow the wearer to move without making any noise.

### **Elven Cloak**

The Elven Cloak makes its wearer nearly invisible.

### **Flying Carpet**

This carpet work like a Broom of Flying, but an carry up to three people at a movement rate of 180'. With only one rider, it has a movement rate of 300'.

### **Gauntlets of Ogre Power**

These gauntlets grant the wearer the power of an ogre and let him deal 1d6+2 points of damage in m el e combat.

### **Girdle of Hill Giant Strength**

This girdle grants the wearer the strength of a hill giant – provided he is not already stronger. He will attack like a monster with eight hit dice and deal 2d6 points of damage in m el e combat.



### Helm of Law and Chaos

The wearer of this helm becomes chaotic if he is lawful and vice versa. Neutral characters have an equal chance of becoming lawful or chaotic. It can only be removed with Dispel Magic.

### Helm of Read Magic and Languages

This helmet allows the user to use Read Magic and Read Languages at will, but has a 10% to be smashed whenever the wearer is hit in combat.

### Helm of Telepathy

This helmet allows the wearer to read any thought within 90', but does not offer any protection in combat. The wearer can also use it to implant suggestions into the mind of creatures with a lower intelligence than he himself has. This grants him a +2 bonus for monster reaction rolls. If the wearer makes a suggestion to a non-monstrous creature, both roll 1d100, with the wearer getting a +10 bonus to his roll. If his roll is the higher, the target carries out the suggestion. It will not do obviously harmful things, though.

### Helm of Teleportation

This helmet allows the user to use Teleport on himself and himself only. It will not protect in combat.

### Horn of Blasting

This horn emits a conical sound wave 100' long and 20' wide at the end. All creatures caught will take 2d6 points of damage and be deafened for one round. Structures are affected as if hit twice by a catapult.

### Medallion of ESP

The Medallion of ESP has a 30' or a 90' range. Everybody can use it, though it has a one-in-six chance of malfunctioning every time it is used.

### Mirror of Life Trapping

This small mirror traps any human, elf, dwarf, gnome or undead that looks into it with the exception of the owner. The victim has to look directly into it and be no further than 10' away. The creatures remain trapped inside in separate compartments until the mage owning the mirror releases them or the mirror is shattered, in which case everyone trapped is release. While in the mirror, the victims can converse with the mage. Undead cannot use any power while trapped. The mirror can hold up to twenty creatures. An unsuspecting creature has a 90% chance of accidentally looking into the mirror and being trapped, while someone knowing of the mirror's power only has a 10% chance. A mage using the mirror cannot do anything else while doing so. He can activate the mirror and make it function with no time limit, though.

### Phase Cloak

The wearer of this cloak will appear to be 10' away from his actual position. This grants him a +2 bonus to saving throw and imposes a -2 penalty on his opponent's attack rolls.

### Scarab of Protection from Evil High Priests

This scarab will absorb Finger of Death spells 1d12 times before it disintegrates.

### Stone of Controlling Earth Elemental

This item works like the Censor of Controlling Air Elementals, but summons a common earth elemental.

## Artefacts

Artefacts are rare magical items of immense power and usually tied to either the powers of law or those of chaos. Due to their extraordinary power, artefacts should be handed out very rarely and with care. Should a neutral character or one of opposite alignment touch an artefact, he will suffer severely. Possible effects include the ones listed below.

Table 96: Artefact Adverse Reaction

1d6	Effect
1	Instant Death
2	10d6 points of damage
3	Permanent paralysis
4	Loss of six class levels
5	Loss of four class levels
6	Insanity for one month

### Cleric's Crown, Orb and Sceptre

If a cleric has these items, he will always successfully turn undead, no matter the odds. All his spells have maximum effect and Raise Dead cast by him will always successfully bring back the one it is cast on.

### Fighter's Crown, Orb and Sceptre

A fighter that dons these artefacts will never miss in combat and all his attacks will have the worst possible effect for the opponent. Any creature with less hit dice than the fighter will be slain outright.

### Mage's Crown, Orb and Sceptre

If a mage having these artefacts casts a spell, no target is permitted a saving throw. Additionally, all spells will have maximum effect.

### Stone Crystallisation Projector

This ancient machine can turn any common rock into valuable crystal. This includes stone golems, gargoyles and any other creatures made of rock.

### Teleportation Machine

The Teleportation Machine is an artefact that teleports a group of up to a dozen people to any location desired, including other dimensions. The machine never makes an error like landing in solid matter, not even when the operator has not been to the destination before.

The ones listed above are merely examples; there are more artefacts than these.

# Bestiary

On their journey, the player characters will face many dangers, one of them being monsters. In the context of this game, a monster is any creature the players could potentially fight, even if it is a human, animal or another creature not truly monstrous.

Each monster is defined by a stats block, which includes all of its attacks and special traits. The values are just the ones for an average member of the monster's race and may differ between individuals. In general, the game master is encouraged to create new monsters and modify existing ones to surprise the players. The stats block contains the following information:

**Hit Dice** determine the monster's hit points. Per hit die, 1d6 is rolled. If there is a plus next to the number hit dice, the monster has additional bonus hit points. Some monsters do not have a full hit die, but just a number of hit points. Other than that, they are treated like a creature with one hit die. In addition to the hit dice, the average number of hit points is also given (four hit points per hit dice).

The **Armour Class** determines how hard it is to hit the monster in combat. It works like a player character's armour class. The lower the armour class, the better.

**Move** is the monster's movement rate. If more than one value is shown here, the first one usually refers to land speed, whereas the second value is the speed for swimming, flying or other types of movement.

The **No. Appearing** shows how many monster of this type usually appear when a group is encountered. This information is relevant for random encounter tables.

The **% in Lair** indicates the probability of encountering the monster in its lair. If a monster is not met in its lair, it usually does not have its treasure with it.

Monsters have an **Alignment**. This alignment is the one most monsters of this type have and it is treated like a player character's alignment.

Each monster has **Saving Throw** values, just like player characters do. Monsters use the fighter's saving throw matrix unless they have a class (in which case they will use the class's respective matrix). Optionally, the game master can use the saving throw matrix of a class closer to the monster (like the mage's matrix for a monster with magical powers).

The **Treasure Type** shows what treasures monsters have. That does not mean that they carry those around all the time, though. Treasure is awarded per encounter (as indicated by the number of appearing monster explained above), not per single monster. Some monsters have treasure that will only

be found in their lair (as indicated) and additionally carry a specific amount of treasure on their person.

For every slain monster, the party gets a certain amount of **Experience**. The basic experience value is 100 XP per level of the monster. A monster's level is its number of hit dice plus one level for special advantages like regeneration, a breath weapon, magic or the ability to fly. Experience for the monster's treasures is awarded separately. The experience is divided among the player characters. Additionally, the monster's level is divided by each character's level and this factor is multiplied with the experience for both the treasure and the monster itself. Thus, a character of high level defeating a low-level monster gains less experience. However, experience is never handed out in a ratio greater than one to one. Thus, a low-level character defeating a high-level monster does not gain additional experience.

Underneath, the monster's **Abilities** are listed. Each monster has a basic *mêlée* attack that deals 1d6 points of damage. This attack is not explicitly listed unless it is modified in some way, like having a damage bonus. While fighting common people (not player characters), a monster always attacks a number of times equal to its hit dice per round. If the monster has bonus hit points, then these are added to one of the attack rolls. Otherwise, it simply makes a single attack unless mentioned otherwise. The monster may have special abilities it can use instead of a basic attack or certain traits that are always active. Numbers in brackets behind attacks indicate the average damage the attack does, which can be used instead of actually roll for damage. Monster special abilities generally allows a saving throw to avoid a negative effect (like being petrified, poisoned or paralysed) or only suffer half damage.

Lastly, each monster has a **Description**. The description contains only flavour. All mechanical information is listed among the aforementioned monster abilities or below.

Some monsters also have **Additional Information**, usually regarding their troop composition or organisation or their behaviour in naval combat.

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# Monsters by Level

## Level 1

Goblin  
Goblin King  
Hobgoblin  
Human Bandit  
Human Brigand  
Human Buccaneer  
Human Nomad  
Human Pirate  
Kobold  
Orc

## Level 2

Centipede, Giant  
Darseen  
Dwarf  
Gnoll  
Gnome  
Horse, Draft  
Horse, Light  
Horse, War, Medium  
Human Berserker  
Human Caveman  
Human Dervish  
Mule  
Rat, Giant  
Skeleton  
Spider, Giant  
Zombie

## Level 3

Android  
Boar, Giant  
Crab, Giant  
Dryad  
Ghoul  
Horse, War, Heavy  
Lion  
Lizard, Giant  
Martian, Red  
Martian, White  
Merfolk  
Nixie  
Pixie  
Weasel, Giant  
Yellow Mould

## Level 4

Ant, Giant  
Calot  
Elf  
Green Slime  
Hobgoblin King  
Hog, Giant  
Martian, Yellow  
Ogre

Pegasus  
Thoat  
Wolf, Dire

## Level 5

Ape, White  
Beetle, Giant  
Centaur  
Grey Ooze  
Hippogriff  
Lion, Spotted  
Martian, Black  
Robot  
Scorpion, Giant

## Level 6

Crocodile, Giant  
Gargoyle  
Gelatinous Cube  
Gnoll King  
Medusa  
Octopus, Giant  
Pterodactyl  
Shark, Giant  
Sith  
Tiger, Sabretooth

## Level 7

Basilisk  
Cockatrice  
Minotaur  
Mummy  
Ochre Jelly  
Roc  
Snake, Giant  
Troll  
Wereboar  
Werewolf  
Wight

## Level 8

Bear, Dire  
Griffin  
Invisible Stalker  
Living Statue  
Manticore  
Martian, Green  
Rhinoceros, Woolly  
Thoul  
Unicorn  
Weretiger  
Wraith

## Level 9

Gorgon  
Squid, Giant

Treant  
Werebear  
Wyvern

## Level 10

Banth  
Dragon, White  
Giant, Hill  
Mastodon

## Level 11

Giant, Stone  
Hydra  
Triceratops

## Level 12

Chimera  
Dragon, Black  
Orluk  
Titanothere

## Level 13

Dragon Turtle  
Dragon, Green  
Efreet  
Giant, Frost  
Stegosaurus  
Level 14  
Black Pudding  
Dragon, Blue  
Elemental, Fire  
Elemental, Water  
Giant, Fire

## Level 15

Barlog  
Dragon, Red  
Elemental, Air  
Giant, Cloud  
Vampire

## Level 16

Dragon, Gold  
Elemental, Earth  
Mammoth  
Purple Worm  
Level 17+  
Brontosaur  
Cyclops  
Juggernaut  
Leviathan  
Titan  
Tyrranosaurus Rex

# Monster Descriptions

## Android

Hit Dice:	2 (8)
Armour Class:	6
Move:	20'
Saving Throws:	DP12/WA13/PE14/DB15/SP16
No. Appearing:	2d6 (8)
% in Lair:	-
Alignment:	Neutral
Treasure Type:	-
XP:	300

**Artificial:** Androids are immune to diseases, death magic and other things that only affect living beings. They cannot be healed and only regain hit points through repair. Androids take only half damage from cold-based attacks, but double damage from electricity-based attacks.

Android are anthropomorphic machines in the likeness of a human mind. They do not age and have probably been made by a long-long civilisation.

## Ant, Giant

Hit Dice:	4 (16)
Armour Class:	3
Move:	180'
Saving Throws:	DP10/WA11/PE12/DB13/SP14
No. Appearing:	4d6 (16)
% in Lair:	-
Alignment:	Neutral
Treasure Type:	-
XP:	400

**Fearless:** When defending their hive or their queen, ants always fight to the death.

Giant ants live in subterranean hives in almost every climate zone. The ants are absolutely loyal to their queen and will fight to the death to protect her.



## Ape, White

Hit Dice:	4 (16)
Armour Class:	6
Move:	120'/40' (Climb)
Saving Throws:	DP10/WA11/PE12/DB13/SP14
No. Appearing:	1
% in Lair:	25%
Alignment:	Neutral
Treasure Type:	-
XP:	500

**Double Attack:** A white apes attacks twice per round for 1d6 (4) points of damage.

White apes are a species of apes that reside in caves and come to the surface only to hunt. White apes are carnivorous and will defend their caves with fury. Cavemen sometimes keep them as pets.

## Banth

Hit Dice:	9 (36)
Armour Class:	3
Move:	150'
Saving Throws:	DP8/WA9/PE10/DB10/SP12
No. Appearing:	2d6 (8)
% in Lair:	30%
Alignment:	Neutral
Treasure Type:	-
XP:	1,000

**Fearless:** Banths never make a morale check.

The banth is a Martian creature not unlike the lion, though eight-legged and with a mouth full of needle-like teeth. Banths are very dangerous.

## Basilisk

Hit Dice:	6+1 (37)
Armour Class:	4
Move:	60'
Saving Throws:	DP10/WA11/PE12/DB13/SP14
No. Appearing:	1d6 (4)
% in Lair:	40%
Alignment:	Neutral
Treasure Type:	F
XP:	700

**Petrifying Gaze:** Anyone touched by the basilisk or those who meet its gaze are turned into stone. If the basilisk's gaze is reflected back to it by a mirroring surface, the basilisk will be turned into stone itself.

Basilisks are huge lizards whose gaze turns living being into stone. Basilisks are able of eating their petrification victims.



## Barlog

Hit Dice: 10 (40)  
Armour Class: 4  
Move: 60'/150' (Fly)  
Saving Throws: DP6/WA7/PE8/DB8/SP10  
No. Appearing: 1d6 (4)  
% in Lair: 25%  
Alignment: Chaotic  
Treasure Type: F  
XP: 1,500

**Attack:** A barlog's magical sword deals 1d6+1 (5) points of damage.

**Flame Whip:** Each round, there is a chance that the barlog will be engulfed by the flames its body produces. This is the case on a roll of seven or higher with 2d6. If the barlog is surrounded by fire, it uses its whip to drag a victim close to it and deals 2d6 (8) points of damage. Bigger barlogs might even deal 3d6 or 4d6 points of damage this way.

