



MAZES PERILS CORE RULES



MAZES & PERILS

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INTRODUCTION

MAZES & PERILS is a game of role playing in a fantasy world, suitable for ages 10 and up. To play, you need only this rulebook, some dice, paper, pencils, a few friends, and your imagination.

If you have played other fantasy role playing games, the MAZES & PERILS rules may feel familiar to you. Inspired by the 1977 “Holmes” version of the world’s most popular role playing game, MAZES & PERILS goes beyond the introduction provided by the Holmes version, allowing for longer-term campaigns. Even if you don’t need another standalone fantasy role playing game, you may find a few useful new ideas herein that you can use with your other games.

V. Florio
October 2011

WELCOME TO A NEW WORLD!

When a MAZES & PERILS group first sits down at the gaming table, they each create a *player character* (PC for short). A PC can be a human fighting man, or a sturdy dwarf that likes to drink to make his day go smoothly. He may be a magic-user questing to discover new spells for his spell book, or a cleric intent on spreading his faith to the masses. There are plenty of choices for a player to make in the game and we will not list them all here; read on and you shall see!

Once the characters are created, the *game master* (GM) will plunge the group into a series of adventures only the mind can see – tunnels with secret rooms, dungeons deep below ancient and long-abandoned mines, caverns with giant lizard-like creatures guarding gold and silver, ripe for the taking! Every game will be filled with evil monsters looking to stand in the way of the fame and fortune you seek.

As the characters experience adventure after adventure they will grow in power and abilities. For instance, a human fighting man will learn to swing the sword a bit faster and hurt more vile creatures at once, while the dwarf character’s iron stomach will be able to withstand the mightiest poison due to the ale he has drunk over the years. Of course, as the characters advance in power the monsters will become harder to vanquish, but the rewards will increase in worth as well.

MAZES & PERILS is a game that is only limited by the imaginations of the games master and the players; welcome to a world of excitement and adventure!

HOW TO USE THIS BOOK

To play this game, you will need at least 2 people, one act as the GM and the other to play the PC; this is often referred to as a “one-player adventure”. This can be fun, but role playing games are about interaction with family and friends, so larger groups may be better. The GM is responsible for playing those parts the players do not, such as Non-Player Characters (NPCs) and Monsters.

The GM will usually supply the paper and pencils and has already written up his adventure for the night in advance. This book is full of tips and options to help play run smoothly. All the rules are laid out so that there will be no break in the game for debate.

Before the game, each player should pick out a miniature that best represents their PC. If the GM does not have any miniatures, why not visit your friendly local games store to pick some up and have fun painting them yourself for the group to enjoy.

Read the chapters on characters, adventures, encounters and spells as a player to become familiar with designing a character, but do not read those parts on monsters, treasure and dungeons; that information only the GM should read to help him design and run adventures. Once the GM is decided on, he should read through the entire book in his own time to fully understand all the rules he will need to run the game.

Now that’s all clear, let’s dive right into creating a character!

CHARACTER CREATION

To create a character, a player needs three 6-sided dice, also known as 3d6. The player will roll 3d6 a total of 6 times and record each score on a piece of scrap paper in order of the abilities as noted on the character sheet. An optional rule the GM might use would be to allow the player to place each score against whichever ability he sees fit to create the type of character he prefers.

ABILITIES

Strength is the character's physical power and is most important to a fighter. It is the prime requisite for the fighting man, and any character with a score of 13 or more in this ability should consider that class. If an average score were needed for the everyday person, the range would be 9 to 12.

Intelligence is the character's brains or intellect. It is the prime requisite for the magic-user class. Magic-users with an Intelligence of 13 or higher have advantages which are explained later on. The higher his Intelligence, the more languages a character can learn.

Wisdom is the character's street smarts, the ability to pick up on things quickly and make sense of what is going on. Clerics use Wisdom as their prime requisite.

Constitution is the character's health and endurance. It shows how well he can stand up to a beating and how much of that poison he can withstand before passing out.

Dexterity represents how quick the character moves and reacts to the situations presented to him. Characters with high Dexterity are the ones who manage to throw that dagger first, or get that backstab in before anyone else can move. Dexterity is important for thieves and is their prime requisite.

Charisma is the way the character conducts himself around others, the way he talks, the way he looks and his sex appeal. Good leaders are said to have great Charisma when convincing others to do their bidding. Characters with a Charisma of 12 or less can have no more than 5 followers, and those followers will more than likely be wishy-washy about taking orders.

ABILITY MODIFIERS

Prime Requisite Ability Score	Experience Modifier
6 or less	Subtract 05%
7-9	Subtract 10%
10-12	None
13-15	Add 05%
16 or more	Add 10%

Strength Score	Bonus To Hit	Damage Bonus	Weight Bonus*	Challenge Test**
3-4	-2	-1	-100	1
5-6	-1	0	-50	1
7-9	0	0	0	1-2
10-12	0	0	+50	1-2
13-15	+1	0	+100	1-2
16	+1	+1	+150	1-3
17	+1	+2	+300	1-4
18	+2	+2	+500	1-5

* Additional weight coins that the character can carry.

** Challenge tests are rolled on 1d6.

Intelligence Score	Gifted Languages**
1	0
2	0
3	0
4	0
5-7	0
8-9	0*
10-11	1
12-13	2
14-15	2
16-17	3
18	4

* All characters with an Intelligence of 8 and higher can speak the common language, plus their native tongue (if any). If the character is a human, his native language is common and he would only be able to speak this trade- or merchant language.

** Gifted languages allow characters to pick up additional languages other than their native tongue or common.

Constitution Score	Hit Point Bonus per Level	Resurrection Survival*	Magical Survival*
3	-2	N/A	N/A
4	-1	9+	9+
5	-1	8+	8+
6	-1	8+	8+
7-10	0	7+	7+
11-12	0	6+	6+
13-14	+1	5+	5+
15-16	+1	4+	4+
17	+2	3+	3+
18	+3	2+	2+

* Survival rolls are made on 1d10. The character must roll the indicated number or above based on his Constitution score.

Dexterity Score	Missile Attack Modifier
3	-2
4	-1
5-7	-1
8-9	0
10-11	0
12-13	+1
14-15	+1
16-17	+2
18	+3

FIGHTING MAN ENHANCED STRENGTH

d% Score	Bonus To Hit	Damage Bonus	Weight Bonus*	Challenge Test**
01-51	+2	+2	+50	1-5
52-74	+2	+3	+65	1-5
75-90	+3	+4	+80	1-5
91-99	+4	+5	+100	1-5
00	+5	+6	+120	1-6

* Additional weight coins that the character can carry.

** Challenge tests are rolled on 1d6.

FIGHTING MAN EXPERIENCE PER LEVEL

Level	Experience	Hit Dice
1	0	1
2	2,001	2
3	4,002	3
4	8,004	4
5	16,000	5
6	36,000	6
7	60,000	7
8	140,000	8
9	300,000	9
10	410,000	10
11	520,000	11
12	630,000	12

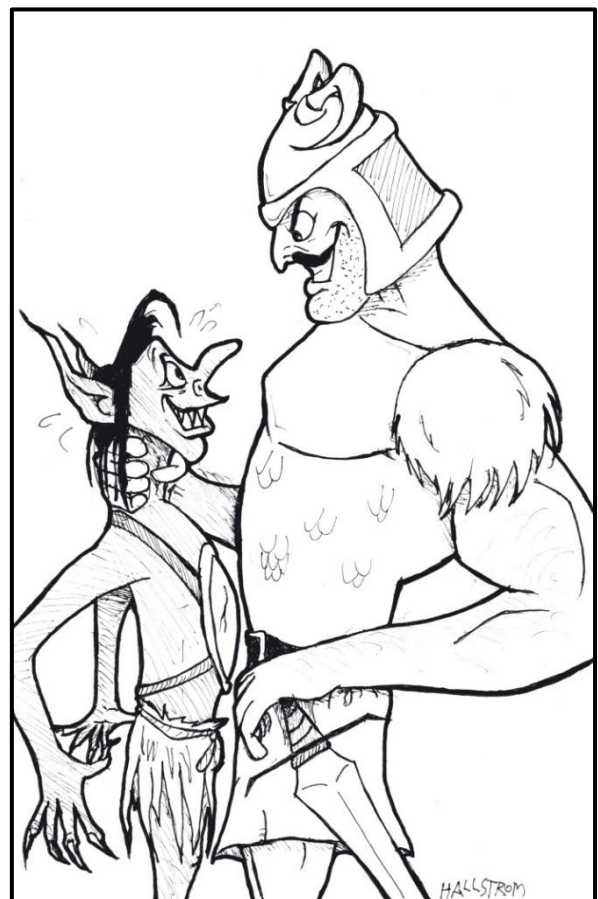
CLASSES

FIGHTING MAN

Any and all weapons can be used by fighting men, and any type of armor can be worn by them, whether normal or magical. Upon reaching the 4th level, their chance to hit foes increases. This will be touched upon later in the Combat section.

If a human fighting man is lucky enough to score a Strength of 18, his player may roll a d% and consult the chart below for his enhanced ability modifiers.

As before, additional weight that can be carried is given in coins, and challenge tests are rolled on 1d6.



MAGIC-USER

Magic-users are those who know the mysteries of how to bend energy to their will, and have researched how to do this all their lives. Because all their time is spent in study, there is little time for magic-users to learn how to wear armor properly or how to wield various types of weapons. Therefore, they are limited to using simple daggers or staves for protection. Magic-users cannot use shields nor wear armor of any kind.

While they may appear weak, the ability to cast spells makes easily up for it. At first, magic-users are only able to cast 1 spell per day, but as their levels increase so does the number of spells they can cast daily. When magic-users go adventuring, they must keep a journal or a book with them, commonly referred to as their “traveling” spell book.

Inside this book will be recorded all the spells the magic-user has decided to take on the trip, or as many spells as he is able to learn. A traveling spell book is lightweight and small enough to hide inside a magic-user’s robes.

The book seems to have an unlimited number of pages, and its owner can easily find a spell by thinking about it while opening the cover.

A magic-user must spend at least an hour memorizing his spells for the day from those recorded in the book. The chart below shows how many spells a Magic-User can use each day.

In an emergency a magic-user can use a spell from his book as if it were a scroll, but the spell will then disappear from the book for good. A magic-user may also attempt to copy new spells into his spell book from a scroll.

The chart below shows what a magic-user’s spell learning capability based on his Intelligence: the chance of learning a new spell, how many spells he can learn per level, and how many hours it takes to inscribe a spell.

MAGIC USER SPELL LEARNING

Intelligence Score	Chance to Learn	Min/Max Spells per Lvl	Scribe Time
3-4	0%	0 / 0	N/A
5-7	10%	1 / 2	10
8-9	30%	4 / 6	9
10-12	55%	5 / 7	7
13-14	65%	6 / 9	6
15	75%	7 / 10	5
16	80%	8 / 12	3
17	90%	9 / U*	2
18	96%	10 / U*	1

* “U” means there is no limit to the number of spells the magic-user can learn.



MAGIC-USER EXPERIENCE PER LEVEL

Level	Experience	Hit Dice	Spells per Level				
			1	2	3	4	5
1	0	1	1	–	–	–	–
2	1,900	2	2	–	–	–	–
3	3,800	3	2	–	–	–	–
4	7,600	4	2	1	–	–	–
5	15,200	5	3	2	1	–	–
6	30,000	6	3	2	2	–	–
7	60,000	7	3	2	3	1	–
8	120,000	8	3	3	3	2	–
9	240,000	9	4	3	3	2	–
10	340,000	10	4	4	3	2	1
11	440,000	11	4	4	4	3	1
12	560,000	12	4	4	4	4	2

CLERIC

Clerics may wear any type of armor, including magical types, but may only use blunt weapons (magical or non-magical). A typical weapon for this class would be a mace or quarter staff. Their beliefs restrict clerics from using any weapon that draws blood, such as a sword, although it is a fact that evil clerics do employ edged weapons without suffering the wrath of their god. A good or lawful cleric who ignores this will suffer a -2 to hit and damage rolls. His god may also punish his follower by not granting him any spells to cast. Of course, the GM can apply whatever punishment he feels the character should receive based upon the actions taken.

Clerics can cast spells, but their spells and the way they are cast differ from those of magic-users. A cleric has a choice of serving a god of good, a god of evil or a god that is neutral. The player must decide this upon creating the character, as a cleric's magic comes directly from his god. At 1st level a cleric starts with no spells. Upon reaching 2nd level he is granted his first spell. As clerics gain in levels they obtain more spells. Some spells may differ in effect depending on the alignment of the cleric.

CLERIC EXPERIENCE PER LEVEL

Level	Experience	Hit Dice	Spells per Level				
			1	2	3	4	5
1	0	1	-	-	-	-	-
2	1,900	2	1	-	-	-	-
3	3,800	3	2	-	-	-	-
4	7,600	4	2	1	-	-	-
5	15,200	5	2	2	1	-	-
6	30,000	6	2	2	2	-	-
7*	60,000	7	2	2	3	1	-
8	120,000	8	3	3	3	2	-
9	240,000	9	3	3	3	2	-
10	310,000	10	3	3	3	3	1
11	400,000	11	4	4	3	3	2
12	510,000	12	4	4	4	4	2

* At 7th level, lawful and good clerics learn a ritual that allows them to raise dead. It can be performed once per week and is acts as a 4th level spell.

When a good or lawful cleric presents the symbol of his god, he may be able to turn away the undead. A successful turning causes these to flee the vicinity. To accomplish this task, the player must roll 2d6 on the following table.

Cleric Level

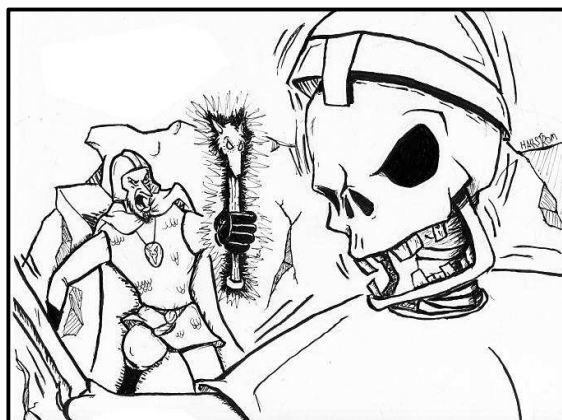
Type	1	2	3	4	5	6	7	8	9
Skeleton	7	T	T	D	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D	D
Wight	N	11	9	7	T	T	D	D	D
Wraith	N	N	11	9	7	T	T	D	D
Mummy	N	N	N	11	9	7	T	T	D
Spectre	N	N	N	N	11	9	9	T	D
Vampire	N	N	N	N	N	11	9	7	T

N: Some undead are too powerful for lower level Clerics to be able to turn at all.

7/9/11: If the cleric rolls this number or higher the undead will flee for that many rounds. If he should happen to fail the roll the undead will be unaffected, and focus their ire on the cleric who annoyed them.

T: As the cleric gains levels, his turning power also increases and those undead that he once had to roll for, now will automatically be turned for 12 turns, plus the level of the cleric.

D: Very powerful clerics can destroy 2d6 undead at the wave of a hand and holy symbol. Clerics of 10th level and above destroy all types of undead.



An evil or neutral-aligned cleric can decide between either turning/destroying undead like a good cleric, or he can bind them into his service. He make pick either one or the other, but once made (at character creation) the decision cannot be reversed. The cleric's Charisma score determines how many he can have under his control at once.

CLERIC UNDEAD COMMAND

Charisma	3-13	14	15	16	17	18
Undead	5	6	7	8	9	10

THIEF

Thieves are not normally considered to be a good aligned class, and usually stick to neutral or evil. While a party traveling with a thief normally accepts this, they are always mindful of what he is up to. The thief can only wear leather armor (normal or magical) and can never use a shield. He can use any weapons, including magic swords and daggers. On reaching the 3rd level, the thief gains an 80% chance to read magic scrolls and books as well as any language he sees.

THIEF EXPERIENCE PER LEVEL

Level	Experience	Hit Dice
1	0	1
2	1,300	2
3	2,600	3
4	5,200	4
5	10,400	5
6	20,000	6
7	40,000	7
8	80,000	8
9	160,000	9
10	210,000	10
11	320,000	11
12	410,000	12

THIEF SKILLS

The thief has a set of special talents, such as climbing & scaling surfaces a normal character cannot, expertise in finding and disarming small traps, hiding in shadows, hearing the slightest of noises, moving ever so silently picking locks and picking pockets. The thief has every one of these abilities when starting out, and improves his skill as he advances in level.

Skill	Thief Level											
	1	2	3	4	5	6	7	8	9	10	11	12
Climb & Scale	50	55	60	65	70	75	80	85	90	90	90	90
Find/Dis. Traps	15	20	25	35	45	50	55	60	65	70	75	80
Hide	15	20	35	40	50	55	60	65	70	75	80	85
Hear Noises*	2	2	2	2	3	3	3	4	5	5	5	5
Mov. in Silence	25	30	35	45	55	60	65	70	75	80	85	90
Pick Locks	15	20	25	35	40	45	55	60	65	70	75	80
Pick Pockets	15	20	25	35	45	50	55	60	65	70	75	80

* Hear noises rolls are made on 1d6. The player must roll the number shown or less to succeed.

In addition to these skills, the thief has the ability to land a deadly blow from behind. When attempting to strike a target in the back, he receives a +4 bonus to hit and his rolled damage is doubled.



MULTIPLE CLASSES

Instead of taking only 1 class, some races can also be a combination of 2 or even 3 of them, choosing one of them at the start of each adventure and acting accordingly until it is over. In such cases, all experience gained during that expedition will be awarded to the class performed in during the adventure.

RACIAL LEVEL LIMITS BY CLASS

Some races are restricted in terms of the classes they can choose and are only able to rise to a certain level. A GM can, for the purposes of his campaign world, waive these restrictions at any time he wishes.

Class	Dwarf	Elf	Halfling	Human
Fighting Man	11	8	7	12
Magic-user	N/A	12	5	12
Cleric	12	N/A	6	12
Thief	9	7	12	12

RACES

DWARF

Dwarves favor earth tones in their clothing and prefer simple and functional garb. Their skin can be very dark, but it is always some shade of tan or brown. Hair color can be black, gray, or brown. Dwarves are an average 4 to 5 feet tall and weigh as much as 200 pounds.

