

# Portal To Adventure

Fantasy RPG System



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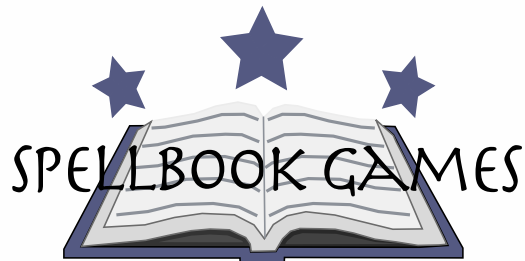
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# Table of Contents

Page

Foreward	1
Introduction	1
Essential Tools & Equipment	2
Commonly Used Abbreviations	2
<b>Rules for Players</b>	3
Characters	3
Social Standing	4
Statistics	4
<b>Adventurer Classes</b>	5
<b>Guardians</b>	5
Warrior	6
Crusader	6
Rascal	6
Warlock	6
<b>Mages</b>	7
Wizard	7
Shaman	7
<b>Priests</b>	8
Knowledge	8
Starting Gear	8
Moral & Religious Orientetion	9
<b>Game Rules</b>	10
Advancing in the Game	10
Casting Enchantments	11
Spell Casting Table	11
Offensive Enchantments	12
Character Death	12
Spell Research	13
Climbing	14
Detecting Enchantments	14
Divine Prayers	15
Equipping Weapons & Armor	15
Familiars	15
<b>Fighting</b>	17
First Blow	17
Brawling	17
Brawling Table	18
Fighting With Weapons	18
Basic To-Hit Table	18
Missile Weapons	19
Missile To-Hit Table	19

Physical Damage	20
Weapon Damage	20
Armor Class	20
Armor Protective Values	21
Other Attacks & Damage	21
Poison Weapons	21
To Hit Table	22
Healing	23
Learning New Spells	23
Lifting & Carrying	23
Light & Sight	23
Listening	24
Locks	24
Movement Rates	25
Moving With Stealth	25
Picking Pockets	25
Power Over Undead	25
Rituals	26
Saving Rolls	26
Scribing Scrolls	26
Searching a Room	27
Finding Traps & Hidden Doors	28
Shaman Amulets & Charms	28
Shaman Amulet Table	28
Time	29
Using Enchanted Items	29
Donning Cursed Items	29
<b>Rules for Game Masters</b>	30
Experience Points	30
Random Encounters	30
Monsters in Their Lairs	31
General Decision Making	31
Merchants & Goods	32
Money	32
Monster Saves	33
Men-At-Arms	33
Issues of Adventurer Knowledge	33
Social Interactions	34
Treasures	34
Treasure Selection	35
<b>Tables</b>	35
Treasure by Monster HD	35

Armor Selection	36
Ordinary Gear	36
Saleable Goods	37
Weapons	37
Enchanted Items	37
<b>Appendix A: Equipment</b>	38
<b>Appendix B: Magic &amp; Spells</b>	41
Free Casts	41
Spell Ranges	41
Standard Attack Spells	41
Air Magic list	42
Earth Magic list	43
Fire Magic list	44
Water Magic list	45
Shaman list	46
Warlock list	47
Priest list	47
<b>Appendix C: Random Encounters</b>	50
<b>Appendix D: Monster Descriptions</b>	53
<b>Appendix E: Magic Items</b>	82
Alchemical Items	82
Armor	84
Books	85
Clothing	87
Jewelry	88
Misc.	89
Rings	90
Staves & Wands	91
Swords	92
Non-Sword Weapons	93
<b>Appendix F: Religion</b>	94
Polytheistic Deities	94
Monotheistic Deity	95
Minor Powers by Deity	97
<b>Appendix G: Tips for Game Masters</b>	98
Designing Campaigns	97
Balanced Encounters	98
Creating Adventure Areas	99
Running a Scenario	101
World Building	103
<b>Appendix H: Character Sheets</b>	106

# Foreword

This book describes the core role-playing game mechanics used in Spellbook Games products. This book is primarily intended for persons who have had no previous experience with fantasy role playing games, or at most very limited experiences. It tries to provide only the most basic rules needed to play a game, emphasizing speed of play and simplicity of rules. It does not have the complete set of all possible options for customizing a character and for realistically interacting with a game world; those rules and options exist, but they're not found here. This is a rule set intended to get a character up and running and off to the dungeon in about fifteen minutes.