**Fly:** A barlog can remain airborne for three rounds.

**Magic Resistance:** A spell used against a barlog has a 125% of simply having no effect. This chance is lowered by 5% per level of the caster.

**Weapon Immunity:** Barlogs can only be harmed by magical weapons.

Barlogs are a powerful and highly intelligent breed of demons. They resemble huge anthropomorphic bulls with fiery wings. In combat, the barlog uses its swords as well as a whip.



## Bear, Dire

Hit Dice: 7  
Armour Class: 5  
Move: 120'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 1d2 (2)  
% in Lair: 25%  
Alignment: Neutral  
Treasure Type: -  
XP: 800

**Double Attacks:** The dire bear attacks twice per round for 1d6 (4) points of damage. If both attacks hit, it attacks a third time.

The dire, bear – also known as the cave bear – belongs to an ancient breed of bears. More than twice the size of a normal bear, it fears nobody and attacks even other carnivores.



## Beetle, Giant

Hit Dice: 4 (16)  
Armour Class: 3  
Move: 60'/120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 1d12 (7)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 500

Giant beetles react slowly and are usually not threat, but may accidentally try to eat resting humanoids or fall under the control of dark powers.

## Black Pudding

Hit Dice: 10 (40)  
Armour Class: 6  
Move: 60'  
Saving Throws: DP6/WA7/PE8/DB8/SP10  
No. Appearing: 1  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 1,400

**Acidic Touch:** A black pudding touching exposed flesh causes 3d6 (12) points of damage. If it touches metal, it will corrode within one round.

**Cold Immunity:** Black puddings are immune to cold.

**Fire Weakness:** A black pudding struck by fire will be destroyed.

**Flowing Form:** The pudding can squeeze through small cracks without being slowed down.

**Split:** A pudding struck by lightning will split into two smaller puddings with half its hit points. A pudding with five hit points or less will not split.

The acidic black pudding (also known as the grey pudding) is an amorphous blob living underground. It is an important part of the dungeon ecology.

## Boar, Giant

Hit Dice: 3 (12)  
Armour Class: 7  
Move: 90'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 2d6 (8)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 300

**Protector Instinct:** While defending their offspring, boars always fight to the death.

Giant boars are omnivorous mammals mostly found in forests. They can get very aggressive and dangerous if their offspring is endangered.

## Brontosaurus

Hit Dice: 20 (80)  
Armour Class: 5  
Move: 60'  
Saving Throws: DP4/WA5/PE5/DB5/SP8  
No. Appearing: 1d3 (2)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 2,000

The long-necked brontosaurus is one of the largest dinosaurs. It is an herbivore, though, and not aggressive unless threatened.

## Calot

Hit Dice: 3 (12)  
Armour Class: 5  
Move: 320'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 3d6 (12)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 400

**Uncanny Speed:** Unless surprised, a calot always gains the initiative in combat.

The calot is a canine creature with ten legs. It has green fur and is viciously fast. Green Martians are often accompanied by calots.



## Centaur

Hit Dice: 4 (16)  
Armour Class: 5  
Move: 180'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 2d10 (12)  
% in Lair: 5%  
Alignment: Lawful or Neutral  
Treasure Type: A  
XP: 500

**Double Attack:** A centaur takes twice per round, once with its weapon and once with its hooves. It deals 1d6 (4) points of damage each time.

Centaur is half man, half horse and usually live in plains or in the forest. They are fierce fighters and will not tolerate intruders in their territory, but have good relations with over sylvan races. Some centaurs are quite similar, but some of them are barely sentient.

**Organisation:** In a group of centaurs, half of them will have clubs and the other half either longspears or composite bows. Centaur treasure will be found in their secret lair. The lair holds another 1d6 male centaurs, as many children and twice as many females. The females are not generally armed. The children will only fight if threatened.

## Centipede, Giant

Hit Dice: 1d4 HP (2)  
Armour Class: 9  
Move: 30'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 2d4 (6)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 200

**Venomous Bite:** A giant centipede's bite does not do any damage, but the victim has to make a saving throw vs. poison with a +4 bonus or will die.

The giant centipede is a venomous arthropod living in forests, but also in larger cities.

## Chimera

Hit Dice: 9 (36)  
Armour Class: 4  
Move: 120'/180' (Fly)  
Saving Throws: DP8/WA9/PE10/DB10/SP12  
No. Appearing: 1d4 (3)  
% in Lair: 50%  
Alignment: Chimera  
Treasure Type: F  
XP: 1,200

**Dragon Breath:** Instead of biting with its dragon head, the chimera can also breathe fire over a distance of 50' dealing 3d6 (12) points of damage.

**Triple-Headed:** The chimera can attack three times per round; once with each of its heads. Each attack deals 1d6 (4) points of damage.

The chimera has the body of a lion, wings like a dragon and the heads of a goat, a lion and a dragon. It is a predator with no natural enemies and feared by peasants and townsfolk everywhere.

## Cockatrice

Hit Dice: 5 (20)  
Armour Class: 6  
Move: 90'/180' (Fly)  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 1d8 (5)  
% in Lair: 35%  
Alignment: Neutral  
Treasure Type: D  
XP: 700

**Petrification:** Anyone hit by a cockatrice is turned into stone.

The cockatrice is a rooster with bat wings and a serpentine tail. It is said that the cockatrice is the result of a snake egg incubated by a chicken.

## Crab, Giant

Hit Dice: 3 (18)  
Armour Class: 2  
Move: 60'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 3d4 (9)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 300

**Double Attack:** A giant crab attacks twice per round for 1d6 (4) points of damage.

Giant crabs are popular for their tasty meat. However, hunters often underestimate their speed. Crabs cannot swim, but can walk underwater.



## Crocodile, Giant

Hit Dice: 6 (24)  
Armour Class: 5  
Move: 90'/150' (Swim)  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 5d12 (35)  
% in Lair: 20%  
Alignment: Neutral  
Treasure Type: -  
XP: 600

**Attack:** 2d6 (8)

Crocodiles are patient predators which lay motionless and well-concealed until their prey is in reach. On land, they are surprising fast, but have trouble changing their direction quickly.

**In Naval Combat:** Crocodiles can capsize small boats with their tails and knock over ships by ramming them. If they are rammed by a ship, they will be killed, but the ship has a 50% chance of taking a point of structural damage unless it is equipped with a ram.

## Cyborg

Hit Dice: 4 (16)  
Armour Class: 5  
Move: 120'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 2d6 (8)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 500

**More Machine Than Man:** Cyborgs are not affected by Charm spells or sleep and take only half damage from cold-based attacks.

The cyborg is a being that is part machine, part human. Cyborgs gain remarkable powers due to their partially artificial body, but have to sacrifice a bit of their humanity in return.



## Cyclops

Hit Dice: 18 (72)  
Armour Class: 2  
Move: 180'  
Saving Throws: DP4/WA5/PE5/DB5/SP8  
No. Appearing: -  
% in Lair: -  
Alignment: Neutral  
Treasure Type: E  
XP: 1,900

**Attack:** 3d6 (12)

**Gift of the Cyclops:** If a cyclops is offered a gift, there is a 10% chance that the donor will receive a gift in return.

The cyclops is a close relative of the giant. Cyclopes are solitary and rarely live in groups. Some keep cattle or grow fruit, others are known as blacksmiths.

## Darseen

Hit Dice: 1 (4)  
Armour Class: 6  
Move: 90'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 4d10 (24)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 200

**Chameleon Skin:** The darseen can change its skin colour to blend in with its background. If it does so, it is considered to be invisible.

The darseen is a reptilian creature found on Mars. It is known for its ability to change its skin colour to harmonise with its background.

## Djinn

Hit Dice: 7+1 (29)  
Armour Class: 5  
Move: 90'/240' (Fly)  
Saving Throws: DP8/WA9/PE10/DB10/SP12  
No. Appearing: -  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP:

**Attack:** 2d6-1 (7)

**Create Materials:** A djinn can create food and drink. It can also create other materials, but they will not last long. Gold created by a djinn only lasts for about a day.

**Djinn of Burden:** A djinn can carry a weight of 6,000 units. If he flies, the djinn can only carry it for a short period of time.

**Illusionist:** A djinn can create illusions that last without him concentrating on them. They will disappear upon being touched or dispelled with Dispel Magic, though.

**Whirlwind:** A djinn can create a whirlwind. The whirlwind will have a 10'x20' base and be 30' high. The whirlwind will blow all creatures with less than two hit dice away. Creating and dissolving the whirlwind each takes a round.

The djinn is a supernatural creature similar to the efreet. It can be magically summoned to fulfil wishes. Djinns are not very fond of being called make mortal dreams come true, though.



## Dragon Turtle

Hit Dice: 12 (48)  
 Armour Class: 2  
 Move: 30'/90' (Swim)  
 Saving Throws: DP6/WA7/PE8/DB8/SP10  
 No. Appearing: 1d4 (3)  
 % in Lair: -  
 Alignment: Neutral  
 Treasure Type: -  
 XP: 1,300

**Steam Breath:** A dragon turtle's steam breath forms a cone 90' long and 30' wide at the end. The breath can be used three times per day and deal damage equal to the dragon turtle's total hit dice. Every round a dragon turtle is in combat, the game master rolls 2d6. On a roll of seven or higher, the turtle uses its steam breath. Otherwise, it bites for 1d6 (4) points of damage.

It is debated among scholars if the colossal dragon turtle is a true dragon. In any case, the dragon turtle is a dangerous creature feared for its physical power and its steam breath.

**In Naval Combat:** A dragon turtle can lift any ship upon its back if the turtle is below it.

## Dragons

Dragons are fearsome reptilian creatures. They have wings and are known for their deadly breath. Dragons hoard treasure and are often targeted by adventurers seeking wealth and glory. The general information on dragons shown here is true for all dragons while the specific differences between the dragons are noted in their stats blocks.

**Dragon Age Categories:** Dragons grow stronger with age. With each age category, a dragon has one additional hit point

per hit die (a dragon's hit points are not randomly rolled). A dragon's age is determined randomly.

Table 97: Dragon Age Categories

1d6	Age Category	Age (Years)	Hit Points/Breath Damage per Die
1	Very young	1 – 5	1
2	Young	6 – 15	2
3	Sub-adult	16 – 25	3
4	Adult	26 – 75	4
5	Old	76 – 100	5
6	Very old	100+	6

Single dragons have a random age category as shown above. If two dragons are encountered, they will be a mated pair and both at least adults. If more than two dragons are encountered, two of them will be adult or older parents and the others very young children.

**Dragon Size Categories:** Dragons have a base number of hit dice. 60% of all dragons will have this number of hit dice. There is a 20% chance each that a dragon will have either one hit die more or less.

**Breath and Bite:** Every round a dragon is in combat, the game master rolls 2d6. On a roll of seven or higher, the dragon uses its dragon breath. Otherwise, it bites for 1d6 (4) points of damage. Adult dragons defending their offspring always automatically use their breath. A dragon can breathe three times per day. If a dragon's mate is attacked, the dragon will attack as a creature with twice its number of hit dice.

**Dragon Magic:** Dragons capable of speech can sometimes cast arcane spells. Dragons have a number of spells equal to a mage with a level equal to their number of hit dice (though they might have access to fewer spell levels).

**Selling Dragons:** A subdued dragon is quite valuable and can be sold for 1d6·100+400 GP per hit point on the free market.

**Sleeping Dragons:** If a character attacks a sleeping dragon, he gains a +2 bonus to hit attack roll.

**Dragon Treasure:** Young and very young dragons are unlikely to have any treasure. Sub-adult dragons have half the indicated treasure, very old dragon up to twice as much.



## Dragon, Black

Hit Dice: 7  
 Armour Class: 2  
 Move: 90'/240' (Fly)  
 Saving Throws: DP8/WA9/PE10/DB10/SP12  
 No. Appearing: 1d4 (3)  
 % in Lair: 60%  
 Alignment: Neutral or Chaotic  
 Treasure Type: H  
 XP: 1,200

**Acid Breath:** A black dragon's breath is a line 60' long and 5' wide.

**Resistance:** A black dragon suffers one point of damage less from earth-based attacks (like those made by a earth elemental).

**Sleeper:** A black dragon encountered in its lair will be asleep 50% of the time.

**Spellcaster:** Black dragons capable of speech have a 5% chance of being a spellcaster and able to cast spell of the first level.

**Talker:** A black dragon has a 40% chance of being able to speak.

**Weakness:** Water-based attacks against a black dragon are made at a +1 bonus to attack and damage rolls.

Black dragons often live in swamps and marshes. Their acid breath is highly corrosive. Black dragons are vile-tempered and hard to reason with.

## Dragon, Blue

Hit Dice: 9  
 Armour Class: 2  
 Move: 90'/240' (Fly)  
 Saving Throws: DP8/WA9/PE10/DB10/SP12  
 No. Appearing: 1d4 (3)  
 % in Lair: 60%  
 Alignment: Neutral or Chaotic  
 Treasure Type: H  
 XP: 1,400

**Lightning Breath:** A blue dragon's breath is a line 100' long and 5' wide.

**Resistance:** A blue dragon suffers one point of damage less from water and lightning-based attacks.

**Sleeper:** A blue dragon encountered in its lair will be asleep 30% of the time.

**Spellcaster:** Blue dragons capable of speech have a 15% chance of being a spellcaster and able to cast spell of the first and second level.

**Talker:** A blue dragon has a 70% chance of being able to speak.

**Weakness:** Fire-based attacks against a blue dragon are made at a +1 bonus to attack and damage rolls.

Blue dragons are very rare. They dwell in deserts and require large hunting grounds due to their large appetite and the low biomass of their favoured territory.

## Dragon, Green

Hit Dice: 8  
 Armour Class: 2  
 Move: 90'/240' (Fly)  
 Saving Throws: DP8/WA9/PE10/DB10/SP12  
 No. Appearing: 1d4 (3)  
 % in Lair: 60%  
 Alignment: Neutral or Chaotic  
 Treasure Type: H  
 XP: 1,300

**Chlorine Breath:** A green dragon's chlorine gas breath covers an area 50'x40' large extends 30' from the ground.

**Sleeper:** A green dragon encountered in its lair will be asleep 40% of the time.

**Spellcaster:** Green dragons capable of speech have a 5% chance of being a spellcaster and able to cast spell of the first level.