Most dwarven traders, mercenaries, or adventurers who travel outside their lands know the common tongue and usually learn the languages of goblins and kobolds to better interrogate and spy on those evil denizens of the deep caves.

Dwarves are sturdy fighters and are especially resistant to magic as shown by their better saving throws against magical attack. They have *infravision* and can see up to 60 feet in the dark. Underground, they can detect slanting passages, traps, shifting walls and new construction about one third of the time (1-2 on d6).

A dwarven character can be a fighting man, a cleric or a thief. Alternatively, he can choose to be both a fighting man and a thief under the rules for multiple classes, above.

ELF

Elves prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest. They live on fruits and grains, though they occasionally hunt for fresh meat. Elves average 5 feet tall and typically weigh just over 100 pounds.

Elves speak their racial and alignment languages, the common tongue, and the languages of orcs, hobgoblins and gnolls.

Like dwarves they have *infravision*, and can see up to 60 feet in the dark. They are the only race that is immune to the paralysis-causing attack of ghouls. An elf character can choose to be a fighting man, a magic-user, or a thief. He can also choose to be a combination of any 2 or all 3 of them.

HALFLING

Halflings are short, wee folk only 3 feet tall and weighing between 40 and 80 pounds. Outdoors they can make themselves difficult to see, having the ability to vanish into woods or undergrowth with amazing speed.

Like dwarves, they have a high resistance to magic. Halflings are extremely accurate with missiles and fire any missile at +1 to hit. Though they can use all types weapons and armor as a fighting man, such equipment is "cut down" to their size; thus this missile fire bonus does not apply to human sized weapons.

A halfling character can choose to be any one of the four classes, or he may be both a fighting man and a thief. In the latter case, he follows the same procedures for advancement and restrictions as described earlier.

HUMAN

Humans are a well-rounded race of folk and do not harbor any particular hatred towards other races. Humans can range from 5 to 7 feet in height, weighing anywhere between 120 and 375 pounds.

Humans can be of any class and can rise to unlimited levels. If a player is not sure which race to choose, a GM may suggest this race.

MORALITY AND ALIGNMENT

Players around the table act a certain way, and that is fine, but playing in character is another thing. Nevertheless, players should not let alignment run their character or think too much about it. This is a game, and everyone is here to have fun.

Players have to pick an *alignment* to help guide the character while playing in the game. There are factors and situations in the game that require characters to be of particular alignments, such as magical items or certain spells. Alignment plays into obtaining henchmen or followers as well.

Regardless of alignment, a character who behaves badly and treat his henchmen ill will soon find those henchmen backstabbing him, or running for the hills when battle comes.

When picking a character's alignment, the player may decide upon one of the following:

1. Lawful Good
2. Lawful Evil
3. Neutral
4. Chaotic Good
5. Chaotic Evil

Lawful characters will always follow the law and act according to a highly regulated code of behavior of the land. Chaotics on the other hand are often unpredictable and cannot be looked upon as dependable. Some say they are irrational in their actions.

Neutral characters always have their own agenda in mind and will put personal goals before those of anyone else. They will agree and go along with anyone to a certain degree, but they normally do so for selfish reasons.

If, over a few sessions of play, the GM feels that a player is not having his character act within the guidelines of his alignment, may at any time, without question, change that character's alignment, penalizing the character through the loss of experience points or maybe a level if need be.

FINISHING UP THE CHARACTER

Once the players decide on their characters' class, roll up their abilities, and decide which race sounds good to them, they can write everything down on a piece of paper or a character sheet. Each player would then have to jot down their character's height, weight, age and gender on the sheet.

Each player is responsible for keeping track of his character during play, by marking down bonuses and penalties, how much damage he takes, and what items he is carrying. Players should also keep track of the encumbrance of everything the character is carrying or wearing.

Hit points are the most important statistic to a player, as they tell the player how badly injured the character is, or how close to death. Once a character reaches zero hit points or below he is declared dead. The player may roll up a new character to join the party once the GM decides the time and place is right, such as between adventures, in a town where it is safe.

Character hit points are based on level as shown on the Experience per Level tables above. At the beginning of every new level, the player will roll another d6 and add the result to his character's existing hit point total. All hit dice are rolled on d6, but if the GM wishes he may allow the players to use the optional table below:

OPTION: VARIABLE HIT DICE	
Class	Hit Dice
Fighting Man	d10
Magic-User	d4
Cleric	d8
Thief	d4

THE HOPELESS CHARACTER

The idea that a player will roll up a "hopeless character" has become a common misconception in the history of the game, because there is no such thing as a hopeless character!

Some players will be dissatisfied because the ability scores of his character are not exceptional. Sometimes luck decides that a character will appear who is below average in one or more abilities, perhaps even in all of them. If a player does not think he can role play a character with such abilities, he should seek the advice of the other players in the group for ideas on how to make the character work.

The GM and the other players should try to encourage the player of such a character to give him a chance before creating a new one. Some of the greatest heroes of history were not the strongest, fastest, or smartest of folk, but persevered nonetheless.

If all else fails, the GM can, at his discretion, allow a player to roll up a new character. There is, however, enough random chance in dungeon encounters that even a "hopeless" character can survive and advance to a position of importance.

HOW MANY CHARACTERS EACH?

Normally The GM only allows one character per player, though he may sometimes allow certain players to control two characters at once. This is up to the GM and how he feels the players can handle it.

DEATH OF A CHARACTER

If a character is killed, then for the next game the player must roll up a new character unless the Game Master allows the character to somehow come back to life through magic or divine intervention of some sort.

Normally when a character has died the party has the right to split up his belongs among the party, unless the character made up some sort of last testament just in case of this sort of thing happening. It still is up to the other characters whether they will honor this will or not. The rules of the game assume that players are of good nature and that, when a comrade falls in battle, the other characters will return his remains to his family unless of course the body is lost in some way.

There is a chance that a deceased character can be brought back to life, but it is no easy task as his comrades must seek out a 7th level cleric who is willing to perform the ritual of raising the dead character. Normally NPCs of such level will ask for a substantial donation in advance, or they may ask the characters to resolve an important issue they are having at that time.

Even if a character has risen from his death, he cannot go about his way as normal. He has to rest in bed for two weeks, gaining 1-3 hit points per day until fully recovered.

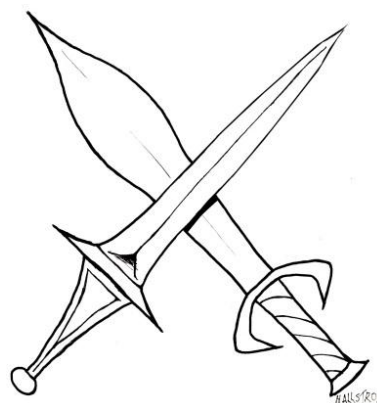
Characters can sometimes find other means to return one of their compatriots to the living, such as magical items.

STARTING GOLD

Before play each player will roll 3d6 and multiply the result by 10. This will produce a range of 30 to 180 gold pieces. With this starting gold they must equip their character for the world the GM has designed for them.

YE OLDE GENERAL STORE

The following prices represent typical prices which the GM can use as he sees fit. This table is not intended to be complete, as each GM may take away or add items based on the campaign he is running. The GM is free to alter the prices as he sees fit to suit his game world.



EQUIPMENT TABLES

Weapons*	gp	Miscellaneous	gp
Dagger	10	Saddle Bags	30
Silver Dagger	15	Rations (1 week)	
Mace	25	Standard	10
War Hammer	25	Iron	20
Sword	45	Cart	120
Hand Axe	5	Wagon	180
Battle Axe	15	Rope (50 feet)	2
Pole Arm	10	Pole (10 foot)	1
Flail	10	Iron Spikes (15)	1
Large Sword	15	Sack	
Pike	10	Small	1
Bow		Large	3
Short	20	Back Pack	3
Long	35	Water Skin	1
Composite	60	Torches (5)	2
Crossbow		Lantern	5
Light	10	Oil (1 flask)	3
Heavy	30	Holy Symbol	1
Munitions		Ale (1 quart)	3
Arrows (20)	2	Wine (1 quart)	3
Quarrels (30)	4		
Silver Tip	10		
Armors	gp	Animals	gp
Shield	5	Horse	
Helmet	5	Light	35
Leather	10	Draft	25
Chain	35	War Horse	
Plate	60	Medium	125
Horse Armor	200	Heavy	225
		Mule	15
		Pony	10
		Hunting Dog	5

* All weapons do d6 in damage, unless the GM decides to use the optional damage rules located in the Combat section of this book.

** The armor class afforded by different combinations of shields and armor is detailed in the Combat section of this book.

ADVENTURING

TIME IN THE ADVENTURE

Time should not be wasted, as there is always a threat lurking around each corner, but sometimes a character may need to take the time. Actions such as searching for secret doors, or listening at a door, or picking that lock, could take more than just a single round. The task might require a few rounds, maybe even a full turn.

A turn is considered to take 10 *scale time* minutes in the characters' living world (not actual time, but time in the game). One turn equals 10 minutes, except in combat where 10 rounds (at 6 seconds apiece) would equal to turn.

Characters also need to take a break once in a while. When adventuring, characters need to rest one turn every hour – in other words, a 10 minute break once an hour for a party dashing about fighting and dragging loot. If the party is actually running for one hour (triple the normal speed), the characters would need to rest at least 2 turns (20 minutes).

WHAT IS ENCUMBRANCE?

Coins are used as the standard measure of weight in the game, with 10 coins weighing in at about 1 pound. A typical adventuring backpack or sack would hold about 300 coins in weight. Anything the character wears, picks up, finds and carries on his has some encumbrance to it. Some things like paper scrolls and feathers weigh practically nothing, while large weapons and pieces of armor can be quite cumbersome.

A character with average strength of 9 to 12 can carry around about 50 pounds (500 coins) in weight. Characters with below or above average Strength have different encumbrance limits.

If the character is carrying his maximum weight allowed, he is considered to be carrying a *heavy load*. A *very heavy load* is equal to twice that amount, but this will slow the character down and tire him out very quickly.

HOW MUCH DOES IT WEIGH?

It is very simple to figure out how much something weighs. For armor, take the listed price and multiply it by 10 to get the encumbrance in coins. Thus, leather armor weighs 15 pounds (150 coins), chain mail 30 pounds (300 coins), and plate mail 50 pounds (500 coins). The GM must decide whether a weapon is light or heavy. If it is light, take the gp value and multiply by 5. If it is heavy, multiply the gp value by 10.

A player shouldn't worry about every little item his character is carrying, but things add up especially when carrying treasure. You never know when a character might have to outrun a horde of monsters only to find his sack of gold weighing him down. It is up to the player to track encumbrance and tell the Game Master if his PC is running with a heavy load.

MOVEMENT SPEED

Encumbrance affects how quickly characters can move about. A fighting man armored from head to toe can move at 120' per turn at a slow walk. A magic-user who has no armor and isn't really carrying a thing can move 240' per turn.

A character may wish to charge or sprint at certain times, but he will not be able to keep up the pace for any great distance. Dropping items to lighten the load can help, and the GM might ask the player to make an endurance check (roll under the character's Constitution on 3d6). How often and when to roll is up to the GM.

SPEED IN FEET PER TURN

Movement Type	Mapping	Walking
Unarmored, unencumbered	230'	460'
Leather armor or heavy load	160'	320'
Chain mail or very heavy load	110'	220'
Plate mail and heavy load	40'	100'

* For running movement, triple all distances.

LIGHT AND VISION

Certain races, such as elves and dwarves, can see up to 60' in the dark. Other races, including humans and halflings need an artificial light source or they will be severely hampered. Luckily a little illumination can be gained from magical swords and staves, but that may not be enough and a party will usually need a torch or a good lantern.

Torches generally burn up to 6 turns, but a flask of oil in a lantern can last up to 24 turns. Either allows the character holding it to see up to 30' in all directions. Certain "bulls-eye" lanterns will cast a special beam of light, which is only 10' wide but shines out to 120'. Bulls-eye lanterns are rare and often custom made, so are not commonly found at the general store.

A party of characters needs to be careful with their light sources at night or underground, as they will attract unwanted attention.

DOORS AND SECRET DOORS

Almost everywhere in a dungeon the characters will come across doors, and these doors are more than likely closed, stuck or even locked. This means a character has to spend time picking the lock or jarring the door open.

Forcing open a door requires an "Open Doors" check on a d6. The player must roll against the Strength table in the Character Creation chapter and score the number given or less to budge the door. If the door is locked a thief can step up and apply his skills to picking the lock. Once a door is opened it will remain open, unless it is later closed by someone else.

Beware, each character only gets one chance to perform either of these tasks. If they fail, that door is simply too wedged to push open or the lock is too good (or too corroded) to pick.

Secret doors, leading to concealed passages and unseen rooms, are well-hidden from the naked eye. They are constructed to blend into the surrounding walls, and most of the time characters will need to find a disguised mechanism to open them, such as a notch or switch.

Elves are able to spot these doors a roll of 1-2 on d6, just by walking past them. If the party takes 1

turn to search, an elf will succeed on a roll of 1-4, and everyone else on 1-2.

LISTENING

Sometimes characters will want to listen at a door before they enter a room to check if anyone is inside. Listen rolls are made on a d6. Humans can detect a sound on a roll of 1, and everyone else on a 1 or 2.

This is assuming, of course, that there is something making a sound beyond the door! As with opening doors, each character only gets one chance to hear the noise, if any.

TRAPS

A common staple of every dungeon is the trap. Many traps are simple, such as concealed pits in the floor or large, suspended dead weights that will fall down and crush any characters beneath. These types can sometimes be detected by a character passing over or past the device. Usually, though, a character is unaware he has even encountered one unless he accidentally triggers it.

For these simple pits and dead weights a roll of 1-2 on a d6 indicates that the trap was sprung. The deeper the pit or heavier the weight, the more damage is done; 1d6 for each 10' fallen, or 1d6 per 50 pounds of weight dropped upon the victim.

Some traps will be large enough to affect more than one member of the party. The GM should determine if this is the case, and decide which character springs the trap based on the party's actions. The GM may allow a saving throw for those characters who are caught in the area of effect but who did not actually trigger the device. A successful save indicates they either avoided the trap or sustained only half damage as a result.

More complex traps include spears or darts that shoot out of hidden mechanisms set into walls, or nets that drop from above, or any number of other devious devices. Each must be designed by the GM, with appropriate damage assigned accordingly.

ENCOUNTERS

REACTIONS

Sooner or later, all this dungeon adventuring will result in something blocking the characters' path, such as one or more of the creatures and monsters that live down there. It can happen in many ways; when the party turns a corner, or opens a door to see something standing there waiting. When this occurs, a *reaction check* can be made by the GM. Making a reaction check is the GM's choice, and he may already have decided ahead of time that the encounter will be hostile. To find out how a creature will react, roll 2d6 and compare the result to the table below.

REACTION TABLE

2d6	Reaction
2	Enthusiastic, volunteers to help
3-6	Friendly, accepts offer
7-8	Uncertain for now
9-11	Hostile reaction
12	Attacks right away

If the party spokesman has a high Charisma or offers special inducements, subtract 2 from the roll. Likewise, if the beings encountered are intrinsically lawful or good, subtract 2.

On the other hand, if the highest Charisma in the group is below average, add 2 to the roll. If the creatures are chaotic or evil, add 2. These modifiers are cumulative.

If the party decides to flee, they may be able to delay pursuit by discarding some of their items or possessions. Unintelligent monsters will stop to pick up food half the time (roll 1-3 on a d6) and intelligent monsters will stop for treasure half the time. Burning oil may deter pursuit by any monsters at the GM's discretion.

OPTION: VARIABLE WEAPON DAMAGE

Weapon Class	Damage Roll
Light	d4
Normal	d6
Heavy	d8

ARMOUR CLASS BY TYPE

Armor Class	Armor Type
9	No Armor
8	Shield
7	Leather
6	Leather and Shield
5	Chain Mail
4	Chain Mail and Shield
3	Plate Mail
2	Plate Mail and Shield

WHO ATTACKS FIRST?

Before the up close and personal melee attacks happen, missiles and spells are fired off first. Missile attacks include arrows, bolts or quarrels, and hand-hurled weapons. Memorized or divinely-granted spells can be cast by magic-users and clerics. The character with the highest Dexterity will act first. If both sides have spellcasters or missile weapons, each participant (character or monster) will go in order of highest to lowest Dexterity.

Melee attacks can be made as soon as combatants are within 10' of one another. Again, attacks are made in descending order of Dexterity.

To make an attack, roll a d20 and add or subtract any modifiers from Strength (for melee attacks), Dexterity (for missiles) or magic. Compare the final result to the chart below. If the score is equal to or more than the number shown for the character's class level and the target's armor class, the attack hits.

If a hit is scored against the opponent's armor class, damage is rolled on a d6, applying any Strength modifier the attacker might have. Optionally, the GM may elect to use the variable weapon damage tables below.

This goes back and forth for each until one or the other is killed or stands down, makes a break for it, or otherwise terminates the combat. Characters and most monsters get 1 attack per round; some creatures may get more (see the Monsters chapter). If the Dexterity of a monster or creature has not been decided beforehand, the GM can roll 3d6 on the spot to get its score.