## Introduction

A role-playing game is intended to be simultaneously played in real-time by a more-or-less cohesive group of people, who together mentally step out of themselves to temporarily inhabit a world of their collective imagination. Although technology now makes other modes of play possible, the game is at its best when those persons are together in the same room, at the same game table, playing off of each other, reacting to the other players as events unfold. The foundation of any role-playing game is the interactive story-making that occurs within this group of players. The story-making process comes out of the player's collective immersion in an imaginary environment inspired in part by myth, by history, by the literature they read, by popular culture and media, and in great measure by their own imagination. The story is created by the interplay between some players who direct the actions of imaginary persons and characters, and one player who describes and operates the environment in which those characters function, directs the actions and responses of the environment to character activities, and who figures the outcome of character 'actions.' The player who represents the game environment is often referred to as the Game Master (GM) or Game Judge, while all other players are collectively 'the Characters.' The Characters are the protagonists of the story, the heroes who go on quests and have adventures, who right the wrongs and save the damsels.

The role-playing game experience comes out of the choices made by Characters, and the actions they take; however, to make meaningful choices, all players need to understand what their options are, and how outcomes are determined within the game. This book provides the minimum structure necessary to make those choices and determine their outcomes, without unnecessarily limiting the imagination of either GM or Character. The imaginary environment could replicate any historical, mythological, alternative, or future period, with any level of technology and culture the players can collectively imagine – this book presents a structure for creating collaborative stories in a pseudo-Classical or Medieval period in which enchantments operate, Magicians are real and powerful, where mythological races and monsters roam, and where a Character can recreate the exploits of the heroes of legend.

The game is designed to describe Characters that begin their life in their imaginary environment as typical persons of their race and gender, who acquire continually-increasing personal abilities, skills, prestige, and rewards by triumphing over the dangers, trials, and tribulations of their game world. These Characters are part of the small fraternity within their culture(s) who break out from the common and ordinary, who go to the unknown and dangerous places and do the extraordinary deeds, sometimes reaping huge rewards and sometimes dying in glory. It is the part of the GM to provide those dangerous places for adventure, the reasons to do those extraordinary deeds, as well as the opportunities to perish gloriously.

The heart of all outcome resolution mechanisms in a role-playing game is a character taking or declaring an action based on what they know of their physical surroundings (including live enemies, operative enchantments, traps, and the like), the players agreeing on a threshold for success, and the rolling of a die to see if the threshold is met. No set of game rules can possibly anticipate every action a player can imagine for their Character in every circumstance, let alone provide appropriate decision rules for them all; this book's purpose is to give decision mechanics and thresholds for the most common activities, those which are central to inhabiting a mythological world. Within that purpose, the rules emphasize simplicity of action for all players; a secondary goal is to provide consistent, predictable, plausible, and believable outcomes that fit into a player's natural understanding of how the world works, when this does not conflict with simplicity. This book provides a streamlined set of mechanics – rules options that expand the realism aspects of the game environment will be published periodically, to be used or not used as the players collectively agree.

## Essential Tools and Equipment for Play

The essential tools for a game session are polyhedral dice, an ample supply of paper and writing tools, a table to gather around, several hours of time to enjoy with friends, and imagination. Experience shows it is difficult to accomplish much in the game in less than an hour, and sessions of three or four hours are often best.

This book assumes the Players together have available at least several each four-sided (d4), six-sided die (d6), eight-sided die (d8), ten-sided die (d10), twelve-sided die (d12), and twenty-sided die (d20), or some other method of generating random numbers in those ranges. A d3 is obtained by rolling 1d6 and substituting values of 1-2 for 1, 3-4 for 2 and 5-6 for 3; when a true d4 is not available a d8 can substitute by using the values 1-2 for 1, 3-4 for 2, 5-6 for 3, and 7-8 for 4; a d20 can substitute for d10 in similar manner, by taking 1/2 the rolled value. Because the probability distributions shift toward the middle values, two d6 should not be used to approximate d12, or two d10 for d20. Some mechanics require random numbers between 1 and 100 (d100) – a common method for generating d100 values is to roll two d10's, one die representing the 10's digit, the other representing the 1's digit, a roll of 0-0 representing the value 100.

Gamers may find other accessories to be useful, such as tracking sheets or aids, a game board pre-marked in units appropriate to the game scenario (feet, yards, meters, etc.), a selection of tokens or markers (including a wide variety of commercially available miniature fantasy figurines or models), or prefabricated terrain features (model train terrain is frequently used), but these accessories are not necessary for play.