**Talker:** A green dragon has a 55% chance of being able to speak.

**Weakness:** Air-based attacks (like the whirlwind attack of an air elemental) against a black dragon are made at a +1 bonus to attack and damage rolls.

Green dragons live in forests and breathe emerald fire. Green dragons are schemers and enjoy secretly manipulating local politicians.

## Dragon, Gold

Hit Dice:	10
Armour Class:	2
Move:	90'/240' (Fly)
Saving Throws:	DP6/WA7/PE8/DB8/SP10
No. Appearing:	1d4 (3)
% in Lair:	60%
Alignment:	Lawful
Treasure Type:	H
XP:	1,500

**Fire Breath:** A gold dragon's fire breath forms a cone 90' long and 30' wide at the end.

**Gas Breath:** A gold dragon's gas breath covers an area 50'-40' large extends 30' from the ground.

**Polymorph:** A gold dragon can assume the shape of another creature.

**Sleeper:** A gold dragon encountered in its lair will be asleep 10% of the time.

**Spellcaster:** All gold dragons are spellcasters. A gold dragon has access to a spell level equal to its age category.

**Talker:** All gold dragons can speak.

Gold dragons are the strongest dragons an always lawful. They have two breath weapons, are very intelligent and sometimes wander among humans in disguise. Gold dragons can be found in any terrain.

## Dragon, Red

Hit Dice:	7
Armour Class:	2
Move:	90'/240' (Fly)
Saving Throws:	DP8/WA9/PE10/DB10/SP12
No. Appearing:	1d4 (3)
% in Lair:	60%
Alignment:	Neutral or Chaotic
Treasure Type:	H
XP:	1,200

**Fire Breath:** A red dragon's fire breath forms a cone 90' long and 30' wide at the end.

**Resistance:** A red dragon suffers one point of damage less from attacks based on air, earth or fire (like those made by elementals).

**Sleeper:** A red dragon encountered in its lair will be asleep 20% of the time.

**Spellcaster:** Red dragons capable of speech have a 15% chance of being a spellcaster and able to cast spell of levels one to three.

**Talker:** A red dragon has a 85% chance of being able to speak.

**Weakness:** Water-based attacks against a red dragon are made at a +1 bonus to attack and damage rolls.

Red dragons are feared by the local population. They breathe fire are immune to heat, especially greedy and never tolerate any other being remotely as powerful as they are in their territory. Red dragons live in mountains regions.

## Dragon, White

Hit Dice:	5
Armour Class:	2
Move:	90'/240' (Fly)
Saving Throws:	DP10/WA11/PE12/DB13/SP14
No. Appearing:	1d4 (3)
% in Lair:	60%
Alignment:	Neutral or Chaotic
Treasure Type:	H
XP:	1,000

**Cold Breath:** A white dragon's breath is a line 80' long and 3' wide.

**Resistance:** A white dragon suffers one point of damage less from water- and earth-based attacks.

**Sleeper:** A white dragon encountered in its lair will be asleep 60% of the time.

**Talker:** A white dragon has a 25% chance of being able to speak.

**Weakness:** Fire- and lightning-based attacks against a white dragon are made at a +1 bonus to attack and damage rolls.

The white dragon is one of the smallest and least intelligent dragons. It lives in cold regions, where its white scales camouflage it well and are never spellcasters.

## Dryad

Hit Dice:	2 (8)
Armour Class:	5
Move:	120'
Saving Throws:	DP12/WA13/PE14/DB15/SP16
No. Appearing:	1d6 (4)
% in Lair:	20%
Alignment:	Neutral
Treasure Type:	D
XP:	300

**Dryad Charm:** A dryad will cast Charm Person with a 90% chance on anyone who approaches her tree. The saving throw against the spell is made at a -2 penalty to the victim's saving throw.

**Treebound:** A dryad has to stay within a 240' radius of her tree.

The dryad is a beautiful female tree spirit bound to a tree. Identifying a dryad's tree is difficult for the untrained eye, though.



## Dwarf

Hit Dice:	1 (4)
Armour Class:	4
Move:	60'
Saving Throws:	DP12/WA13/PE14/DB15/SP16
No. Appearing:	10d10-4 (220)
% in Lair:	50%
Alignment:	Lawful or Neutral
Treasure Type:	G
XP:	200

**Dark Vision:** As dwarves live underground, they fight as well in darkness as they do in daylight.

**Goblin Hate:** Dwarves will attack goblins preferably and even if they have orders not to do so.

**Short and Stout:** Ogre, giants, trolls and other large creatures have a hard time hitting a dwarf and fight against them as a monster of half their actual hit dice.

The dwarves are a short and strong race. They live mainly underground and their almost mystical ability to work stone is surpassed by no one.

**Organisation:** Dwarves are sometimes accompanied by trained animals like bears or wolves. For every 40 dwarves there will be one who is a fighter with his level determined randomly:

Table 98: Dwarf Fighter Level

1d6	Outside Lair	In Lair
1	1	3
2	2	3
3	3	4
4	4	4
5	5	5
6	6	6

For every level there is a 10% chance that the fighter will have a random magical item:

Table 99: Dwarf Fighter Magic Item

1d6	Magic Item
1	Shield
2	Armour
3-4	Sword
5-6	Hammer

## Efreet

Hit Dice:	10 (40)
Armour Class:	3
Move:	90'/240' (Fly)
Saving Throws:	DP6/WA7/PE8/DB8/SP10
No. Appearing:	-
% in Lair:	-
Alignment:	Chaotic
Treasure Type:	-
XP:	1,300

**Attack:** 2d6 (8)

**Efreet of Burden:** An efreet can carry a weight of 10,000 units. If he flies, the efreet can only carry it for a short period of time.

**Efreet Servant:** If called into the service of another being, an efreet will serve its master for 1,001 days.

**Wall of Fire:** Efreeti can create a Wall of Fire at will.

The efreet is a creature similar to the djinn. It has red skin and is always surrounded by flames. Efreeti come from the legendary City of Brass. Efreeti and djinns are sworn enemies.



## Elementals

Elementals are entities native to the Elemental Planes of Air, Earth, Fire and Water. The most common elementals are barely sentient, but nevertheless ferocious fighters. Powerful magic can summon elementals and force into the service of a spellcaster. This procedure is very risky, though, and



renegade elementals are likely to wreak havoc of not under full control.

**Ranks of Power:** Common elementals can be called by a number of magical devices and always have twelve hit dice. Lesser elementals can be summoned with magical staffs and will have eight hit dice. Greater elementals can only be summoned directly with the Summon Elemental spell and will have sixteen hit dice. The elementals' saving throws and attack probabilities are respectively lower or higher.

## Elemental, Air

Hit Dice: 12 (48)  
Armour Class: 2  
Move: 360'  
Saving Throws: DP6/WA7/PE8/DB8/SP10  
No. Appearing: 1  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 1,500

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**Attack:** 1d6+1 (5)

**Weapon Immunity:** Mundane weapon do not harm an elemental.

**Whirlwind:** Air elementals can create whirlwinds. The whirlwind will have a 30'x20' base and be 10' per hit die of the elemental high. The whirlwind will blow all creatures with less than two hit dice away. Creating and dissolving the whirlwind each takes a round.

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Air elementals appear as small whirlwinds or clouds in a vaguely anthropomorphic shape.

## Elemental, Earth

Hit Dice: 12 (48)  
Armour Class: 2  
Move: 60'  
Saving Throws: DP6/WA7/PE8/DB8/SP10  
No. Appearing: 1  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 1,600

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**Attack:** 2d6 (12)

**Grounded:** An earth elemental deal and additional 1d6 (4) points of damage against opponents touching the ground.

**Siege Weapon:** Earth elementals deal 3d6 (12) points of structural damage against buildings.

**Water Aversion:** Earth elemental cannot cross water.

**Weapon Immunity:** Mundane weapon do not harm an elemental.

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The earth elemental has a humanoid shape, is often faceless and usually consists of earth- and stone-like material close to the place where it was summoned or originally created.

## Elemental, Fire

Hit Dice: 12 (48)  
Armour Class: 2  
Move: 120'  
Saving Throws: DP6/WA7/PE8/DB8/SP10  
No. Appearing: 1  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 1,400

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**Attack:** 2d6 (8)

**Fire Strike:** Against fire-based opponents, a fire elemental only deals 1d6+1 (5) points of damage.

**Weapon Immunity:** Mundane weapon do not harm an elemental.

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Fire elementals look like humanoid flames. They are unsteady, impulsive and sometimes intuitively incinerate everything flammable material they can get hold of.

## Elemental, Water

Hit Dice: 12 (48)  
Armour Class: 2  
Move: 60'/180' (Swim)  
Saving Throws: DP6/WA7/PE8/DB8/SP10  
No. Appearing: 1  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 1,400

---

**Attack:** 2d6 (8)

**Waterbound:** A water elemental can only move 60' away from water and deals only 1d6 (4) points of damage while not in it.

**Weapon Immunity:** Mundane weapon do not harm an elemental.

---

The water elemental has a wave-like appearance. Its shape changes constantly, making water elemental hard to spot in an aquatic environment.

**In Naval Combat:** A water elemental can stop a vessel from moving and can turn over smaller boats.

## Elf

Hit Dice: 1+1 (5)  
Armour Class: 5  
Move: 120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 10d10-3 (165)  
% in Lair: 25%  
Alignment: Lawful or Neutral  
Treasure Type: E  
XP: 400

**Running Shot:** Elves with a bow can move and fire at any point during the movement, unless there are mounted.

**Stealth:** Elves can move while barely making any noise and are near-invisible due to their elves cloaks.

**Weapon Mastery:** Elves armed with magic weapon deal an additional point of damage.

Elves are slender humanoids with pointy ears and a pleasant appearance. Elves live either deep in the forest or in meadowlands.

**Organisation:** In a group of elves, all will have swords, half of them spears and the other half bows. For every 50 elves there will be one who is a fighter and mage:

Table 100: Elf Fighter/Mage Level

1d6	Fighter Level	Mage Level
1	1	2
2	2	2
3	3	3
4	4	4
5	Re-roll	5
6	Re-roll	5

For every 100 elves there will one who is a fighter of level four and a mage of level eight.

## Gargoyle

Hit Dice: 4 (16)  
Armour Class: 5  
Move: 90'/150' (Fly)  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 2d10 (12)  
% in Lair: 25%  
Alignment: Chaotic  
Treasure Type: C  
XP: 600

**Contentiousness:** Gargoyles have a 75% chance of being hostile to anyone they see, even other chaotic creatures.

**Weapon Immunity:** Gargoyles are immune to nonmagical weapons.

Gargoyles are winged creatures carved from stone. Over time, gargoyles sometimes come to life and turn into vicious predators. Gargoyles prefer to dwell in old ruins and dungeons. Other gargoyles are specifically created to serve as guardians.



## Gelatinous Cube

Hit Dice: 4 (16)  
Armour Class: 8  
Move: 60'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 1  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 600

**Acidic Touch:** Touching an gelatinous cube causes 2d6 (8) points of damage and anaesthetises the wound unless a saving throw vs. paralysis is made.

**Ooze Immunities:** The cube is immune to electricity and cold and cannot be paralysed or polymorphed.

The gelatinous cube is a transduced cube of ooze moving through dungeons and the underground, soaking up debris and organic material on the way. Gelatinous cubes often carry indigestible items of their former victims with them.

## Ghoul

Hit Dice: 2 (8)  
Armour Class: 6  
Move: 90'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 2d12 (14)  
% in Lair: 20%  
Alignment: Chaotic  
Treasure Type: B  
XP: 300

**Ghoul Transformation:** A human killed by a ghoulish will turn into one himself.

**Light Sensitivity:** Ghouls can see in darkness, but suffer a -1 penalty to attack rolls in daylight.

**Paralysing Touch:** Anyone hit by a ghoulish with the exception of elves becomes paralysed for one round. If the victim has not taken any action in the ground it is paralysed, can do so before becoming paralysed.

Ghouls look a bit like zombies, but are sentient and do not rot. They hunt in packs and eat corpses. If none are available, fresh meat will do as well.

## Giants

Giants are huge humanoids. Among giants, hill giants are most commonly encountered.

Table 101: Giants

1d10	Giant Type
1 – 6	Hill Giant
7	Stone Giant
8	Frost Giant
9	Fire Giant
10	Cloud Giant

Hill and stone giants live in caves, whereas all other giants dwell in castles. Some of these castles are guarded by monsters:

Table 102: Giant Castle Guards

1d12	Guards
1 – 6	No monstrous guards
7 – 10	Hydra, 1d6+4 heads
11	6d6 bears
12	3d6 Wolves

### Giant, Cloud

Hit Dice: 12+2 (50)  
Armour Class: 4  
Move: 120'  
Saving Throws: DP6/WA7/PE8/DB8/SP10  
No. Appearing: 1d8 (5)  
% in Lair: 30%  
Alignment: Neutral or Chaotic  
Treasure Type: E+5,000 GP (lair), 1d6-1,000 GP  
XP: 1,500

**Attack:** 3d6 (12)

**Hurl Rock:** A cloud giant can throw a rock over a distance of 200' like a light catapult

**Keen Sense of Smell:** Thanks to their keen sense of smell, cloud giants are surprised only on a roll of one on a d6 unless their opponents emit no smell or a strong odour is in the air.

Cloud giants belong to the strongest of all giants. They live in castles in the sky. Cloud giants like to hurl boulders at approaching enemies or send out lesser creatures of the sky to deal with them.



### Giant, Fire

Hit Dice: 11+3 (47)  
Armour Class: 4  
Move: 120'  
Saving Throws: DP6/WA7/PE8/DB8/SP10  
No. Appearing: 1d8 (5)  
% in Lair: 30%  
Alignment: Neutral or Chaotic  
Treasure Type: E+5,000 GP (lair), 1d6-1,000 GP  
XP: 1,400  
Attack: 2d6+2 (10)

**Fire Immunity:** Fire giant will not be harmed by fire-based attacks.

**Hurl Rock:** A fire giant can throw a rock over a distance of 200' like a light catapult

Fire giants enjoy living near active volcanoes. They are immune to fire-based attacks and excellent at blacksmithing. Fire giants have little respect for smaller creatures and prefer to rule by force.