CHARACTER TO HIT CHARTS BY ARMOR CLASS

Armor Class	Normal Man	Character 1st-3rd	M-U 4th-6th	M-U 7th-9th	M-U 10th-12th	Thief 4th-6th	Thief 7th-8th	Thief 9th	Thief 10th-12th
9	11	10	9	7	5	9	8	7	4
8	12	11	10	8	6	10	9	8	5
7	13	12	11	9	7	11	10	9	6
6	14	13	12	10	8	12	11	10	7
5	15	14	13	11	9	13	12	11	8
4	16	15	14	12	10	14	13	12	9
3	17	16	15	13	11	15	14	13	10
2	18	17	16	14	12	16	15	14	11

Armor Class	Cleric 4th-6th	Cleric 7th-8th	Cleric 9th	Cleric 10th-12th	Fighting Man 4th-5th	Fighting Man 6th-7th	Fighting Man 8th-9th	Fighting Man 10th-12th
9	8	6	5	4	8	6	5	3
8	9	7	6	5	9	7	6	4
7	10	8	7	6	10	8	7	5
6	11	9	8	7	11	9	8	6
5	12	10	9	8	12	10	9	7
4	13	11	10	9	13	11	10	8
3	14	12	11	10	14	12	11	9
2	15	13	12	11	15	13	12	10

CREATURE TO HIT CHARTS BY ARMOR CLASS

Armor Class	Up to ½ Hit Die	½ to 1 Hit Die	1+1 to 2 Hit Dice	2+1 to 3 Hit Dice	3+1 to 4 Hit Dice	4+1 to 6+ Hit Dice	7 to 8+1 Hit Dice	9 to 10+1 Hit Dice	11+ Hit Dice
9	11	10	9	8	6	5	4	2	1
8	12	11	10	9	7	6	5	3	2
7	13	12	11	10	8	7	6	4	3
6	14	13	12	11	9	8	7	5	4
5	15	14	13	12	10	9	8	6	5
4	16	15	14	13	11	10	9	7	6
3	17	16	15	14	12	11	10	8	7
2	18	17	16	15	13	12	11	9	8

POISON, FIRE AND HOLY WATER

If a character is hit by an edged weapon that is coated with or injects poison, he must make a saving throw against poison or paralysis. If he fails, he will take additional poison damage equal to the damage of the attack. For example, if a fighting man is attacked and bitten by a large poisonous snake for 4 points of physical damage, and he fails his saving throw, he takes an additional 4 points of poison damage. Poison damage takes effect in the round after the attack. A character can avoid the poison damage if a cleric immediately casts a neutralize poison spell, or if a neutralize poison potion is at hand.

Flasks of oil can be thrown as missile weapons, or used to douse opponents. The latter requires a melee attack roll to be made. The character either can light the oil first and then toss it over a creature, or spill the oil on the ground and light it with a torch.

Only skeletons, zombies and ghouls suffer full damage from normal fire; wights and mummies take only half damage, and wraiths and spectres are unaffected.

The effects of a vial of holy water on the undead are the equivalent of a flask of burning oil on other creatures. Other monsters are not affected by holy water.

MAGIC WEAPONS

Magical weapons give off a faint glow when used; the color is up to the GM's fancy. Normally magic weapons have a bonus to hit, such as a +1, +2, +3 or more. They could have other powers in addition, such as a damage bonus. Some magical weapons go as far as requiring the wielder be of a certain alignment or suffer some damage when touching them. Certain creatures can only be hit by magic weapons.

MISSILE RANGES

When a character uses a bow, a crossbow or a hand-hurled weapon, there is a maximum distance that the missile can reach. The table below gives the short, medium and long ranges for the most common missile weapons. The numbers shown are read as feet when underground, or as yards when outdoors.

MISSILE RANGE TABLE

Weapon	Short*	Medium	Long**
Bow			
Composite	0-80	81-160	161-240
Long	0-70	71-140	141-210
Short	0-50	51-100	101-150
Crossbow			
Heavy	0-80	81-160	161-240
Light	0-60	61-120	
Sling	0-60	61-120	
Javelin	0-20	21-40	
Spear	0-10	11-20	
Axe	0-10	11-20	
Dagger	0-10	11-20	

* Attacks at short range get a +1 bonus to hit.

** Attacks at long range suffer a -1 penalty to hit.

Firing into a melee where a friend is engaged in combat is a dangerous task. A character attempting this will suffer a -2 penalty to his attack roll. If the attack misses, half the time (1-3 on 1d6) he will end up striking one of his party members instead. If this occurs, the damage is delivered as normal to the unfortunate character.

OPTION: INITIATIVE ROLLS

Instead of dexterity order, 1d6 for each side of for each combatant. The lowest number goes first for that fight.

SPELL CASTING IN COMBAT

Spells are normally cast before melee begins, but in some instances will be directed at a monster engaged in physical combat with a fellow party member. This is where the GM steps in and fairly determines whether it is possible to cast the spell, and if the spell might affect the character in melee with the target.

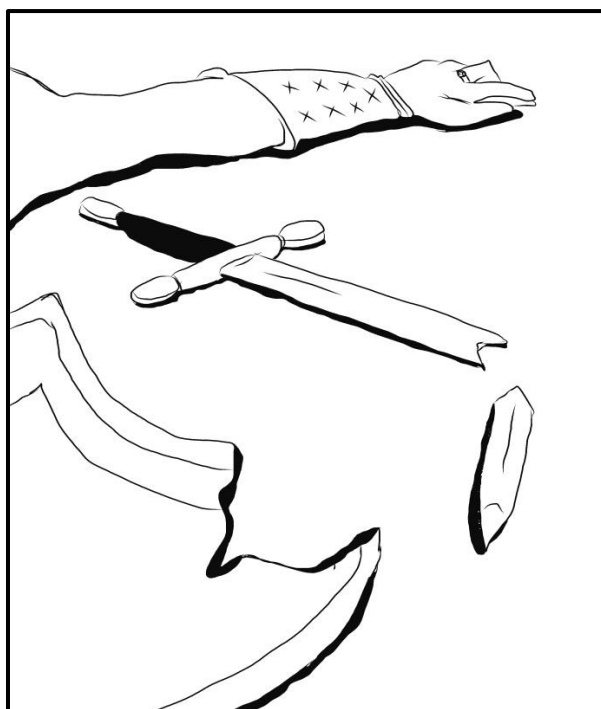
Clerics may use cure spells during combat, rolling a d20 as if making a melee attack in order to successfully deliver the spell.

OPTION: AUTOMATIC CURE SPELLS

A GM can chose to waive this rule and allow a friendly spell such as a cure light wounds hit without having the cleric roll a to hit. Of course other creatures and NPCs will get the same benefit.

THE COMBAT ROUND

During battle certain things do not require much time to perform, such as dropping a weapon or pulling out a new one, or unrolling a scroll; even downing that vial of healing potion is done in the blink of an eye. While it is possible to define every movement down to the last possible second, it is not recommended. The GM should let common sense come into play, assigning a reasonable amount of time to each action as need be.



SAVING THROWS

As seen on the table below, some things, such as a magical spell, do not automatically succeed. If the spell hits, the target is generally allowed to make a *saving throw* on a d20 to try to shrug off some or all of its effects. In doing so, the roll must equal or exceed the number listed on the chart.

For example, a 9th level magic-user needs to roll a 12 or higher on a d20 roll to reduce the damage from a fire ball spell by half; if he fails, he will take full damage.

Monsters save as a fighting man of a level equal to their hit dice, unless stated otherwise.

SAVING THROWS BY CLASS

1st to 3rd Level	Breath Weapons	Petrification	Death or Poison	Magic Items	Spells
Fighting Man	15	14	12	13	16
Cleric	16	14	11	12	15
Magic-User	16	13	13	14	14
Thief	15	14	12	13	16

4th to 6th Level	Breath Weapons	Petrification	Death or Poison	Magic Items	Spells
Fighting Man	14	13	11	12	15
Cleric	15	13	10	11	14
Magic-User	16	12	12	13	14
Thief	14	13	11	12	15

7th to 8th Level	Breath Weapons	Petrification	Death or Poison	Magic Items	Spells
Fighting Man	13	12	10	11	14
Cleric	14	12	9	10	13
Magic-User	15	11	11	12	13
Thief	13	12	10	11	14

9th Level	Breath Weapons	Petrification	Death or Poison	Magic Items	Spells
Fighting Man	12	11	9	10	13
Cleric	13	11	8	9	12
Magic-User	14	10	10	11	12
Thief	12	11	9	10	13

10th to 12th Level	Breath Weapons	Petrification	Death or Poison	Magic Items	Spells
Fighting Man	11	10	8	9	12
Cleric	12	10	7	8	11
Magic-User	13	9	9	10	11
Thief	11	10	8	9	12

GAINING EXPERIENCE POINTS

Experience! Characters can gain experience in a number of ways; by acquiring treasure, finding magic items, or subduing or killing a monster.

GOLD FOR EXPERIENCE

Treasure is exchanged for experience at the rate of 1 point for every gp. Anything can be sold and converted into gold, yielding experience points.

After every session, the GM can award experience points to each character. To receive the experience, the characters must somehow haul the loot back to town and secure it. Some GMs may say the party can have the experience points as long as they protect their booty during their stay in the dungeon.

Some characters, such as thieves, may inexplicably come back to town with more than their fair share of plunder. Perhaps they lifted it from the rest of the party? Such actions should not be rewarded, and no extra experience points should be given.

However, if a thief finds something of value gold during the adventure and keeps it for himself, that can be converted into experience for him once he makes it back to the secure party base.

OPTION: NO HONOR AMONGST THIEVES

The GM may reward extra experience to a thief who steals from the party, as he is only playing his character correctly – this is all part of the role playing experience. How much is up to the GM.

EXPERIENCE FROM MONSTERS

Monsters slain or subdued are worth experience points for each character in the party. The GM will check the HD of the monster or creature against the chart below and add the total to the experience pool. When the time comes to award experience, usually at the end of an adventure when the party is safely back at their base, the GM will divide the pool equally amongst the party members.

OPTION: PLAYER NO-SHOWS

If players are unable to turn up for the session, the GM may award half the amount of the experience to their characters. This way the party will remain at similar levels of experience.

EXPERIENCE POINTS FOR MONSTERS

Monster HD	Experience Value	Bonus Points
Less than 1	5	1
1	10	3
1+1	15	4
2	20	5
2+1	25	10
3	35	15
3+1	50	25
4	75	50
4+1	125	75
5	175	125
5+1	225	175
6	275	225
6+1	325	275
7	375	325
7+1	425	375
8	475	425
8+1	525	475
9	575	525
9+1	625	575
10	675	625
10+1	725	675
11	775	725
11+1	825	775
12 or more	875	825

When the party defeats a monster that has special or unusual abilities, like regeneration or a poison attack, bonus experience points are awarded. For each additional ability, the bonus points listed on the chart are added to the total for the monster. For example, a 1HD monster with 2 extraordinary abilities would be worth $10 + 3 + 3 = 16$ experience points in total.

If the average level of the PCs is greater than the monster's HD, the experience value is divided by 3. If the party somehow manages to defeat a monster of greater HD than the party, the GM should award more experience for the amazing feat. The GM always has the option of lowering or raising experience award based on the situation.

Characters with high scores in their prime requisite ability get an additional experience bonus, calculated after the experience pool is shared out by the GM.

When handing out experience, no one character should gain more experience than needed to reach the next level. If the total is more than this, any experience points left over after attaining the next level are lost. Only one level increase per session is allowed.

SPELLS

In the following pages, this book will present spells for the cleric and magic-user to learn and use during adventures. Both types of spellcaster use different means to achieve their magical manipulations. Magic-users must study their spell books to memorize their spells, while clerics are granted their divine spells through prayer.

MAGIC-USER SPELLS BY LEVEL

1st Level Spells

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

2nd Level Spells

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

3rd Level Spells

Clairaudience/
 Clairvoyance
 Dispel Magic
 Explosive Runes
 Fire Ball
 Fly
 Haste
 Hold Person
 Infravision

3rd Level Spells

Invisibility 10'
 Lightning Bolt
 Monster Summon
 Protection/Evil 10'
 Protect./Nrm. Missiles
 Rope Trick
 Slow
 Suggestion
 Water Breathing

4th Level Spells

Charm Monster
 Dimension Door
 Fear
 Ice Storm
 Illusionary Terrain
 Polymorph Other
 Polymorph Self
 Remove Curse
 Wall of Fire/Ice
 Wizard Eye

5th Level Spells

Cloud Kill
 Feeble Mind
 Hold Monster
 Magic Jar
 Pass Wall
 Teleport
 Transmute Rock/Mud
 Wall of Stone

MAGIC-USER SPELLS IN ORDER

Charm Person

Level: 1
 Range: 120'
 This charm makes a humanoid creature regard the magic-user as its trusted friend and ally. Questionable suggestions will allow the victim to make a saving throw vs. spells, with a bonus at the GM's discretion. Otherwise the spell is permanent while the magic-user stays in range of the victim. Once out of sight, the victim may make a saving throw once a week. Undead are immune to this spell.

Charm Monster

Level: 4
 Range: 10'
 This spell functions like charm person, except that the effect is not restricted by creature type or size. One creature of 4HD or more is affected, but if the creatures are 3HD or less roll 3d6 to determine how many hit dice are targeted. Undead are immune to this spell.

Clairaudience/Clairvoyance

Level: 3
 Range: 120'
 Clairaudience/clairvoyance creates an invisible magical sensor at a specified location that lets the magic-user to hear *or* see (his choice) as if he were there. There is no need for line of sight, but the locale must be known – a place familiar to the character or a common type of place. Once the locale is selected the sensor doesn't move, but the magic-user can rotate it in all directions as desired.

This spell does not allow magical senses to work through it. If the target area is magically silent, nothing can be heard; if it is magically dark, nothing can be seen. If it is naturally pitch black, the magic-user can see in a 10' radius around the center of the spell's effect. The spell functions only on the plane of existence the magic-user is currently occupying.

Cloud Kill

Level: 5
Range: 10'

This spell generates a bank of fog, similar to a fog cloud, except that its vapors are yellowish green and poisonous. The cloud kill moves away from the magic-user at 10' per round, rolling along the surface of the ground. The spell normally lasts 6 turns.

These vapors automatically kill any living creature with less than 5HD (no save allowed). A living creature with 5 HD is slain unless it saves vs. Poison at -4 to the roll. A living creature with 6HD or more must make a normal save vs. poison or die.

Continual Light

Level: 2
Range: 120'

This spell creates a globe of light anywhere within range that the magic-user wishes it to be. The light creates a small circle of illumination 22' in diameter. It can be cast on items and carried around, but only covers. The spell will last forever, unless it is dispelled.

Detect Evil

Level: 2
Range: 60'

For 2 turns, this spell grants the magic-user the ability to detect evil and evil intents in persons, creatures or objects. Certain magic items may radiate evil if they are specifically aligned or are created for evil purposes.

Detect Invisible

Level: 2
Range: Line-of-sight

This spell gives the magic-user the ability to see invisible objects, persons or creatures within his line of sight. This spell may be used together with the wizard eye spell.

Detect Magic

Level: 1
Range: 60'

For 2 turns, this spell allows the magic-user to the magical auras of anything in his line of sight. Persons, creatures and objects are included in this ability. The magical item or being will appear, only to the magic-user, to be glowing.

Dimension Door

Level: 4
Range: 10'

This spell opens a magical door for the magic-user to step through to any desired location within 400' of his current location. Wherever the door opens the magic-user will step out as if walking normally. There is no chance of misjudgment; the door will not mistakenly open more than 3' above the ground or inside a solid mass.

Dispel Magic

Level: 3
Range: 120'

Dispel magic can end ongoing spells that have been cast on a creature/person as well as ongoing spells (or at least their effects) within an area. It can also be used to counter another spellcaster's spell. Some spells, as noted in their descriptions, cannot be defeated by dispel magic.

The chance of success is based on the level of the magic-user vs. the original spellcaster's level. If the caster of the dispel magic is of equal or higher level, the spell automatically succeeds. If he is lower, his chance is equal to 100% minus the level difference x 10.

For example: a 5th level magic-user vs. a 9th level caster would have a $100 - 40 = 60\%$ chance of success (01-60 on d%).

ESP

Level: 2
Range: 60'

This spell, for 12 turns, grants the magic-user the ability to detect the thoughts of anything in range, whether lurking behind doors or even in total darkness. This spell will work through walls of up to 3' thick. A coating of lead will block the spell, however.

Explosive Runes

Level: 3
Range: 0'

To cast this spell, mystical runes are traced inside a book, a map, scroll or other small object. Anyone who tries to open or read the item without the magical key will be blasted for 5d6 points of damage. A successful save vs. spells halves the damage. Dispel magic can be used to remove the runes. The runes last until triggered or dispelled.

Fear

Level: 4

Range: 0'

This spell radiates from the magic-user in a cone 60' long and 30' in diameter at its end. All creatures within the cone must save vs. spells or turn away and flee in panic. They will move as fast as they can for a number of rounds equal to the level of the magic-user.

Feeble Mind

Level: 5

Range: 240'

This very powerful spell will reduce the target's Intelligence score to 2 if the saving throw is failed. The victim will not be able to speak, write or communicate intelligibly. He will know who he is, and who his friends are, but little more. Spellcasters will lose their ability to cast spells and instantly forget any spells they knew. The effects are permanent, and can only be reversed with a wish spell.

Fire Ball

Level: 3

Range: 240'

The magic-user unleashes a ball of fire that can reach 240' from his fingertip. The magic-user has the option of activating the fire ball anywhere within line of him and the maximum range. The ball will explode in a 20' radius upon striking the first object in its path after it is ignited, causing 1d6 damage per magic-user level to all targets within the blast. A successful save will reduce damage by half. The ball will not bounce or turn corners, but flies in a straight line from the magic-user.

Fly

Level: 3

Range: 0'

This spell gives the magic-user the ability fly through the air at a rate of 120' per turn. The magic-user will use his arms to move; stopping the arm movement will cause the magic-user to fall. The spell lasts a number of turns equal to 1d6 + magic-user level. The GM rolls this secretly; there is no warning when the spell is going to end, it just ends. A character caught in the air suffers the standard falling damage of 1d6 per 10'.

Haste

Level: 3

Range: 240'

Any persons within a 30' radius of the focal point when the spell is cast will move and attack at twice the normal speed. On leaving the area, the haste will stop and have no further effect. This spell will affect up to 24 persons for 3 turns.

Hold Monster

Level: 5

Range: 120'

The magic-user is able to hold up to 4 creatures against their will. If they fail to save, the beings are considered motionless, unable to move or speak. The fewer the targets, the more powerful the spell is; 2 victims will save at -2, while 1 will save at -4. Undead are not affected by this spell.

Hold Person

Level: 3

Range: 120'

This spell is identical to hold monster, but affects only humanoid beings.

Ice Storm

Level: 4

Range: 10' per magic-user level

A 10' diameter downpour of hail pummels anyone below. The point of impact is chosen by the magic-user, anywhere within range. Any targets in the area of effect will suffer 5d6 points of damage, or half that if a saving throw is successful.

Illusionary Terrain

Level: 4

Range: 240'

This spell will create an illusionary terrain that will remain in effect until it is touched by intelligent creatures.

Infravision

Level: 3

Range: 0'

This spell can be cast upon any human or humanoid, giving them the ability to see in the dark as if they were a dwarf or an elf.

