A TRADITIONAL FANTASY ROLE PLAYING GAME

MAZES & PERILS

DELUXE EDITION

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WGP

Mazes & Perils
Deluxe Edition

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Introduction

Mazes & Perils (MnP) is a role-playing game (RPG) set in a fantasy world and suitable for ages 10 and up. You only need a few things to play with your friends: the **MnP** books, some dice, paper, pencils, and your imagination!

If you have played other fantasy role-playing games, the **MnP** rules may feel very familiar to you. Inspired by the 1977 "Holmes" edition of the world's most popular role-playing game, **MnP** extends the great introduction provided by Holmes and allows for longer campaigns at your game table.

Even if you aren't looking for another standalone fantasy RPG, you may find a few new and useful ideas for your own games!

How to Use This Book

You only need a few things to get started with your first game of **MnP**:

- People
- Paper & Pencils
- Dice
- and Imagination!

We recommend you have at least two people: one to act as the Game Master (GM) and the other (the "player") to play the Player Character (PC). One GM and one Player is often referred to as a "one-player adventure." Though this style of play can be fun, RPGs are often more enjoyable with larger groups of players, so we recommend getting more of your family and friends involved!

The GM sets the stage for the adventures, playing those parts the players do not, including monsters and the rest of the people in his fictional world. Other characters in the world are called Non-Player Characters (or NPCs).

GMs are also responsible for the adventures the PCs get sent on and the worlds they explore - but don't let that scare you away. This book is full of tips and options to help play at the table run smoothly. All of the rules are laid out in a simple-to-understand format, so there will be no break in the game for debate.

Why Mazes & Perils?

Dungeons and mazes share a few key qualities... Puzzles, paths, and perils. Each maze presented to the players by the GM should offer challenges in the form of traditional puzzles (such as riddles or physical traps), combat (with monsters or other enemies from your imagination), and roleplaying opportunities (the chance to escape into a fictional world with fictional personas of your own creation). If you've ever wanted to dive into your favorite fantasy novel and take part in the adventures within, **MnP** offers a fun, easy way to do that!

Plus, the **MnP** name itself is an homage to Holmes' short novel **The Maze of Peril** - you should give it a read!

Player Characters

Each PC can be of a few different types:

- A human fighting man, or a sturdy dwarf that likes to drink to make his day go smoothly.
- A magic user questing to discover new spells for his spell book.
- An enchanter seeking new ways to cloud or confuse the minds of the people around them.
- A thief seeking riches and new items to acquire.
- A cleric intent on spreading his faith to the masses.
- A shaman using primitive energies and superstitions to protect their tribes.
- And more!

There are plenty of choices for a player to make in the game!

Starting the Adventure

Once the PCs are created, the GM will plunge the group into a series of adventures occupying the landscape of story – tunnels with secret rooms, dungeons deep below ancient and long-abandoned mines, caverns with giant lizard-like creatures hoarding gold and silver, ripe for the taking! Every game will be filled with evildoers and monsters looking to stand in the way of the fame and fortune your characters seek.

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 game store? You can pick some up and have fun painting them for the group to enjoy!

As the characters experience adventure after adventure, they will grow in power and abilities. For instance, a human fighting man will learn to swing his sword a bit faster and hurt more vile enemies at once, while a 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 PCs advance in power the monsters will become harder to vanquish as well, and the rewards will increase!

Example of Play

Normally when playing a game of **MnP**, there are 4-5 players and a GM. This example will use 3 players and a GM.

To save time on things once in the dungeon, the party assigns one person (called the party leader or "PL") to tell the GM which direction the party is heading. Using this method speeds up game play, and nobody has to sit waiting for everyone else to agree whether they should climb the ladder or travel down the tunnel some more.

In the following example, the GM is making all the rolls to keep the players in suspense...

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

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

GM: "Traveling down the slope for what seems like forever, you see, after about 100', a crude 5' wide wooden door on the western wall. You can continue on down the corridor 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. What now?"

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

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

PL: "The thief will go over to the door to 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 find that the door is locked. Would you like to try to pick the lock?"

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

GM (makes another roll behind the screen): "You seem 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 with an attack." (GM rolls behind the screen) "The goblin jumps through the air towards the fighting man, taking a swing with his club, 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 on his person."

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

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

Where do you go from here?

Players: Read the chapters on characters, adventures, encounters, and spells to become familiar with all the things your characters can do in the game.

GMs: Read the same bits as the players as well as the chapters on monsters, treasures, and dungeons to help you design and run adventures.

Player's Guide

The following sections are for all players and GMs to read regarding character creation, different options available, etc.

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.

Use the worksheet on the next page to note down all the important bits of information before you transfer them to your character sheet.

Ability Scores

There are six prime ability scores for every character:

- Strength
- Intelligence
- Wisdom
- Constitution
- Dexterity
- Charisma

Strength represents 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 for the average person is needed, the range is 9 to 12.

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

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

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

Dexterity represents how quickly the character moves physically 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 the Thief and is his 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.

Prime Requisite Ability Scores

Each class has a "Prime Requisite" ability score that provides the key score from which their powers spring. For instance, a Fighting Man's abilities stem from their Strength score, but a Magic-User's abilities spring from their Intelligence.

Class	Prime Requisite Ability
Fighting Man	Strength
Magic-User, Enchanter	Intelligence
Cleric, Shaman	Wisdom
Thief	Dexterity

If a character's Prime Requisite ability score is particularly low, they will be a bit slower to gain in power and experience. But if they have a particularly high value, they will gain such more quickly.

Prime Requisite Ability Score	Experience Modifier
6 or less	Subtract 5%
7-9	Subtract 10%
10-12	None
13-15	Add 5%
16 or more	Add 10%

Character Worksheet

Die Rolls (3d6 each)

1.
2.
3.
4.
5.
6.

Class

Prime Requisite Ability Score:
Hit Dice:

Ability Scores

Strength:
(Enhanced %:   )
Intelligence:
Wisdom:
Constitution:
Dexterity:
Charisma:

Saving Throws

vs. Breath Weapons:
vs. Petrification:
vs. Death or Poison:
vs. Magic Items:
vs. Spells:

Class Abilities

Chance to Learn Spell (%) (Spellcasters):
Min/Max Spells Per Level (Spellcasters):
Scribe Time (Hours) (Spellcasters):
Spells per Level (Spellcasters):
  Level 1
  Level 2
  Level 3
  Level 4
  Level 5

Undead Turning (Cleric, see book)

Climb & Scale (%) (Thief):
Find/Disable Traps (%) (Thief):
Hide (%) (Thief):
Hear Noises (d6) (Thief):
Move Silently (%) (Thief):
Pick Locks (%) (Thief):
Pick Pockets (%) (Thief):

Special Class Abilities:

Ability Modifiers

Bonus to Hit (Strength):
Damage Bonus (Strength):
Weight Bonus in Coins (Strength):
Challenge Test (d6) (Strength):
Gifted Languages (Intelligence):
HP Bonus Per Level (Constitution):
Resurrection Survival (Constitution):
Magical Survival (1d10) (Constitution):
Missile Attack Modifier (Dexterity):
Max Number of Followers (Charisma):

Race

Special Racial Abilities:

Gold and Items:

Gold:
Items:

Ability Modifiers

In addition, characters with particularly high or low ability scores gain additional modifiers in a variety of areas.

Strength

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 in coins that the character can carry.
** Challenge tests are rolled on 1d6.

Intelligence

Intelligence Score	Gifted Languages**
1 - 7	0
8-9	0*
10-11	1
12-15	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.

Languages Available

- Common
- Elvish
- Dwarvish
- Draconic
- Goblinoid
- Elemental

Constitution

Constitution Score	Hit Point Bonus Per Level	Resurrection Survival*	Magical Survival*
3	-2	N/A	N/A
4	-1	9+	9+
5-6	-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. To succeed, the character must roll the indicated number or above based on his Constitution score.

Dexterity

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

Charisma

Charisma Score	Maximum Number of Followers
3-8	0
9-10	1
11	3
12	5
13	8
14	12
15-18	Unlimited

Classes

Characters may take any one of a number of classes, each with different strengths and abilities.

- Fighting Man
- Magic-User
- Cleric
- Thief
- Enchanter
- Shaman

Fighting Man

- Any weapon
- Any armor (including magical)

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

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.

Enhanced Strength

If a human Fighting Man is lucky enough to have a Strength score 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.

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 in coins that the character can carry.
** Challenge tests are rolled on 1d6.

Magic-User

Magic-Users are those few 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 to learn how to wear armor properly or 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.

Magic-User

- Simple daggers or staves only
- No armor or shields
- Spellcasting Abilities
- Spell Book required

While they may appear weak, the ability to cast spells easily makes 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.
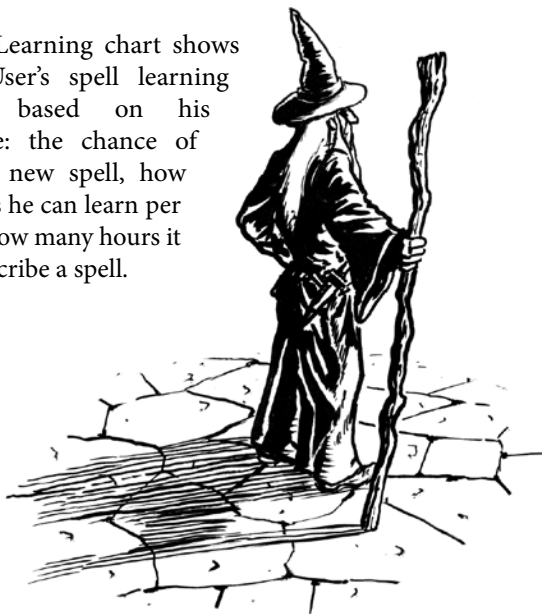
Inside this book will be recorded all the spells the Magic-User has decided to take on the trip, or as many spells as he is able to learn. A traveling spell book is lightweight and small enough to hide inside a Magic-User's robes.

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 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 Spell Learning chart shows 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.

Spell Learning

Intelligence Score	Chance to Learn	Min/Max Spells Per Level	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	95%	10/U*	1

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

** Scribe Time is in hours.

Experience and Spells 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	3	2	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	550,000	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 quarterstaff. Their beliefs restrict Clerics from using any weapon that draws blood, such as a sword, although evil Clerics can 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.

Cleric

- Blunt weapons only (unless evil)
- Any armor
- Spellcasting Abilities
- Alignment important
- Turn/destroy Undead

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.