## Giant, Frost

Hit Dice: 10+1 (41)  
Armour Class: 4  
Move: 120'  
Saving Throws: DP6/WA7/PE8/DB8/SP10  
No. Appearing: 1d8 (5)  
% in Lair: 30%  
Alignment: Neutral or Chaotic  
Treasure Type: E+5,000 GP (lair), 1d6-1,000 GP  
XP: 1,300

---

**Attack:** 2d6+1 (9)

**Cold Immunity:** Frost giants are unharmed by all cold-based attacks.

**Hurl Rock:** A frost giant can throw a rock over a distance of 200' like a light catapult.

---

Frost giants live in cold regions in castles partly made of ice. They are not harmed by cold and enjoy solitude.



## Giant, Hill

Hit Dice: 8 (32)  
Armour Class: 4  
Move: 120'  
Saving Throws: DP8/WA9/PE10/DB10/SP12  
No. Appearing: 1d8 (5)  
% in Lair: 30%  
Alignment: Neutral or Chaotic  
Treasure Type: E+5,000 GP (lair), 1d6-1,000 GP  
XP: 1,000

---

**Attack:** 2d6 (8)

**Hurl Rock:** A hill giant can throw a rock over a distance of 200' like a light catapult.

---

Hill giants belong to the weakest types of giants, but nevertheless tower over most other creature. They are primitive

and live in caves or old ruins. Hill giants are sometime hired by mercenary armies. They are strong, but also lack discipline.

## Giant, Stone

Hit Dice: 9 (36)  
Armour Class: 4  
Move: 120'  
Saving Throws: DP8/WA9/PE10/DB10/SP12  
No. Appearing: 1d8 (5)  
% in Lair: 30%  
Alignment: Neutral or Chaotic  
Treasure Type: E+5,000 GP (lair), 1d6-1,000 GP  
XP: 1,100

---

**Attack:** 2d6 (8)

**Hurl Rock:** A stone giant can throw a rock over a distance of 200' like a heavy catapult.

---

Stone giants lives in remote mountain caves. They have a high option of themselves, as they are usually the dominant faction in the region.

## Gnoll

Hit Dice: 2 (8)  
Armour Class: 5  
Move: 90'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 10d10-2 (110)  
% in Lair: 30%  
Alignment: Chaotic  
Treasure Type: D  
XP: 200

---

**Fearless:** Gnolls have a +2 bonus to morale checks.

Gnolls are tall humanoids and horrid crossbreeds between gnomes and trolls. They live above as well as below ground and sometimes form communities.

## Gnoll King

Hit Dice: 6+3 (27)  
Armour Class: 4  
Move: 120'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 1  
% in Lair: 100%  
Alignment: Chaotic  
Treasure Type: D  
XP: 600

---

**Fearless:** Gnolls have a +2 bonus to morale checks.

Gnoll kings are the strongest members of their tribe and has physical power that almost rivals that of an ogre.

**King's Guard:** A gnoll king is always accompanied by 1d4 bodyguards of fighting capability equal to his own.

## Gnome

Hit Dice: 1 (4)  
Armour Class: 5  
Move: 60'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 10d10-4 (220)  
% in Lair: 60%  
Alignment: Lawful or Neutral  
Treasure Type: C  
XP: 200

**Dark Vision:** As gnomes live underground, they fight as well in darkness as they do in daylight.

**Kobold Hate:** Gnomes will attack kobolds preferably and even if they have orders not to do so.

**Short and Stout:** Ogre, giants, trolls and other large creatures have a hard time hitting a gnome and fight against them as a monster of half their actual hit dice.

Gnomes are a species closely related to dwarves. They are more reclusive, have longer beards and live in the hills and lowlands rather than the mountains.

## Golem

Hit Dice: 12 (always 50 HP)  
Armour Class: 2  
Move: 60'  
Saving Throws: DP6/WA7/PE8/DB8/SP10  
No. Appearing: -  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP:

**Attack:** 2d6 (12)

**Golem Creation:** A golem costs 12,000+5,000-10 GP and requires the spells Commune and Raise Dead. Only lawful clerics of the 15th level or higher can create golems.

**Golem Rage:** In each round of combat, a golem has a 1% of going berserk. A berserker golem is out of control and will continue to attack any creature in sight until it is destroyed.

**Magic immunity:** Spell do not affect a golem. Exceptions are Move Earth, which drives the golem back 120', and Disintegrate, which will paralysed it for one round.

**Weapon Immunity:** The golem can only be harmed by magical blunt weapons.

The golem is an artificial creature, shaped like a tall human but made entirely of clay. Golems are created to serve high-level clerics.



## Griffin

Hit Dice: 7  
Armour Class: 3  
Move: 120'/300' (Fly)  
Saving Throws: DP8/WA9/PE10/DB10/SP12  
No. Appearing: 2d8 (10)  
% in Lair: 10%  
Alignment: Neutral  
Treasure Type: E  
XP: 800

**Taste for Horse:** Griffins like to eat horses and will attacked them when they are within a 360' radius.

The griffin has the body of a lion, but the head, foreclaws and wings of an eagle. Like eagles, griffins build their nests high in the mountains. Griffins can be tamed and used as mounts, especially if they are raised by humanoids from fledglinghood on.



## Goblin

Hit Dice: 1d5 HP (3)  
Armour Class: 6  
Move: 60'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 10d10-4 (220)  
% in Lair: 50%  
Alignment: Chaotic  
Treasure Type: 1d6 GP  
XP: 100

**Dwarven Hate:** Goblins hate dwarves and attack them on sight.

**Light Sensitivity:** Goblins see well in darkness, but suffer a -1 penalty to attack rolls in bright light.

Goblins are slightly larger than kobolds, but smaller than most other goblinoids. They prefer swarming their enemies in masses instead of facing them in smaller numbers. Goblins live in dark woods and the underground.

## Goblin King

Hit Dice: 1+1 (5)  
Armour Class: 5  
Move: 90'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 1  
% in Lair: 100%  
Alignment: Chaotic  
Treasure Type: -  
XP: 100

**Light Sensitivity:** Goblins see well in darkness, but suffer a -1 penalty to attack rolls in bright light.

Goblins are ruled by – often self-proclaimed – kings. A goblin king is usually one the strongest members of his tribe and has a personal guard of above-average goblins

**King's Guard:** A goblin king has 5d6 bodyguards that fight as well as he does.



## Gorgon

Hit Dice: 8 (32)  
Armour Class: 2  
Move: 120'  
Saving Throws: DP8/WA9/PE10/DB10/SP12  
No. Appearing: 1d4 (3)  
% in Lair: 50%  
Alignment: Chaotic  
Treasure Type: E  
XP: 900

**Petrifying Breath:** Anyone hit by the gorgon's breath will turn into stone. The breath has a range of 60'.

The gorgon is a herd animal similar to a bull. It has shimmering scales like a reptile and its breath turns other creatures into stone.

## Green Slime

Hit Dice: 2 (8)  
Armour Class: 9  
Move: -  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: -  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 400

**Flesh to Ooze:** Green slime cannot attack actively, but if touched, it begins to turn the victim's skin into slime dealing 1d6 (4) points of damage per round. Cure Disease will stop the process and kill the slime. Equipment exposed to green slime becomes unusable.

**Lightning Immunity:** Electricity does not harm green slime.

**Temperature Sensitivity:** Exposure to fire or cold or a Cure Disease spell will kill green slime.

**Weapon Immunity:** Green slime is not harmed by weapons.

The green slime is unintelligent and immobile, but nevertheless a dangerous hazard in underground environments.

## Grey Ooze

Hit Dice: 3 (12)  
Armour Class: 8  
Move: 10'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: -  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 500

**Acidic Touch:** A black pudding touching exposed flesh causes 2d6 (8) points of damage. If it touches metal, it will corrode within one round.

**Elemental Immunity:** Fire and cold do not harm a grey ooze.

Grey ooze is extremely slow, but also undistinguishable from wet rock. It dissolves carrion and prey with its acidic secretions.

## Hippogriff

Hit Dice: 3+1 (13)  
Armour Class: 5  
Move: 180'/360' (Fly)  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 2d8 (10)  
% in Lair: -  
Alignment: Lawful  
Treasure Type: -  
XP: 500

**Double Attack:** In combat, a hippogriff attacks with its hooves and its beak dealing 1d6 (4) points of damage each time.

**Griffin Aversion:** Hippogriffs and griffins attack one another on sight.

The hippogriff is similar to the griffin, but combines an eagle and a horse instead. Hippogriffs and griffins do not like one another.

## Hobgoblin

Hit Dice: 1+1 (5)  
Armour Class: 5  
Move: 90'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 10d10-2 (110)  
% in Lair: 30%  
Alignment: Chaotic  
Treasure Type: D  
XP: 100

**Fearless:** Hobgoblins have a +1 bonus to morale checks.

Hobgoblins are relatives of the goblins. They are larger and slightly smarter, which often makes them the leaders in mixed gangs of both species. Hobgoblins are better craftsmen than goblins and a bit more civilised.

## Hobgoblin King

Hit Dice: 4+1 (17)  
Armour Class: 5  
Move: 90'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 1  
% in Lair: 100%  
Alignment: Chaotic  
Treasure Type: D  
XP: 400

**Attack:** 1d6+2 (6)

**Fearless:** Hobgoblins have a +1 bonus to morale checks.

Hobgoblin kings are the strongest members of their tribes and always surrounded by their personal guard.

**King's Guard:** A hobgoblin king has 2d2 hobgoblin bodyguards that are as strong as he is.

## Hog, Giant

Hit Dice: 4 (16)  
Armour Class: 4  
Move: 120'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 2d6 (8)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 400

Giant hogs are often underestimated, but can be in fact more dangerous than other creatures such as wolves.



## Horse, Draft

Hit Dice: 2+1 (9)  
Armour Class: 7  
Move: 120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: -  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 200

**Beast of Burden:** A draft horse can carry up to 4,500 units.

The horse has been domesticated by humans long ago and can be found in most cultures. Horses are generally benevolent animals, but their size can make them dangerous.

## Horse, Light

Hit Dice: 2 (8)  
Armour Class: 7  
Move: 240'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: -  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 200

**Beast of Burden:** A light horse can carry up to 3,000 units.

Light horses are not the best choice for combat, but favoured by scouts and messenger due to their speed.

## Horse, War, Heavy

Hit Dice: 3 (12)  
Armour Class: 7  
Move: 120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: -  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 300

**Beast of Burden:** A heavy war horse can carry up to 4,500 units.

Heavy war horses are sturdy, can carry an armoured warrior and do not panic in battle.

## Horse, War, Medium

Hit Dice: 2+1 (9)  
Armour Class: 7  
Move: 180'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: -  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 200

**Beast of Burden:** A medium war horse can carry up to 3,750 units.

Not every horse is suited for combat, as horses have to be specially trained to remain calm in combat.

## Human Bandit

Hit Dice: 1 (4)  
Armour Class: 7  
Move: 120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 10d10-3 (165)  
% in Lair: 15%  
Alignment: Neutral or Chaotic  
Treasure Type: A  
XP: 100

Bandits are thieves acting outside an urban environment, usually in groups. Some bandits form even small armies under the command of robber barons or bandit lords.

**Organisation:** Bandits generally have equal chances of being of neutral or chaotic alignment. If a group of bandits is encountered, their numbers are distributed as follows:

Table 103: Bandits

Bandit Type	Distribution
Footsoldiers	40%
Archers	25%
Light Horsemen	25%
Medium Horsemen	20%

Archers will be armed with bows or crossbow and have no shields and thus AC 8. Medium horsemen wear chainmail

and a shield and thus have AC 5. In addition, bandit groups will be led by fighters, clerics and mages if their numbers are large.

Table 104: Bandit Leaders

Number of Bandits	Leaders
Per 50	Fighter, Level 5 or 6
Per 100	Fighter, Level 8 or 9
Per 200	Mage, Level 10 or 11
Per 200	Cleric, Level 8

Mages will be present with a 50% chance and clerics with a 25% chance. Fighters are equally likely to be of any of the given levels, mages are of the tenth level in two thirds of the cases and otherwise of level eleven. If there are exactly 300 bandits, there will always be mage and the chance of a cleric being present raises to 50%. Bandit leaders will always ride heavy war horses and might possess magical equipment:

Table 105: Bandit Leaders Magic Items

Leader	Equipment
Fighter	Armour, Sword Shield
Cleric	Armour, Miscellaneous Weapon, Shield
Mage	Wand/Staff, Ring, Miscellaneous Items

There is a 5% chance per level for a leader to have each item. Should a cleric leader roll up an edged weapon not useable by him, he will have a magic wand or staff instead. Should he roll up a wand or staff not useable by clerics, he simply does not have a magic item of that category.

## Human Berserker

Hit Dice: 1 (4)  
Armour Class: 8  
Move: 120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 10d10-3 (165)  
% in Lair: 15%  
Alignment: Neutral  
Treasure Type: A  
XP: 200

**Fearless:** Berserkers never have to make morale checks.

**Slaughter:** Against common people, berserkers attack like they were creatures with three hit dice.

Barbarians are wild humans. They fight with astounding ferocity and never wear armour heavier than leather armour.

**Organisation:** Berserkers have leaders like bandits, though all of them will be fighters.





## Human Brigand

Hit Dice: 1 (4)  
Armour Class: 8  
Move: 120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 10d10-3 (165)  
% in Lair: 15%  
Alignment: Chaotic  
Treasure Type: A  
XP: 100

Ferocious: Brigands gain a +1 bonus to morale checks.

Brigands are more disciplined than bandits and usually more confident in their combat abilities.

**Organisation:** Brigand groups are organised as bandits groups are.



## Human Buccaneer

Hit Dice: 1 (4)  
Armour Class: 7  
Move: 120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 10d10-3 (165)  
% in Lair: 15%  
Alignment: Neutral or Chaotic  
Treasure Type: A  
XP: 100

Buccaneers are seafaring bandits. They usually raid ships, but sometimes also coastal cities.