Invisibility

Level: 2

Range: 240'

The target becomes invisible to all creatures and beings that cannot naturally see invisible objects. The target will remain invisible until the spell is dispelled or until he makes an attack.

Invisibility 10'

Level: 3

Range: 240'

This is identical to the invisibility spell, except that anyone within a 10' radius of the target is also rendered invisible as long as they remain in that area.

Knock

Level: 2

Range: 60'

This spell will instantly open any secret door, held portal, or door locked by magic or any other means that is targeted by the magic-user.

Levitate

Level: 2

Range: 20' x magic-user level

For a number of turns equal to magic-user level + 6, the target can float above ground, moving up and down through the air. He cannot move laterally, unless pushed or pulled or by using some other means, such as pushing off from or along a wall.

Light

Level: 1

Range: 120'

This spell casts an unnatural beam of light 3' in diameter. The duration of the spell is equal to magic-user level + 1 in turns.

Lightning Bolt

Level: 3

Range: 240'

From a point chosen by the magic-user anywhere within range, a 60' long, 7½' wide bolt of forked lightning will strike out for 1d6 points of damage per magic-user level. A successful saving throw will reduce damage to half.

Locate Object

Level: 2

Range: 60' + magic-user level

For 2 turns, the magic-user will be able to tell the general direction to the desired object. Some physical property of the object has to be known for this spell to work properly.

Magic Jar

Level: 5

Range: 30'

The magic-user stores his life force in a special container and then attempts to possess the body of another creature within 120' of the jar. Possession of the other victim occurs if he fails his saving throw, whereupon the victim's life force is trapped in the jar while the magic-user's takes over the victim's body. If the body is destroyed the magic-user's life returns to the jar, dispatching the other spirit. If the jar is destroyed both life forces return to their respective bodies. If the magic-user's body is destroyed while his life force is in the jar, he must stay in the jar until another victim can be possessed.

Magic Missile

Level: 1

Range: 150'

A magical bolt is produced out of thin air to inflict 1d6+1 points of damage to the target upon a successful attack. At 4th level the magic-user will get an additional missile. At 7th level, he gets 3 missiles. He can divide multiple magic missiles amongst one target or several as he wishes.

Monster Summon

Level: 3

Range: 240'

All 1HD monster within range of this spell will be drawn towards the magic-user and act with friendly intentions for 1d6+6 hours, defending him to the best of their abilities if need be. The GM can determine how many monsters are available to heed the call.

Pass Wall

Level: 5

Range: 30'

For 3 turns, a 5' diameter hole up to 30' deep will open up in any wall within range. If the wall is more than 30' thick, the hole will still only reach 30' deep.

Phantasmal Forces

Level: 2

Range: 240'

The magic-user can create an illusion and project it out to the maximum extent of the spell's range. If the victim fails his saving throw, he will believe any damage caused by the illusion to be. The spell remains in effect until touched by another living creature.

Polymorph Other

Level: 4

Range: 60'

The magic-user can change any living being into any other living creature. The target only gains the physical attributes of the new creature, like movement, but does not gain any special abilities, such as breath weapons, paralyzing touch, poison or energy drain. Unwilling victims must save vs. spells to avoid the change.

Polymorph Self

Level: 4

Range: 0'

This spell allows the magic-user to change himself into any other type of living creature in exactly the same way as polymorph other.

Protection from Evil

Level: 1

Range: 0'

For 12 turns, this spell protects the target from any evil being intending harm, adding a +1 to all saves against evil attacks. Evil foes receive a -1 penalty to hit.

Protection from Evil 10' Radius

Level: 3

Range: 10' radius

This spell acts exactly like a normal protection from evil spell, but it protects anyone within 10' of the target.

Protection from Normal Missiles

Level: 3

Range: 30'

The target is protected against any normal missile attack. If an attack is made against the target with any missile weapon, it is at -2 to hit on top of any normal penalties for range.

Read Languages

Level: 1

Range: 0'

For 2 turns, the magic-user can decipher coded treasure maps and all non-magical forms of writing.

Read Magic

Level: 1

Range: 0'

For 2 turns, the magic-user can decipher magic scrolls and other magic inscriptions. A scroll can be identified by only by deciphering the spell name or names without reading the entire thing, to save the scroll from being used.

Remove Curse

Level: 4

Range: 0'

This spell can be used to remove a curse placed on a person by a spell or magic item. Evil magic-users twist this spell around to "bestow curse".

Rope Trick

Level: 3

Range: 0'

For 2 turns per level, the magic-user can control the actions of one rope, causing it to stand straight in the air for climbing, or twisting it around a target to capture it. The rope cannot cause any damage at all when using this.

Shield

Level: 1

Range: 0'

This spell creates a magical barrier between the magic-user and his enemies. It provides the equivalent armor class of plate mail and shield (AC2) against missiles and chain mail and shield (AC4) against all other attacks.

Sleep

Level: 1

Range: 240'

A sleep spell affects 2d8 creatures of up to 1+1HD, 2d6 creatures of up to 2+1HD, 1d6 creatures of up to 3+1HD, or 1 creature of up to 4+1HD. The spell targets up to the number of creatures determined by the dice, any additional creatures in the area are not affected. Victims do not get a saving throw. Undead are immune.

Slow

Level: 3

Range: 240'

Any persons within a 30' radius of the focal point when the spell is cast will move and attack at half the normal speed. On leaving the area, the slow will stop and have no further effect. This spell will affect up to 24 persons for 3 turns.

Suggestion

Level: 3

Range: 30'

When this spell is cast, the magic-user can influence the actions of one chosen creature by uttering a few words or phrases. The suggestion cannot compel a character or creature to perform suicidal actions. It has no effect on undead, demons, dragons or giants; nor on characters 5 or more levels above the magic-user.

Teleport

Level: 5

Range: 0'

This spell instantly transports the target to a designated destination, which may be as far distant as 100 miles per magic-user level. The target can bring along objects as long as their weight doesn't exceed his maximum load.

Without certain knowledge of the destination teleportation is uncertain, and a d% roll of more than 0-75 results in death.

If the user is aware of the general topography of his destination, but has not carefully studied it, there is still some danger. Solid material is contacted on a d% roll of 01-10, again resulting in death. A roll of 91-00 indicates a fall of from 10' to 100', also possibly resulting in death.

If a careful study of the destination has been made previously, then the magic-user has only a 1% chance of teleporting low (a roll of 01 on d%) and a 4% chance of coming in 10' to 40' high (97-00 on d%).

Transmute Rock to Mud

Level: 5

Range: 120'

Within one turn, any sand or rock within a 10' radius of the focal point is instantly changed into mud.

Wall of Fire/Ice

Level: 4

Range: 60'/120'

The magic-user can memorize this spell and only call out upon casting which element he wants.

If he chooses fire then he will create a thin wall of flame up to 1,200' square (5' x 240', 10' x 120', 20' x 60', etc.). Creatures of less than 4HD that try to break through it will suffer 6d6 points of damage; half if they make their saving throw. Creatures 4+1HD or more can push through, taking only 1d6 points of damage. Undead or cold-using creatures take double damage.

Ice will create a frozen wall 20' tall and 60' long. It will prevent creatures of less than 4HD from breaking through, while those of 4+HD or more can do so, sustaining 2d6 points of damage in the process. Damage is halved if they make their saving throw.

Wall of Stone

Level: 5

Range: 60'

This spell creates a stone wall 2' thick, 10' tall and 15' long in front of the magic-user. The wall can be dispelled as well as broken down.

Water Breathing

Level: 3

Range: 30'

The target gains the ability to breathe normally under water for 12 turns.

Wizard Eye

Level: 4

Range: 240'

An invisible disembodied eye is created, which the magic-user can look through if he concentrates. The eye has 60' Infravision. The magic-user can move it at a rate of 120' per turn, to a maximum of 240' away from his location.

Wizard Lock

Level: 2

Range: 10'

This spell is used to secure a door or similar barrier. Its effects are permanent until dispelled. The magic can be bypassed without dispelling or removing the wizard lock by using a knock spell, or by another magic-user 3 or more levels higher than the magic-user.

CLERIC SPELLS BY LEVEL

1st Level Spells

Cure Light Wounds
 Detect Evil
 Detect Magic
 Light
 Protection from Evil
 Purify Food & Water

2nd Level Spells

Bless
 Find Traps
 Hold Person
 Silence 15' Radius
 Speak With Animals

3rd Level Spells

Create Water
 Cure Disease
 Improved Cure Light Wounds
 Remove Curse
 Speak with Dead

4th Level Spells

Create Food
 Cure Serious Wnds.
 Dispel Evil
 Neutralize Poison
 Protection/Evil 10'

5th Level Spells

Commune
 Create Food & Water
 Dispel Evil 30' Radius
 Finger of Death
 Insect Plague
 Quest
 Raise Dead

CLERIC SPELLS IN ORDER

Bless

Level: 1
 Range: 60'
 Cast before combat, this spell acts as a morale booster for the party, giving everyone a +1 bonus to hit for 6 turns.

Commune

Level: 5
 Range: 0'
 This spell puts the cleric in touch with the powers that be, and allows him to ask for help in the form of answers to three questions. Communing is allowed but once each week at most; at the GM's option it can be less frequent. Veracity and knowledge will be near total. Once per year a special communing can be allowed wherein the cleric can ask double the number of questions.

Create Food

Level: 4
 Range: 10'
 The cleric is able to create food to provide for 12 men and animals for that day. For each level above 7th, the caster can create an additional day's worth of food.

Create Food and Water

Level: 5
 Range: 10'
 The cleric is able to create sustenance sufficient for 12 men and animals for that day. For each level above 8th, the caster can create an additional day's worth of food and water.

Create Water

Level: 3
 Range: 10'
 The cleric is able to create pure drinking water to provide for 12 men and animals for that day. For each level above 6th, the caster can create an additional day's worth of food and water.

Cure Light Wounds

Level: 1
 Range: 0'
 The cleric is able to heal 1d6+1 points of damage to one living being. Any points above the being's maximum hit points are lost.

Cure Disease

Level: 3
 Range: 10'
 The cleric is able to cure one disease from the target (lycanthropy and curses are included). Evil casters normally use the reverse of this spell, "cause disease".

Detect Evil

Level: 1
 Range: 120'
 For 6 turns, this spell grants the cleric the ability to detect evil and evil intents in persons, creatures or objects. Certain magic items may radiate evil if they are specifically aligned or are created for evil purposes.

Detect Magic

Level: 1

Range: 60'

For 2 turns, this spell allows the cleric to the magical auras of anything in his line of sight. Persons, creatures and objects are included in this ability. The magical item or being will appear, only to the magic-user, to be glowing.

Dispel Evil

Level: 4

Range: 30'

This allows the cleric to dispel the effects of evil magic.

Dispel Evil 30' Radius

Level: 5

Range: 30'

This allows the cleric to dispel the effects of evil magic in a 30' radius centered on any spot within range.

Finger of Death

Level: 5

Range: 120'

This spell creates a death ray that will kill any creature unless it makes a saving throw vs. spells. A good cleric may only use this spell in a life-or-death situation.

Hold Person

Level: 2

Range: 120'

The cleric is able to hold up to 4 humanoid creatures against their will. If they fail to save, the beings are considered motionless, unable to move or speak. If the spell is focused on a single person he saves vs. spells at -2.

Improved Cure Light Wounds

Level: 3

Range: 0'

This spell is identical to cure light wounds, except the cleric is able to heal 1d8+1 points of damage.

Insect Plague

Level: 5

Range: 480'

By means of this spell the cleric calls to him a vast cloud of insects and sends them where he will, within the spell range. They will obscure vision and rout creatures with less than 3HD. The insect plague covers an area of 36 square feet. Note that this spell is only effective above ground!

Light

Level: 1

Range: 120'

This spell casts an unnatural beam of light 3' in diameter. The duration of the spell is equal to cleric level + 1 in turns.

Neutralize Poison

Level: 4

Range: 10'

This spell is used to instantly remove any poison in the target's system.

Protection from Evil

Level: 1

Range: 0'

For 12 turns, this spell protects the target from any evil being intending harm, adding a +1 to all saves against evil attacks. Evil foes receive a -1 penalty to hit.

Protection from Evil 10' Radius

Level: 4

Range: 10'

This spell acts exactly like a normal protection from evil spell, but it protects anyone within 10' of the target.

Purify Food and Water

Level: 1

Range: 10'

The cleric is able to make spoiled food and water instantly edible again.

Quest

Level: 5
Range: 10'

A character sent upon a quest through this spell is subject to whatever curse the cleric desires, should he fail to carry it out. The GM should decide whether such a curse will take effect if the character ignores the quest, basing the effectiveness of the curse on the cleric's phrasing and the alignment and actions of the character so cursed.

Raise Dead

Level: 5
Range: 120'

This spell is similar to the raise dead ritual below, but it is instantaneous and simply requires an incantation. An 8th level cleric can raise a body up to four days dead, a 9th level cleric up to eight days, and so on.

Remove Curse

Level: 3
Range: 0'

This spell can be used to remove a curse placed on a person by a spell or magic item. Magic items will become normal and mundane, losing any and all other properties.

Silence 15' Radius

Level: 2
Range: 180'

This spell allows the cleric to place a 15' radius circle of pure silence anywhere within range. No noise, including speech, can be heard from within this area for 12 turns.

Speak with Animals

Level: 2
Range: 30'

This spell allows the cleric to speak with any animal within range and hold a conversation for up to 6 turns.

Speak with Dead

Level: 3
Range: 30'

The cleric can communicate with recently departed spirits. There is no verbal communication, as the cleric can hear the spirit and talk to it in his mind.

RAISE DEAD RITUAL

Upon reaching 7th level, a cleric is rewarded by his deity with the ability to raise the dead. This is not a spell but a very time consuming and physically exhausting ritual. The ritual requires a lot preparation and takes 1 to 3 days to perform. During this time the cleric can do nothing else, and must stay within 10' of the corpse. This ritual works only on humans, dwarves and halflings. If, at the beginning of the ritual, a character has been dead more days than the cleric's level, he cannot be brought back; for example, a 9th level cleric can only raise a dead character that has been dead for 9 days or less.

Clerics do not perform this ritual frivolously, it is a very special power granted to them by their deity for their unwavering and unquestionable loyalty. The GM must carefully monitor a cleric's alignment once he is able to use this ritual; if he does not adhere strictly to the path, he will not be granted the power.

The ritual will replace one 4th level spell slot, and no other spell can be cast during the ritual itself. The cleric cannot do anything except stay with the corpse until it is finished; leaving the 10' limit would break off the ritual. Upon completing the ritual all of the spell power the cleric exhausted during that time is returned to him, but he must rest 6 hours for each day the ritual took.

When a character is brought back to life, he is bedridden for at least two weeks while he regains his hit points. The character regains his HP at the rate of 1d4 per day, until fully healed.

REINCARNATION

All clerics of 7th level or above can also perform a ritual similar to raise dead, referred to as reincarnation. This will work on elves, too! Instead of drawing the spirit back into the body of the fallen character, this ritual will allow the spirit to take residence the body of a nearby corpse.

To do this, the cleric must to have an animal corpse at his side that has not been dead for more days than his level. The spirit can rise in any form of mammalian creature, like a bear, deer or horse, but it will not come back as the character's former race or a monster. The reincarnated character will retain his former intellect, while gaining all the physical abilities of his new form.

MONSTERS

This chapter is for the GM's eyes only. In the following pages is presented a large selection of monsters varied enough for any GM to create and shape his fantasy world. If some creatures seem to have been left out, it is only a moment's work for the GM to incorporate those into his campaign should he wishes. Similarly, just because a monster is included is no reason to throw it at your players willy-nilly!

MONSTER ABILITIES

Each of the monster descriptions below is preceded a block containing the monster's vital statistics, many of which are similar to the player characters'.

The monster's movement rate is given in feet per turn. Alignments are listed; most unintelligent beasts are considered neutral as they have no concept of law and chaos, good or evil. The hit dice entry shows many 6-sided dice to roll for the monster's hit points. Attacks details how many times the monster can attack per round, and how it will do it. Armor Class is listed to assist the Game Master in combat; note that AC does not necessarily mean the monster is wearing armor, it could reflect their naturally tough skin or other defenses. Damage shows what dice to roll for each of the monster's attacks. Finally, treasure indicates which row of the treasure table to use when it comes to getting to the point of fighting all these monsters – loot!

ALPHABETICAL MONSTER LIST

BANDIT

Move: 120'/turn
 Alignment: See below
 Hit Dice: 1
 Attacks: 1 weapon
 Armor Class: Varies
 Damage: 1-6
 Treasure Type: A

Bandits can be of any race or class and are mostly of evil alignment. Normally bandits will travel in groups of 5 to 30 depending on the area and how organized they are.

The only real goal of bandits is to collect as much money as they can while avoiding the authorities. They have no real pattern to their raids, they just attack when they feel the need. Bandits are also

very cunning and often set up traps on traveled paths, such as a "woman" in distress who will lure in unsuspecting good-hearted men only for the outlaws to rob and kill them. Large groups of bandits have been known to raid villages or small town for food, water and women.

Bandits will wear anything they can find for protection them and carry anything they can use as a weapon. The GM will decide before the encounter how the bandits are equipped to determine their AC and attacks.

BASILISK

Move: 60'/turn
 Alignment: Neutral
 Hit Dice: 6+1
 Attacks: 1 bite + 1 glance
 Armor Class: 4
 Damage: 1-10 / petrification
 Treasure Type: F

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze or touch. A successful saving throw vs. petrification negates the effect. Viewing the reflection of a basilisk does not affect characters, but if the basilisk sees its own reflection it must save or be turned to stone itself.

BERSERKER

Move: 120'/turn
 Alignment: Neutral
 Hit Dice: 1+1
 Attacks: 1 weapon
 Armor Class: 7
 Damage: 1-8
 Treasure Type: J

Berserkers are mad, crazy, wild-eyed men, always looking for a good battle to the death. They take no prisoners as they fight to kill. They gain a +2 bonus to hit while fighting humanoids such as kobolds, goblins and orcs.