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	3	2	1	-
8	120,000	8	3	3	3	2	-
9	240,000	9	3	3	3	2	-
10	340,000	10	3	3	3	3	1
11	440,000	11	4	4	3	3	2
12	550,000	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 acts as a 4th level spell.

Undead Turning Per Level

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.

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	7	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 an equal number of rounds. If he should happen to fail the roll, the undead will be unaffected and focus their ire on the Ceric 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.

Controlling the 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.

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

- Any weapon
- Leather armor only, no shield
- Special talents

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 special set of talents, including 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 those skills as he advances in level.

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.

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

Skill	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/Disable 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
Move Silently	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

Enchanters (**NEW!**)

Enchanters command the minds of others by weaving mystical illusions and wacky animations, all to modify the mental processes of their enemies. They can alter the thoughts, feelings, and beliefs of those around them. Friends of Enchanters often wonder if their friendship with an Enchanter is real or something cast upon them, which is why most people look upon the Enchanter with a mix of awe and dread as their craft is considered a mystery to all.

An Enchanter's time in combat is very limited because all of their time is spent learning new ways to bend magic to their will. Therefore, they are limited to using simple daggers or staves for protection, much like the Magic-User. An Enchanter may not wear any armor of any type, restricting them to just wearing robes or clothes.

Enchanter

- Simple daggers or staves only
- No armor or shields
- Spellcasting Abilities
- Spell Book required

Enchanters follow the same spell progression path as a Magic-user with spells per day. Since the power of the Enchanter is a mystery to outsiders, their teachings are handed down from generation to generation, with each new learner adding their own touch to how their "language" is written in their books. When a non-Enchanter flips through and tries to read an Enchanter's spell book, they have a 2% chance of becoming insane for 24 hours. This percentage increases by 2% for every day that the person tries to study it, slowing driving them crazy.

Spell Learning

Intelligence Score	Chance to Learn	Min/Max Spells Per Level	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	95%	10/U*	1

* "U" means there is no limit to the number of spells the Enchanter can learn.

Experience and Spells 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	3	2	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

Shaman (**NEW!**)

Shamans use a more primitive form of magic to cast spells, using the will of the spirits around everyone to do their bidding. They are normally found in a less sophisticated society than the average adventurer. Shamans come from a tribal based society, thus are very war-like in their actions. Normally only Humans may be Shamans, but Halflings have been known to form small societies similar to the Human ones. Shaman magic is of much mystery among races, as they can strike down a creature with one hand, but also heal a wound of an ally with the other. They do not use spell books, but rather obtain their magic via worshipping the spirit world guardians. Most Shamans will pick a form of an animal to worship as their spirit guardian, such as a wolf, eagle or even a bear, but generally Shamans respect all spirit life.

A Shaman may wear light and medium armors, including magical types, but are limited to using any non-edged weapon. Daggers are the exception, which can only be used for hunting purposes. They may also use a bow and arrow for ranged attacks, but prefer to fight up close.

During creation, a player must decide what the Shaman's chosen weapon will be as it's considered the focus of all spells. If this weapon is broken or lost, a Shaman must obtain a new one. A focal weapon is a weapon that has been blessed by the Shaman during Atunement. A Shaman will use the same fighting to hit chart as a Cleric does for battles.

Shaman

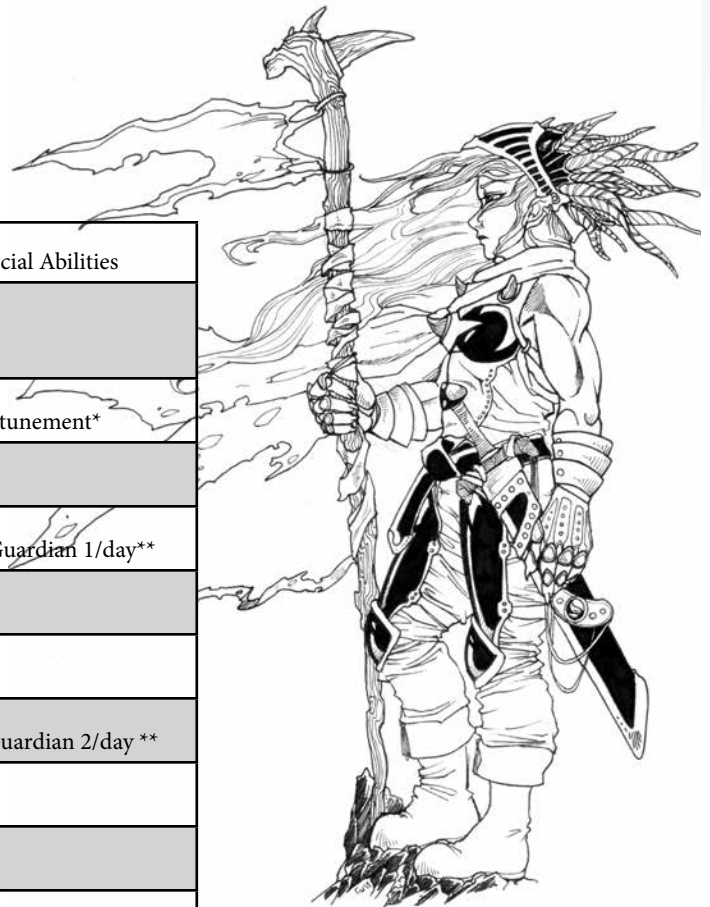- Blunt weapons only, except for dagger used in hunting
- Light or medium armor
- Spellcasting Abilities
- Prefer up-close combat
- Atunement ability
- Spirit Guardian

*Atunement is a Shaman-only ability and they must do this every night to find their connection with the spirit world. During this one-hour time period, the Shaman cannot be disturbed as they are in a deep meditative state, leaving them very vulnerable to being attacked and greatly damaged. Also during this state they are able to heal twice as fast as the normal healing rate. During this time a shaman may bless a weapon as his focal point for spell work.

**A shaman can call a spirit guardian to watch over him, this guardian will not attack or fight, but only acts as a watch guard. It can sense any humanoid-like creature approaching (no roll needed) within a 30-foot radius of him. The guardian has a special mental link with its master and when it detects the danger, it will alert its master and then disappear. This ability is 1 time a day starting at 3rd level and then upon 6th level, this ability increases to twice a day. The spirit guardian looks like a ghostly form of an animal that is picked upon referee approval, that will stay within 10 feet of its master at all times when activated. This guardian is active for four hours only at a time and will dissipate after the four hour time frame without warning.

Experience Per Level

Level	Experience	Hit Dice	1	2	3	4	Special Abilities
			Spells Per Level				Special Abilities
1	0	1	-	-	-	-	Atunement*
2	1,900	2	1	-	-	-	
3	3,800	3	2	-	-	-	Spirit Guardian 1/day**
4	7,600	4	2	1	-	-	
5	15,200	5	2	2	1	-	
6	30,000	6	2	2	2	-	Spirit Guardian 2/day **
7*	60,000	7	3	2	2	1	
8	120,000	8	3	3	3	2	
9	240,000	9	3	3	3	2	

Races

Like with all fantasy realms, the worlds of MnP can be filled with a wide variety of people of all shapes and sizes.

Dwarves

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.

Halflings

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.

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 available classes.

Dwarves are sturdy fighters. 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.

Humans

Humans are a well-rounded race of folk who 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.

Elves

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.

Racial 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. The table to the right shows level limits for each class and each of the available races.

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
Enchanter	N/A	8	6	12
Shaman	N/A	N/A	6	12

Finishing Touches

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. Make sure each player jots 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.

You can find the character sheet at the end of this book. Feel free to copy it and use it many times for your own adventures!

Hit Points

Character hit points are based on levels 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 Variable Hit Dice table below.

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.

Variable Hit Dice (Optional Rule)

All hit dice are rolled on a d6 unless the GM uses these values to differentiate between classes:

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

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 treats 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:

• Lawful Good
• Lawful Evil
• Neutral
• Chaotic Good
• 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, he 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.

Saving Throws

Characters will encounter many strange things they must overcome to stay alive on their adventures. Some are physical in nature, such as poison or petrification, and others are magical in nature such as spells or magic items.

The tables below detail the saving throws for all character classes through 12th level.

To roll a saving throw when your GM asks, roll a d20 and roll the target number or higher. For instance, if saving against a particular spell's effects as a first level Fighting Man, you would need to roll a 16 or higher.

vs. Breath Weapons

Some creatures you encounter may be able to breathe on your characters with a particular elemental effect such as fire or cold.

vs. Petrification

Some creatures you encounter may be able to turn you to stone with a look.

vs. Death or Poison

Some creatures may be able to kill your character with a glance, and others may have the ability to emit some kind of poisonous cloud that would cause you harm.

vs. Magic Items

Spell effects cast by magic items can be just as deadly as if you were facing off against the caster himself.

vs. Spells

Spell effects from active spellcasters are among some of the deadliest effects you may encounter.

Saving throws by Class, 1st to 3rd level

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

Saving throws by Class, 4th to 6th level

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

Saving throws by Class, 7th to 8th level

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

Saving throws by Class, 9th level

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

Saving throws by Class, 10th to 12th level

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

* The same saving throws apply to Shamans as well.
** The same saving throws apply to Enchanters as well.
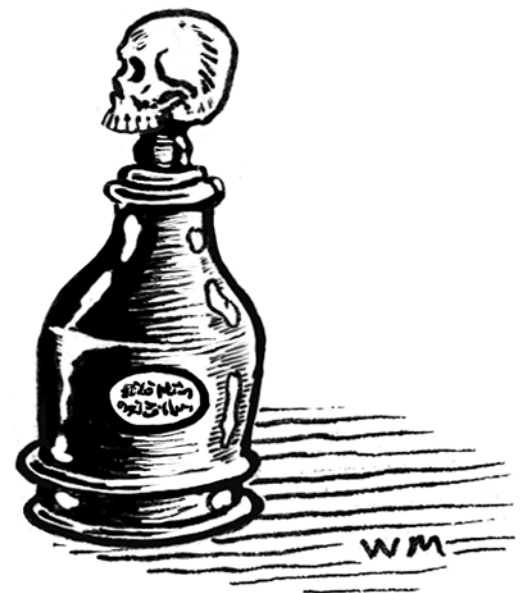
The Hopeless Character

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 character to give it 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.

Playing Multiple Characters

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 to allow such a thing if he feels his players can handle it.