**Organisation:** With regard to leaders, buccaneers are organised as bandits are. Their troops are composed slightly different. Buccaneer heavy crossbowmen will have chainmail armour.

Table 106: Buccaneers

Buccaneer Type	Distribution
Footsoldiers	40%
Light Crossbowmen	25%
Heavy Crossbowmen	25%

## Human Caveman

Hit Dice: 2 (8)  
Armour Class: 10  
Move: 120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 10d10-3 (165)  
% in Lair: 15%  
Alignment: Neutral  
Treasure Type: A  
XP: 200

**Unsteady:** Cavemen suffer a -1 penalty on morale checks.

Cavemen are culturally primitive humans that use almost no technology. Contrary to popular believe, they are not less intelligent than common humans, though.

## Human Dervish

Hit Dice: 1+1 (5)  
Armour Class: 7  
Move: 120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 10d10-3 (165)  
% in Lair: 15%  
Alignment: Lawful  
Treasure Type: A  
XP: 200

**Fanatic:** Dervishes never have to make morale checks.

**Slaughter:** Against common people, dervishes attack like they were creatures with three hit dice.

Dervishes are religious fanatics. They can be reasoned with, but if provoked or attacked, they always fight to the death.

**Organisation:** Dervishes are organised like desert nomads, but always lead by a cleric of level 1d3+7.

## Human Nomad

Hit Dice: 1 (4)  
Armour Class: 8  
Move: 120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 10d10-3 (165)  
% in Lair: 15%  
Alignment: Neutral or Chaotic  
Treasure Type: A  
XP: 100

Nomads are raiders of the desert or the steppe. Their horsemen are feared among common people.

**Organisation:** Nomads are organised as bandits with regards to leaders. Nomad camps are guarded by 20d2 archers with composite bows.

**Table 107: Desert Nomads**

Nomad Type	Distribution
Light Horseman Lancers	50%
Light Horseman Archers	30%
Medium Horseman Lancers	20%

**Table 108: Steppe Nomads**

Nomad Type	Distribution
Light Horseman Lancers	20%
Light Horseman Archers	50%
Medium Horseman Lancers	10%
Medium Horseman Archers	20%

## Human Pirate

Hit Dice:	1 (4)
Armour Class:	7
Move:	120'
Saving Throws:	DP12/WA13/PE14/DB15/SP16
No. Appearing:	10d10-3 (165)
% in Lair:	15%
Alignment:	Chaotic
Treasure Type:	A
XP:	100

Pirates are similar to buccaneers, but more ruthless. Some pirate gangs sail rivers rather than the sea.

**Organisation:** Pirates are organised like buccaneers.

## Hydra

Hit Dice:	9 (54)
Armour Class:	5
Move:	120'
Saving Throws:	DP8/WA9/PE10/DB10/SP12
No. Appearing:	1
% in Lair:	25%
Alignment:	Neutral
Treasure Type:	B
XP:	1,000

**Multi-Headed:** A hydra has 1d8+4 heads. Each had is a hit die, has six hit points and will be destroyed when those hit points are gone. A hydra always attacks and saves as a monster with a number of hit dice equal to its maximum number of heads, no matter how many heads it has right now. Each head can attack once per round and deals 1d6 (4) points of damage. The average hydra has nine heads. Hydras have an XP value of 100+100 XP per head.

The hydra is a rare reptile with many heads. It is a dangerous predator and notoriously difficult to kill.



## Invisible Stalker

Hit Dice:	8 (32)
Armour Class:	3
Move:	120'
Saving Throws:	DP8/WA9/PE10/DB10/SP12
No. Appearing:	-
% in Lair:	-
Alignment:	Neutral
Treasure Type:	-
XP:	800

**Magic Weakness:** An invisible stalker can be banished with *Dispel Magic*.

**Unwilling Servant:** If a mage summons a stalker for a long-term purpose, it will try to take revenge by interpreting the order in the least favourable way possible.

The invisible stalker is almost always created by the mage spell of the same name. It can fly and follows a single command of the caster.

## Juggernaut

Hit Dice:	16
Armour Class:	2
Move:	120'
Saving Throws:	DP4/WA5/PE5/DB5/SP8
No. Appearing:	-
% in Lair:	-
Alignment:	Neutral
Treasure Type:	-
XP:	1,700

**Crush:** Anybody over whom the juggernaut rolls is crushed and killed.

Juggernauts are huge statues on wheels. They are presumed to be the work of an ancient civilisation. Juggernauts are powered by an unknown force and crush everything in their path.

## Kobold

Hit Dice: 1d3 HP (2)  
Armour Class: 7  
Move: 60'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 10d10-4 (220)  
% in Lair: 50%  
Alignment: Chaotic  
Treasure Type: 1d6 GP  
XP: 100

**Light Sensitivity:** Kobolds see well in darkness, but suffer a -1 penalty to attack rolls in bright light.

Kobolds are small dog-like humanoids living underground. They are weaker than goblins and hobgoblins and are often bossed around by them.

## Leech, Giant

Hit Dice: 2 (8)  
Armour Class: 8  
Move: 6'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 2d6 (8)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 300

**Bloodsucker:** A leech does not inflict damage directly, but will attach itself to its victim and drain a level every two rounds. It has to be killed to be removed.

The giant leech lurks in swamps, lakes and shallow rivers waiting for prey to drink or pass through.

## Leviathan

Hit Dice: 16 (64)  
Armour Class: 2  
Move: 240' (Swim)  
Saving Throws: DP4/WA5/PE5/DB5/SP8  
No. Appearing: 1  
% in Lair: 10%  
Alignment: Neutral  
Treasure Type: F  
XP: 1,700

**Attack:** 4d6 (16)

The serpent-like leviathan is a gargantuan sea monster and a legend among sailors. It has incredible hard scales and is said to be able to sink ships with one hit.

**In Naval Combat:** If a leviathan attacks a ship, it deal 3d6 (12) points of structural damage and 20% of the people on deck will be thrown into the sea.

## Lion

Hit Dice: 3+2 (14)  
Armour Class: 6  
Move: 150'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 2d6 (8)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 300

The lion is a feline predator. Lions generally have males with manes, though some types have less distinguishable genders. Old lion are often solitary, whereas younger ones may lead a pride.

## Lion, Spotted

Hit Dice: 5 (20)  
Armour Class: 6  
Move: 150'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 2d6 (8)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 500

The spotted lion is rumoured to be either a distinct species or a hybrid of different felines. Neither theory explains its enormous size and aggressiveness, though.



## Living Statue

Hit Dice: 7 (28)  
Armour Class: 4  
Move: 90'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: -  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 800

**Squirt Magma:** A living statue can throw magma at its opponents for 2d6 (8) points of damage.

Living statues are statues that have been magically animated to serve as guardians. Some of them went rogue and destroy everything in sight.

## Lizard, Giant

Hit Dice: 3 (12)  
Armour Class: 5  
Move: 120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 2d6 (8)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 300

Giant lizards have many colours and live in all kinds of terrains. They look like common, albeit large, lizards

## Mammoth

Hit Dice: 15 (60)  
Armour Class: 3  
Move: 120'  
Saving Throws: DP4/WA5/PE5/DB5/SP8  
No. Appearing: 2d6 (8)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 1,600

**Trample:** A mastodon deals 2d6 (8) points of damage by simply trampling over an opponent. This can be done in addition to its regular attack.

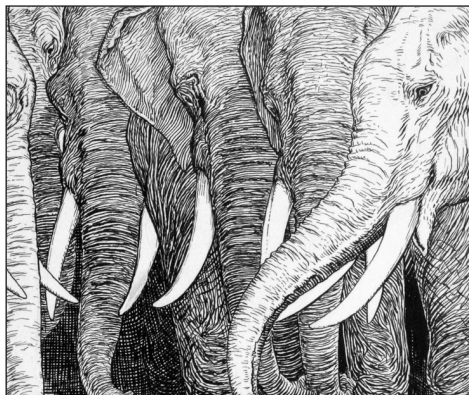
The mammoth is a relative of the elephant. Its size and long, shaggy hair allow it to live in colder climates.

## Manticore

Hit Dice: 6+1 (25)  
Armour Class: 4  
Move: 120'/180' (Fly)  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 1d4 (3)  
% in Lair: 25%  
Alignment: Chaotic  
Treasure Type: D  
XP: 800

**Iron Spikes:** A manticore's tail has 24 spikes of which six can be fired per round over a distance of 180'. They deal 1d6 (4) points of damage each.

The manticore has the face of a human, the body of a lion, large bat-like wings and a scorpion's tail. Just like lions, manticores live in prides, though solitary ones are common as well. Manticores are only dimly sentient, but are cunning and malicious nevertheless. They hunt not only for food, but also for fun.



## Martian, Black

Hit Dice: 3+1 (13)  
Armour Class: 5  
Move: 120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 4d10 (24)  
% in Lair: 15%  
Alignment: Chaos  
Treasure Type: A  
XP: 500

**Fierce:** Black Martians attack with a +1 bonus to their attack roll.

**Psychic Sense:** Martians have a 50% chance of sensing other life forms in the area around them.

Like White Martians, Black Martians consider themselves to be a superior race. Black Martians have jet-black skin and are cruel and arrogant. Many of them are pirates or raiders. Black Martians consider themselves to be the First Born, the first of the Martian races.

## Martian, Green

Hit Dice: 5 (20)  
Armour Class: 4  
Move: 120'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 2d10 (12)  
% in Lair: 20%  
Alignment: Chaotic  
Treasure Type: A  
XP: 800

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**Attack:** 1d6+2

**Double Attack:** A Green Martian with two weapons can attack twice per round.

**Psychic Sense:** Martians have a 50% chance of sensing other life forms in the area around them. Green Martians themselves are immune to this ability.

---

Green Martians are tall, multi-armed, monstrous humanoid. They are cruel and have no respect for others, including other tribes of Green Martians. Green Martians are nomadic and the most common Martian race.

## Martian, Red

Hit Dice: 1+1 (5)  
Armour Class: 7  
Move: 120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 4d10 (24)  
% in Lair: 20%  
Alignment: Lawful  
Treasure Type: A  
XP: 300

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**Psychic Sense:** Martians have a 50% chance of sensing other life forms in the area around them.

**Versatile:** Red Martians are the most versatile Martian race. When a group is encountered, they will have a +1 bonus to armour class, attack rolls or damage rolls. Each is equally likely.

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Red Martians are the most common of all humanoid Martians. They have copper-coloured skin, lay eggs (like all Martians do) and are culturally diverse. Red Martians are said to stem from White and Yellow Martians.

## Martian, White

Hit Dice: 2+1 (9)  
Armour Class: 6  
Move: 120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 2d10 (12)  
% in Lair: 35%  
Alignment: Chaotic  
Treasure Type: A  
XP: 300

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**Psychic Sense:** Martians have a 50% chance of sensing other life forms in the area around them.

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The fair-haired White Martians are the rarest Martian race.

They wear yellow robes, pray to strange gods and have no respect for other Martians. They consider themselves the superior race and are not beyond cannibalism. There are several subraces of White Martians, with some of them nearly extinct.

## Martian, Yellow

Hit Dice: 2+1 (9)  
Armour Class: 6  
Move: 120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 2d10 (12)  
% in Lair: 40%  
Alignment: Neutral  
Treasure Type: A  
XP: 400

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**Double Attack:** Yellow Martians have mastered two-weapon fighting and attack twice per round for 1d6 (4) points of damage per attack.

**Psychic Sense:** Martians have a 50% chance of sensing other life forms in the area around them.

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Yellow Martians live in high up in the north in domed cities. They are very reclusive. Groups of Yellow Martians will almost always be warriors.

## Mastodon

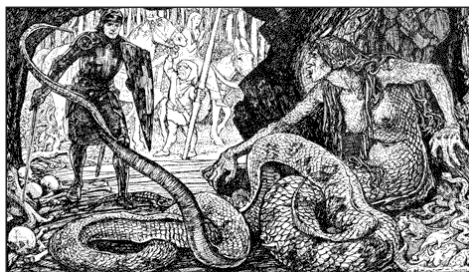
Hit Dice: 9 (36)  
Armour Class: 5  
Move: 120'  
Saving Throws: DP6/WA7/PE8/DB8/SP10  
No. Appearing: 2d6 (8)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 1,000

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**Trample:** A mastodon deals 1d6 (4) points of damage by simply trampling over an opponent. This can be done in addition to its regular attack.

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The mastodon is a relative of the elephant and the mammoth. It has long shaggy hair protecting it from temperatures in the cold climates it lives in.



## Medusa

Hit Dice: 4 (16)  
Armour Class: 8  
Move: 90'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 1d4 (3)  
% in Lair: 75%  
Alignment: Chaotic  
Treasure Type: F  
XP: 600

**Living Hair:** Anyone bitten by the snakes on the medusa's had has to make a saving throw vs. poison or will be killed instantaneously.

**Petrifying Gaze:** Anyone who meets the medusa's gaze will be turned to stone. A medusa looking at her own reflected gaze will be petrified herself.

The medusa has a female's upper body, but hair of snakes and the lower body of a serpent. Medusae are feared for their petrifying gaze as well as their poison.

## Merfolk

Hit Dice: 1 (4)  
Armour Class: 8  
Move: 120'/150' (Swim)  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 10d10-3 (165)  
% in Lair: 15%  
Alignment: Neutral  
Treasure Type: A  
XP: 300

**Aquatic:** Merfolk suffer a -1 penalty while fighting on land. They can remain submerged indefinitely and are not subject to missile fire while being so.

**Fearless:** Merfolk never have to make morale checks.

**Slaughter:** Against common people, merfolk attack like they were creatures with three hit dice.

Merfolk have the upper body of a human and the lower body of a fish. They live in the ocean and are very curious, especially regarding land-based creatures. They are armed with either trident or darts.

**In Naval Combat:** Merfolk have a 10% chance per ten people to grapple a ship within a range of 10'. For each successful grapple, a ship is slowed by 20' per round.



## Minotaur

Hit Dice: 6 (24)  
Armour Class: 6  
Move: 120'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 1d8 (5)  
% in Lair: 10%  
Alignment: Chaotic  
Treasure Type: C  
XP: 700

**Bloodlust:** Minotaurs will always attack and not stop chasing their victims until they lose track of the.

**Fearless:** The fearless minotaur never has to make a morale check.

Minotaurs are an all-male race of humanoids, half bull and half human. Minotaurs are physically powerful and value strength above everything else. They eat everything, including humans.