BLACK PUDDING

Move: 60'/turn
 Alignment: Neutral
 Hit Dice: 10
 Attacks: 1 touch
 Armor Class: 6
 Damage: 3-24
 Treasure Type: Nil

Black in color and shapeless, ranging from 5' to 30' in diameter, black puddings will eat anything at any time. It dissolves all materials except stone, and will cause 3d8 points of damage when it touches its target's flesh. Killing a black pudding is no easy task, as hitting it with anything other than fire will only cause it to separate into chunks which reform in one round.

BLINK DOG

Move: 120'/turn
 Alignment: Lawful good
 Hit Dice: 4
 Attacks: 1 bite
 Armor Class: 5
 Damage: 1-6
 Treasure Type: C

The blink dog is an intelligent canine that has a limited teleportation ability. Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information.

When attacking, they teleport close to their enemy, strike and then reappear 1' to 4' away in the same round. The entire pack will blink out and not reappear if seriously threatened.

BUGBEAR

Move: 90'/turn
 Alignment: Chaotic evil
 Hit Dice: 3+1
 Attacks: 1 weapon
 Armor Class: 5
 Damage: 2-8
 Treasure Type: B

Giant-sized hairy goblinoid creatures that move very quietly and attack without warning whenever they can. They will surprise a party on a roll of 1-3 on a 6-sided die due to their stealth. Bugbears live mostly in their own tribes, but they can also be found commanding and bullying smaller goblin and hobgoblin troops.

CHIMERA

Move: 120'/turn (180' flying)
 Alignment: Chaotic evil
 Hit Dice: 9
 Attacks: 2 claws + 3 bites + 1 breath weapon
 Armor Class: 4
 Damage: 1-3 / 1-3 / 2-8 / 2-8 / 3-12
 Treasure Type: F

A chimera is a fearsome monster, about 5' tall at the shoulder, nearly 10' long, and weighing over 4,000 pounds. The goat and lion heads bite for 2d4 damage each, the dragon head for 3d4. A chimera's dragon head might be black, brown, red, or white, with the corresponding breath weapon which it can deploy up to 3 times per day (see the Dragon entry below for more details on each type of breath weapon).

CHOKER

Move: 90'/turn
 Alignment: Chaotic evil
 Hit Dice: 2+1
 Attacks: 2 choke holds
 Armor Class: 3
 Damage: 2-7 / 2-7
 Treasure Type: B

These vicious little predators lurk underground, grabbing whatever luckless creatures happen by. Their hands and feet have spiny pads that help them cling to almost any surface, allowing them to lurk in the shadows above doorways. These also give them a preternaturally strong grip, which they will use to choke any creature they can get a hold of. Adult chokers weigh about 35 pounds.

COCKATRICE

Move: 90'/turn (180' flying)
 Alignment: Neutral
 Hit Dice: 5
 Attacks: 1 peck
 Armor Class: 6
 Damage: 1-6 + petrification
 Treasure Type: D

A male cockatrice has wattles and a comb, just like a rooster. Females, much rarer than males, differ only in that they have no wattles or comb. A cockatrice weighs about 25 pounds. It can turn an opponent to stone with its touch if it scores a hit, unless the victim makes a successful save vs. petrification.

DOPPLEGANGER

Move: 90'/turn
 Alignment: Neutral
 Hit Dice: 4
 Attacks: 1 fist
 Armor Class: 5
 Damage: 1-12
 Treasure Type: E

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slit pupils. A doppelganger's appearance is deceiving even in its true form.

DRAGON

Move: 90'/turn (240' flying)
 Alignment: Variable
 Hit Dice: Variable
 Attacks: 2 claws + 1 bite
 Armor Class: 2
 Damage: 1-6/1-6/4-24
 Treasure Type: H

Dragons come in different colors, shapes and sizes. All dragons are intelligent creatures and range in age from very young to ancient. The GM must decide what age the dragon is to determine its hit dice. Dragons use d10 for their Hit Dice.

- 1HD – Very young
- 2HD – Young
- 3HD – Sub-Adult
- 4HD – Young Adult
- 5HD – Adult
- 6HD – Old
- 7HD – Very Old
- 8HD – Ancient

Dragons are able to attack twice with their claws and then bite in the same round. Alternatively, they may use their breath weapon up to 3 times a day. Normally a dragon will strike first with its breath weapon and then use its physical attacks. Breath weapons can be cloud shaped, a straight line, or a cone.

Breath Weapons by Color

- White: cold 70'x20' cone (neutral/chaotic evil)
- Black: acid 40'x15' line (chaotic evil/neutral)
- Red: fire 70'x50' cone (chaotic evil)
- Brown: sleep/fear 60'x25' cone (neutral/chaotic good)

The breath weapon of a dragon does 1d8 damage per HD. For example, a young adult red dragon would blast a cone of fire doing 4d8 damage to anyone caught inside it. Targets may save vs. breath weapons, if they succeed, the damage is halved.

Characters can attempt to subdue a dragon instead of killing it, using the flats of their weapons and striking the dragon in non-vital areas. All characters must state they are doing this. When the dragon's hit points reach zero, it is considered subdued and will obey any command its captors give. A dragon will stay in this subdued state for 1 month, after which it will try to escape or attack its captors.

Since Dragons are intelligent creatures, they sometimes like to toy with their "food" and lull characters into a false sense of security by conversing with them or maybe even bargaining with them before attacking.

Treasure listed for dragons may be adjusted by the GM Discretion, as a young dragon is unlikely to have the same size of hoard as an old one. Dragons have little use for treasure themselves, and hoard it only out of some perverted kind of greed and covetousness



DWARF

Move: 60'/turn
 Alignment: Lawful good
 Hit Dice: 1*
 Attacks: 1 weapon
 Armor Class: 4
 Damage: 1-6
 Treasure Type: G

Dwarves are short, stocky, bearded folk, with a lust for drinking ale. They live in great underground halls and maze-like mines, and are implacable foes of goblins who share the same underground habitats. For every 40 dwarves, or even less, there will be one of level 2-7, the leader, who may have magic arms or armor.

ELF

Move: 120'/turn
 Alignment: Chaotic good
 Hit Dice: 1+1*
 Attacks: 1 weapon
 Armor Class: 5
 Damage: 1-6
 Treasure Type: G

Elves are stern and slender in appearance, with pointed ears. They are legendary archers, and a troop of elven bowmen has turned the tide of battle against all odds more than once. Of course, their usual price of magic items and other artworks makes them expensive to employ as mercenaries. When a group of 50 or possibly fewer is encountered, their leader will be a fighter/magic-user of 2-4/2-8 levels.

FIRE BEETLE

Move: 120'/turn
 Alignment: Neutral
 Hit Dice: 1+2
 Attacks: 1 bite
 Armor Class: 4
 Damage: 2-8
 Treasure Type: Nil

Giant 2½' long insects, fire beetles can be found almost anywhere and can be seen at some distance in the dark due to the glowing red glands located on their heads and near their back ends. These glands sell well on the market, as they keep glowing for 1d6 days after they are removed from the beetle. The organs give off a low red glow which dimly illuminates a 10' radius.

GARGOYLE

Move: 90'/turn (150' flying)
 Alignment: Lawful evil
 Hit Dice: 4
 Attacks: 2 claws + 1 bite + 1 horn
 Armor Class: 5
 Damage: 1-4 each
 Treasure Type: C

As displayed in medieval architecture, gargoyles are reptilian, horned, taloned, fanged, and winged beasts of hideous aspect. They can only be hit with magic weapons and will attack anyone that comes within their line of sight, other than their master or his minions. Gargoyles can be hard to distinguish from their inanimate sculpted namesakes if they sit still and unmoving.

GELATINOUS CUBE

Move: 60'/turn
 Alignment: Neutral
 Hit Dice: 4
 Attacks: 1 touch
 Armor Class: 8
 Damage: 2-8
 Treasure Type: Variable

A giant cube of gelatin, 10ft in size and 10ft wide, sliding through the dungeon will pick up anything, leaving a clean path behind it. Sometimes items such as gold, gems and some metals, can't be digested by this monster. If a living creature comes in contact with the cube, they must make a saving throw vs. paralysis, or be paralyzed taking damage each round until the cube absorbs or kills the targets.

GHOUL

Move: 90'/turn
 Alignment: Chaotic evil
 Hit Dice: 2
 Attacks: 2 claws + 1 bite
 Armor Class: 6
 Damage: 1-3 each
 Treasure Type: B

These humanoid creatures feast on the dead. Ghouls paralyze when they score a hit against a character unless the victim saves vs. paralysis. Elves are immune to this effect. Ghouls inhabit the fringes of settlements and underground catacombs, where they can get easy access to a steady supply of freshly interred corpses.

GIANT

Move: 120'/turn
 Alignment: Variable
 Hit Dice: 7-14
 Attacks: 1 weapon
 Armor Class: 4
 Damage: Variable
 Treasure Type: E + 4,000gp

Found in almost every type of terrain, some of these enormously large human-like beings might be friendly towards character races while others will attack on sight. Giants are very strong, and normally carry their possessions with them in a great sack.

The chart below lists the HD, alignment, typical lair size, damage, and any special abilities they have.

Type	HD	AL	Lair	Size	Dmg	Special
Hill	7	N/CE	Cave	12'	2d8	None
Stone	8	N	Cave	13'	3d6	Throw 240'
Frost	11+1	N/CE	Castle	16'	4d6	Cold immune
Fire	12+2	N/LE	Castle	12'	5d6	Fire immune
Cloud	13+3	N	Castle	19'	6d6	Keen smell
Storm	14	N/CG	Any	23'	7d6	Ctrl. weather

GIANT ANT

Move: 180'/turn
 Alignment: Neutral
 Hit Dice: 2
 Attacks: 1 bite
 Armor Class: 3
 Damage: 1-6
 Treasure Type: Q x 3, S

There is only a 15% chance that giant ants will be found near their nest, and any treasure that is indicated will be in the egg chamber of the nest. This will be guarded by 5d10 giant ants.

GIANT CENTIPEDE

Move: 150'/turn
 Alignment: Neutral
 Hit Dice: 1/2
 Attacks: 1 bite
 Armor Class: 9
 Damage: special
 Treasure Type: nil

These annoying, multi-colored vermin are about a foot long. They are aggressive and rush forth to bite their prey, injecting poison into the wound. The poison is weak and not always fatal to characters, who save vs. poison at +4 to the roll.



GIANT RAT

Move: 120'/turn (60' swim)
 Alignment: Neutral
 Hit Dice: 1/2
 Attacks: 1 bite
 Armor Class: 7
 Damage: 1-3
 Treasure Type: C

If bitten by a giant rat, there is a 5% chance that the victim will be infected unless he makes a save vs. poison. The disease lasts for 70 days, is fatal in 20% of cases, and takes 10 weeks to recover from even if not. A cure disease spell from a cleric will instantly cure the character of all symptoms.

GIANT TICK

Move: 30'/turn
 Alignment: Neutral
 Hit Dice: 3
 Attacks: 1 bite
 Armor Class: 4
 Damage: 1-4
 Treasure Type: Nil

Giant ticks latch on a target and suck blood, causing 4 points of damage (no roll needed) per round. Fire will drive them off. Survivors have 2d4 days to find a cure before a fatal disease sets in.

GNOLL

Move: 90'/turn
 Alignment: Chaotic evil
 Hit Dice: 2
 Attacks: 1 weapon
 Armor Class: 5
 Damage: 2-8
 Treasure: Individuals L, M; D, Q x 5, S in lair

These beings of low intelligence look like hyenas on two legs. They will use any weapon they can get their paws on. For every 20 gnolls, there usually is a 3 HD leader.

GNOME

Move: 60'/turn
 Alignment: Chaotic good / neutral
 Hit Dice: 1
 Attacks: 1 weapon
 Armor Class: 5
 Damage: 1-6
 Treasure Type: C

Gnomes are often mistaken for smaller dwarves, because they look very similar to their larger cousins. However, their body structure is slimmer and they have longer noses. Gnomes live in burrows or very shallow hills. The GM may allow gnomes as player characters. Gnomes have a tendency to want to fix or improve an already perfectly workable item; chances are the item is ruined, but there is a 20% chance it will be improved and work better than ever – for a short time.

GOBLIN

Move: 60'/turn
 Alignment: Lawful evil
 Hit Dice: 1-1
 Attacks: 1 weapon
 Armor Class: 6
 Damage: 1-6
 Treasure Type: L

Goblins are humanoid creatures of the night. They can see in darkness, but during the day they fight at -1 as their vision is blurred. Every goblin lair has a goblin king, who is protected by 5d6 goblin guards. The king and his elite guards fight as hobgoblins and do not suffer the daylight penalty of normal goblins. All goblins attack dwarves on sight, provided they think they have the upper hand.

GRAY OOZE

Move: 10'/turn
 Alignment: Neutral
 Hit Dice: 3
 Attacks: 1 touch
 Armor Class: 8
 Damage: 2-16
 Treasure Type: Nil

This slow-moving ooze is hard to detect underground, as it looks like wet stone. Its acidic touch will corrode metals in 1 turn. Gray ooze is immune to fire and cold, but can be killed with normal weapons.

GREEN SLIME

Move: 0'/turn
 Alignment: Neutral
 Hit Dice: 2
 Attacks: 1 touch
 Armor Class: Special
 Damage: Special
 Treasure Type: nil

Killed only by fire or cold, this mucus does not move at all. All it does is eat away at wood and metal as it slowly expands, but not the stone to which it clings. The slime can spread over the ground, walls or ceiling, from where it may drip down on passers-by. If it comes in contact with flesh it clings and penetrates in 1 turn slowly turning the flesh into green slime. It cannot be wiped off, but it can be destroyed by a cure disease spell.

GRIFFON

Move: 120'/turn (300'/turn flying)
 Alignment: Neutral
 Hit Dice: 7
 Attacks: 2 claws + 1 bite
 Armor Class: 5
 Damage: 1-4 / 1-4 / 2-16
 Treasure Type: E

These noble creatures, endowed with the wings, head and forelimbs of a giant eagle and the hindquarters of a lion, will attack anyone that threatens their nest. Griffons love horse meat and will attempt to snatch any horse they spy for their dinner. They can be trained to become brave and loyal steeds if raised from a young age, but are best stabled separately from more mundane mounts.

HARPY

Move: 60'/turn (150'/turn flying)
 Alignment: Chaotic evil
 Hit Dice: 3
 Attacks: 2 claws + 1 weapon + song
 Armor Class: 7
 Damage: 1-4 / 1-4 / 1-6 / special
 Treasure Type: C

Having the upper body of a woman and the lower body of an eagle, the horrid appearance of these creatures is belied by a voice of unearthly beauty whose singing can lure any man to them. When they touch, the victim is charmed and the harpy attacks, kills and then eats him. A saving throw vs. spells negates the power of the song.

HELL HOUND

Move: 120'/turn
 Alignment: Lawful evil
 Hit Dice: 3-7
 Attacks: 1 bite / 1 breath weapon
 Armor Class: 4
 Damage: 1-6 / 1d6 per HD
 Treasure Type: C

These demonic red-brown colored hounds can breathe fire, causing damage proportionate to their hit dice. The range of this breath weapon is about 5'. They are resistant to fire attacks, taking half damage if they fail their save and no damage at all if they succeed. Hell hounds can detect invisible objects and creatures. Consequently, these creatures are often employed as guards by demons or fire giants.

HIPPOGRIFF

Move: 128'/turn (360'/turn flying)
 Alignment: Neutral
 Hit Dice: 3+1
 Attacks: 2 claws + 1 bite
 Armor Class: 5
 Damage: 1-6/claws, 1-10/bite
 Treasure Type: nil

Part eagle, part horse, these creatures can make great mounts and protectors if tamed. They attack with their claws and beak at the same time. Hippogriffs dislike pegasi and will attack them on sight, but they are not fond of horseflesh – unlike griffons who, on the other hand, are liable to have few qualms about viewing a hippogriff as simply another variety of its favored food.

HOBGOBLIN

Move: 90'/turn
 Alignment: Lawful evil
 Hit Dice: 1+1
 Attacks: 1
 Armor Class: 6
 Damage: 1-8
 Treasure Type: D

Take a bear and a slimy green humanoid, put them together and you get this creature. For every 100 encountered there will be a king and 1d4 body guards, who fight as ogres. Hobgoblins like to roam the land taking everything they own with them, which means they find slaves to do the carrying. Encampments usually have 6d6 slaves of various races, with normal abilities.

HORSE

Move: Varies
 Alignment: Neutral
 Hit Dice: Varies
 Attacks: 2 hoofs or 1 bite
 Armor Class: 7
 Damage: 1-6 / 1-6 / 1-4
 Treasure Type: None

Light horses move at 240'/turn and have 2HD. Medium horses move at 180'/turn and have 2+1HD. Heavy war horses move at 120'/turn and have 3HD. Draft horses and mules move at 120'/turn and have 2HD. Mules can often be taken into dungeons and they can carry 3,500 coins in weight. Horses can usually carry more, but lack the stolidity and calm necessary for dungeon expeditions.

HYDRA

Move: 120'/turn
 Alignment: Neutral
 Hit Dice: Varies
 Attacks: 1 bite per head
 Armor Class: 5
 Damage: 1-6 per head
 Treasure Type: B

This creature resembles dinosaur with anywhere from 2 to 6 heads. For each head, a hydra has 1HD of 6 hit points. When 6 points of damage are done to one head, that head is destroyed and will stop functioning. The creature is able continue to attack with its other heads. It has as many attacks per round as it has active heads.

KOBOLD

Move: 120'/turn
 Alignment: Lawful evil
 Hit Dice: 1/2
 Attacks: 1 weapon
 Armor Class: 7
 Damage: 1-4
 Treasure Type: J

These creatures are small humanoids with the facial and head features of a dog and scaly hides much like a lizard. In nature they are unpleasant, much like goblins. Each group has a chieftain with 1d6 bodyguards, all of whom fights like a gnolls. All kobolds are highly resistant to magic, and get a +3 to all saving throws except vs. breath weapons.

LIZARD MAN

Move: 60'/turn (120'/turn in water)
 Alignment: neutral
 Hit Dice: 2+1
 Attacks: 1 weapon
 Armor Class: 5
 Damage: 1-8
 Treasure Type: D

These bipedal creatures look like lizards but walk upright like humanoids. They tend to use weapons such as spears and clubs in their constant quest to find food, which includes members any humanoid race. They are at least semi-intelligent, but cannot be reasoned with; that is not to say they cannot be tricked.