## Commonly-Used Abbreviations

Adventurer Class level x – Lx, brass piece – BP, Adventurer Class of Level X – (Class Name) LX, copper piece – CP, experience points – XP, feet (measure) – FT, game master – GM, gold piece – GP, greater than or equal to – GTET, less than or equal to – LTET, Level or Class Level – LVL, silver piece – SP, all characters other than a/the Player(s) – NPC, sum the total of y-rolls of an x-sided die – ydx, to hit – TH,

# Rules For Players

Most outcome resolution mechanics in the game depend to a greater or lesser degree on a Character's attributes, and how those attributes are numerically described. A complete description includes their inherent physical and mental capabilities, race, their social standing and moral orientation, their specialty as an Adventurer, the languages they know, their gear, and the money they start with. A player chooses and declares the gender of their Character. Other attributes may be interesting and even occasionally useful, such as hand preference, height and weight, hair or eye color, beards or clean shaven, details about their family, spouses and heirs, and the like, but these are only used infrequently, and rarely are important to outcomes within the game.

The actions required to create a character are, first choose a character race, second roll 1d20 to determine their family's social class, third roll five sets of 3d6 to create the character's Essential Statistics, fourth calculate the character's health points and special power modifier based on their Essential Statistics, fifth choose from among the seven Adventurer Classes, sixth roll 1d20 to determine the number of languages known and reading, seventh roll d100's and d20's to determine your starting stake of money, eighth declare your moral orientation, ninth declare a religious affiliation or decide not to be affiliated with any religion(s), and tenth purchase any additional adventuring gear you need. These steps should be performed in order, as some depend on the results of previous actions. More detailed information about each step are provided below.



## Character Races

A Player may choose to play as a Dwarf, Elf, Gnome, or Human; some Games Masters may also allow Human-Elf and Dwarf-Gnome hybrids (Half-Elves and Nebblim).

Dwarves are a hardy race of short stature (about 4 FT tall) that mostly live underground and are associated with mining, smithing, and metalwork. They have inherent infrared vision (range 250 FT) that allows them to see in the underground darkness, a natural sense of underground direction and depth, they gain a +1 bonus against diseases, poisons, and magical attacks against the body, a +1 bonus using War Hammers and War Axes, a +1 bonus to find hidden doors, and a +1 bonus when casting Earth Magic. Dwarves who become Earth Mages gain +1 to their Special Power. Dwarves gain a +1 bonus performing prayers

when they are Priests of an Earth or Craft deity. They are friendly with Cercopes and other deep-earth races and with Earth Mages; their traditional enemies are Goblins and Orcs.

Elves are a tall race (about 7 FT tall), mostly living apart from humans in deep forests and hills and are associated with art, nature, music, and plants. They have inherent low light vision (range 250 FT) that allows them to see clearly by only starlight, an inherent ability to navigate by the stars, and are 50% less likely to become lost outdoors; they gain a +1 bonus when attempting persuasion and influence, a +1 bonus using Bows, and a +1 bonus when casting Shaman spells. Elves who become Mages gain +1 to their Special Power Modifier. Elves gain a +1 bonus performing Prayers when they are Priests of a Nature, Sky, or Sun deity. Elves are friendly with centaurs, and are unfriendly towards wolves, giants, satyrs, and necromancers.





Gnomes are a very small race (about 3 FT tall), mostly living in meadows, moors, and along lakes and rivers. They are associated with agriculture, animals, teaching, and magic. They have an inherent ability to speak with animals (canines, felines, birds – Crows, Ravens, Falcons, and Eagles), they gain a +1 bonus against domination and magical attacks against the mind, a +1 bonus using Cutlasses, Dirks, Machetes, and Rapiers, and a +1 bonus when casting Fire Magic and Shaman spells. Gnomes who become Mages gain +2 to their Special Power Modifier. Gnomes gain a +1 bonus performing Prayers when they are Priests of an Agriculture, Knowledge, or Magic-related deity. Gnomes start with a trained canine or feline (under 30 pounds) on 1d10 rolls GTET 7. They are friendly with Leprechauns, Shaman, and Dryads, and unfriendly towards Kobolds and Mer. Gnomes are the race mostly likely to be friendly with Humans.

Humans are a medium-size race (from 5 to 6 FT tall), mostly living in organized villages, towns, and cities, that can found be in almost any environment; human societies are the most organized and hierarchical among the races. Humans gain a +1 bonus when performing acrobatics and actions related to Agility, they gain a +1 bonus when making decisions and problem solving, gain a +1 bonus using Long Swords, Spears, and Staves, and a +1 bonus when casting Air or Water Magic. Humans gain a +1 bonus performing Prayers when they are Priests of a Healing, Fertility, or War deity. Humans are somewhat friendly with Gnomes, suspicious towards Dwarves and Elves, and generally unfriendly toward other races.