## Mule

Hit Dice:	2+1 (9)
Armour Class:	7
Move:	120'
Saving Throws:	DP12/WA13/PE14/DB15/SP16
No. Appearing:	-
% in Lair:	-
Alignment:	Neutral
Treasure Type:	-
XP:	200

**Beast of Burden:** A mule can carry up to 3,500 units. Unlike horses, mules can be taken into dungeons.

The mule is a crossbreed of a female horse and a male donkey. They are usually sterile.



## Mummy

Hit Dice:	5+1 (21)
Armour Class:	3
Move:	60'
Saving Throws:	DP10/WA11/PE12/DB13/SP14
No. Appearing:	1d12 (7)
% in Lair:	30%
Alignment:	Chaotic
Treasure Type:	D
XP:	700

**Fire Weakness:** Mummies take normal damage from fire attacks, including mundane sources of fire like torches.

**Mummy Rot:** Anyone touched by a mummy will catch the mummy rot disease heal at one tenth of its normal rate. If administered with Cure Disease within one hour, the victim regenerates at one fifth of his normal rate.

**Weapon Immunity:** Mummies can only be harmed by magic weapons and take only half damage from them. All enchantment bonus are halved as well.

Mummies are the persevered remains of long-deceased people. Some are natural mummies, others have been specially treated.

## Nixie

Hit Dice:	1 (4)
Armour Class:	7
Move:	120'/90' (Swim)
Saving Throws:	DP12/WA13/PE14/DB15/SP16
No. Appearing:	10d10 (55)
% in Lair:	100%
Alignment:	Neutral
Treasure Type:	B
XP:	300

**Command Fish:** A group of nixies usually commands a school 10d100 that will defend the nixies' lair. Fire will drive these fish away.

**Javelin:** Nixies can throw a javelin over a distance of 60'. It deals 1d6 (4) points of damage.

**Nixie Charm:** Ten nixies can cast a Charm Person spell on anybody that comes as close as 30' to their lair. The charmed character will be forced to stay underwater with the nixies for one year. Dispel Magic has a 75% chance of freeing the victim if it is not yet submerged.

The nixie is a minor water spirit in form a beautiful human woman. Nixies enslave human and force them to say with them.

**In Naval Combat:** Nixie have a 10% chance per 40 people to grapple a ship within a range of 10'. For each successful grapple, a ship is slowed by 20' per round. Nixies operate only in freshwater.



## Ochre Jelly

Hit Dice: 5 (20)  
Armour Class: 8  
Move: 30'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 1  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 700

**Acidic Touch:** Anyone in contact with the ochre jelly takes 1d6 (4) points of damage. Organic materials like wood will be dissolved by the jelly, material like stone or metal will not.

**Flowing Form:** The jelly can squeeze through small cracks without being slowed down.

**Split:** An ochre jelly hit by a weapon or by lightning will split into two smaller jellies with half its hit points. A jelly with five hit points or less will not split.

Temperature Sensitivity: Exposure to fire or cold kills and ochre jelly.

Ochre jelly is amorphous ooze moving through the underground. It dissolves everything in its way and absorbs it afterwards.

## Octopus, Giant

Hit Dice: 4 (16)  
Armour Class: 7  
Move: 90' (Swim)  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 1d4 (3)  
% in Lair: 30%  
Alignment: Neutral  
Treasure Type: A  
XP: 600

**Ink Attack:** Once per day, an octopus can release a cloud of ink.

**Jet:** Once per day, the octopus can triple its movement rate for a short period.

**Non-Aggressor:** Most of the time, a giant octopus will only attack humanoids if provoked first. It will not retreat unless potential attackers are within a range of 100'.

The giant octopus is a menace to all sailors crossing its territory. While it mostly sticks to eating giant crabs and other animals, it will occasionally pick people from smaller vessels if provoked.

## Ogre

Hit Dice: 4+1 (17)  
Armour Class: 5  
Move: 90'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 3d6 (12)  
% in Lair: 30%  
Alignment: Neutral or Chaotic  
Treasure Type: C+1,000 GP (lair), 1d6-100 GP  
XP: 400

**Attack:** 1d6+2 (6)

The ogre is a huge but rather dumb humanoid with some similarities to the orc. Its lack of imagination is compensated by determination and enormous physical power.



## Orc

Hit Dice: 1 (4)  
Armour Class: 6  
Move: 90'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 10d10-3 (165)  
% in Lair: 50%  
Alignment: Neutral or Chaotic  
Treasure Type: D  
XP: 100

**Blood Thirst:** When orcs meet orcs of another tribe, they will attack them unless they are under the command of a strong leader. Even if that is the case, they still have a 50% chance of attacking the other orcs.

**Home Defence:** While defending their lair, orcs do not make morale checks unless they are outnumbered three to one.

**Light Sensitivity:** Orcs suffer a -1 penalty to attack rolls in bright light.

Orcs are brutish humanoids with green skin. Most live in tribal societies, but some are organised in cities or whole empires. Many orcs live underground and prefer to attack during the night. Orcs value bravery and strength and do not tolerate cowardice or any other form, especially not among their leaders.



An orc tribe will live in a cave complex in two thirds of the cases and otherwise be found in a village on the surface. An orc village will have one catapult per fifty orcs. These lairs are often under the control of a creature stronger than the orcs.

Table 109: Orc Lair Defenders

Defender	Cave Complex	Village
Dragon	10%/100 Orcs	-
Fighter, Level 1d3+6	-	25%/100 Orcs
Mage, Level 11	-	10%/100 Orcs
1d6 Ogres	10%/50 Orcs	15%/50 Orcs
1d4 Trolls	10%/100 Orcs	-

If encountered outside their lair, the orcs will be ones employed as guards half the time. They guard 1d8 wagons with 10d100+200 GP each. Each wagon will have ten additional orc guards and the whole train a leader:

Table 110: Orc Caravan Leader

1d12	Leader
1	Fighter, 7th Level
2 - 4	Fighter, 8th Level
5 - 6	Fighter, 9th Level
7	Mage, 9th Level
8 - 10	Mage, 10th Level
11 - 12	Mage, 11th Level

## Orluk

Hit Dice: 11 (44)  
 Armour Class: 4  
 Move: 120'  
 Saving Throws: DP6/WA7/PE8/DB8/SP10  
 No. Appearing: 2d6 (8)  
 % in Lair: -  
 Alignment: Neutral  
 Treasure Type: -  
 XP: 1,200

**Double Attack:** An orluk attacks twice per round for 1d6 (4) points of damage.

The orluk is an elephantine creature found in the northernmost regions of Mars. It is known for its precious black and yellow striped fur.



## Pegasus

Hit Dice: 2+2 (12)  
 Armour Class: 6  
 Move: 240'/480' (Fly)  
 Saving Throws: DP12/WA13/PE14/DB15/SP16  
 No. Appearing: 1d12 (7)  
 % in Lair: -  
 Alignment: Lawful  
 Treasure Type: -  
 XP: 400

**Fierce:** A pegasus fights as a creature with three hit dice.

**Mount of Law:** A pegasus will only allow a lawful creature to ride it.

The pegasus is a winged horse. It is smarter than a normal horse and can be tamed to be used as a mount. Taming an adult pegasus is very difficult.



## Pixie

Hit Dice: 1 (4)  
 Armour Class: 6  
 Move: 90\*/180'  
 Saving Throws: DP12/WA13/PE14/DB15/SP16  
 No. Appearing: 10d10 (55)  
 % in Lair: 25%  
 Alignment: Neutral  
 Treasure Type: C  
 XP: 300

**Invisibility:** Pixies are invisible to common creatures and remain so while in combat. However, after their first attack against an opponent, the opponent will attack them without penalties. Dragons and fighter above the ninth level can sense pixies.

Pixies are small fey. They live in forests, look like tiny elves with very long ears and have silver wings similar to that of a moth. Family and community loyalty is very important to pixies.

## Pterodactyl

Hit Dice: 5 (20)  
Armour Class: 6  
Move: 240' (Fly)  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 1d4 (3)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 600

The pterodactyl is a flying dinosaur. It looks ghastly and has a very long, snake-like tail.

## Purple Worm

Hit Dice: 15  
Armour Class: 6  
Move: 60'  
Saving Throws: DP4/WA5/PE5/DB5/SP8  
No. Appearing: 1d4 (3)  
% in Lair: 25%  
Alignment: Neutral  
Treasure Type: D  
XP: 1,600

**Eternal Hunger:** A purple worm will always attack other creatures and never has to make a morale check.

**Swallow Whole:** If a purple worm bites a creature roll a twenty or a result +4 greater than it would have needed to hit the creature, the opponent is swallowed. A swallowed creature dies within six rounds and is fully digested within twelve. The worm can swallow creatures up to the size of an ogre.

The purple worm is a giant subterranean worm which can grow up to a length of fifteen metres. Its jaws are strong enough to dig tunnels into the rock. According to legend, the purple worm was once a dragon.

## Rat, Giant

Hit Dice: 1d4 HP (3)  
Armour Class: 7  
Move: 120'/60' (Swim)  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 3d10 (18)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 200

**Rat Fever:** If someone is bitten by a giant rat, there is a 5% chance that he will be infected with rat fever and die in 1d6 days unless the disease is cured.

Giant rats are a tough breed of rats and can be dangerous in swarms. They sometimes transmit diseases.

## Rhinoceros, Woolly

Hit Dice: 8 (32)  
Armour Class: 5  
Move: 120'  
Saving Throws: DP8/WA9/PE10/DB10/SP12  
No. Appearing: 1d12 (7)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 800

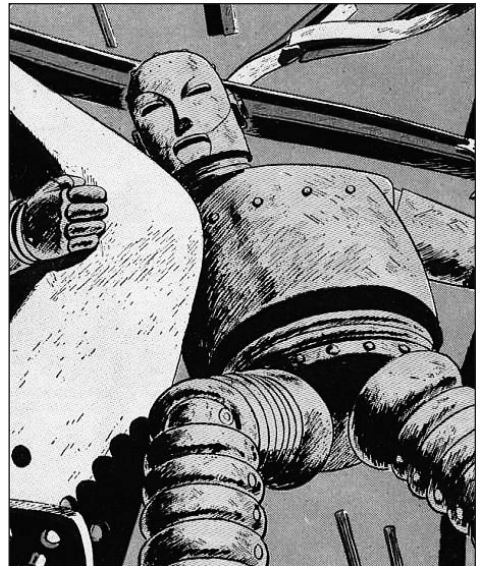
The woolly rhinoceros is a huge rhinoceros that is covered in shaggy fur. It lives in small herds and travels across plains and tundra.

## Robot

Hit Dice: 4 (16)  
Armour Class: 3  
Move: 90'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 2d6 (8)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 500

**Artificial:** Robots are immune to diseases, death magic and other things that only affect living beings. They cannot be healed and only regain hit points through repair. Robots take only half damage from cold-based attacks, but double damage from electricity-based attacks.

Robots are highly advanced machines. They are created for a variety of different purposes. The most sophisticated robots are as smart as humans or even smarter.



## Roc

Hit Dice:	6 (24)
Armour Class:	4
Move:	60'/480' (Fly)
Saving Throws:	DP10/WA11/PE12/DB13/SP14
No. Appearing:	1d20 (11)
% in Lair:	20%
Alignment:	Lawful or Neutral
Treasure Type:	I
XP:	700

**Protective Instinct:** If young rocs are present, the parents will always attack any intruders near their nest. Otherwise, lawful characters will be ignored with a 80% chance and being approached friendly with a 20% chance provided they do not come too close. Neutral and chaotic creatures will always be attacked.

The roc is a tremendously huge bird. It is large enough to prey on most other animals, including large mammals like elephants. Rocs can be trained as mounts and their eggs or fledglings are worth high sums of money. According to legend, there are even larger rocs than the common one.

**Organisation:** If rocs are found near their nest, there is a 50% chance that 16 young rocs are present.



## Salamander

Hit Dice:	7+3
Armour Class:	5/3
Move:	90'
Saving Throws:	DP8/WA9/PE10/DB10/SP12
No. Appearing:	1d4+1 (4)
% in Lair:	65%
Alignment:	Chaotic
Treasure Type:	F
XP:	

**Fire Touch:** Salamanders use weapons, but their mere touch already inflicts 1d6 (4) points of damage.

**Hybrid Being:** A salamander's torso has AC 5, its serpent tail AC 3.

**Tail Slap:** A salamander's tail inflicts 2d6 (8) points of damage.

The fire salamander is an intelligent creature from the Elemental Plane of Fire. It has a serpent body and human head, two arms and moves upright.

## Scorpion, Giant

Hit Dice:	4 (16)
Armour Class:	2
Move:	120'
Saving Throws:	DP10/WA11/PE12/DB13/SP14
No. Appearing:	2d6 (8)
% in Lair:	-
Alignment:	Neutral
Treasure Type:	-
XP:	500

**Poison Stinger:** Instead of using its pincers, a scorpion can use its sting on its opponent. It deals 1d6 (4) points of damage. If the victim fails a saving throw vs. poison, it dies.

Giant scorpions can be found in labyrinths, rock shelters, ruins, and hot environments. They are aggressive hunters and feared for their venom.

## Shark, Giant

Hit Dice:	6 (24)
Armour Class:	5
Move:	240' (Swim)
Saving Throws:	DP10/WA11/PE12/DB13/SP14
No. Appearing:	2d6 (8)
% in Lair:	-
Alignment:	Neutral
Treasure Type:	-
XP:	600

**Aquatic:** While underwater, giant sharks are not subject to missile fire.

**Blood Sense:** Sharks always attack wounded creatures.

Giant sharks are apex predators and can smell blood over great distances. Merfolk hate sharks for no comprehensible reason.

**In Naval Combat:** Giant sharks can ram ships and possibly knock sailors off the deck.

## Sith

Hit Dice: 4+2 (18)  
Armour Class: 4  
Move: 240' (Fly)  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 4d10 (24)  
% in Lair: -  
Alignment: Chaotic  
Treasure Type: -  
XP: 600

**Poison Stinger:** Anyone hit by a sith's stinger has to make a saving throw vs. poison or will die almost instantaneously.