LYCANTHROPE

Move: Varies
 Alignment: Varies
 Hit Dice: Varies
 Attacks: 1 bite
 Armor Class: Variable
 Damage: Variable
 Treasure Type: C

Were-creatures come in many different varieties, although most legends revolve around the relatively common werewolf. The origins of this disease are unknown, as it came from faraway lands no one truly knows. All were-creatures are unaffected by normal weapons and can only be damaged by magic and silver weapons. The wolfsbane herb can be used to repel such creatures for a short time.

Evil lycanthropes will find a potential victim and assume their human form to entrap them. Most commonly, that human form is whatever level the monster used to be before succumbing to the disease. Many were once adventurers, who will retain all their former abilities in human form.

Although not all lycanthropes are evil in their human form, all are neutral when they change and will obey their natural instincts – if those instincts call them to attack humans, then beware! Were-boars and were-bears can be just as unpredictable in animal form as the natural beasts, if not more so.

It takes a full year for a lycanthrope to learn to fully control when and where it changes from one shape to the other. Until such time, the diseased usually change when they least expect it or something triggers it, such as a full moon for wolves, the smell of cheese for rats. For bears, it could be the heat of a battle they are involved in.

Anyone seriously wounded by a lycanthrope, (lose 1/2 or more of their total hit points) will become a lycanthrope in 2d12 days, unless they can be treated with a cure disease spell. If an elf is bitten, he must save vs. poison or die instantly. If a character becomes a lycanthrope, he is turned over to the GM to continue play as an NPC.

Type	Move	HD	AC	Alignment	Damage
Were-rat	120'	3	7	N/LE	1d6
Were-wolf	150'	4	5	N/LE	2d4
Were-boar	120'	4+1	4	N/CG	2d6
Were-tiger	120'	5	3	N/CE	3d6
Were-bear	90'	6	2	N/CG	3d8

MEDUSA

Move: 90'/turn
 Alignment: Lawful evil
 Hit Dice: 4
 Attacks: Varies
 Armor Class: 8
 Damage: Varies
 Treasure Type: F

Common and classical species have the petrifying gaze that can turn anyone or anything looking upon them to stone. They can be looked at in a mirror without harm, and if they see their own gaze reflected they will turn to stone.

Common medusas have the lower body of a snake and are usually found among ruins of temples dedicated to snake worship. These often employ bows and fire deadly poisoned arrows. They are not pleasant to look upon, with facial features that are crone-like and wicked.

The classical medusa has the body of a beautiful woman. Except for the writhing snakes on her head in place of hair, they are not a disagreeable sight to behold, and many men have been lured to a stony purgatory by this appealing bodily form. Alternatively, if a victim is lured close enough, the snakes upon her head will strike; the bites are poisonous and require a saving throw or the PC will die.

The rarest of the medusa is the gorgon. This mutation has 6 arms, 3 stemming from each side of her torso. A gorgon can wield a sword in each hand, giving it 1 to 6 attacks per melee round. Fortunately, though she also has poisonous snakes for hair, she does not possess the gaze that turns men to stone. She does, nonetheless, love the taste of man-flesh, and eats all males she kills.

MINOTAUR

Move: 120'/turn
 Alignment: Lawful evil
 Hit Dice: 6
 Attacks: 2 horns + 1 bite
 Armor Class: 6
 Damage: 1-6 each
 Treasure Type: C

A bull-headed humanoid, minotaurs are larger than normal size and are notorious man-eaters. For every 6 minotaur, there will be a leader who wields a giant battle axe doing 2d8 damage.



MUMMY

Move: 60'/turn
 Alignment: Lawful evil
 Hit Dice: 5+1
 Attacks: 1 claw
 Armor Class: 5
 Damage: 1-12 + mummy rot
 Treasure Type: D

Mummies are obviously undead creatures. They attack by striking victims with unnatural strength, and in the process they may pass on the dreaded mummy rot. This awful contagion is far stronger than common human diseases, and even for survivors recovery is a long and painful process. A cleric can cast cure disease on the disease, which causes it to heal faster but even such powerful magic does not instantly remove the disease.

Mummies are not affected by normal weapons and even magical weapons do only half damage on each hit. Although they are vulnerable to all forms of fire, it still only does half damage. Upon first gazing at a mummy, the character must save vs. spell or become paralyzed with fear until the mummy strikes him, or another party member shakes him out of it. Large parties of 5 or more get +2 to their saving throw, because the presence of their many comrades inspires some measure of confidence.

OCHRE JELLY

Move: 30'/turn
 Alignment: Neutral
 Hit Dice: 5
 Attacks: 1 touch
 Armor Class: 8
 Damage: 2-12
 Treasure Type: B

This giant jelly-like amoeboid creature can only be killed by fire or cold. Any other form of attack only causes it to split and try to reform in 2 rounds. The jelly causes damage to exposed to flesh, but cannot eat through metal or stone. It will destroy wood, leather and cloth.

OGRE

Move: 90'/turn
 Alignment: Chaotic evil
 Hit Dice: 4+1
 Attacks: 1 weapon
 Armor Class: 6
 Damage: 1-10
 Treasure Type: C + 1,000 gold pieces

Ogres come in many different sizes and colors, ranging from 7' to 10' tall. Anytime they are found outside their lair, they will be lugging 1d6 x 100 gp among choice bits of victims and other assorted paraphernalia in their huge sacks. For every 12 ogres there will be a 5HD leader. Ogres are sometimes employed as (somewhat erratic) shock troops, or they may be found bullying and lording over smaller humanoid.

ORC

Move: 90'/turn
 Alignment: Chaotic evil
 Hit Dice: 1
 Attacks: 1 weapon
 Armor Class: 7
 Damage: 1-6
 Treasure Type: D

The many tribes of orcs rarely cooperate well, often spending more time fighting amongst themselves than laboring. Nevertheless, powerful creatures sometimes force them to work together (20% chance of 1d6 ogres or 10% chance of 1d4 trolls). Orc tribes are led by a 3HD war-chief, who has 1d4+1 2HD bodyguards to protect him.

OWL BEAR

Move: 120'/turn
 Alignment: neutral
 Hit Dice: 5
 Attacks: 3 (Beak and 2 Claws)
 Armor Class: 5
 Damage: 1-8 each
 Treasure Type: C

Endowed with the head of a giant owl and a bear-like bodies, this bizarre creature stems from an evil wizard's experiment gone badly wrong. Owl bears are permanently ill-tempered. If both claw attacks hit the character, the owl bear does a bear hug to the character holding him there, doing d8 of damage for each round the character does not escape with a STR roll.

PEGASUS

Move: 240'/turn (480'/turn flying)
 Alignment: Lawful good
 Hit Dice: 2+2
 Attacks: 2 hoofs
 Armor Class: 6
 Damage: 1-8 each
 Treasure Type: Nil

These winged horses are wild and shy, and are difficult to capture, but they can be trained much like a normal wild horse. A pegasus will serve only a lawful good character, and it fights as a heavy war horse.

PIXIE

Move: 90'/turn(180' flying)
 Alignment: Neutral or chaotic good
 Hit Dice: 1
 Attacks: 1 weapon
 Armor Class: 3
 Damage: 1-4
 Treasure Type: R + S

These tiny sprites are not visible, unless they want to be seen or someone uses a detect invisibility spell. Pixies use small bows, spears and daggers. They and can attack while invisible and always gain surprise. Once a pixie attacks, the target can detect where it is by slight distortions in the air. They can fly for 3 turns before they must rest. Pixies are friendly with all elves and fairies. Aristocratic pixies are magic-users.

PURPLE WORM

Move: 60'/turn
 Alignment: Neutral
 Hit Dice: 15
 Attacks: 1 bite or 1 sting
 Armor Class: 6
 Damage: 2-12 + swallow / 2-12 + poison
 Treasure Type: D

The gargantuan, unintelligent purple worm, lives under the ground and can reach upwards of 50' in length and 10' in diameter. Its tail stinger is poisonous, and its bite will swallow its opponents and their treasure in one gulp if its d20 roll to hit is 2 more higher than the minimum needed to hit. The victim has 6 turns to get out or dies of being digested. In 12 turns, the victim cannot be recovered. It can only direct one of its attacks against any one opponent.

SHADOW

Move: 90'/turn
 Alignment: Lawful evil
 Hit Dice: 2+2
 Attacks: 1 touch
 Armor Class: 7
 Damage: 1-4
 Treasure Type: F

These non-corporeal intelligent creatures are resistant to non-magical weapons and are not affected by sleep or charm spells. They are not undead, and cannot be turned by clerics. Upon successful attack, the shadow drains 1 point of strength from the victim. Characters reduced to zero strength become shadows themselves. Otherwise the strength drain only lasts 8 hours.

SHRIEKER

Move: 10'/turn
 Alignment: Neutral
 Hit Dice: 3
 Attacks: 0
 Armor Class: 7
 Damage: nil
 Treasure Type: nil

A shrieker is a mindless, mobile fungus which lives only to scream, sometimes used as an alarm by other creatures. Light within 30' or movement within 10' will trigger it for as long as 1 to 3 rounds, with a 50% chance that it attracts something less harmless to investigate.

SKELETON

Move: 60'/turn
 Alignment: Neutral
 Hit Dice: 1/2
 Attacks: 1 weapon
 Armor Class: 8
 Damage: 1-6
 Treasure Type: Nil

Commonly found at grave sites, in dungeons or other deserted places, skeletons are normally left to guard a treasure of some sort. These animated armatures obey only the orders of their creator. Skeletons appear as piles of bones until they form up to attack anyone that comes near (other than their master). They are considered a weak type of undead and can be turned or destroyed by a cleric. They are unaffected by sleep, charm and mind reading spells.

Optionally, the GM can decree that only blunt weapons do full damage to skeletons, while slashing weapons (e.g. swords, axes) do 1/2 damage, and piercing (e.g. spears, arrows) does no damage at all.

SPECTRE

Move: 150'/turn (300'/turn flying)
 Alignment: Lawful evil
 Hit Dice: 6
 Attacks: 1 touch
 Armor Class: 2
 Damage: 1-8
 Treasure Type: E

These undead creatures have no corporeal body to hit, thus normal weapons, including silver, have no effect on them. Magical weapons score full damage. Every hit by a spectre causes a drain of 2 levels in addition to normal damage. When the victim is reduced to less than 1st level, he becomes a spectre under the control of the one that killed him. At the GM's discretion, a spectre drains constitution instead of levels.

SPIDER

Move: Varies (double in web)
 Alignment: Neutral
 Hit Dice: see below
 Attacks: 1 bite
 Armor Class: Varies
 Damage: Varies
 Treasure Type: Varies

Spiders are aggressive, always hungry and always looking to catch something to eat, if not for now then for later. Spiders can spin a web and live under or above ground in all climates. Any size spider has a poisonous bite. Their poison is deadly if the saving throw is failed.

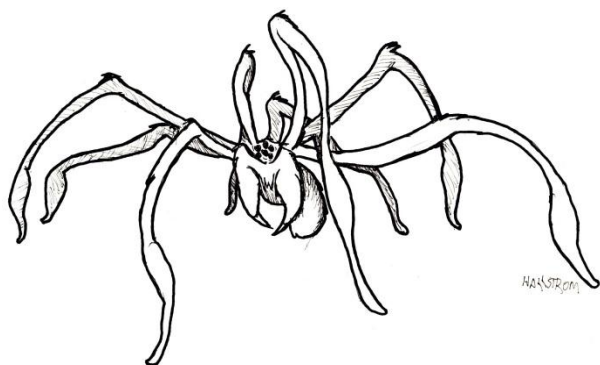
Large spiders will always be scurrying around looking for food. Characters save vs. large spider poison at +2.

Huge spiders can leap up 30' to attack their victim, often jumping out of well-concealed hiding places. They surprise on a roll of 1-5 on 1d6.

Giant spiders build vast sticky webs in tunnels or wells, with tremendously strong strands that only a character with strength 18 can break free of in 1 round.

Size	Large	Huge	Giant
Move	60'/turn	180'/turn	30'/turn
HD	1+1	2+2	4+4
AC	8	6	4
Damage	1	1d6	2d4

All spiders will move at twice their normal movement rate while in their web.



STIRGE

Move: 180'/turn flying
 Alignment: neutral
 Hit Dice: 1
 Attacks: 1 strike
 Armor Class: 7
 Damage: 1-3
 Treasure Type: Q

This nasty flying creature tries to attach itself to a victim and suck out blood, causing 1d3 points of damage per round until it is removed or killed, or its victim dies. It has a long proboscis like some sort of feathered ant-eater. A flying stirge attacks at +2 and will stay attached after its first successful strike.

TROGLODYTE

Move: 120'/turn
 Alignment: Chaotic evil
 Hit Dice: 2
 Attacks: 2 claws + 1 bite + stench
 Armor Class: 5
 Damage: 1-4 / 1-4 / 1-4 / special
 Treasure Type: A

These reptilian humanoids harbor a deep and abiding loathing for humans. They seek to wipe the surface dwellers from the world but are stymied by their small numbers. Troglydotes have chameleon-like abilities and try to blend into the background to surprise their targets (1-4 on 1d6). They also emit a foul secretion when aroused for battle, which makes all races sick to smell it and lose a 1 point of strength each round for 1d6 rounds. The effects then continues with no further strength loss for another 10 rounds.

TROLL

Move: 120'/turn
 Alignment: Chaotic evil
 Hit Dice: 6+3
 Attacks: 2 claws + 1 bite
 Armor Class: 6
 Damage: 1-6 each
 Treasure Type: D

Thin and rubbery, these ugly humanoid like beasts regenerate 3 hit points per turn. Trolls are able to regenerate completely even if cut to pieces. Separating the body parts will not kill it as each portion will grow into another troll in time. The only way to kill a troll is to burn the body.

UNICORN

Move: 120'/turn (or teleport)
 Alignment: Lawful good
 Hit Dice: 4
 Attacks: 2 hooves or 1 horn
 Armor Class: 2
 Damage: 1-8 each
 Treasure Type: Nil

Unicorns avoid humans (not elves), but allow a pure maiden to ride them. They have a long hatred of goblins; in past epochs herds of unicorns have sometimes made war on them. They dwell in thick, ancient forests or remote hilly regions. Unicorns attack with their horn as a mounted lance. Once per day they can teleport themselves and a rider for 360'. They resist all magic on a roll of 8 or better on a 20-sided die.

VAMPIRE

Move: 180'/turn (fly 180'/turn in bat form)
 Alignment: Lawful evil
 Hit Dice: 7-9
 Attacks: 1 touch
 Armor Class: 2
 Damage: 1-10
 Treasure Type: Special

Vampires are powerful undead creatures of the night. Legends whisper of the original vampire of sin, Cain, the first vampire cursed to walk the lands as undead. All bitten by Cain inherited some of his power, but the blood thinned out over eons.

A vampire attack also drains 2 levels from the victim, but a save vs. death reduces it to 1 level. The vampire can charm his target by looking into their eyes (save vs. spells at -2).

Vampires may only be hit by magical weapons. They also regenerate hit points immediately upon being hit at a rate of 3 per turn. They can assume bat form or assume a gaseous shape at will, taking 1 round to make the change. They can also summon 10d10 rats or 3d6 wolves to their aid, taking 2d10 rounds to arrive.

If a vampire's hit points are reduced to zero it merely assumes its gaseous form and escapes the scene. It will withdraw immediately if confronted with garlic, a mirror or a holy symbol, presented firmly and with conviction. Vampires can only be permanently killed if pierced through the heart with sharp wooden object, exposed to direct sunlight or immersed in running water.

Anyone killed by a vampire becomes a lesser vampire under the control of their slayer. Thus, it is possible for vampires to be former fighting men, magic-users or thieves; only rarely will an ex-cleric vampire be encountered.

WIGHT

Move: 90'/turn
 Alignment: lawful evil
 Hit Dice: 3
 Attacks: 1 touch
 Armor Class: 5
 Damage: 0
 Treasure Type: B

Crypt creatures of little substance, wights drain 1 level from any victim struck. If a character is reduced to zero levels, he dies and becomes a wight under the control of his killer. Normal weapons have no effect upon wights, but they are vulnerable to arrows; silver arrows will do normal damage, while magical arrows will do double. Magical weapons of any other kind affect them normally.

WRAITH

Move: 120'/turn(240' flying)
 Alignment: lawful evil
 Hit Dice: 4
 Attacks: 1
 Armor Class: 3
 Damage: 1-6
 Treasure Type: E

Much like the wight, but stronger, silver-tipped arrows deal half damage upon them and magic arrows score normal damage. They are impervious to normal weapons.

ZOMBIE

Move: 120'/turn
 Alignment: neutral
 Hit Dice: 2
 Attacks: 1
 Armor Class: 8
 Damage: 1-6

Animated corpses created by an evil cleric or magic-user, zombies can be turned or dismissed by a cleric, and are subject to dismemberment with normal weapons. Zombies move very slowly and will only get 1 attack every other round.

WANDERING MONSTERS

When setting up the dungeon for the evening's game, the GM should consult the wandering monster charts given below. To ensure the

adventurers have somewhat of a chance to survive the night, it is important not to overwhelm the party with an unbeatable foe.