Death of a Character

If a character is killed, then the player must roll up a new character for the next game 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 for just such an emergency. 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 or destroyed in some way.

There is a chance that a deceased character can be brought back to life, but it is no easy task. 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.

That said, 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.
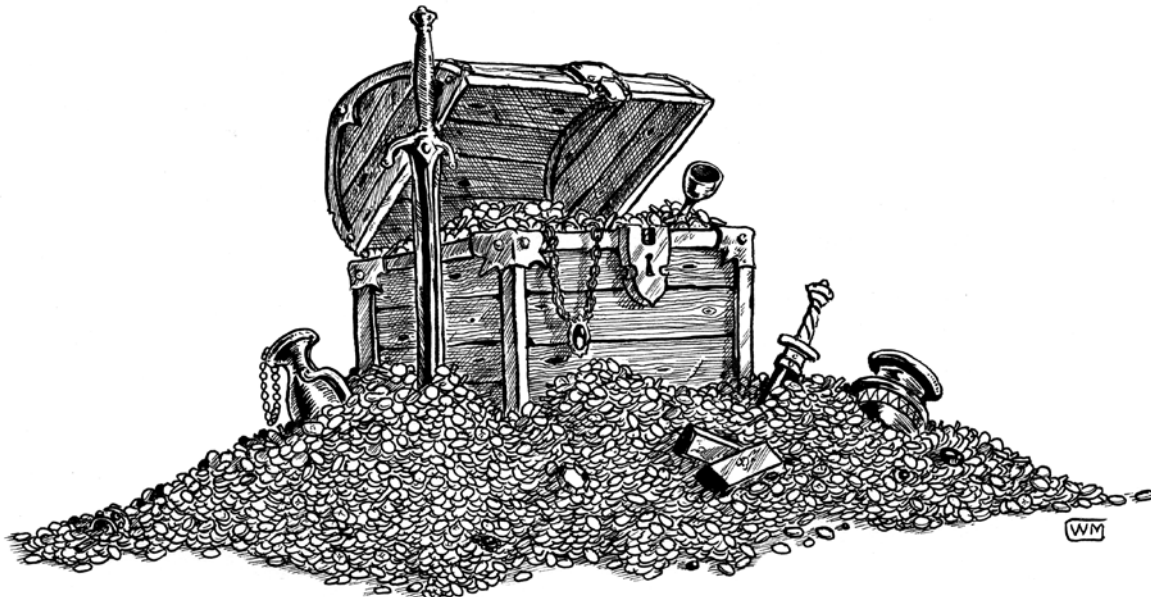
Adventuring

Now that your characters are complete, it's time to start!

Time in the Adventure

Time should not be wasted, as there is always a threat lurking around the corner, but sometimes a character may need to take a little time to do something. Actions such as searching for secret doors, or listening at a door, or picking a 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 in-game 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 one 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).

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.

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 him 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 50 pounds (500 coins) in weight. Characters with below or above average Strength scores have different encumbrance limits.

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 much at all 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.

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.

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 (60 minutes), but a flask of oil in a lantern can last up to 24 turns (4 hours). 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 also needs to be careful with their light sources at night or underground as they will attract unwanted attention.

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 accidently triggers it.

For these simple pits and dead weights a roll of 1 or 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.

The Thief Skills table lists a percentage for Find/Disarm Traps, but other characters can use a simple Find Traps roll on a d6. The character detects a trap on a roll of 1.

Locked 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 get the target number 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

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these tasks. If they fail, that door is simply too wedged to push open or the lock is too difficult (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.
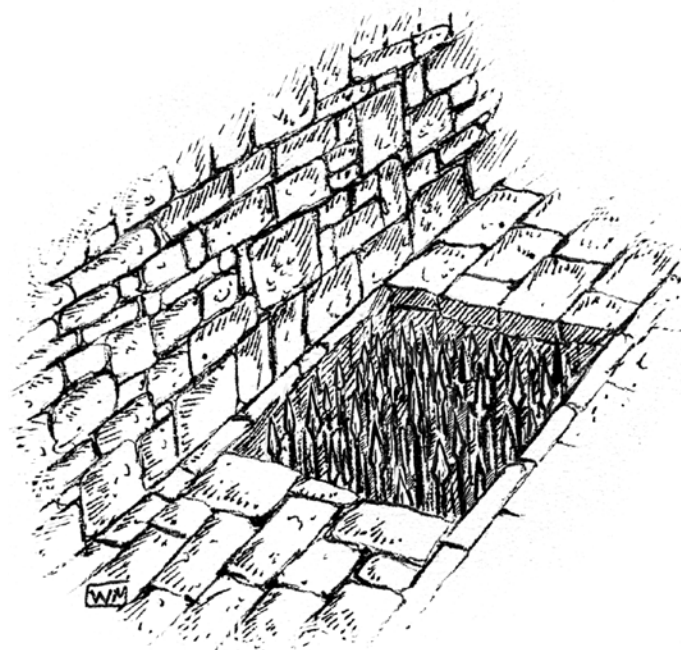
List of Common Rolls

- Strength Challenge on a d6 (see Strength table)
- Resurrection Survival on d10 (see Constitution table)
- Magical Survival on d10 (see Constitution table)
- Chance to Learn Spell on d100 (%) (see Magic-User or Enchanter Spell Learning table)
- Undead Turning on 2d12 (see Cleric Undead Turning per Level table)
- Thief Skills on d100 (%) (see Thief's Thief Skills table)
- Hear Noises on d6 (see Thief's Thief Skills table)
- Dwarven Underground Detection on d6 (Detect Slanting Passages, Detect Traps, Detect Shifting Walls, Detect New Construction per Dwarven racial description)
- Endurance Check on 3d6 (see Adventuring Movement Speed section)
- Listen Check on d6 (see Listening section on this page)
- Open Doors check on d6 (see Locked and Secret Doors section on this page)
- Secret Doors check on d6 (see Locked and Secret Doors section on this page)
- Saving Throws on d20 (see Saving Throws section)

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.

Weapons

Weapon*	GP
Dagger	3
Silver Dagger	25
Mace	5
War Hammer	5
Sword	10
Hand Axe	4
Battle Axe	7
Pole Arm	7
Flail	8
Large Sword	15
Pike	5
Short Bow	25
Long Bow	40
Composite Bow	50
Light Crossbow	15
Heavy Crossbow	25
Arrows (20)	5
Quarrels (30)	10
Silver Tip (arrow or bolt)	5

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

Armor

Armor	GP	AC
Shield	10	8
Helmet	8	
Leather	20	7
Chain	40	5
Plate	60	3
Horse Barding	150	

Miscellany

Item	GP
Saddle Bags	10
Standard Rations (1 week)	5
Iron Rations (1 week)	15
Cart	100
Wagon	200
Rope (50 feet)	1
Pole (10 foot)	1
Iron Spikes (12)	1
Small Sack	1
Large Sack	2
Backpack	5
Waterskin	1
Torches (5)	1
Lantern	10
Oil (1 flask)	2
Holy Symbol	25
Ale (1 quart)	3
Wine (1 quart)	3

Animals

Animal	GP
Light Horse	40
Draft Horse	30
Medium War Horse	100
Heavy War Horse	200
Mule	20
Pony	15
Hunting Dog	5

Magic

Magic is ever-present in fantasy worlds and will be a part of what the PCs face on their endless adventures. Spellcasters are able to wield powerful forces and harness their powers to do their bidding - but this ability is not without its own costs and risks.

Spell Effects

When a spellcaster casts a spell, its effects are either beneficial to the target or harmful to the target. If they choose to resist in either case, they must "Save" vs. the spell effects.

For example, a character might not want to argue with the party Cleric casting Bless, which gives everybody a +1 bonus to hit for 6 turns. But they might want to resist the effects of an enemy Cleric casting Hold Person.

To do so, each player must roll a d20 against their "Save vs. Spells" value on their character sheet (see Saving Throws for details). Let's say it's a 2nd level Fighting Man resisting the effects of the evil spellcaster. He must roll a 16 or higher on a d20 to not fall under the Cleric's sway.

Casting a Spell

Some spells may be used outside of combat, but the majority are usually cast while locked in battle with opposing forces. It is usually harder to cast a spell in combat (i.e. it requires a die roll) than outside. Also, some must be cast while touching the target while others can be cast hundreds of feet away - you must read the spell descriptions to see what your spell of choice requires.

Here we'll go through some common cases.

Cleric Casting Cure Light Wounds

Outside of combat, cure spells do not usually require a die roll to determine if they were successful or not. Simply declare that you are casting Cure Light Wounds on a target and you can then roll to see how much damage you have cured (1d6 + 1).

In combat, your character is fighting more distractions, so it's harder to focus. You must roll a d20 as if making a melee attack on your target. For instance, if your Cleric is casting Cure Light Wounds on a 3rd level Fighting Man (wearing Chain Mail) in the heat of battle you must roll a 14 or better on your d20 to succeed (based on the Character To Hit Charts in the Game Master's Guide later in this book). If you fail, the spell is lost and your companion did not regain any lost hit points.

Magic-User casting Magic Missile

Magic Missile would rarely be cast outside of combat, so we'll just take the combat case. The spell has a maximum range of 150 feet and does 1d6 + 1 points of damage upon success. Let's say a 2nd level Magic-User is casting Magic Missile against a Skeleton with

an armor class of 8 and is a 1/2 hit dice creature. Based on the To Hit Charts, you would need to roll an 11 or better to hit on a d20.

Enchanter casting Fear

Like with the last case, Fear is hardly cast outside of combat so we'll take the combat case again. This spell affects all targets within a range of 30 feet and affects up to 2 HD worth of creatures in the area.

For this example, we'll say there are a group of four goblins within range. Goblins are listed as Hit Dice 1-1 with an armor class of 6 and the Enchanter must roll a 12 or better to hit on a d20. The player would roll for each creature until two of the goblins were affected and then stop because the spell only affects 2 HD worth of creatures. Any goblins affected would retreat as fast as possible, dropping anything in their hands as they flee.