The sith are a race of large carnivorous insects. They once roamed Mars in large swarms, but their numbers have declined in recent times. Some Martian races use their venom as weapon poison. Sith looks like huge black wasps and are swift flyers, but unable to walk.

## Skeleton

Hit Dice: 1d3 HP (2)  
Armour Class: 7  
Move: 60'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 3d10 (18)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 200

**Unbreakable Morale:** Skeletons do not know fear and will always fight until all of them are destroyed.

Humanoid skeletons are often animated by necromancers to serve them as guards or workers. Sometimes, the presence of dark energies is enough to raise skeletons, which will then haunt the area in packs.

## Snake, Giant

Hit Dice: 6 (24)  
Armour Class: 6  
Move: 60'/200' (Swim)  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 1  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 700

**Swallow Whole:** If a giant snake bites a creature roll a twenty or a result +4 greater than it would have needed to hit the creature, the opponent is swallowed. A swallowed creature dies within six rounds and is fully digested within twelve. The snake can swallow creatures up to the size of an ogre. Giant snakes are aquatic snakes that make their home in large lakes and the sea, though some giant snake subspecies also live on land.

In Naval Combat: The largest among the giant snakes can wrap themselves a round small to medium-sized ships. A

vessel attacked by a snake loses 10% of its structural points every round.



## Spectre

Hit Dice: 6 (24)  
Armour Class: 2  
Move: 150'/300' (Fly)  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 1d8 (5)  
% in Lair: 25%  
Alignment: Chaotic  
Treasure Type: E  
XP: 1,000

**Incorporeal:** Spectres are immune to all mundane weapons, including silver weapons.

**Level Drain:** The strike of a spectre drains two experience levels.

**Spectre Transformation:** A human killed by a spectre becomes a spectre under the control of the original one.

The spectre is an incorporeal undead similar to the wraith. Forced to wander on the world, it is full of dark thoughts and hatred for all living beings.

## Spider, Giant

Hit Dice: 1 (4)  
Armour Class: 7  
Move: 120'  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 1d6 (4)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 200

**Venom:** Anyone bitten by a spider has to make a saving throw vs. poison or will die.

Giant spiders are quick and horrid-looking predators feared for their spider venom.

## Squid, Giant

Hit Dice: 6 (24)  
Armour Class: 7  
Move: 120' (Swim)  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 2d6 (8)  
% in Lair: 20%  
Alignment: Neutral  
Treasure Type: A  
XP: 900

---

**Double Attack:** The giant squid attacks once with each of its arms per round.

**Ink Attack:** Once per day, a squid can release a cloud of ink.  
**Jet:** Once per day, the squid can triple its movement rate for a short period.

**Shell:** The squid has a shell. If attacked from the front, it has AC3.

---

Giant squids are feared by sailors and known for their large appetite as well as their dreaded arms.

## Stegosaurus

Hit Dice: 13 (52)  
Armour Class: 2  
Move: 90'  
Saving Throws: DP4/WA5/PE5/DB5/SP8  
No. Appearing: 2d8 (8)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 1,300

---

Although fearsome looking, the stegosaurus is actually a peaceable creature and will only fight in self-defence using its spiked tail.

## Thoat

Hit Dice: 4 (16)  
Armour Class: 7  
Move: 240'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 2d6 (8)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 400

---

**Beast of Burden:** A thoat can carry a weight of up to 4,000 units.

---

The thoat is a Martian creature not unlike an eight-legged horse. It has been domesticated by Red and Green Martians and is used for transport and kept as livestock. A much larger variant of the thoat is supposed to exist as well.

## Thoul

Hit Dice: 4+2 (10)  
Armour Class: 6  
Move: 120'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 1d12 (7)  
% in Lair: 20%  
Alignment: Chaotic  
Treasure Type: B  
XP: 800

---

**Claws:** A thoul's claws deal 1d6 (4) points of damage and can be used twice per round.

**Paralysing Touch:** Anyone hit by a thoul becomes paralysed for one 1d20+20 rounds.

**Regeneration:** A thoul regenerates one hit point per round.

**Sunlight Sensitivity:** When exposed to sunlight, a thoul suffers one point of damage per round. The damage is not regenerated but recovered at a rate of one hit point per day.

**Unholy:** A thoul is not harmed by holy water.

---

The thoul is a horrid undead creature not unlike the ghoul. It has regenerative powers, but is harmed by sunlight.

## Tiger, Sabretooth

Hit Dice: 6 (24)  
Armour Class: 6  
Move: 150'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 2d6 (8)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 600

---

The sabretooth tiger has a monstrous size, even for a cat of prey. It is known for its two sabre-like teeth.

## Titan

Hit Dice: 16+1 (75)  
Armour Class: 2  
Move: 150'  
Saving Throws: DP4/WA5/PE5/DB5/SP8  
No. Appearing: 1  
% in Lair: 50%  
Alignment: Neutral  
Treasure Type: A  
XP: 2,000

---

**Agile Titan:** If a titan is encountered, there is a 10% chance that it will have a movement rate of 210' instead of 150'

**Attack:** 3d6+3 (15)

**Spellcaster:** Titans can cast arcane and divine spells and have two spell of each spell level prepared.

**Tough:** Titans always have a minimum of 75 hit points.

---

Titans are handsome, muscular and charismatic humanoids that tower over almost all other creatures, even giants. It is said that only ten titans exist in total.

## Titanothere

Hit Dice: 12 (48)  
Armour Class: 5  
Move: 120'  
Saving Throws: DP6/WA7/PE8/DB8/SP10  
No. Appearing: 1d6 (4)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 1,200

The titanothere resembles a huge, blunt-horned rhinoceros. It is large enough to eat leaves of trees.



## Toad, Giant

Hit Dice: 2 (8)  
Armour Class: 6  
Move: 10'/30' (Swim)  
Saving Throws: DP12/WA13/PE14/DB15/SP16  
No. Appearing: 3d10 (18)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 200

**Camouflage:** In their natural habitat, toads are close to invisible.

**Leap:** Once per round, a giant toad can leap over a distance of up to 180'.

**Tongue:** A toad's tongue has a range of 15'. If it hits an opponent, it will be dragged towards the toad and be bitten for 1d6 (4) points of damage every round thereafter.

Giant toads are mostly harmless, but will fight to the death if threatened.

## Treant

Hit Dice: 8 (36)  
Armour Class: 2  
Move: 60'  
Saving Throws: DP8/WA9/PE10/DB10/SP12  
No. Appearing: 2d10 (12)  
% in Lair: -  
Alignment: Lawful  
Treasure Type: -  
XP: 900

**Animate Plant:** A treant can command up to two trees within a 60' radius around it. Animated plants can move up 30' per round.

The treant is a sentient tree-like creature and protector of the forest. It is sometimes benevolent, but will never tolerate any disturbance of the forest. Treants like to cooperate with druids and sylvan creatures. Treants live long and have a very good memory.

## Triceratops

Hit Dice: 11 (44)  
Armour Class: 2  
Move: 90'  
Saving Throws: DP6/WA7/PE8/DB8/SP10  
No. Appearing: 1d4 (3)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 1,100

The triceratops is a large, horn-faced dinosaur. Of all ceratopians, it is the most aggressive. Triceratops males use their horns to defend themselves or fight for dominance in the herd.

## Troll

Hit Dice: 6+3 (27)  
Armour Class: 4  
Move: 120'  
Saving Throws: DP10/WA11/PE12/DB13/SP14  
No. Appearing: 2d6 (8)  
% in Lair: 50%  
Alignment: Chaotic  
Treasure Type: D  
XP: 700

**Troll Regeneration:** In the third round after it has been hit, the troll will start to regenerate three hit points per round. Should be it be killed, it will still continue to regenerate and start fighting again once it has regenerated six hit points. Only setting a troll on fire or pouring acid over it will kill it permanently.

The troll is a fearsome and savage creature. It has sharp teeth, a long nose and is thin and as tall as an ogre. Trolls regenerate and can regrow entire limbs or even their head.

## Tyrannosaurus Rex

Hit Dice: 20 (80)  
Armour Class: 3  
Move: 120'  
Saving Throws: DP4/WA5/PE5/DB5/SP8  
No. Appearing: 1d2 (2)  
% in Lair: -  
Alignment: Neutral  
Treasure Type: -  
XP: 2,000

The tyrannosaurus rex is a bipedal carnivorous dinosaur. Despite its enormous size and six tons of weight, a tyrannosaurus is a swift runner.



## Unicorn

Hit Dice: 4 (16)  
Armour Class: 2  
Move: 240'  
Saving Throws: DP10/WA11/PE12/DB13/SP8  
No. Appearing: 1d4 (3)  
% in Lair: -  
Alignment: Lawful  
Treasure Type: -  
XP: 800

**Danger Sense:** Unicorns will sense all enemies within a 240' radius.

**Penumbra Door:** Once per day, the unicorn can teleport itself and its rider to any location up to 360' away.

**Unicorn Horn:** A unicorn's horn does 1d6 (4) points of damage. When the unicorn charges into combat, its horn inflicts double damage or even triple damage.

**Unicorn Rider:** A unicorn will only allow female warrior with a pure heart who never had sexual intercourse to approach and ride them in combat.

The unicorn is a benevolent mystical horse, almost always white, with a horn on its forehead. Only female warriors pure of heart may ride a unicorn.



## Vampire

Hit Dice: 8  
Armour Class: 2  
Move: 120'/180' (Fly)  
Saving Throws: DP8/WA9/PE10/DB10/SP12  
No. Appearing: 1d6 (4)  
% in Lair: 20%  
Alignment: Chaotic  
Treasure Type: F  
XP: 1,500

**Gaze:** A vampire can charm humans by looking into their eyes. If the victim fails a saving throw at a -2 penalty, it falls under the vampire's control until freed by Dispel Magic.

**Polymorph:** Vampires can turn into a giant bat or a gas cloud at will.

**Level Drain:** The strike of a vampire drains two experience levels.

**Summon Minions:** A vampire can summon 10d10 bats, 10d10 rats or 3d6 wolves.

**Vampiric Regeneration:** A vampire regenerates three hit points per round at any time.

**Vampiric Transformation:** A human killed by a vampire turns into one under the control of the original vampire.

**Vampiric Weakness:** Vampire can be killed for good by exposing them to direct sunlight, immersing them in running water or driving a wooden stake through their heart. Garlic, crosses and symbols of gods will repel a vampire. Killing a vampire in combat turns it into its gaseous form and forces it to return to its coffin, where it has to rest during daytime.

**Weapon Immunity:** Vampires are immune to all mundane weapons, including silver weapons.

Vampires are powerful bloodsucking undead. Unlike many other undead creatures, they have a free will. Some vampires simply hide from mortal and leave their lair only to feed. Other vampires command other undead or have mortal followers.

**Lesser and Greater Vampires:** Apart from common vampire with eight hit dice, there are also lesser ones with one hit die worth 1,400 XP and greater vampires with an additional hit die worth 1,600 XP.



## Weasel, Giant

Hit Dice:	2 (8)
Armour Class:	6
Move:	180'
Saving Throws:	DP12/WA13/PE14/DB15/SP16
No. Appearing:	1d4-10
% in Lair:	15%
Alignment:	Neutral
Treasure Type:	-
XP:	300

**Blood Fang:** When a weasel successfully attacks and opponent, the victim will start bleeding and take an additional 1d6 (4) points of damage

Giant weasels are swift and dangerous predators with razor-sharp fangs.

## Were-Creatures

Infected by a mysterious disease, were-creatures are people forced to transform into a hybrid form of man and beast at full moon. Some sages consider this to be a curse rather than a disease.

**Moon Curse:** Anyone who lost more than half of his maximum hit points in a fight against a were-creature will turn into one himself within 2d12 days unless the infection is treated with Curse Disease.

**Silver Weakness:** Were-creatures can only be damaged by silver weapons and magic.

**Organisation:** A group of up to four were-creatures will be a pack, a group with up to eight members a family. A family consists of two adults and children of various ages. If the young are attacked, the female will fight as a creature with three times her hit dice for four rounds, but be exhausted afterwards and continue to fight like a creature with only half her hit dice. If a female is killed, her mate will fight like a creature with double his hit dice afterwards. If both parents are killed, all young with less than 90% of the hit dice of an

adult will be subdued. The ones with more than 90% fight to the death.

## Werebear

Hit Dice:	6 (24)
Armour Class:	2
Move:	90'
Saving Throws:	DP10/WA11/PE12/DB13/SP14
No. Appearing:	2d10 (12)
% in Lair:	15%
Alignment:	Lawful or Neutral
Treasure Type:	C
XP:	900

Werebears are often found in temperate forests. Some of them are benevolent and protector rather than just predators.

## Wereboar

Hit Dice:	4+1 (17)
Armour Class:	4
Move:	120'
Saving Throws:	DP10/WA11/PE12/DB13/SP14
No. Appearing:	2d10 (12)
% in Lair:	15%
Alignment:	Neutral or Chaotic
Treasure Type:	C
XP:	700

The wereboar likes to live in the wilderness far away from civilisation. Many wereboars are cursed dwarves or gnomes.



## Weretiger

Hit Dice:	5 (20)
Armour Class:	3
Move:	120'
Saving Throws:	DP10/WA11/PE12/DB13/SP14
No. Appearing:	2d10 (12)
% in Lair:	15%
Alignment:	Neutral or Chaotic
Treasure Type:	C
XP:	800

Weretigers live deep in the south, but also appear in regions with a more temperate climate. They are very fast and cunning. Some native tribes worship weretigers and consider them higher beings.



## Werewolf

Hit Dice:	4 (16)
Armour Class:	5
Move:	150'
Saving Throws:	DP10/WA11/PE12/DB13/SP14
No. Appearing:	2d10 (12)
% in Lair:	15%
Alignment:	Neutral or Chaotic
Treasure Type:	C
XP:	700

Werewolves are probably the most common were-creature. Some of them live as hermits and avoid contact with humanoids, whereas others live in communities, undetected by the people around them. In some cases, werewolves form packs and live alongside normal wolves.