WANDERING MONSTER LEVEL DETERMINATION

Level Beneath The Surface	Roll 1d12 for Wandering Monster Level Table						
	1	2	3	4	5	6	7
One	1-8	9-11	12	–	–	–	–
Two	1-7	8-9	10-11	12	–	–	–
Three	1-6	7-8	9-10	11	12	–	–
Four	1-5	6-7	8-9	10	11	12	–
Five	1-4	3-4	5-6	7-8	9-10	11	12
Six	1-3	4-5	6-7	8-9	10	11	12
Seven or more	1-2	3-4	5-6	7-8	9-10	11	12

DUNGEON LEVEL 1

Creature Type	No.	1d8
Kobolds	3-12	1
Goblins	2-8	2
Skeletons	1-6	3
Orcs	1-4	4
Giant Rats	3-18	5
Giant Centipedes	1-6	6
Bandits	1-6	7
Large Spiders	1-8	8

DUNGEON LEVEL 2

Creature Type	No.	1d8
Berserkers	1-8	1
Choker	1	2
Gelatinous Cube	1	3
Ghouls	1-4	4
Gnolls	1-6	5
Hobgoblins	1-8	6
Giant Ants	1-4	7
Zombies	1-4	8

DUNGEON LEVEL 3

Creature Type	No.	1d8
Bugbears	2-8	1
Doppelgangers	1-4	2
Gray Ooze	1	3
Harpies	1-3	4
Ogres	1-4	5
Ochre Jelly	1	6
Were-Rats	1-4	7
Wights	1-3	8

DUNGEON LEVEL 4

Creature Type	No.	1d8
Bugbears	3-12	1
Gargoyles	1-6	2
Giant Ticks	1-4	3
Ogres	2-7	4
Green Slime	1	5
Huge Spiders	1-6	6
Wights	1-6	7
Wraiths	1-4	8

DUNGEON LEVEL 5

Creature Type	No.	1d8
Blink Dogs	1-4	1
Cockatrice	1	2
Gelatinous Cube	1	3
Hill Giants	1-2	4
Medusas	1-6	5
Mummies	1-4	6
Giant Spiders	1-4	7
Trolls	1-4	8

DUNGEON LEVEL 6

Creature Type	No.	1d8
Basilisks	1-4	1
Hell Hounds	1-4	2
Black Dragon*	1	3
Stone Giants	1-3	4
Minotaurs	2-8	5
Purple Worms	1	6
Spectres	1-4	7
Vampire	1	8

DUNGEON LEVEL 7+

Creature Type	No.	1d8
Black Pudding	1	1
Red Dragon**	1	2
Frost Giants	1-2	3
Fire Giants	1-2	4
Manticores	1-4	5
Owl Bears	1-2	6
Rust Monster	1-6	7
Vampire***	1	8

Wandering monsters may be pre-selected by the GM, such as a patrol of skeletons or goblins that walks up and down the main corridor every 5 turns, or the wandering creatures can be randomly rolled on the tables. GM judgment is called for to ensure the random roll does not present the party with an enemy they could not hope to defeat; nor should it be a source of too-easy encounters that dull the suspense of the game.

* Young adult dragon.

** Adult dragon.

*** Full 9th level magic-user powers

TREASURE

This chapter is for the GM's eyes only. Treasure is the reward for adventuring, and an amazing sight for novice characters to behold. Coins of every type are there for the taking; countless jewels and gems are waiting to be found in some hoard; seemingly mundane items may veil hidden magical powers. The GM has the option of running his campaign the way he feels it should be run, and award whatever treasure he wants. Or. He may let probability take a hand and roll according to the treasure listed for each type of monster.

TREASURE TABLE

Type	Copper	Silver	Electrum	Gold	Platinum	Gems	Jewelry	Magic Items
A	25%:1d6	30%:1d6	20%:1d4	35%:2d6	25%:1d4	50%:6d6	50%:6d6	30%: any 3
B	50%:1d8	30%:1d6	25%:1d4	25%:1d4	N/A	25%:1d6	25%:1d6	10%: O
C	20%:1d12	30%:1d4	10%:1d4	N/A	N/A	25%:1d4	25%:1d4	10%: any 2
D	10%:1d8	15%:1d12	N/A	60%:1d6	N/A	30%:1d8	30%:1d8	1P + 15%: any 2
E	05%:1d10	30%:1d12	25%:1d4	25%:1d8	N/A	10%:1d10	10%:1d10	1S + 25%: any 3
F	N/A	10%:2d10	20%:1d8	45%:1d12	30%:1d6	20%:2d12	10%:1d12	1P + 1S + 30%: any 3
G	N/A	N/A	N/A	50%:10d4	50%:1d12	25%:3d6	25%:1d10	1S + 35%: any 4
H	25%:4d6	50%:1d100	50%:10d4	50%:10d6	25%:10d4	50%:1d100	50%:10d4	1P + 1S + 15%: any 4
I	N/A	N/A	N/A	N/A	30%:3d6	50%:2d8	50%:2d8	15%: any 1
J	100%:4d6	N/A	N/A	N/A	N/A	N/A	N/A	N/A
K	N/A	100%:3d6	N/A	N/A	N/A	N/A	N/A	N/A
L	N/A	N/A	100%:2d6	N/A	N/A	N/A	N/A	N/A
M	N/A	N/A	N/A	100%:2d4	N/A	N/A	N/A	N/A
N	N/A	N/A	N/A	N/A	100%:1d6	N/A	N/A	N/A
O	25%:1d4	10%:1d10	N/A	N/A	N/A	N/A	N/A	N/A
P	N/A	30%:1d6	05%:1d4	N/A	N/A	N/A	N/A	N/A
Q	N/A	N/A	N/A	N/A	N/A	50%:1d4	N/A	N/A
R	N/A	N/A	N/A	40%:2d8	50%:1d6	55%:5d4	45%:2d6	N/A
S	N/A	N/A	N/A	N/A	N/A	N/A	N/A	40%: 2d8P
T	N/A	N/A	N/A	N/A	N/A	N/A	N/A	50%: 1d4S

HOW DOES IT WORK?

This table is very simple to use, and the option exists for the GM to simply pick and choose instead of rolling.

First, find the row for your monster's treasure type, then work from left to right on the chart. If the column entry is N/A, that type of loot won't be found and you can move to the next column.

Where a percentage is given, that is the chance on d% that there is treasure of that type. If your d% roll is equal to or less than the percentage, make the next roll indicated (1d4, 2d6, etc.) to determine the quantity. For magic items, a fixed quantity is usually given instead of a random number.

Note that for coins (copper, silver, electrum, gold and platinum) the result is multiplied by 100 to find the actual amount. For example, if the "Copper" column lists 25%:1d6 and you find that copper pieces are present, you then roll 1d6 and multiply by 100 for the size of the hoard.

Treasure types J to N are an exception – these are not treasure hoards found in the lair, but coinage carried by individual monsters. The number rolled is the actual number of coins carried (do not multiply by 100).

If gems or jewelry are found, you must roll on the appropriate sub-tables on the following page to determine the exact value for each piece.

If magic items are present, you must roll on the appropriate sub-tables on the following page to determine the exact item. An entry of "any 4", for example, in the magic item column means that you must roll 4 times on the Magic Item Type table to find which 4 of the sub-tables to roll on (the same sub-table can come up multiple times). The following abbreviations for sub-tables are used in the Treasure Table above:

O = Other P = Potions S = Scrolls

COIN EXCHANGE RATES

- 5 Copper Pieces = 1 Silver Piece
- 5 Silver Pieces = 1 Electrum Piece
- 2 Electrum Pieces = 1 Gold Piece
- 5 Gold Pieces = 1 Platinum Piece

This is the standard, but of course a GM can play around with this and make it different for their campaign world. All coins are roughly the same size and weight.

GEM VALUES

d%	Base Value
01-22	10gp
23-47	40gp
48-77	110gp
78-97	600gp
98-00	2,000gp

The base value of each gem is determined by rolling a d% to generate a number from 01-00 on the table above. Of course this chart is just a guideline; the GM can of course decide the value of any gems that are found.

JEWELRY VALUES

Jewelry is worth from 300 to 1,800 gp per item (roll 3d6 and multiply by 100). The GM will have to decide whether the value decreases due to wear and tear or if it was damaged in the heat of battle.

MAGIC ITEM TYPES

d%	Sub-Table
01-22	Miscellaneous Magic
23-41	Rings
42-66	Scrolls
67-86	Potions
87-91	Swords
92-96	Rods, Staves or Wands
97-00	Other

Use the above table to determine which sub-table to roll on for each magic item. Next, grab a d10 to roll on the following tables to find out what items are found:

1d10 Miscellaneous Magic

1	Bag of Devouring
2	Bag of Holding
3	Broom of Flying
4	Crystal Ball
5	Elf Cloak and Boots
6	Gauntlets of Ogre Power
7	Helm of Evil/Good
8	Helm of Telepathy
9	Medallion of ESP
10	Rope of Climbing

1d10 Rings

1	Animal Control
2	Contrariness
3	Fire Resistance
4	Invisibility
5	Plant Control
6	Protection +1
7	Regeneration
8	Three Wishes
9	Water Walking
10	Weakness

1d10 Scrolls

1	Any one spell
2	As any Potion (not Delusion or Poison)
3	As any Ring (not Wishes or Regeneration)
4	Any three spells
5	Any two spells
6	As any Wand (not Rods or Staves)
7	Cursed (affects reader immediately)
8	Protection from Lycanthropes
9	Protection from Magic
10	Protection from Undead

1d10 Potions

1	Delusion
2	Diminution
3	Flying
4	Gaseous Form
5	Giant Strength
6	Growth
7	Haste
8	Healing
9	Invisibility
10	Poison

1d10 Swords

1	-1, Cursed
2	+1
3	-2, Cursed
4	+2
5	+1, Locate Object Ability
6	+1, +3 vs. Dragons
7	+1, +2 vs. M-Us & Enchanted Monsters
8	+3
9	+1, +2 vs. Lycanthropes
10	+1 Flaming, +2 vs. Trolls, +3 vs. Undead

1d10 Rods, Staves and Wands

1	Rod of Cancellation
2	Snake Staff
3	Staff of Healing
4	Staff of Striking
5	Wand of Cold
6	Wand of Fear
7	Wand of Fire Balls
8	Wand of Magic Detection
9	Wand of Paralyzation
10	Wand of Secret Door and Trap Detection

1d10 Other

1	Shield +1
2	Armor +1 (any type)
3	Arrows +1 (10)
4	Bow +1 (any type)
5	Dagger +1 vs. Medium, +2 vs. Small
6	Dagger +2 vs. Medium, +3 vs. Humanoids
7	Axe +1 (any type)
8	War Hammer +1
9	Spear +1
10	Armor -2, Cursed (any type)

EXPLANATION OF MAGIC ITEMS

ARMOR AND MAGICAL WEAPONS

When a character dons magical armor, the bonus will improve the armor class of the character. Chain mail would normally be AC5, but magical chain mail +1 is AC4. There is also cursed armor, which has the opposite effect, making the character's AC worse; for example, cursed chain mail -1 would be AC6. The GM decides whether magic armor is leather, chain or plate mail.

During their adventures the PCs will come across certain monsters that can only be hurt with magical weapons. Magic weapons also have other modifiers. When a character uses a magical sword, he adds the bonus onto the die roll to hit his target. A sword +1 would allow a player to roll a d20 and add a +1 to the score (in addition to other modifiers). Again a cursed sword has the opposite effect. Some magical swords include other bonuses, such as a damage bonus; this must be decided by the GM on a case-by-case basis.

Weapons other than the sword always add the modifier to the d20 attack roll, as well as to the rolled damage. This includes magical bows and arrows, which stack if used together.

POTIONS

Most potions are like magical spells in a bottle, but some may allow a character to do certain things even a spellcaster would not normally be able to do. They can be found to be magical by a detect magic spell or, if a character is brave enough, he can take a tiny sip to see what happens. Potions generally come in a small vial or flask intended to be quaffed in a single gulp, unless the GM decides otherwise. The duration may depend on the type of potion, but as a rule the GM will roll 1d8 to secretly determine how many turns the effects will last.

Diminution – The drinker will shrink to a height of 6" ... 3 apples high.

Giant Strength – This potion will enable the user to go head to head with a stone giant, matching his strength and using the same attack table for attack and causing 3d6 points of damage with a successful blow.

Growth - Down this potion in one and grow 30' tall, or take half and grow to 15'.

Gaseous Form – The user's physical body becomes gaseous and able pass through any barrier that is not airtight. All possessions immediately fall to the ground.

Poison - If drunk, a save vs. poison is required. If it is merely sipped, the GM may choose to hint at the potion being dangerous.

Fly – Allows the drinker to fly at will with just a thought, much like the spell, except potion decides when the effect ends.

Invisibility – Same as invisibility spell, except the potion determines duration.

Haste – The character moves twice as fast, and doubles his normal number of attacks per round.

Delusion – This concoction makes the character believe he has taken whatever potion he thought it was, but nothing is really happening, except in his mind.

Healing – this elixir immediately heals 1d6+1 points of damage upon drinking.

OPTION: OTHER POTION TYPES

The GM can make up his own additional potion effects. They can be based on spells, or they can be something entirely new.

SCROLLS

A scroll is a magical spell written on paper, and is randomly generated by the charts above. Spells can only be read by magic-users and high level thieves (thieves can only read them, but can't actually cast them). A scroll can only be cast once; after it is used the words fade away completely. A magic-user can unroll the top and read the name of a normal scroll without using it, but a cursed scroll will take effect as soon as it is opened (the character is allowed a saving throw vs. spells). Protection scrolls can be used by anyone, and will form a 10' radius protective ring around the reader against the appropriate creatures. Spellcasters within the circle are unable to cast spells as the protective force will hold it all in.

RINGS

Rings must be worn to take effect; placing one in a pocket will do nothing until it is slipped on a finger. Rings can be used by anyone, but only one ring per hand is allowed, more will cancel each other out.

Invisibility – Putting this on keeps the wearer invisible, but as soon as he attacks he becomes visible for the rest of that round and must cease hostile actions to go invisible again.

Plant Control – This allows the wearer to control plants and fungi, either 1d6 large individuals, or a 10' x 10' area of ground covered with vegetation, but concentration must be maintained.

Animal Control – The wearer can command 3d6 small, 2d8 medium, or 1d6 large animals. The character must think of simple commands like "heel!", "attack!", "fetch!", etc. Only 3 commands per turn can be given to an animal. Constant concentration must be maintained to keep control.

Weakness – This ring affects the wearer immediately it is placed on the finger, and it cannot be removed without a remove curse spell. Each turn the wearer loses 1 point of strength until he is at only half his normal score. This weakness is reflected in defense, attack and carrying ability. There is a 5% chance that the ring will act in reverse when first put on, thus making the wearer stronger (up to a maximum 18). A weakness ring which works as intended will always do so, while one that does work in reverse for one person still has a 95% chance for causing weakness in any other who wears it.

Protection +1 – Grants the wearer a +1 bonus to Armor Class, as well as a +1 bonus to all saving throws.

Three Wishes - Wishes are limited in power and require the GM's discretion in implementation. If a character asks for more wishes, the simple answer is no – it cannot do that. If the character wishes for something very powerful or a great treasure the ring will bring the character to the location of that item and they may still have to endure whatever dangers guard it. Players tend to get greedy for their characters, thus a GM must require exact phrasing of a wish; one wrong word could bring disaster ...

Fire Resistance – Normal fire will do no damage to the wearer, and the ring provides a +2 bonus to save vs. fire balls or dragon fire. In addition, it allows the character to ignore 1 point of fire damage for each die rolled. For example, a successful save vs. a 6d6 fire ball (for roll of 22) would halve the damage (11) and subtract another 6 points, for a total of 5 points of damage.

Contrariness – Once this cursed ring is put on it cannot be removed without remove curse spell, and causes character to do the opposite of what is asked of them.

Regeneration – As long as this ring is worn by a character, 1hp per turn is regenerated, even if the wearer is dismembered and killed. Limbs and such will grow back within a day; only heads cannot be re-grown once severed.

RODS, STAVES AND WANDS

Any character can use a rod, but staves have restrictions on who may use them (as per their descriptions below). Only a magic-user can wield a wand. Wands normally hold about 100 charges when newly created, but inevitably have considerably fewer remaining when discovered as treasure.

Wand of Magic Detection – When in use, the wand causes any magic item within 20' to glow.

Wand of Secret Doors and Trap Detection – This wand gives warning or points to any hidden door, panel, trap, or the like within 20'.

Wand of Fear – When discharged, all creatures in a cone 60' long, 30' wide at its end must make a save vs. magic wand or panic and flee for 1d4 turns, dropping everything they are holding and running away at top speed.



Wand of Cold – expels a cone of cold 60' long and 30' wide at its end, causing 6d6 damage. Targets may make a saving throw vs. magic wands to reduce rolled damage to half.

Wand of Paralyzation – Projects a ray 60' long, 30' wide. Those not making their saves are paralyzed for 6 turns.

Wand of Fire Balls – This wand shoots forth a fire ball for up to 240', which will explode at the desired point with a burst radius of 20'. Anyone within the blast zone will take 6d6 damage; half damage is taken if the victim makes his saving throw vs. magic wands.

Staff of Healing – This staff may only be used by clerics, and will heal 1d6+1 points of damage with a touch up to 3 times a day.

Snake Staff – This magical quarterstaff gives clerics a +1 bonus to hit and damage opponents. On command it will also coil around the target like a snake, rendering him helpless or preventing a counterattack for 1d4 turns. It then crawls back to the cleric and reverts to staff form.

Rod of Cancellation – This rod, about 4' in length, can be used by any character. It will function only once, but if it strikes any magic item it will drain all magical properties from the item. It grants a +2 bonus to hit when used to attack like a club.

MISCELLANEOUS MAGICAL ITEMS

Crystal Ball – A magic-user can see things at a distance through this sphere up to 3 times per day. Use for an extended period requires a day of rest afterwards. Objects and places are best seen if they are familiar to the viewer, and are close by. Unfamiliar or distant scenes are harder to perceive, the vision fading quickly and cannot be regained. Spells cannot be sent through the ball.

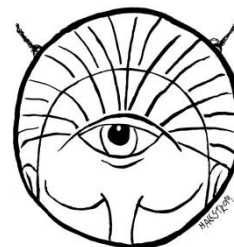
Bag of Holding – A magic bag that will hold up to 10,000 coins but weigh only 300 coins. Alternatively it can take an object up to 10' x 5' x 3' in size, whereupon it weighs 600 coins.

Elf Cloak – This grey cloak makes any wearer invisible, as per the spell. Spells or magical detection can see through the cloak.

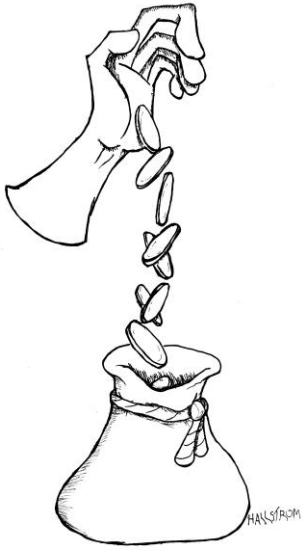
Elf Boots – Wearable by anyone with suitably sized feet, these boots allow completely silent movement at all times.

Broom of Flying – Upon uttering a secret command, this item will carry the user through the air at 240' per turn; carrying another person reduces the speed to 180' per turn. It will come at the command if it is spoken within 240'. The command is usually cryptically carved on the item.