Players should consult their Games Master about the racial make-up of their game world prior to making this choice. A Player's choice of race for their character may be influenced by how well the various races of the game world get along, which races cooperate and which ones fight, and where (or if) tension and discrimination exists. While the game world created by an individual Games Master could have any race be locally dominant, or could have no race be most important, the most common game choice is for Humans to greatly outnumber all other races, and for Humans to be the dominant political and social group.

## Social Standing

All Adventurers are assumed to be free persons, not serfs or slaves. Their family's Social Standing is determined from a 1d20 roll: (1-10) Peasant, (11-17) Craftsman, (18-19) Professional, (20) Gentry [on subsequent 1d10 roll of 10 – Nobility]. Any person whose work does not require an apprenticeship or schooling has a social standing of Peasant, any person whose work requires an apprenticeship has a social standing of Craftsman, and any person whose work requires formal schooling has a social standing of Professional. Any family that owns one or more estates or plantations and directs the work of others is among the Gentry or Nobility. There is some overlap between each social group, with the most successful individuals being treated as part of the next higher group. Each social group has distinctive patterns of personal dress and speech, immediately recognizable to members of all other groups, making it difficult to impersonate a person of another social class.

## Essential and Derived Statistics

A creature's physical and mental capabilities are represented by five calculated Essential Statistics, Agility, Intelligence, Stamina, Strength, Will, and two Derived Statistics, Health Points and Special Power. A higher value in a statistic indicates greater ability in the area the statistic describes as compared to a lower value in the same. Agility describes one's ability to perform actions that require good balance and fine muscular control; Intelligence describes the capability for abstract thinking, learning, and problem solving; Stamina describes endurance, physical toughness, the threshold for pain, and the ability to shake off diseases, poisons, and magical attacks against the body; Strength describes one's capability to lift and carry, and to deliver physical force; Will describes interior personality traits, those that affect spirit and determination, the ability to resist domination, and the ability to shake off magical attacks against the mind and emotions. Health Points (hp) are derived from the Stamina statistic and numerically represents a creature's life force, decreasing as they are injured, increasing as they heal, dying

when hp reaches zero. A Character's Special Power is derived from their Intelligence and Will, and numerically represents either the Character's connection with, and control over, magical forces (for Mages), or represents the Character's connection with the divine (or unholy, as appropriate), and their relative ability to manipulate divine energy (for Priests). A creature's Essential and Derived Statistics describe their inherent maximum capabilities and do not change under ordinary circumstances (they may be temporarily or permanently increased by magical enchantment or divine energy).

The five Essential Statistics are each generated by a 3d6 die roll to which 4 is added (e.g. 3d6+4). After the first number is generated the Player assigns the generated value to the Statistic of their choice. They then continue to roll 3d6+4 numbers and assign them to empty Essential Statistic slots until all statistics have been assigned. Once a value is assigned to a Statistic, it can't be changed or swapped, and a value can only be put in an empty Statistic. Players must declare their race and determine their Social Status before rolling Statistics; once all Statistics have been determined adjustments are made based on chosen race and social level. Dwarves add +1 to their Stamina statistic, Elves add +1 to their Will statistic, Gnomes add +1 to their Intelligence, and Humans add +1 to their Agility. A Peasant adds +1 to their Stamina statistic, a Craftsman adds +1 to their Agility statistic, a Professional adds +1 to their Intelligence statistic, and a member of the Gentry adds +1 to their Will statistic. This method gives base statistics that vary from 7 to 24, with an average value about 13. Calculate the Special Power statistic by  $(\text{Intelligence} + \text{Will}) * 2 + 2d20$ . A Special Power Modifier (SPM) is used in determining the number of spells/day cast by Mages, in determining spell effects, and in determining the number and effects of Prayers performed by Priests. This modifier is  $(\text{Special Power} / 10) - 4$ , always rounded down to the nearest whole digit. Calculate the Health Points statistic by adding 4 points to Stamina.