Spell Descriptions

In the following pages, we present the spells for the Cleric, Magic-User, Enchanter, and Shaman to learn and use during adventures. Different types of spellcasters 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.
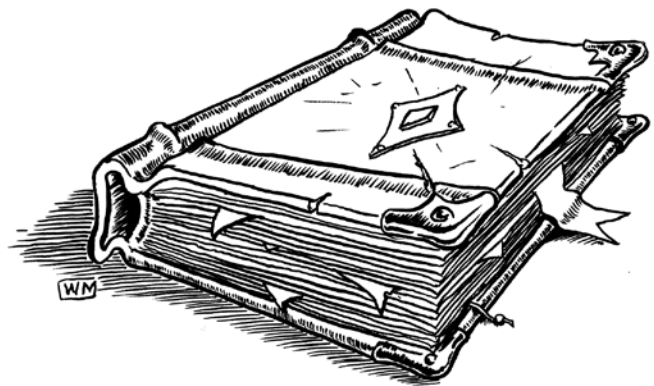
Cleric

1st level Spells	2nd level Spells
Cure Light Wounds Detect Evil Detect Magic Light Protection from Evil Purify Food & Water	Bless Find Traps Hold Person Silence 15' Radius Speak With Animals
3rd level Spells	**4th level Spells**
Create Water Cure Disease Improved Cure Light Wounds Remove Curse Speak with Dead	Create Food Cure Serious Wounds 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	

Bless

Level: 2
Range: 60'

Cast before combat, this spell acts as a morale booster for the entire 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. 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 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 is included). Evil casters normally use the reverse of this spell, "Cause Disease".

Cure Serious Wounds

Level: 4
Range: 0'

With this most potent healing spell, the Cleric is able to heal 2d8+1 points of damage to one living being. Any points above the being's maximum hit points are lost. This spell may be reversed to "Cause Serious Wounds" and upon a successful touch attack, inflict 2d8+1 points of damage on its target.

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 see 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 Cleric, 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'

Allows the Cleric to dispel the effects of evil magic in a 30' radius centered on any spot within range.

Find Traps

Level: 2
Range: 60' line of sight
Duration: 1 minute per level of caster

When Find Traps is cast, the caster is able to see all traps (magical or not) within his line of sight. He cannot see through obstructions and must turn to look in other directions. Note that when exploring a dungeon, he will only see traps in the room he is in and must enter another room to find traps there.

Finger of Death

Level: 5
Range: 120'

This spell creates a death ray that will kill any creature unless it makes a Save 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 does a Save 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 wills them 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 lights up an area with a 20 foot radius that can be moved up to 120 feet from the caster in any direction. The duration of the spell is equal to Cleric level + 1 in turns.

Neutralize Poison

Level: 4
Range: 10'

This spell instantly removes 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 simple conversation for up to 6 turns.

Speak with Dead

Level: 3
Range: 30'

The Cleric can communicate with recently departed spirits. There is no apparent verbal communication, as the conversation takes place telepathically.

Cleric Rituals

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 much 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 in the body of a nearby corpse.

To do this, the Cleric must 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.

Enchanter

1st level Spells	2nd level Spells
Animation Magic, Minor Illusion, Minor Lull Winded	Distraction Fear Haze Body Illusion, Self See Invisible
3rd level Spells	4th level Spells
Animation Magic, Major Calm Common Sight Invisibility Static Feedback	Magical Illusion Choke Memory Erase Mist Body Slow
5th level Spells	
Breeze Mind Endure Magic Health Rune Sanity Blast	

Animation Magic, Minor

Level: 1
Range: 20'

Casting this spell will allow the Enchanter to animate an object of small size, such as a short sword, to fight for him in battle. The animated object will have an armor class of 7 and have hit dice of 1. The animated object will follow basic commands such as attack, defend or guard. The duration of this spell is 1 hour.

Animation Magic, Major

Level: 3
Range: 20'

Casting this spell will allow the Enchanter to animate an object of large size, such as a staff, to fight for him in battle. The animated object will have an armor class of 6 and have hit dice of 1+1. The animated object will follow basic commands such as attack, defend, or guard. The duration of this spell is 1 hour.

Breeze Mind

Level: 5
Range: Touch

Casting this spell will restore the memory of the target, giving them the ability to gain back one spell they memorized and cast earlier that day. It will be as if they had never cast the spell that day, and their mind is now refreshed.

Calm

Level: 3
Range: 90'

Casting this spell will allow an Enchanter to calm down the target, moving him from hostile to friendly attitude. This may only be cast outside of combat on an unsuspecting target.

Common Sight

Level: 3
Range: Special

When cast, this spell enables the Enchanter to see what his target sees for as long as he can concentrate. The Enchanter cannot move, speak, or be touched during this time as they are locked in a trance. The range of this spell is 1 mile per caster level and for this spell to work properly the caster must have had some interaction with the subject.

Distraction

Level: 2
Range: 30'

When this spell is cast, the Enchanter will cause the target(s) to be distracted so they cannot concentrate, which gives them a -1 to all attacks for 1d4 rounds. This spell will affect up to 3 hit dice of creatures within range.

Endure Magic

Level: 5
Range: Touch

Casting this spell will grant the target a 20% chance (not cumulative) to resist any magic cast upon him for 1 hour.

Fear

Level: 2
Range: 30'

Casting this spell will cause fear in the eyes of the target(s). The target(s) will see the caster as their worst nightmare and flee from the area, dropping anything in their hands as fast as possible. This spell will affect up to 2 hit dice of creature.

Haze Body

Level: 2
Range: Self only

The Enchanter casting this spell appears as if his body is very hazy looking and will be blurred out. This spell allows the caster to seem like he is phasing in and out of reality, confusing the attacker, giving him a bonus of +3 to his armor class.

Health Rune

Level: 5
Range: Special

Same as the 1st level Cleric spell, Cure Light Wounds, except that the caster creates a small stone with a carved rune that can be invoked within 24 hours to trigger the spell effects. Upon use or expiration, the physical rune disappears.

Illusion, Object

Level: 1
Range: Small Object

When the Enchanter casts this spell on an object, as big as a flask or potion bottle, he is able to cast the illusion that the object is whatever he chooses. The object will look, feel, and smell as if it's the new item, and only can be detected by a detailed search of the item, upon which a Save vs. Spells must be made. A simple disbelief of the item will not work. The effects of the spell will last 10 minutes per level of the caster. The item will not have any magical properties, but will give off an aura of being magical.

Illusion, Self

Level: 2
Range: Self only

When the Enchanter casts this spell on himself, he is able to appear as whatever object he chooses. The object will look, feel, and smell as if it's the new item, and only can be detected by a detailed search of the item, upon which a Save vs. Spells must be made. A simple disbelief of the item will not work. The effects of the spell will last 10 minutes per level of the caster. The object cannot be bigger than the caster himself and the item will not have any magical properties, but will give off an aura of being magical.

Invisibility

Level: 3
Range: Self or Other

When the Enchanter casts this spell, he is able to turn the target invisible to normal sight. While invisible, the person may move around as normal and do anything except that once he makes an attack or threatening move towards another, the spell stops working and the person is visible again. While invisible, anything the person is carrying on him is also invisible, but once dropped or not on him, it becomes visible. The spell duration is 1 minute per caster level. Please note that an invisible person can be bumped into or attacked without the spell being canceled.

Lull

Level: 1
Range: 30'

When the Enchanter casts this spell he is able to put one target into a trance-like state for 1 round. The target can make a Save vs. Spells to avoid its effects. If affected, attacks upon the target will not awaken the target from their state.

Magic Illusion Choke

Level: 4
Range: 15'

When the Enchanter casts this spell, he projects the illusion that a mystical creature has its hands around the neck of the target. The affected will drop whatever it's doing and focus on this perceived attack. For every round the target does not save, he will take d4 points of damage for 1d6 + 2 rounds.

Memory Erase

Level: 4
Range: 90'

When the Enchanter casts this spell, he is able to erase the last 24 hours of memory of a target. The target gets a Save vs. Spells; but if they fail, they will not realize that any of the events happened and will have no idea the spell was cast upon them. This spell may be reversed to heal a mind as Memory Restore.

Mist Body

Level: 4
Range: Self Only

The caster will appear as if his body has taken upon the feature of being misty to those looking and will seem blurred out. This spell allows the caster to seem like he is phasing in and out of reality, confusing the target, granting the Enchanter a bonus of +4 to his armor class.

Sanity Blast

Level: 5
Range: 90'

When the Enchanter casts this spell, he will attack the mind of his target, causing 2d6 points of damage and 1 point of damage each round a successful save is not made. During this time the target loses all movements and attacks. The spell lasts 1d4 rounds.

See Invisible

Level: 2
Range: 30'

When this spell is cast, any invisible thing around the caster within range becomes visible for all to see for 2 rounds. No save is allowed.

Slow

Level: 4
Range: 15'

When the Enchanter casts this spell, all enemy targets within range are slowed to half their speed in movement and attacks for 1d4 rounds. Example: If an enemy has 1 attack, he will be reduced to 1 attack every two rounds.

Static Feedback

Level: 3
Range: 15'

When the Enchanter casts this spell on one or two enemies in range, he causes them to be shocked with electrostatic energy. All small objects on the ground within 5 to 10 feet of the targets will fly towards them, sticking to their bodies and causing at least 1 point of damage. The GM may roll 2d6 to see how many small objects fly at the targets.

Winded

Level: 1
Range: 15'

When the Enchanter casts this spell, his target will become winded and drop to its knees (or floor if no legs), unable to catch its breath for 2 rounds. The target may perform a Save vs. Spells to avoid the spell effects.

Magic-User

1st level Spells	2nd level Spells
Charm Person	Continual Light
Detect Magic	Detect Evil
Hold Portal	Detect Invisible
Light	ESP
Magic Missile	Invisibility
Protection from Evil	Knock
Read Languages	Levitate
Read magic	Locate Object
Shield	Phantasmal Forces
Sleep	Wizard Lock

3rd level Spells	3rd level spells, continued
Clairaudience/ Clairvoyance	Invisibility 10'
Dispel Magic	Lightning Bolt
Explosive Runes	Monster Summon
Fireball	Protection/Evil 10'
Fly	Protect./Nrm. Missiles
Haste	Rope Trick
Hold Person	Slow
Infravision	Suggestion
	Water Breathing

4th level Spells	5th level Spells
Charm Monster	Cloud Kill
Dimension Door	Feeble Mind
Fear	Hold Monster
Ice Storm	Magic Jar
Illusionary Terrain	Pass Wall
Polymorph Other	Teleport
Polymorph Self	Transmute Rock/Mud
Remove Curse	Wall of Stone
Wall of Fire/Ice	Wish
Wizard Eye	

Charm Person

Level: 1
Range: 120'

This spell makes a humanoid creature regard the Magic-User as its trusted friend and ally. Questionable suggestions will allow the victim to make a Save 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 Save vs. Spells 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 if they fail a Save vs. Spells; 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 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 location 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 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 20' in diameter. It can be cast on items and carried around. The spell will last forever unless 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 see the magical auras in his line of sight surrounding persons, creatures, and objects. The magical item or being will only appear to be glowing to the Magic-User.