## Wight

Hit Dice:	3 (12)
Armour Class:	5
Move:	90'
Saving Throws:	DP12/WA13/PE14/DB15/SP16
No. Appearing:	2d12 (14)
% in Lair:	60%
Alignment:	Chaotic
Treasure Type:	B
XP:	700

**Level Drain:** An opponent hit by a wight loses one experience level.

**Magic Weakness:** Wights take double damage from magic arrows. They suffer full damage from any magic weapon plus damage equal to the weapon's enchantment level.

**Paralysing Touch:** Anyone hit by a wight with the exception of elves becomes paralysed for one round. If the victim has not taken any action in the ground it is paralysed, can do so before becoming paralysed.

**Weapon Immunity:** Wights are immune to mundane missiles, but take normal damage from silver arrows.

**Wight Transformation:** Any human killed by a wight or any creature drained of all levels by one becomes a wight.

The wight is an undead living in tombs or on graveyards. It is a twisted reflection of the living creature it once was. Anyone killed by a wight turns into one and joins the other wights.



## Wolf, Dire

Hit Dice:	4+1 (17)
Armour Class:	6
Move:	150'
Saving Throws:	DP10/WA11/PE12/DB13/SP14
No. Appearing:	2d4 (6)
% in Lair:	-
Alignment:	Neutral
Treasure Type:	-
XP:	400

The dire wolf is twice as large as a regular wolf, stronger and more cunning. Pack of dire wolves always dominate their territory and will hunt down any other large carnivores trying to settle there.

## Wraith

Hit Dice:	4 (16)
Armour Class:	3
Move:	120'/240' (Fly)
Saving Throws:	DP10/WA11/PE12/DB13/SP14
No. Appearing:	2d8 (10)
% in Lair:	20%
Alignment:	Chaotic
Treasure Type:	E
XP:	800

**Level Drain:** An opponent hit by a wraith loses one experience level.

**Magic Weakness:** Wraiths suffer full damage from any magic weapon plus damage equal to the weapon's enchantment level.

**Paralysing Touch:** Anyone hit by a wraith with the exception of elves becomes paralysed for one round. If the victim has not taken any action in the ground it is paralysed, can do so before becoming paralysed.

**Weapon Immunity:** Wraiths are immune to mundane missiles, take half normal damage from silver arrows and normal damage from magic arrows.

**Wraith Transformation:** Any human killed by a wraith or any creature drained of all levels by one becomes a wraith.

The wraith is an undead similar to the wight, but more powerful, agile and intelligent.



## Wyvern

Hit Dice: 7  
 Armour Class: 3  
 Move: 90'/240'  
 Saving Throws: DP8/WA9/PE10/DB10/SP12  
 No. Appearing: 1d6 (4)  
 % in Lair: 60%  
 Alignment: Neutral  
 Treasure Type: E  
 XP: 900

**Bite:** 1d6 (4). The wyvern will use this attack in one out of three cases.

**Poison Stinger:** Anyone hit by the wyvern's sting will die from the poison. The wyvern will use this attack in two out of three cases.

The wyvern is a relative of the dragon. It is smaller, has only two legs. It has no breath weapon, but a poisonous sting at the end of its tail.

## Yellow Mould

Hit Dice: -  
 Armour Class: -  
 Move: -  
 Saving Throws: DP12/WA13/PE14/DB15/SP16  
 No. Appearing: -  
 % in Lair: -  
 Alignment: Neutral  
 Treasure Type: -  
 XP: 300

**Corrosive Touch:** Organic material exposed to the mould takes 1d6 (4) points of damage per round.

**Fire Weakness:** Yellow mould exposed to fire will die. This is the only way to kill it.

**Spore Cloud:** Half the time, touching yellow mould will result in a cloud of spores with a radius of 10' being released. Everyone exposed to the cloud has to make a saving throw vs. poison or will die.

The yellow mould is an underground fungus. It is feared for its dangerous spores and can only be killed with fire.



## Zombie

Hit Dice: 1 (4)  
 Armour Class: 8  
 Move: 60'  
 Saving Throws: DP12/WA13/PE14/DB15/SP16  
 No. Appearing: 3d10  
 % in Lair: -  
 Alignment: Neutral  
 Treasure Type: -  
 XP: 200

**Unbreakable Morale:** Zombies are mindless and will always fight until all of them are destroyed.

Zombies are mindless walking dead. They are usually reanimated servants of spellcasters or dead awakened by dark energies.

# Monster Encounters

## Dungeon Encounters

In a dungeon environment, the game master rolls a d6 at the end of every turn. On a roll of a six, the player characters encounter wandering monsters. The monster encounter chart is randomly determined by rolling 1d6 and consulting the table for wandering monsters in dungeons. The deeper the dungeon level, the more likely is the party to encounter powerful monsters. From dungeon level thirteen on, only the most powerful monsters will be encountered. The exact monster type is again determined randomly with the various encounter charts. However, the charts shown are merely an example and the game master should alter them as it fits his campaign.

**Table 111: Dungeon Encounter Chart 1**

d8	Monsters
1	Kobolds
2	Goblins
3	Skeletons
4	Orcs
5	Giant Rats
6	Centipedes
7	Human Bandits
8	Spiders

**Table 112: Dungeon Encounter Chart 2**

d8	Monsters
1	Hobgoblins
2	Zombies
3	Lizards
4	Human Fighters, 2nd Level
5	Human Mages, 3rd Level
6	Gnolls
7	Thouls
8	Ghouls
9	Human Berserkers
10	Human Mages, 4th Level

**Table 113: Dungeon Encounter Chart 3**

d8	Monsters
1	Wights
2	Human Fighters, 4th Level
3	Giant Hogs
4	Giant Ants
5	Ochre Jelly
6	Human Mages, 5th Level
7	Human Fighters, 5th Level
8	Human Mages, 6th Level
9	Giant Snakes
10	Giant Weasles

**Table 117: Dungeon Wandering Monsters**

d6	Level 1	Level 2	Level 3	Level 4 - 5	Level 6 - 7	Level 8 - 9	Level 10 - 12	Level 13+
1	1	1	2	3	4	5	5	6
2	1	2	3	4	5	5	6	6
3	2	3	4	4	5	6	6	6
4	2	3	4	5	5	6	6	6
5	3	4	5	5	6	6	6	6
6	4	5	6	6	6	6	6	6

**Table 114: Dungeon Encounter Chart 4**

d8	Monsters
1	Wraiths
2	Ogres
3	Human Anti-Clerics, 4th Level
4	Human Fighters, 6th Level
5	Giant Beetles
6	Giant Scorpions
7	Lycanthropes
8	Gargoyles
9	White Apes
10	Human Mages, 7th Level

**Table 115: Dungeon Encounter Chart 5**

d8	Monsters
1	Trolls
2	Human Fighters, 8th Level
3	Wyverns
4	Spectres
5	Mummies
6	Minotaurs
7	Manticores
8	Cockatrices
9	Human Mages, 9th Level
10	Wyverns
11	Hydra, 1d3+5 Heads
12	Medusae

**Table 116: Dungeon Encounter Chart 6**

d8	Monsters
1	Giants
2	Hydra, 1d4+8 Heads
3	Dragons
4	Basilisks
5	Gorgons
6	Chimeras
7	Vampires
8	Lords
9	Barlogs
10	Human Mages, 11th Level, each with 1d4 Mages, Level 7, and 1d6 Fighters, Level 1d3+3
11	Human Anti-Clerics, 8th Level, each with 1d4 Anti-Clerics, Level 4, and 1d6 Fighters, Level 1d3+3
12	Purple Worms

The number of encountered monsters depends on a number of factors. If the party consists of one to three players and the monster's level is roughly equal to the dungeon level, the number of monsters will be the one shown in the monster's stats block. For every one to three additional party members, the number if doubled. If any parameter is higher or lower, the game master should alter the number as he sees it fit.

## Wilderness Encounters

When the player characters explore the wilderness, the game master checks for random encounters once per day (at the end of every turn) by rolling a d6. If the party is resting, two d6 are rolled. The chance of encountering monsters depends on the type of terrain the party is currently on:

**Table 118: Wilderness Encounter Probability**

Terrain Type	Encounter Probability (d6)
Plains	6
Forest	5 – 6
River	5 – 6
Swamp	4 – 6
Mountains	4 – 6
Desert	5 – 6
City	6

If an encounter happens, the category of monsters the monsters are from is determined randomly (against depending on the terrain type). The exact monsters the party meets are also rolled randomly as shown below. An exception are encounters in Martian deserts. All encounters on Mars will be human Mars encounters. Encountered animals will generally be giant-sized animals (except for already dangerous carnivores) unless the game master decides to use common ones.

**Table 119: Desert Encounter Categories**

d6	Monster Category
1	Humans
2	Flyers
3	Giants
4	Lycanthropes
5	Giant Animals
6	Dragons

**Table 120: City Encounter Categories**

d4	Monster Category
1	Humans
2	Undead
3	Undead
4	Humans

**Table 125: Encounter Monster Categories**

d8	Plains	Forest	River	Swamp	Mountain
1	Humans	Humans	Humans	Humans	Humans
2	Flyers	Flyers	Flyers	Flyers	Flyers
3	Giants	Giants	Giants	Giants	Giants
4	Lycanthropes	Lycanthropes	Lycanthropes	Lycanthropes	Lycanthropes
5	Giant Animals	Lycanthropes	Swimmers	Swimmers	Giant Animals
6	Humans	Humans	Swimmers	Undead	Giants
7	Giant Animals	Giant Animals	Giant Animals	Undead	Dragons
8	Dragons	Dragons	Dragons	Dragons	Dragons

**Table 126: Human Desert, Aquatic & Mars Encounter**

d6	Desert	Aquatic	Mars
1	Nomads	Buccancers	Red Martians
2	Dervishes	Pirates	Green Martians
3	Nomads	Buccancers	Black Martians
4	Fighter, 9th Level	Pirates	Yellow Martians
5	Mage, 11th Level	Buccancers	Green Martians
6	Nomads	Mermen	White Martians

**Table 121: Human Common & Mountain Encounter**

d12	Common	Mountain
1	Bandits	Bandits
2	Brigands	Berserkers
3	Mage, 10th Level	Brigands
4	Mage, 11th Level	Fighter, 9th Level
5	Bandits	Mage, 11th Level
6	Berserkers	Fighter, 8th Level
7	Fighter, 9th Level	Cavemen
8	Fighter, 8th Level	Mage, 10th Level
9	Bandits	Anti-Cleric, 8th Level
10	Brigands	Cavemen
11	Anti-Cleric, 8th Level	Cleric, 8th Level
12	Cleric, 8th Level	Berserkers

A fighter, mage or cleric will always be accompanied by 2d6 members of their respective class with 1d4 levels in that class. Additionally, they might have magical items. To see whether or not the fighter, mage or cleric has the magical item, 1d100 is rolled for every type of item. If the result is equal to or below the indicated percentile chance, the opponent has the item.

**Table 122: Fighter Magic Items**

Item	1d100
Sword	50%
Shield	25%
Armour	25%

**Table 123: Mage Magic Items**

Item	1d100
Wand	60%
Ring	30%
Miscellaneous Magic Item	10%

**Table 124: Cleric Magic Items**

Item	1d100
Weapon	40%
Staff	30%
Shield	20%
Armour	10%

**Table 127: Flyer, Giant, Swimmer & Dragon Encounter**

d12	Flyers	Giants	Swimmers	Dragons
1	Pegasus	Kobolds	Giant Crabs	Black Dragons
2	Rocs	Goblins	Nixies	White Dragons
3	Chimeras	Ores	Giant Octopi	Green Dragons
4	Hippogriffs	Hobgoblins	Giant Squid	Blue Dragons
5	Griffins	Gnolls	Sea Monster	Red Dragons
6	Manticores	Ogres	Giant Snakes	Gold Dragons
7	Rocs	Trolls	Crocodiles	Cockatrices
8	Wyverns	Giants	Giant Leeches	Basilisks
9	Dragons	Gnomes	Mermen	Wyverns
10	Pegasus	Dwarves	Nixies	Barlogs
11	Hippogriffs	Elves	Giant Shark	Chimeras
12	Barlogs	Treants	Dragon Turtle	Hydra, 1d6+6 Heads

**Table 128: Animal Basic, Plain & Mountain Encounter**

d12	Basic	Arid Plain	Mountain
1	Spiders	Apts	Cave Bears
2	Centipedes	Banths	Dire Wolves
3	Lizards	Thoats	Sabretooth Tiger
4	Toads	Calots	Mastadons
5	Ants	White Apes	Spotted Lions
6	Weasels	Thoats	Woolly Rhinoceros
7	White Apes	Orlaks	Titanotheres
8	Beetles	Sith	Cave Bears
9	Scorpions	Tharks	Mammoths
10	Lions	Darseen	Sabretooth Tiger
11	Boars	Banths	Dire Wolves
12	Snakes	Tharks	Spotted Lions

**Table 129: Animal Forest & Swamp Encounter**

d8	Forest	Swamp
1	Centaur	Tyrannosaurs Rex
2	Unicorns	Pterodactyls
3	Minotaurs	Triceratopses
4	Gorgons	Brontosaurus
5	Pixies	Stegosaurus
6	Manticores	Tyrannosaurs Rex
7	Dryads	Pterodactyls
8	Medusae	Triceratopses

The number of monsters the player characters encounter will be the one shown in the monster's stats block. This does not mean that all monsters will be encountered at the same

time, though, just that the ones the party runs into are part of a tribe, pack or other group of that size.

**Table 130: Undead Encounter**

d8	Monsters
1	Skeletons
2	Zombies
3	Ghouls
4	Wights
5	Wraiths
6	Mummies
7	Spectres
8	Vampires



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# Full Metal Plate Mail

*Full Metal Plate Mail* is a retroclone of popular pen-and-paper roleplaying rules from the 1970s, reorganised and clarified and with a few gaps filled, but as little altered as necessary.

This book is a complete ruleset in one volume and contains three unique character classes, dozens of magical spells and wondrous items, over a hundred monsters – all ones needs to play, apart from a set of dice.