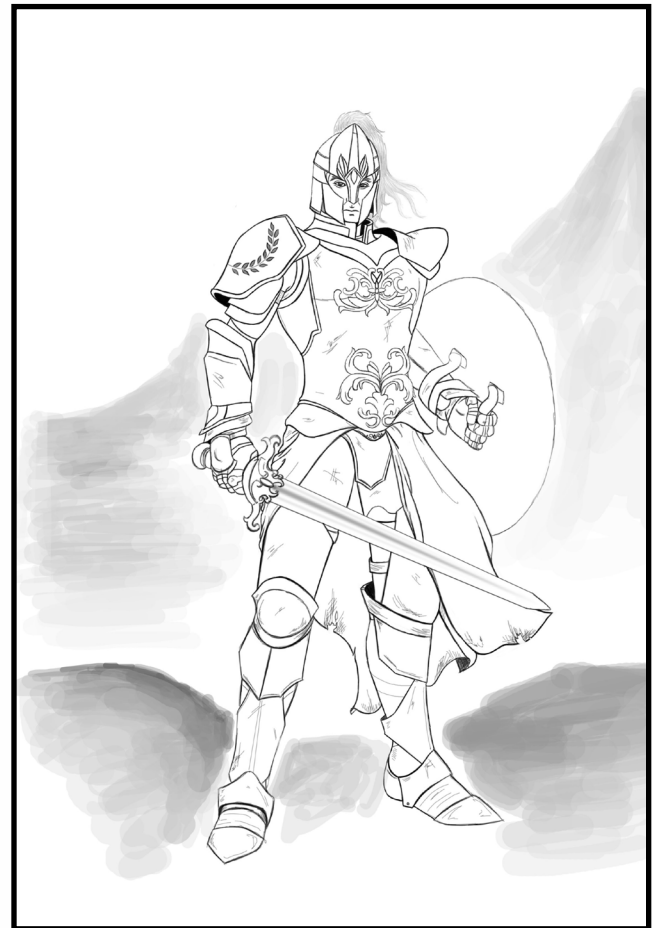
When a player generates a set of five Statistics that together add to LTET 60, the player should be permitted to roll the entire set of Statistics over, until a set is obtained that add to GTET 61. See the Appendices for an example Character sheet.

Page 5


## Adventurer Classes

A Character's ability to fight, cast enchantments, control divine power, and perform other tasks crucial to success as an adventurer is determined by their choice of Adventurer Class. Adventurers start as Guardians, Mages, or Priests. Within the Guardian category are the classes Warrior, Crusader, Rascal, and Warlock. Within the Mage category are the Wizard and the Shaman. There are no additional classes within the Priest Category. A Character's proficiency within their Class is expressed by their numerical Class Level, a Character whose Level is higher than another's being more proficient in that Class's core competencies.

**Guardians** specialize in weapons and direct hand-to-hand combat, potentially using any weapon, armor, or shield. A Guardian begins with proficiency with Dirks and one class-specific weapon, plus two weapon proficiencies chosen by the Player. A Guardian whose Level is four to six Levels higher than their opponent's makes two attack rolls per round, and a Guardian whose Level is from seven to nine Levels higher makes three attack rolls.



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The **Warrior** is a classic man-at-arms, who has had military or weapons training prior to their adventuring career. A Warrior begins with class proficiency with Long Swords, gaining proficiency with one additional weapon after attaining each new Level. A Warrior can face two or three foes without incurring penalties, upon attaining L3 they can simultaneously strike at three foes, they may attempt a called critical hit a number of times equal to LVL/day, and they fight against humanoids with +1 to hit (+2 after attaining L4).

A **Crusader** is a **Guardian** dedicated to the service of a chosen Deity. They are required to have a religious affiliation and cannot have a moral orientation different from that of their Deity; a Crusader may also be a clergyman of their sect, but is not of the Priest Class. A Crusader has the attributes of a Guardian and a class proficiency with heavy maces. They lay-on-hands to heal another person or creature by hp1d4 a number of times per day equal to their Level, beginning at L5 they gain a number of Devotion-category prayers equal to (L-4) – selecting five prayers to learn, learning one additional prayer with each subsequent Level attained) beginning at L8 they gain a number of Mystery-category prayers equal to (L-7) – selecting five prayers to learn, learning one additional prayer with subsequent Level attained). When a Crusader attains L4 they may fight two foes without penalty and attempt a called critical hit of number of times equal to L-2/day, at L5 three foes, and at L6 they can simultaneously strike at three foes. Beginning at L3 a Crusader may attempt reincarnation of the dead, at L5 a Crusader has power over the undead and may attempt to raise the dead. A Crusader owns a Holy Symbol and Prayer Beads as part of their starting gear. A Crusader usually has one minor special ability granted by their Deity that is associated with the Deity's sphere of influence (for example, a Crusader of a Deity of Revelry might be granted immunity to alcohol), as determined by their GM. A Crusader may have restrictions on their choices of armor, weapons, or other gear that depend on their Deity, as determined by their GM. Refer to the Appendices for information about Prayers.