Dimension Door

Level: 4
Range: 400'

This spell opens a magical door for the Magic-User to step through to any desired location in line of sight 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 misfire as the 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 being dispelled.

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 sentient 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 on a page 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 Save vs. Spells fails. 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.

Fireball

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 in a straight line between himself and the maximum range. If not yet exploded, the ball will explode in a 20' radius when it strikes the first object in its path, causing 1d6 damage per Magic-User level to all targets within the blast. A successful Save vs. Spells 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 to fly through the air at a rate of 120' per turn. The Magic-User must use his arms to move and stopping that arm movement causes him to fall. The spell lasts a number of turns equal to 1d6 + Magic-User level. The GM rolls this secretly and 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'. Standard encumbrance rules apply.

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 vs. Spells, the beings are considered motionless and unable to move or speak. The fewer the targets, the more powerful the spell; 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.

Hold Portal

Level: 1
Range: 5'

When cast, this spell will secure a portal fast as if it were physically bolted or locked. Extra-dimensional creatures (such as demons, devils, or elementals) will shatter the held portal instantly. A Knock or Dispel Magic spell will negate the Hold Portal instantly. Held portals can be broken or battered down and the amount of HP it has is equal to the caster level times 3.

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 Save vs. Spells 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. Effects may be as simple as the heat shimmer or a mirage in the desert or lava on the ground the target must walk through.

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. The area cannot be moved once cast.

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's 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 lights up an area with a 20-foot radius that can be moved up to 120 feet from the caster in any direction. The duration of the spell is equal to Magic-User's 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 Save vs. Spells 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 a Save vs. Spells, 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. 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 monsters 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 the caster selects 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 Save vs. Spells, he will believe any damage caused by the illusion to be true. The spell remains in effect until the target is 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: Self

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: Self

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

Read Magic

Level: 1
Range: Self

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

Remove Curse

Level: 4
Range: Touch

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: Touch

For 2 turns per level, the Magic-User can control the actions of one rope they can touch, 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 performing these actions.

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 only those creatures determined by the dice, leaving any additional creatures in the area unaffected. Victims do not get a Save vs. Spells. Undead are immune.

Slow

Level: 3
Range: 240'

Any persons within 30' of the focal point of the spell are affected, slowed to half their normal speed for movement and attacks. Leaving the radius cancels the effects on that target. The spell can affect up to 24 targets for three 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 their maximum load.

Without personal experience 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 appearing 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 to mud.

Wall of Fire/Ice

Level: 4
Range: 60'/120'

The Magic-User can memorize this spell and determine at casting which element he wants.

If he chooses fire, 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 Save vs. Spells. Creatures 4+1HD or more can push through, taking only 1d6 points of damage. Undead or cold-using creatures take double damage.

Choosing 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 Save vs Spells.

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. The wall has 15 hit points.

Water Breathing

Level: 3
Range: 30'

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

Wish

Level: 5
Range: Varies

Wish is the mightiest spell a Magic-User can cast. Simply speaking the words aloud, the caster can alter reality. Even though a wish seems unlimited, it too has its limitations. It's best to think about what needs to be done and write it out on paper before speaking aloud.

Of course, any outcome of the wish spell is left up to the Game Master entirely and the wrong wording could give you unexpected results, so be careful. Casting Wish does have side effects on the character and will age them due to the power of the spell. Each time cast, the spell will age the character by 2d6 years. This effect is not reversible, even with another wish spell.

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, gate, 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 initial caster.

Shaman

1st level Spells	2nd level Spells
Directions of the Spirit	Feline Quickness
Heal, Minor	Slow Poison
Spirit Flame	Spirit Frost
Spirit Shield	Spirit Sense
	Stun
3rd level Spells	**4th level Spells**
Ability Cure	Blinding Sun
Cure Blindness	Eye of Eagle
Heal, Light	Spirit Root
Spirit Sight	Spirit of the Snake
Summon Food & Drink	Turtle Shell

Ability Cure

Level: 3
Range: 20'

Casting this spell will restore any physical stat ability by 1 that is drained or lost from a character within 48 hours of losing it. The reverse Ability Harm will drain 1 point from STR, CON. or DEX and is considered an evil act.

Blinding Sun

Level: 4
Range: 30'

Casting this spell will cause a flash of light that extends from the Shaman's chosen weapon to light up the room. All foes must make a Save vs. Spells or be blinded for d4 rounds.

Cure Blindness

Level: 3
Range: Touch

Casting this spell will restore a target's ability to see. The reverse, Cause Blindness, can be avoided with a Save vs. Spells on foes and is considered an evil act. The blindness lasts until cured.

Directions of the Spirit

Level: 1
Range: N/A

Casting this spell will allow a Shaman to determine true north. It lasts for 10 minutes.

Eye of the Eagle

Level: 4
Range: 100'

When cast, the Shaman summons a spirit bird that can fly in the air overhead and the caster can look through its eyes. The Shaman cannot control the bird as it will fly and circle the area within range of the spell for 1 minute.

Feline Quickness

Level: 2
Range: Touch

The Shaman may use this spell on himself or others by touching them and giving them the speed of a feline. The target touched will automatically move first during combat for 2 rounds.

Heal, Light

Level: 3
Range: Touch

Casting this spell will restore 1d4+3 points of damage a target has taken due to injury.

Heal, Minor

Level: 1
Range: Touch

Casting this spell will restore 1d4 points of damage a target has taken due to injury.

Slow Poison

Level: 2
Range: Touch

If a character becomes poisoned by any means, this spell will slow the poison effects down by 1 hour plus 1 hour per level of the Shaman.

Spirit Flame

Level: 1
Range: 90'

When the Shaman casts this spell, he summons a fire spirit that shoots out of his chosen weapon to attack and burn a target for 1d6 points of damage. There is no saving throw allowed, but a successful to hit roll must be made. There is no extra damage after the initial harm as it's a magical fire that will go out.

Spirit Frost

Level: 2
Range: 90'

When the Shaman casts this spell, he summons a frost spirit that shoots out of his chosen weapon to attack and freeze burn a target for 1d6 points of damage. There is no saving throw allowed, but a successful to hit roll must be made. There is no extra damage after the initial damage as it's a magical frost that will melt instantly.

Spirit Root

Level: 4
Range: 90'

When the Shaman casts this spell, he summons an earth spirit that burrows out of the earth below one target and holds them for 1d4 rounds. The target may make a Save vs. Spells to break free each round, but that is considered their action for that round.

Spirit Sense

Level: 2
Range: 90'

When the Shaman casts this spell, he is able to sense or determine where the closest spirit resides.

Spirit Shield

Level: 1
Range: Self

When the Shaman casts this spell, he summons a ghostly white shell around him that increases his armor class by +1 for 1d4 rounds.

Spirit Sight

Level: 3
Range: 120'

When the Shaman casts this spell, he is able to sense the spirit world, allowing him to see the area around him as if the veil between worlds didn't exist.

Spirit of the Snake

Level: 4
Range: Self, Weapon

When the Shaman casts this spell, his chosen weapon will, upon a successful to hit roll, cause an extra 1d4 points of poison damage for 3 rounds. The target can save to end the poison effects before the spell expires.

Stun

Level: 2
Range: 90'

When the Shaman casts this spell, all targets in range must make a successful Save vs. Spells or be stunned for 1 round.

Summon Food and Drink

Level: 3
Range: 90'

When the Shaman casts this spell, he summons a hearty meal and drink for himself and 3 companions.

Turtle Shell

Level: 4
Range: Self

When the Shaman casts this spell, his body (including armor/clothes) becomes hard as a turtle shell, providing extra protection, granting a +2 bonus to armor class that will last for 1d4 rounds.

Game Master's Guide

Welcome, Game Master! Here we'll go over the rest of the rules that are helpful while running a game of **MnP** at the game table.

What does a GM do?

Game Masters (GMs) usually do three main things:

1. Set the stage for the adventure.
2. Keep things moving.
3. Make sure everybody is having fun.

Essentially, the GM is the storyteller, creating maps, setting plots in motion, and putting the PCs right in the middle of the action. Once the ball is rolling, you just try to keep it going - with roleplaying encounters and combat, mostly - and mediating any disputes that come up about the rules. Thankfully, **MnP** is pretty simple on the rules scale, so just focus on having fun!

Encounters

What is an "Encounter" exactly? Well, we define an encounter as any time the PCs are actively trying to accomplish something through interacting with the world. Though many encounters may involve combat with monsters, encounters may occur through:

- Social encounters
- Dealing with traps
- Deciphering clues
- Just about anything, really...

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 such as 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 randomly how a creature will react, roll 2d6 and compare the result to the table below.

2d6 Roll	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 also deter pursuit by any monsters at the GM's discretion.

Combat

When the talking is done (or you've run out of room to flee), sometimes all that's left to do is fight!

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 like slings or darts. 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.

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.

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

How does an attack work?

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 charts 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.

Armor Class Values

Armor Class Value	Armor Description
9	No armor
8	Shield only
7	Leather
6	Leather and shield
5	Chain mail
4	Chain mail and shield
3	Plate mail
2	Plate mail and shield

How does damage work?

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

Weapon Class	Damage Roll
Light	d4
Normal	d6
Heavy	d8

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).

The Combat Round

During battle, certain things do not require much time to perform, such as dropping a weapon, 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.

Combat Summary

1. Who attacks first? Ranged (Missiles and Spells) or go in order of highest to lowest Dexterity
2. How do you attack? Roll a d20 and add/subtract modifiers for Strength (melee attacks) or Dexterity (missiles or magic). Compare to the class To Hit chart. If equal to or more than the target shown for the character's level, the attack hits.
3. How do you determine damage? Roll a d6 and add/subtract modifiers for Strength (for melee attacks) or use the Variable Weapon Damage table.