Medallion of ESP - any character can use this device, which functions like an ESP spell, but malfunctions on a roll of 6.



Bag of Devouring – This looks just like a Bag of Holding, but anything placed within it is devoured in 7-12 turns.



Helm of Telepathy – Anyone putting on this helmet can read the thoughts of any other creature within 90'. If more intelligent than the target, the wearer of the helm may be able to impress his will upon the creature. Monsters save at -2 and characters at -1 vs. spells to resist the wearer's will. Suggestions to commit suicide will always fail!

Helm of Evil/Good – When any character places this helmet on his head it immediately changes his alignment to the exact opposite. It can be removed only with a cleric's remove curse spell. This helm only works those who are already good or evil characters – it has no effect on neutral characters.

Rope of Climbing - This 50' long, thin cord will obey commands that allow it to snake downwards or climb upwards, fasten onto things, etc. It can be used to climb up or down, bearing up to 10,000 coins in weight without breaking. Only magic swords or daggers can cut it, breaking its enchantment if they do.

Gauntlets of Ogre Power – These heavy gauntlets add 2d8 points of damage to all melee attacks by the wearer; even if using just his fists. There are *no* bonuses to hit! The character is able to carry an additional 1,000 coins in weight without being overloaded.

HOME BREWED ITEMS

The rest of this page is left blank so you can record your own unique magic items inside the book to keep everything in one place!

EXAMPLE OF PLAY

Normally when playing a game of MAZES & PERILS, there are 4 to 5 players and a GM. The example below will use 3 players and a GM. To save time on things once in the dungeon, the party assigns one person to tell the GM which direction the party is heading in, called the *party leader* (PL). Using this method will speed up game play, and no-one has to sit there waiting for everyone else to agree whether they should climb the ladder or travel down the tunnel some more. In this example the GM is making all the rolls to keep the players in suspense.

GM: "After searching, you find your way into the cave, where it tunnels down into the ground on a slope of 45 degrees or so. The ground is made of soft dirt, the walls of slick rock. Would you like to continue down slowly? The tunnel is a standard 10' across."

PL: "We carefully move down the slope, with our eyes open looking for anything unusual."

GM: "Traveling down the slope for what seems like forever, after about 100' you see, on the western wall, a crudely made wooden door, 5' wide. You can continue or explore the door."

PL (talks to the party for a moment): "Ok, the thief will listen at the door to see if there is anything there."

GM (makes a roll behind the screen): "You press your ear up to the door for a moment and you hear nothing at all. What now?"

PL: "OK, with weapons ready the three of us open the door slowly and creep in, fighting man first, then the thief and then the cleric."

GM: "You fling open the door to find the room looks empty. As you walk inside you see trash thrown about, old food and papers are everywhere. There is another wooden door on the western wall leading out of here."

PL: "The thief will go over to the door, check it for traps and see if it's locked or not. The fighting man and cleric will watch his back and poke about the room."

GM (makes a find traps roll behind screen): "You do not detect any traps and you find the door is locked. Would you like to try to pick the lock?"

PL: "Yes, the thief does carefully and quietly."

GM (makes another roll behind the screen): "You seemed to have unlocked the door as you hear a small click inside the lock."

PL: "The thief backs away as the fighting man slowly grabs the handle to open the door."

GM: "As you are about to open the door, it bursts open and a goblin comes flying into the room armed with a large club. You all are shocked by this action, so he surprises you and gets an attack." (GM rolls behind the screen) "The goblin jumps through the air towards the fighting man, swings, but misses."

PL: "The fighting man already had his sword out by his side, so he slices at the gobby." (watches the GM make the roll) "17?"

GM: "That's a hit! Roll damage."

PL: (watches another roll) "He did 7 points of damage."

GM: "Nice hit, the goblin falls to the ground in a bloody mess and seems to have stopped moving."

PL: "We search him, checking his pockets and any other items or pouches he has."

GM: "After searching him, you find a crude map of what looks like the caves you are in, plus 10gp."

PL: "With a small celebration, we collect things up, and check the map as we enter the next room."

QUICK REFERENCE TABLES

CLERIC UNDEAD TURNING

Type	Cleric Level								
	1	2	3	4	5	6	7	8	9
Skeleton	7	T	T	D	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D	D
Wight	N	11	9	7	T	T	D	D	D
Wraith	N	N	11	9	7	T	T	D	D
Mummy	N	N		11	9	7	T	T	D
Spectre	N	N			11	9	9	T	D
Vampire	N	N	N	N	N	11	9	7	T

CLERIC UNDEAD COMMAND

Charisma	3-13	14	15	16	17	18
Undead	5	6	7	8	9	10

THIEF SKILLS

Skill	Thief Level											
	1	2	3	4	5	6	7	8	9	10	11	12
Climb & Scale	50	55	60	65	70	75	80	85	90	90	90	90
Find/Dis. Traps	15	20	25	35	45	50	55	60	65	70	75	80
Hide	15	20	35	40	50	55	60	65	70	75	80	85
Hear Noises*	2	2	2	2	3	3	3	4	5	5	5	5
Mov. in Silence	25	30	35	45	55	60	65	70	75	80	85	90
Pick Locks	15	20	25	35	40	45	55	60	65	70	75	80
Pick Pockets	15	20	25	35	45	50	55	60	65	70	75	80

* Hear noises rolls are made on 1d6. The player must roll the number shown or less to succeed.

MISSILE RANGE

Weapon	Short*	Medium	Long**
Bow			
Composite	0-80	81-160	161-240
Long	0-70	71-140	141-210
Short	0-50	51-100	101-150
Crossbow			
Heavy	0-80	81-160	161-240
Light	0-60	61-120	
Sling	0-60	61-120	
Javelin	0-20	21-40	
Spear	0-10	11-20	
Axe	0-10	11-20	
Dagger	0-10	11-20	

* Attacks at short range get a +1 bonus to hit.

** Attacks at long range suffer a -1 penalty to hit.

OPTIONAL RULES

OPTION: VARIABLE HIT DICE

Class	Hit Dice
Fighting Man	d10
Magic-User	d4
Cleric	d8
Thief	d4

Sometimes in game, it would seem that some characters should have more hit points or less hit points than others. This is where this optional rule can be used to keep the game fun for everyone. The variable hit die table above can be used by the GM according to taste, using all, some or none of the suggested values.

OPTION: VARIABLE WEAPON DAMAGE

Weapon Class	Damage Roll
Light	d4
Normal	d6
Heavy	d8

In MAZES & PERILS, all weapons wielded by the characters hit for a base 1d6 damage, no matter the size, shape or length of the weapon. Above is a chart the GM can use to change this a little, allowing characters to do more or less damage according to the class of the weapon. Again, the choice is up to the GM.

OPTION: INITIATIVE ROLLS

During Combat, the GM can decide to roll 1d6 for each player and for each group of monsters he is controlling, to determine the initiative order for that particular fight. The lowest number goes first. The GM could also decide that each *side* rolls 1d6 and the lowest side goes first.

RANDOM DUNGEON ADVENTURE

This chapter is for the GM's eyes only. On the following pages is a presented sample dungeon with basic descriptions for the GM to flesh out. The rooms are left blank or given minor description, so the GM can take it and design what he needs. He should use the random monster charts from the Monsters chapter to populate the dungeon with foes for the player characters to fight. The GM should also place random treasure inside the dungeon.

There really is no wrong way to construct a dungeon, and if the GM wants to place a high hit dice monster in an area where the tables say it shouldn't be then he can do so, but he should think about scaling it down so the characters have at least a chance of defeating it (or getting away with their lives).

Area 1

There is a trickle of water here.

Encounter:

Treasure:

Area 2

Encounter: Traders (4)

Treasure: None

Area 3

The air here smells of smoke.

Encounter:

Treasure:

Area 4

This area has a pleasant, earthy smell. Guano covers the floor.

Encounter:

Treasure:

Area 5

There is dried blood here.

Encounter: Orcs (7)

Treasure: As per monster type.

Area 6

A cold air current blows through this area. This area has a stale, fetid smell. This area is covered in cobwebs.

Encounter:

Treasure:

Area 7

Encounter:

Treasure:

Area 8

This area smells faintly of manure. Fog gathers and swirls on the floor, concealing it.

Encounter:

Treasure:

Area 9

Encounter:

Treasure:

Area 10

Encounter:

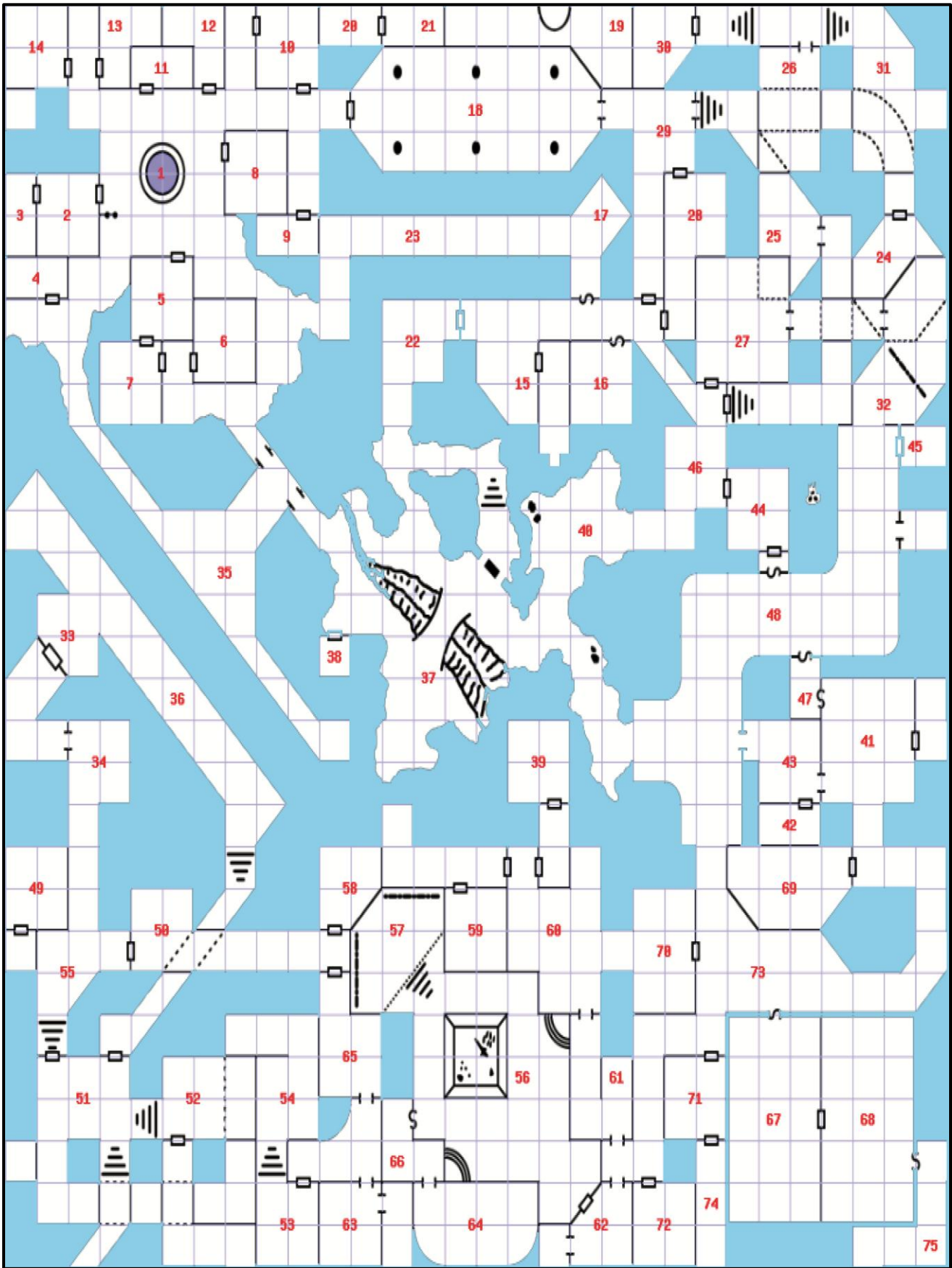
Treasure:

Area 11

A strong, moaning wind blows through this area.

Encounter:

Treasure:



MAZES & PERILS

Area 12

This area smells faintly of manure. It is very dusty.

Encounter:

Treasure:

Area 13

Dusty cobwebs darken the room.

Encounter:

Treasure:

Area 14

Encounter:

Treasure:

Area 15

Encounter:

Treasure:

Area 16

This area has a stale, fetid smell. There is a pile of ashes near the secret door.

Encounter:

Treasure:

Area 17

This area has a sour, putrid smell. There are cracks in the floor.

Encounter:

Treasure:

Area 18

There are rotting pieces of wood scattered about.

Encounter:

Treasure:

Area 19

The air here is very cold and smells of smoke.

Encounter:

Treasure:

Area 20

There is a pile of dung here.

Encounter:

Treasure:

Area 21

Encounter:

Treasure:

Area 22

The ceiling is coated with a slimy substance.

Encounter:

Treasure:

Area 23

Your nostrils are overwhelmed by a sulphurous stench.

Encounter:

Treasure:

Area 24

Encounter:

Treasure:

Area 25

Encounter:

Treasure:

Area 26

Encounter:

Treasure:

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Area 27

Encounter:

Treasure:

Area 28

This area smells of rotting vegetation. The walls here are damp.

Encounter:

Treasure:

Area 29

A gusting breeze blows through this room. This area is covered in cobwebs.

Encounter:

Treasure:

Area 30

There is a salty, wet smell to this area. Fog gathers and swirls on the floor, concealing it.

Encounter:

Treasure:

Area 31

Encounter:

Treasure:

Area 32

Encounter:

Treasure:

Area 33

Encounter:

Treasure:

Area 34

This area smells faintly of urine.

Encounter:

Treasure:

Area 35

A strong, gusting wind blows through this area. The air here smells of smoke.

Encounter:

Treasure:

Area 36

Encounter:

Treasure:

Area 37

A pile of rocks is laid out in the shape of an "X".

Encounter:

Treasure:

Area 38

The walls seem to have cracks in them.

Encounter:

Treasure:

Area 39

The room smells of freshly cooked meat.

Encounter:

Treasure:

Area 40

Area smells of rotting vegetation, there are scratches on the walls.

Encounter:

Treasure:

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Area 41

A broken sword lies on the ground.

Encounter:

Treasure:

Area 48

This room has sand swept into various piles.

Encounter:

Treasure:

Area 42

There are cracks in the floor here.

Encounter:

Treasure:

Area 49

A strong wind blows through this area. This room smells faintly of manure.

Encounter:

Treasure:

Area 43

There are rotting pieces of meat on the ground.

Encounter:

Treasure:

Area 50

The soil on the ground is dried up, but the anemic weeds poking through seem to be surviving.

Encounter:

Treasure:

Area 44

Encounter:

Treasure:

Area 51

Encounter:

Treasure:

Area 45

Torches blow out in strong gusts of wind.

Encounter:

Treasure:

Area 52

Encounter:

Treasure:

Area 46

There are dry leaves and twigs scattered here.

Encounter:

Treasure:

Area 53

There is a pile of rocks laid out in a "Y" pattern.

Encounter:

Treasure:

Area 47

Encounter:

Treasure:

Area 54

The ceiling seem to have cracks in it.

Encounter:

Treasure:

Area 60

There is dense fog in this room, hard to see.

Encounter:

Treasure:

Area 55

The room smells of freshly burnt fur.

Encounter:

Treasure:

Area 61

There is a pile of rocks arranged in a "Z" pattern.

Encounter:

Treasure:

Area 56

The area smells of rotting vegetation and there are scratches on the walls.

Encounter:

Treasure:

Area 62

The hinges on the door look like they were once torn off.

Encounter:

Treasure:

Area 57

A broken shield and spear lays on the ground.

Encounter:

Treasure:

Area 63

Water trickles into the room from an unknown source.

Encounter:

Treasure:

Area 58

Encounter:

Treasure:

Area 64

The area smells of rotting vegetation and there are scratches on the walls.

Encounter:

Treasure:

Area 59

A faint wind blows through this area. The air here smells of sweet baked goods.

Encounter:

Treasure:

Area 65

Broken bones lay on the ground.

Encounter:

Treasure:

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Area 66

Encounter:

Treasure:

Area 71

Water puddles in the corner of this room.

Encounter:

Treasure:

Area 67

No sound can be made in this room, no matter how hard the characters try.

Encounter:

Treasure:

Area 72

Encounter:

Treasure:

Area 68

There are tiny flies swarming around the room.

Encounter:

Treasure:

Area 73

Broken bones lay on the ground, and there are burn marks on the floor.

Encounter:

Treasure:

Area 69

There is a pile of rocks on the floor in a "T" pattern.

Encounter:

Treasure:

Area 74

Encounter:

Treasure:

Area 70

After entering the room, the door creaks closed by itself.

Encounter:

Treasure:

Area 75

The wind is very strong, knocking back characters of below average strength.

Encounter:

Treasure:

MAZES & PERILS CHARACTER SHEET

CHARACTER NAME:

CLASS:

LEVEL:

HIT POINTS:

STR: INT: WIS:

CON: DEX: CHA:

NOTABLE BONUSES: _____

STUFF

TREASURE

EXPERIENCE POINTS COLLECTED

BREATH WEAPONS:

PETRIFICATION:

DEATH OR POISON:

MAGICAL ITEMS:

SPELLS:

NOTABLE BONUSES: _____

-

MELEE WEAPONS

_____ BONUSES _____

_____ BONUSES _____

_____ BONUSES _____

MISSILE WEAPONS

_____ BONUSES _____

_____ BONUSES _____

_____ BONUSES _____

PARTY MEMBER LIST

PL _____ CH _____

NOTES: _____

PL _____ CH _____

NOTES: _____

PL _____ CH _____

NOTES: _____

PL _____ CH _____

NOTES: _____

PL _____ CH _____

NOTES: _____

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MAZES & PERILS

Death lurks around every turn! Not everyone will survive, but hey, those are the breaks, to find that treasure and make a name for yourself, right?

Mazes & Perils is a fantasy game that brings you back to the days, where it was simple, no powers, no special abilities that will make you seem like you are playing a superhero game, Just swords and magic.

To play all you need are some friends, dice and your imagination. If its not in this book, you can make it up. Remember, you rule the game, not the other way around!