A **Rascal** is a **Guardian** who specializes in light armor and weapons, operates with stealth, and is skilled with locks and traps. A Rascal is not permitted breastplates, backplates, plate armor, full helms, or medium or large shields, and is not permitted weapons larger than a Saber or Cutlass. They begin with proficiency with class proficiency with Rapiers. A Rascal applies a +1 to hit bonus when using Rapiers or Sabers, a +2 bonus when fighting with two Dirks, and a -2 penalty when fighting with any two-handed weapon. A Rascal starts with a +1 bonus to open locks, gaining an additional +1 bonus upon attaining every odd-numbered Level (L3, L5, etc.). A Rascal starts with a +3% bonus to find traps and +5% bonus to disarm traps, gaining an additional +3%/+5% respectively upon attaining every even-numbered Level (L2, L4, etc.). A Rascal starts with a +1 bonus to move with stealth, gaining an additional +1 bonus upon attaining Levels 4, 7, and 10. Upon attaining L4 a Rascal can face two or three foes without incurring penalties, upon attaining L5 they can simultaneously strike at three foes and may attempt a called critical hit a number of times equal to LVL-2/day.

A **Warlock** is a **Guardian** who uses magic in combat. A Warlock cannot use their innate enchantments when wearing or carrying GTET 20 pounds of ferrous (iron) metal, and must have at least one hand free to direct their spell. They begin with class proficiency with the Cutlass. A Warlock may simultaneously cast a spell (range 25 FT) and wield a weapon, taking a -3 penalty on their weapon roll, and they cannot perform multiple weapon attacks in any round that a spell is cast. A Warlock begins knowing (Intelligence-11) spells and casting 2 free spells per day and they spontaneously gain knowledge of one additional spell upon attaining each Level; they cast 3 free spells per day upon attaining L2, gaining one additional free casting per day upon attaining every subsequent even-numbered Level (L4, L6, etc.). A Warlock gains a +1 bonus against all forms of enchantment. A Warlock starts with a +1 bonus to move with stealth, gaining an additional +1 bonus upon attaining Levels 4, 7, and 10. Upon attaining L4 a Warlock can face two or three foes without

incurring penalties, upon attaining L5 they can simultaneously strike at three foes and may attempt a called critical hit a number of times equal to LVL-2/day. Refer to the Appendices for details about Warlock spells.

**Mages** specialize in using magic to overcome obstacles. They begin with proficiency with Dirks and one additional class weapon. A Mage cannot cast spells when wearing or carrying GTET 20 pounds of ferrous (iron) metal and must have at least one hand free to direct their spell; they cannot simultaneously cast spells and wield a weapon.



A **Wizard** is a **Mage** who performs enchantments associated with one of the four Elements (Air, Earth, Fire, Water), and performs Rituals. A Wizard must select a primary element and after attaining Levels 4, 8, and 11, a Wizard can add another element as a specialty. They begin with proficiency with Dirks and Staves, gaining proficiency in one additional weapon upon attaining every odd-numbered Level (L3, L5, etc.).

A wizard can only cast spells of elements they are affiliated with. Wizards begin knowing one Basic Magic attack spell, one Lesser Magic attack spell, a number of Basic Magic spells equal to their SPM, and knowing a number of Lesser Magic spells equal to their (SPM-2; minimum 2); a Wizard is incapable of casting Greater Magic spells until attaining L6 and begins with knowledge of two such spells. A Wizard learns (selects) two new (additional) Basic Magic spells upon attaining Levels 2, 3, 6, 9, and 12, they learn one new Lesser Magic spell upon attaining Levels 3, 5, 7, 9, and 11, and every subsequent Level, they learn one new Greater Magic spell upon attaining Levels 7, 8, 10, and 12 – all other spells are discovered or learned from scrolls, books, or other Wizards. Wizards must have a Magic Power GTET 60 to use Lesser Magic spells, and GTET 85 to use Greater Magic spells. Refer to the Appendices for details about Wizard's spells.

A Shaman is a Mage who performs glamours (spells of control) and enchantments associated with nature, and makes Charms and Amulets (the name, 'Shaman' can refer to a male). They begin with proficiency with Dirks and Bows, gaining proficiency in one additional weapon upon attaining every odd-numbered Level (L3, L5, etc.). A Shaman begins knowing one Basic Magic attack spell, one Lesser Magic attack spell, a number of Basic Magic enchantments equal to their (SPM+1), and a number of Lesser Magic spells equal to their (SPM-2; no minimum); a Shaman is incapable of casting Greater Magic spells until attaining L7 and begins with knowledge of 1d3 such spells. A Shaman learns one new Basic Magic spell upon attaining Levels 2, 3, 4, 6, 8, 10 and 12, they learn one new Lesser Magic spell upon attaining Levels 3, 5, 7, 9, and 11, and every subsequent Level, they learn one new Greater Magic spell upon attaining Levels 8 and 10; all other spells are discovered or learned from scrolls, books, or other Shamans. Shamans must have a Magic Power GTET 70 to use Lesser Magic spells, and GTET 90 to use Greater Magic spells. Refer to the Appendices for details about a Shaman's spells.