Character To Hit Charts

Normal Man and Magic-User/Enchanter

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

Thief

Armor Class	1st-3rd	4th-6th	7th-8th	9th	10th-12th
9	10	9	8	7	4
8	11	10	9	8	5
7	12	11	10	9	6
6	13	12	11	10	7
5	14	13	12	11	8
4	15	14	13	12	9
3	16	15	14	13	10
2	17	16	15	14	11

Cleric/Shaman

Armor Class	1st-3rd	4th-6th	7th-8th	9th	10th-12th
9	10	8	6	5	4
8	11	9	7	6	5
7	12	10	8	7	6
6	13	11	9	8	7
5	14	12	10	9	8
4	15	13	11	10	9
3	16	14	12	11	10
2	17	15	13	12	11

Fighting Man

Armor Class	1st-3rd	4th-6th	7th-8th	9th	10th-12th
9	10	8	6	5	3
8	11	9	7	6	4
7	12	10	8	7	5
6	13	11	9	8	6
5	14	12	10	9	7
4	15	13	11	10	8
3	16	14	12	11	9
2	17	15	13	12	10

Creature

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

Armor Class	3+1 to 4 Hit Dice	4+1 to 6+1 Hit Dice	7 to 8+1 Hit Dice	9 to 10+1 Hit Dice	11+ Hit Dice
9	6	5	4	2	1
8	7	6	5	3	2
7	8	7	6	4	3
6	9	8	7	5	4
5	10	9	8	6	5
4	11	10	9	7	6
3	12	11	10	8	7
2	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 magic 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.

See the Treasure section later for some examples of 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.

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.

Spellcasting in Combat

Spells are normally cast before melee begins, but in some instances may 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.

Saving Throws

As seen on the Saving Throw tables in the Player's Guide, 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 Fireball 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.

Experience Points

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

Experience from Gold

Treasure is exchanged for experience at the rate of 1 point for every gp. Anything that can be sold and converted into gold yields 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 with gold value during the adventure and keeps it for himself, that can be converted into experience once he makes it back to the secure party base.

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.

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 awards 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. See the Prime Requisite Ability Scores section in the Player's Guide for the experience modifiers.

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.

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

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 wish. 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 by 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 however 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!

Monsters A-Z

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 (5d6) depending on the area and how organized they are.

Bandits will wear anything they can find for protection 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.

The only real goal of bandits is to collect as much loot as they can while avoiding the authorities. They have no real pattern to their raids, just attacking 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 towns for food, water, and women.

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 gaze or touch. A successful Save 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 a 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.

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 with three heads that stands about 5' tall at the shoulder, nearly 10' long, and weighs over 4,000 pounds. The goat and lion heads bite for 2d4 damage each, and 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 for more details on each type of breath weapon).

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 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 at the same time and not reappear if seriously threatened.

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 in their grasp. Adult chokers weigh about 35 pounds.

Bugbear

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

Bugbears are giant-sized hairy goblinoid creatures that move very quietly and attack without warning. They will surprise a party on a roll of 1-3 on a d6 due to their stealth. They live mostly in their own tribes, but they can also be found commanding and bullying smaller goblin and hobgoblin troops.

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.

Dragon

Move: 90'/turn (240' flying)
Alignment: Variable
Hit Dice: Variable (see description below)
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's 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

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 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. Its 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.

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, they will be accompanied by a leader (usually a Fighting Man of level 2-4 or a Magic-User of level 2-8).

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 high 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 Save vs. Paralysis or be paralyzed taking 2d4 damage each round until the cube absorbs or kills it.

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/C/E	Cave	12'	2d8	None
Stone	8	N	Cave	13'	3d6	Throw 240'
Frost	11+1	N/C/E	Castle	16'	4d6	Cold immune
Fire	12+2	N/L/E	Castle	12'	5d6	Fire immune
Cloud	13+3	N	Castle	19'	6d6	Keen smell
Storm	14	N/C/G	Any	23'	7d6	Ctrl weather

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 fatal. A Cure Disease spell from a Cleric will instantly cure the character of all symptoms.

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.

HALSTROM

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 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 for the disease raging through their system. It will start attacking the body like a cancer, dealing 1 hit point of damage per day until cured or the character dies. The character can counteract the disease by drinking a potion of Regeneration or using a ring of Regeneration, but the condition lasts until cured.

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 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 sing, the victim is charmed and the harpy attacks, kills, and then eats him. A Save vs. Spells negates the power of the song.

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 bodyguards, 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.

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.

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.

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.

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 a 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 to 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, like goblins. Each group has a chieftain with 1d6 bodyguards and all of them fight like 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 of 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 or silver weapons. However, 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! Wereboars 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 that time, the diseased usually changes 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 (anyone who loses 50% 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.

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 a 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. And, except for the writhing snakes on her head in place of hair, they are not a disagreeable sight to behold. 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 Save vs. Poison or the PC will die.

The rarest of the medusa is the gorgon. This mutation has 6 arms, 3 on 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 minotaurs, 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 may pass on the dreaded mummy rot in the process. This awful contagion is far stronger than common 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 it.

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. Spells 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 acid damage to exposed flesh, but cannot eat through metal or stone. It will destroy wood, leather, and cloth.

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 bearlike body, this bizarre creature stems from an evil wizard's experiment gone horribly wrong. Owl bears are permanently ill-tempered. If both claw attacks hit the character, the owl bear follows with a bear hug to the target. The hug does d8 damage for each round the character does not escape with a Strength Challenge roll.

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 humanoids.

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 working towards a common goal. 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.

Pegasus

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

These winged horses are wild, shy, and 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 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 venomous, and its bite will swallow its opponents and their treasure in one gulp if its d20 roll to hit is 2 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 a 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 and then is restored to normal.

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. They are 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 easily 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 ½ damage, and piercing (e.g. spears, arrows) weapons do 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: 120'/turn (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 venomous bite. Their venom is deadly if the saving throw is failed.

Large spiders will always be scurrying around looking for food. Characters Save vs. Poison from large spiders 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 in 1 round.

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. Troglodytes 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 1 point of Strength each round for 1d6 rounds. The effect 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 over 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 up to 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 the 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 a 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

Wraiths are like wights but much 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 following 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 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.

For example, if your party is exploring the third level of your dungeon, you roll a d12, roll a 10, and determine that you will use the Dungeon Level 3. On that table you roll a d8, get a 4, and find that they will encounter a small group of harpies. How many? 1d3, so a d6 roll. 1-2 means 1, 3-4 means 2, and 5-6 means 3. All of these options might mean bad news for the party!

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	Number appearing	1d8
Kobolds	3-12 (3d4)	1
Goblins	2-8 (2d4)	2
Skeletons	1-6 (1d6)	3
Orcs	1-4 (1d4)	4
Giant Rats	3-18 (3d6)	5
Giant Centipedes	1-6 (1d6)	6
Bandits	1-6 (1d6)	7
Large Spiders	1-8 (1d8)	8

Dungeon Level 2

Creature Type	Number appearing	1d8
Berserkers	1-8 (1d8)	1
Choker	1	2
Gelatinous Cube	1	3
Ghouls	1-4 (1d4)	4
Gnolls	1-6 (1d6)	5
Hobgoblins	1-8 (1d8)	6
Giant Ants	1-4 (1d4)	7
Zombies	1-4 (1d4)	8

Dungeon Level 3

Creature Type	Number appearing	1d8
Bugbears	2-8 (2d4)	1
Dopplegangers	1-4 (1d4)	2
Gray Ooze	1	3
Harpies	1-3 (1d3)	4
Ogres	1-4 (1d4)	5
Ochre Jelly	1	6
Were-Rats	1-4 (1d4)	7
Wights	1-3 (1d3)	8

Dungeon Level 4

Creature Type	Number appearing	1d8
Bugbears	3-12 (3d4)	1
Gargoyles	1-6 (1d6)	2
Giant Ticks	1-4 (1d4)	3
Ogres	2-7 (1d6 +1)	4
Green Slime	1	5
Huge Spiders	1-6 (1d6)	6
Wights	1-6 (1d6)	7
Wraiths	1-4 (1d4)	8

Dungeon Level 5

Creature Type	Number appearing	1d8
Blink Dogs	1-4 (1d4)	1
Cockatrice	1	2
Gelatinous Cube	1	3
Hill Giants	1-2 (1d2)	4
Medusas	1-6 (1d6)	5
Mummies	1-4 (1d4)	6
Giant Spiders	1-4 (1d4)	7
Trolls	1-4 (1d4)	8

Dungeon Level 6

Creature Type	Number appearing	1d8
Basilisks	1-4 (1d4)	1
Hell Hounds	1-4 (1d4)	2
Black Dragon*	1	3
Stone Giants	1-3 (1d3)	4
Minotaurs	2-8 (2d4)	5
Purple Worms	1	6
Spectres	1-4 (1d4)	7
Vampires	1	8

* Young adult dragon.

Dungeon Level 7+

Creature Type	Number appearing	1d8
Black Pudding	1	1
Red Dragon**	1	2
Frost Giants	1-2 (1d2)	3
Fire Giants	1-2 (1d2)	4
Manticores	1-4 (1d4)	5
Owl Bears	1-2 (1d2)	6
Rust Monster	1-6 (1d6)	7
Vampire***	1	8

** Adult dragon.

*** Full 9th level Magic-User powers

Common Die Rolls

- d2 = Coin flip or 1d4 (1-2 = 1, 3-4 = 2)
- d3 = 1d6 (1-2 = 1, 3-4 = 2, 5-6 = 3)
- d4 = Common 4-sided die
- d6 = Common 6-sided die
- d8 = Common 8-sided die
- d10 = Common 10-sided die
- d12 = Common 12-sided die
- d20 = Common 20-sided die
- d100 or d% = 100-sided die or two d10s
  (1st die = 10's place and 2nd die = 1's place)
  (for example a 1 and 2 would be 12, a 9 and
  a 9 is a 99, but a 0 and a 0 is 100)
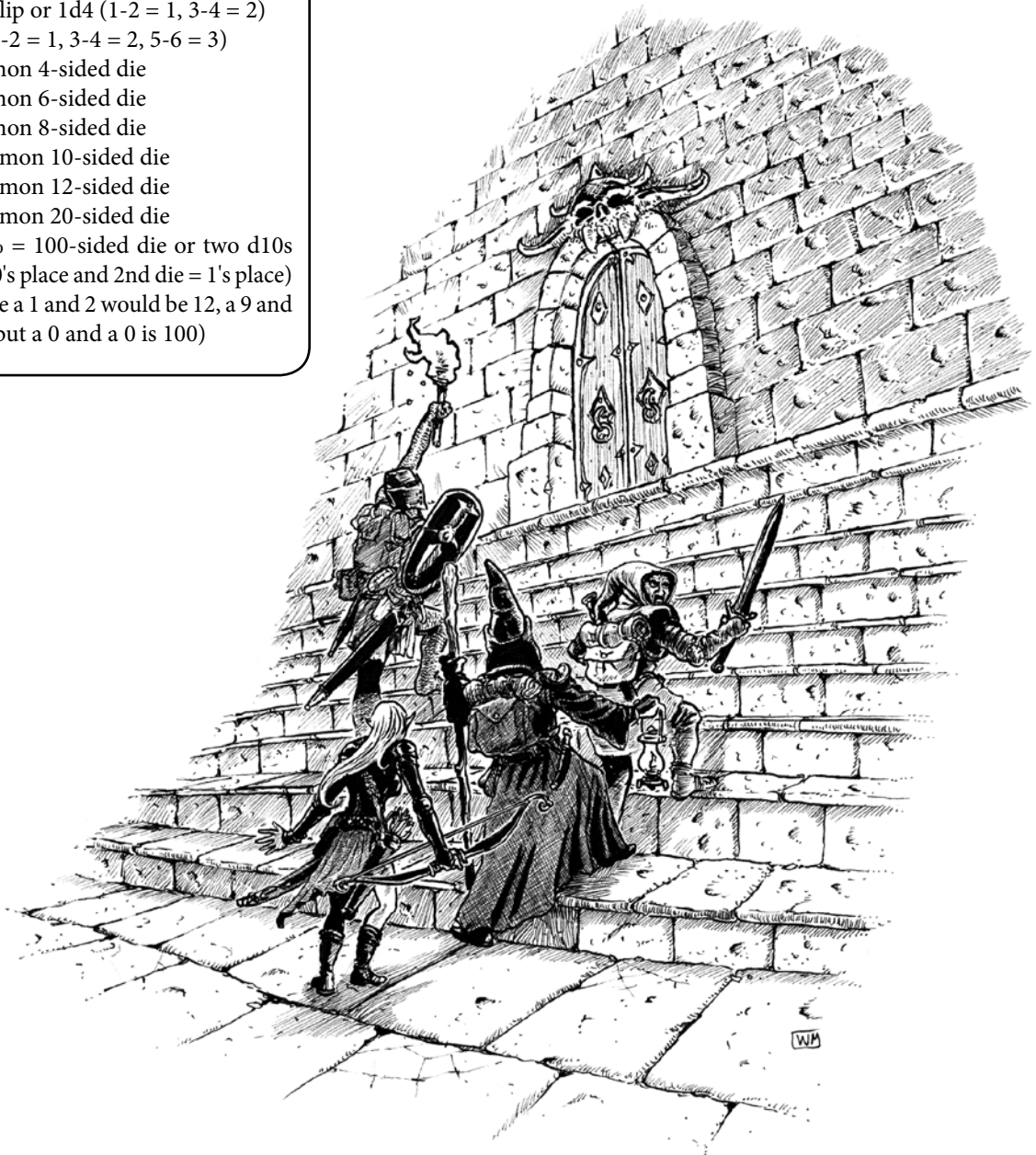
Treasure

Treasure is the reward for adventuring and an amazing sight for novice characters to behold. Coins of every type there for the taking; countless jewels and gems waiting to be found in some hoard; and 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.

Random Treasure

This table is very simple to use, though 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

Coins, Gems, and Jewelry

The standard coin conversion rates are as follow, but of course a GM can play around with this and make it different for their campaign worlds:

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

All coins are roughly the same size and weight.

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	50%: 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	50%: 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

Gem Values

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

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

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.

d%	Base Value
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

Magic Items

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...

Miscellaneous Magic

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

Rings

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

Scrolls

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

Potions

1d10	Potions
1	Delusion
2	Diminution
3	Flying
4	Gaseous Form
5	Giant Strength
6	Growth
7	Haste
8	Healing
9	Invisibility
10	Poison

Swords

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

Rods, Staves, and Wands

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 Fireballs
8	Wand of Magic Detection
9	Wand of Paralyzation
10	Wand of Secret Door & Trap Detection

Other

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 the 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 swords always add the modifier to the d20 attack roll and 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" … only a couple of 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, causing 3d6 points of damage with a successful blow.

Growth - Down this potion in one gulp 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 the potion determines duration.

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 being consumed.

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.
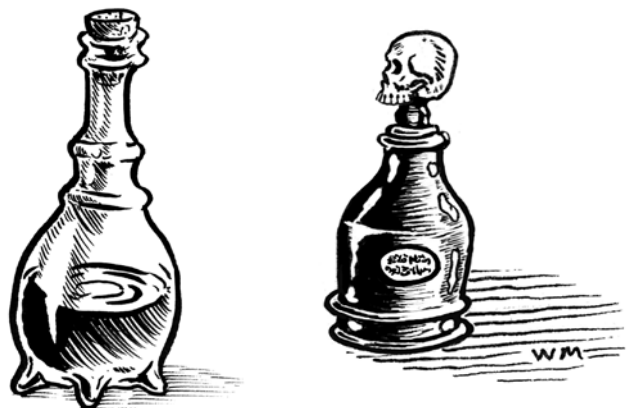
Scrolls

A scroll is a magical spell written on paper and is randomly generated by the charts earlier. Spells can only be read by Magic-Users and high level thieves (Thieves can read them, but can't actually cast them). A scroll can only be cast once and 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 Save vs. Spells). Protection scrolls can be used by anyone, and will form a 10' radius protective ring around the reader against the appropriate targets. Spellcasters within the circle are unable to cast spells as the protective force will hold it all in.
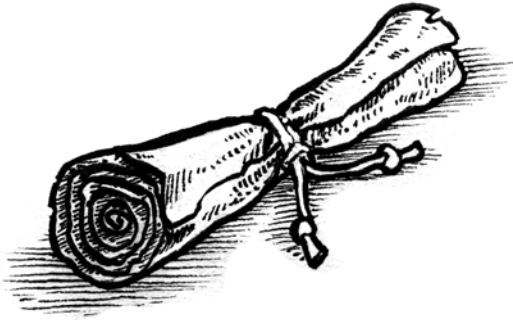
Rings

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.

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 when 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. Spells for fireballs 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 fireball (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.

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.

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.

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.

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' of the user 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' of the user.

Wand of Fear – When discharged, all creatures in a cone 60' long, 30' wide at its end must make a Save vs. Magical Item 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 Save vs. Magical Items to reduce rolled damage to half.

Wand of Paralyzation – Projects a ray 60' long and 30' wide. Those not making their Save vs. Paralysis are paralyzed for 6 turns.

Wand of Fireballs – This wand shoots forth a fireball 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 Save vs. Magical Items.

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.

Wand of Fear

Miscellaneous Magic Items

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

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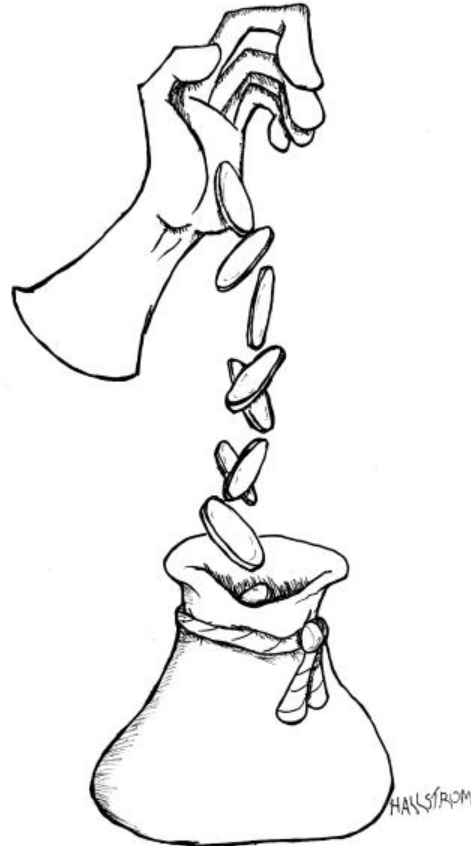
Crystal Ball – A Magic-User can see things at a distance through this sphere up to 3 times per day. Use for an extended period requires a day of rest afterwards. Objects and places are best seen if they are familiar to the viewer and are close by. Unfamiliar or distant scenes are harder to perceive,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

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

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

Medallion of ESP - Any character can use this device, which functions like an ESP spell, but malfunctions on a roll of 6 on a d6.

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

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.

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!

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!

Quick Reference Tables

Cleric Undead Turning

					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	7	T	D
Vampire	N	N	N	N	N	11	9	7	T

T = Turned
D = Dead
N = Not affected
# = Save?

Thief Skills

						Thief Level						
Skill	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/Disable 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
Move Silently	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	40	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 Ranges

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

Variable Hit Dice

Sometimes in the game, it would seem that some characters should have more hit points or less hit points than others. For instance, big burly fighters may have more HP than weaker wizards. The variable hit die table below can be used by the GM according to taste, using all, some or none of the suggested values.

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

Variable Weapon Damage

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. With the following chart the GM can 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.

| Weapon Class	Damage Roll
Light	d4
Normal	d6
Heavy	d8

Initiative Rolls

Instead of using the spell/ranged/melee approach to determine the initiative order for that particular fight, each character rolls 1d20 and the the lowest number goes first, followed by the next lowest, and so on.