A Priest is a clergyman of their Deity, who performs divine Prayers, and performs Rituals. They are required to have a religious affiliation and cannot have a moral orientation different from that of their Deity. A Priest begins with proficiency with Dirks and Maces, plus one additional weapon proficiency selected by the Player, gaining proficiency in one additional weapon upon attaining Levels 3, 4, 6, 7, 9, and 10. A Priest begins knowing a number of Devotion-category Prayers equal to (SPM+2) and a number of Mystery-category Prayers equal to their (SPM-1; minimum 2); a Priest is incapable of performing Majesty-category Prayers until attaining L5, and gains knowledge of one such Prayer at that time. A Priest is granted knowledge of one new Devotion upon attaining each Level, is granted one new Mystery upon attaining Levels 2, 4, and every subsequent Level, and is granted one new Majesty upon attaining even-numbered Levels (L6, L8, etc.). A Priest heals creatures of hp1d6 wounds by laying-on-hands a number of times equal to their (Will/4), rounded down (without the use of Prayers). Priests may attempt to reincarnate or raise the dead, and bar, command, or destroy the Undead. A Priest usually has one to three minor special powers associated with their Deity's sphere of influence, as determined by their GM. A Priest must have a Special Power GTET 55 to perform Mystery-category Prayers, and Special Power GTET 75 to perform Majesty-category Prayers. A Priest may have restrictions on their choices of armor, weapons, or other gear that depend on their Deity, as determined by their GM. Refer to the Appendices for information about Prayers.



## Knowledge

Any starting Adventurer is assumed to possess at least rudimentary skill at the tasks commonly associated with campaigning and dungeoneering. These skills include, but may not be limited to, basic camping and outdoor survival, cooking, fire-building, knots and ropes, climbing, the upkeep of weapons and armor, simple first aid, riding (depending on the terrain and game world, this could refer to mount animals other than horses, such as donkeys, camels, alpaca, oxen, or reindeer), operating wagons, and using simple mechanical devices. Whether an Adventurer has any other specific knowledge must be determined by the GM as instances arise.

An Adventurer from a Professional or Gentry family is assumed to read their native language, as are a Crusader, Priest, Shaman, and Wizard; all other persons read their native language on 1d20 rolls GTET [26-Intelligence]. An Adventurer speaks additional languages as determined by a 1d20 rolls: (1-6) None, (7-13) one language, (14-17) two languages, (18-19) three languages, (20) four languages; consult your GM for the languages that apply to your campaign world.

## Starting Gear

A Peasant starts with 1d20+10 GP, a Craftsman with 2d20+15 GP, a Professional with 3d20+20 GP, and a member of the Gentry starts with 4d20+30 GP. All Adventurers begin with the following standard equipment: bedroll, backpack (50 pound capacity), clothing changes (x3), mess kit, 1 gallon water skin, cold weather/rain cloak, a Dirk and scabbard, 3 torches, and flint & steel. Each Warrior and Rascal also owns one additional weapon, a chain mail armor shirt, a steel cap, a small metal shield, a flask of polishing oil and a whetstone. Each Crusader owns Warrior's gear plus a Holy Symbol and Prayer Beads. Each Warlock owns one additional weapon, a studded leather armor shirt, a steel cap, a flask of polishing oil, and a whetstone. Each Wizard owns a Staff, a Magician's Wand, and a Spell Book. Each Shaman also owns a Magician's Wand. Each Priest also owns one additional weapon, a leather armor shirt, a leather cap, a small wood shield, a Holy symbol for their diety, a ceremonial clergy robe,

Prayer beads, a Staff, and a Prayer Book. An Adventurer whose family is Gentry or Nobility also has a horse on 1d10 rolls GTET 4. All other equipment must be purchased by the Adventurer – a limited list of available gear is found in the Appendices, a more complete list is found in the Master List published by Spellbook Games.