Another option is for the GM to have each side (the PCs and the NPCs/Monsters) roll 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 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 section 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).
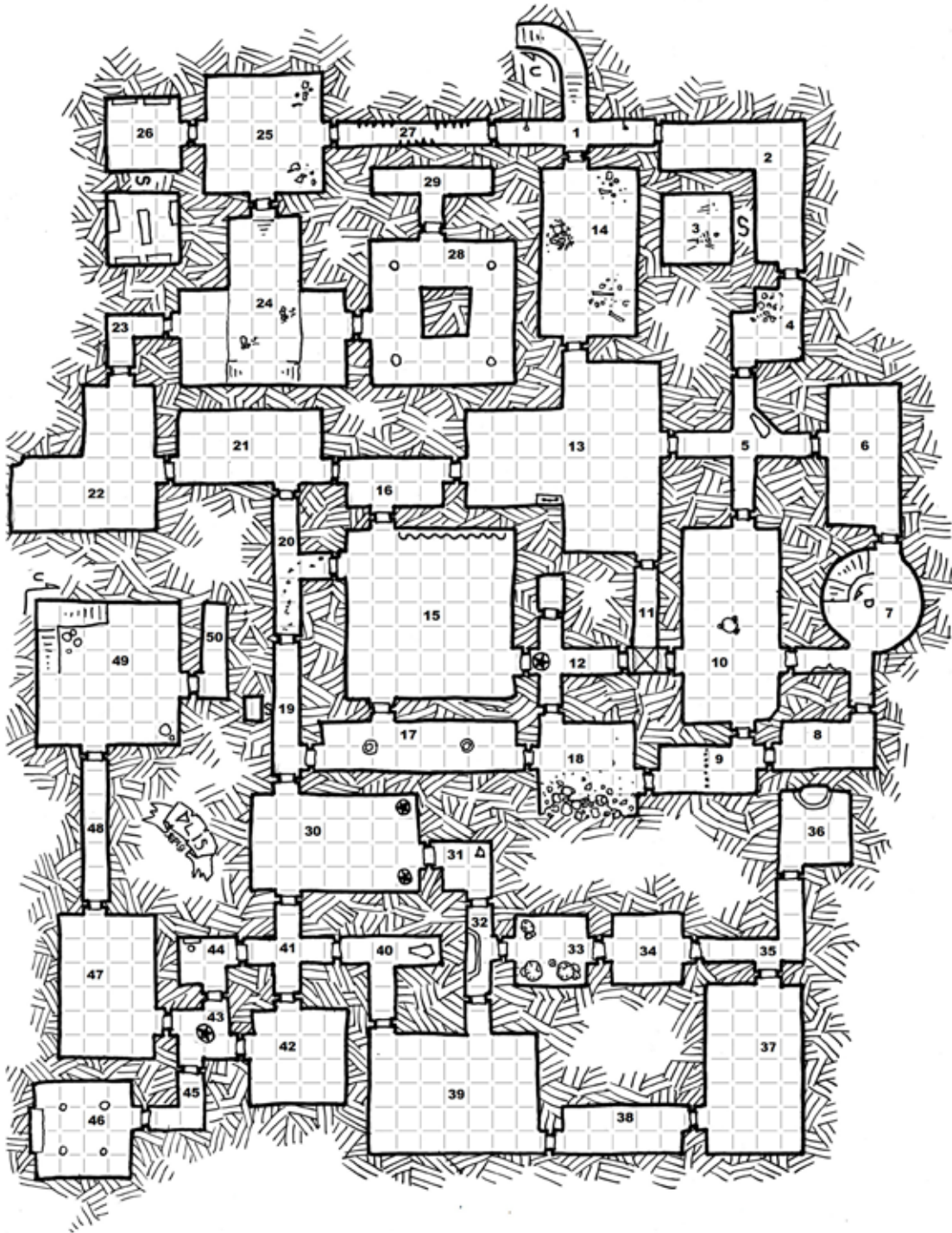
The Architect's Dungeon by cartographer Dyson Logos

Area 1

Two wall sconces provide lighting for the hallway at the bottom of the stairs. Doors lie in three directions.

Encounter:

Treasure:

Area 2

Encounter:

Treasure:

Area 3

Encounter:

Treasure:

Area 4

A pile of bones and debris has been collected in one corner of this room.

Encounter:

Treasure:

Area 5

An open sarcophagus lies along one wall. The lid has been tossed aside and cracked.

Encounter:

Treasure:

Area 6

Encounter:

Treasure:

Area 7

A stairwell leads down to another level of the dungeon below and a pillar holds the ceiling above, decorated with strange glyphs.

Encounter:

Treasure:

Area 8

Encounter:

Treasure:

Area 9

A wall of bars bisects this room. The bars are strong, but old, and can be shoved aside with a Strength challenge.

Encounter:

Treasure:

Area 10

In the middle of this room lies a fountain that begins to flow as soon as you enter.

Encounter:

Treasure:

Area 11

This tiny room offers passage deeper into the complex. A covered pit will plunge the unaware down two levels.

Encounter:

Treasure:

Area 12

A once-magnificent statue stands before one door in this room, a monument to some figure lost to time.

Encounter:

Treasure:

Area 13

A large fireplace along one wall has long been dark, but can be rekindled to heat this gigantic space.

Encounter:

Treasure:

Area 14

Multiple piles of debris have been left here, hinting at signs of recent habitation and use.

Encounter:

Treasure:

Area 15

A huge tapestry hangs on one wall of this huge room, telling the tale of a myth long forgotten by the collective consciousness.

Encounter:

Treasure:

Area 16

Encounter:

Treasure:

Area 17

Two raised daises once held beautiful urns.

Encounter:

Treasure:

Area 18

One half of this room has been reclaimed by a collapsed section of the wall.

Encounter:

Treasure:

Area 19

A secret door leads to a tiny room.

Encounter:

Treasure:

Area 20

A trail of bloody footprints leads from room 15 towards room 19.

Encounter:

Treasure:

Area 21

Encounter:

Treasure:

Area 22

Encounter:

Treasure:

Area 23

Encounter:

Treasure:

Area 24

A lowered floor has been used as a dumping place here.

Encounter:

Treasure:

Area 25

Piles of debris mark this room as recently occupied.

Encounter:

Treasure:

Area 26

Two large bookcases line one wall, filled with what may have been a fine library at one time. A secret door in the southern wall leads to a true cache of lost knowledge and many more shelves of tomes.

Encounter:

Treasure:

Area 27

A series of pressure plates on the floor trigger a series of wall spikes that stretch across the width of the corridor.

Encounter:

Treasure:

Area 28

Four pillars with spaces for torches light four walls decorated with art of the highest quality.

Encounter:

Treasure:

Area 29

Encounter:

Treasure:

Area 30

Two large statues grace separate corners of this room but they have been defaced.

Encounter:

Treasure:

Area 31

A small, dry fountain hints at a once peaceful space.

Encounter:

Treasure:

Area 32

One wall of this corridor is raised, with a faded painting depicting heroes of a lost age.

Encounter:

Treasure:

Area 33

Three large colonies of fungus have found a home here.

Encounter:

Treasure:

Area 34

Encounter:

Treasure:

Area 35

Encounter:

Treasure:

Area 36

A raised alcove here was once filled with small figures from the local pantheon.

Encounter:

Treasure:

Area 37

Encounter:

Treasure:

Area 38

Encounter:

Treasure:

Area 39

Encounter:

Treasure:

Area 40

A closed sarcophagus rests quietly in one end of this room.

Encounter:

Treasure:

Area 41

Encounter:

Treasure:

Area 42

Encounter:

Treasure:

Area 43

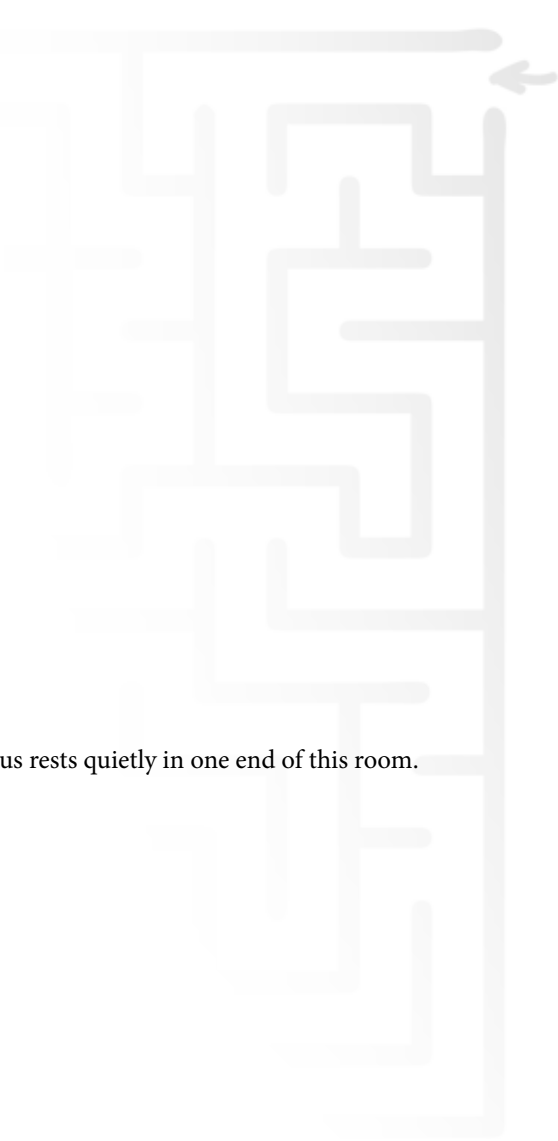A statue resides at the center of this small room, horrible to behold.

Encounter:

Treasure:

Area 44

A desk and chair have been left unattended in one corner of this room.

Encounter:

Treasure:

Area 45

Encounter:

Treasure:

Area 46

Four pillars with sconces light this room with a raised platform at one end.

Encounter:

Treasure:

Area 47

Encounter:

Treasure:

Area 48

Encounter:

Treasure:

Area 49

Two small staircases lead up to a raised platform in one corner that may have once held a statue, now broken on the floor below.

Encounter:

Treasure:

Area 50

Encounter:

Treasure:

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Mazes & Perils

Name _____ | Class _____

Player _____ | Alignment _____

Level _____ | XP _____

STR _____

INT _____

WIS _____

CON _____

DEX _____

CHA _____

Notable Bonuses:

Armor Class

HP

Saving Throws

vs. Breath Weapons _____

vs. Petrification _____

vs. Death or Poison _____

vs. Magic Items _____

vs. Spells _____

Melee Weapons

_____ Bonuses: _____

_____ Bonuses: _____

_____ Bonuses: _____

Missile Weapons

_____ Bonuses: _____

_____ Bonuses: _____

_____ Bonuses: _____

Stuff

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Treasure

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Mazes & Perils

Spells

Level 1

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Level 2

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Level 3

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Level 4

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Level 5

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Notes

_____
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_____

MAZES & PERILS

DELUXE EDITION

Death lurks around every turn! Not everyone will survive - but hey, those are the breaks! It's all worth it to find fame, fortune, and make a name for yourself, right?

Mazes & Perils is a fantasy game that takes you back to the days when it was simple: no powers, no special abilities, just swords and magic.

All you need to play are a few friends, some dice, and your imagination.

And if it's not in this book - make it up! Remember, you rule the game, not the other way around!

This is the new, deluxe version with new classes and more awesome stuff - so have at it!

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