One popular pre-made set of generally useful dungeoneering gear is called the ‘standard backpack load,’ widely available from General Tradesmen. The standard load weights 20 pounds and costs the new Adventurer 4 GP; it includes: 18 meal rations, basic cooking kit, extra blanket, 25 FT rope, 10 FT light cord, 8 wooden stakes, mallet, 4 metal spikes, lock pick, 6 FT pole, 3 pieces chalk, pliers, long tweezers, 6 torches, 2 flasks oil, first-aid kit, 2 leather sacks (30 pound capacity), 6 fire starters, fresh garlic and an extra knife.

## Moral and Religious Orientation

Every Character has a moral orientation which affects how they behave toward others in the game world. An Adventurer can be oriented toward good, evil or be neutral between the two. A good person is consistently honest and upright, their word is trustworthy, they show mercy and kindness, and they generally treat others well. An evil person is consistently haughty and dishonest, their word is meaningless, they are unable to be merciful or kind, they generally treat others harshly, and they only follow through on commitments when it is in their advantage or when forced. A neutral person consistently shows some traits associated with good and some associated with evil, so that on balance their overall actions are neither. A neutral person is not concerned with either treating others well or harshly, but is mostly concerned with their own feelings, position, and advantage.

Every Character is required to declare an intended moral orientation as they begin their adventuring career. Their GM will track their actions over time and determine whether they remain in their declared orientation. An Adventurer’s moral orientation comes into play in establishing a reputation that affects how other persons in the game world react to them. Adventurers may also encounter enchanted or blessed or cursed items,

locations, or creatures that act differently according to the moral orientation of the adventurer using them, visiting them, or interacting with them.

Characters adventuring in a polytheistic game world may choose to declare a Deity, Demon, or Devil they worship, or may declare no religious affiliation; those adventuring in a monotheistic world may choose to be an active worshiper of the Deity, a Demon or a Devil, or choose no religious affiliation. Active or devout worshipers may be granted some minor blessing or benefit or power by their Deity, as determined by the Games Master (some Deities may grant such blessings while others in the same World do not, or ordinary worshipers may never receive special blessings). Consult your individual Games Master about whether persons declaring no religious affiliation are penalized in the societies of your game world (e.g. interaction penalty, ostracism, shunning, etc.). Adventurers may encounter enchanted or blessed or cursed items, locations, or creatures that act differently according to the religious affiliation (or lack) of the adventurer using them, visiting them, or interacting with them.

## You have now finished character creation.



## Game Rules

This rule set does not provide mechanics and rules for every possible action a character may logically attempt. This is by intention, allowing the Player the freedom to attempt whatever action comes to mind, and the Games Master maximum flexibility in resolving infrequent or unexpected actions. Player's should not feel prohibited from taking actions simply because a predetermined method is not in place to resolve the outcome – try it and engage with the Games Master to determine a quick and fair means to arrive at conclusion. The nature of any role-playing game system is that any rule set is incomplete, no matter its level of detail and prescription. This rule set does provide mechanics for a Character's most common actions and activities, those that can be anticipated to be needed frequently.

## Advancing in the Game

A newly-created Adventurer starts as Level 1. Adventurers advance in the game by increasing their Class Level, at each level being more effective than at previous Levels. An adventurer changes from one Class Level to the next when they reach predetermined thresholds of experience, as measured by 'experience points' (XP). Experience points are assigned by the Games Master as a reward for Adventurer's performing meritorious actions during their explorations and quests; a Character earns experience points when their Player makes good choices and plays in a superior or intelligent manner, either tactically or strategically. Commonly, experience points are earned by killing opponents and by making good use of personal skills and abilities. Tactical combat should not be the only means for a Character to earn experience points. The thresholds for class advancement are:

	Warrior	Crusader, Rascal, Warlock	Priest	Wizard, Shaman
Level 2	1000	1100	1150	1250
Level 3	2000	2200	2300	2500
Level 4	3200	3500	3600	4000
Level 5	5100	5550	5700	6400
Level 6	8200	8825	9100	10,200
Level 7	13,100	14,000	14,600	16,300
Level 8	21,000	22,500	23,400	26,100
Level 9	35,000	37,750	39,000	43,000
Level 10	58,000	61,500	64,000	71,000

90,000 XP for every additional Warrior Level, 96,000 for Crusaders, Rascals, and Warlocks, 100,000 for Priests, and 110,000 for Wizards and Shaman.

### Appraising the Value of Found Items

An Adventurer frequently must decide the relative value of the things they find, so they can decide whether to take or abandon the items (e.g. define the value to weight ratio). A correct appraisal of an item's value gives its worth to within 10% of its actual saleable value (which is often lower than the price an Adventurer has to pay to buy it). An Adventurer correctly values an item on 1d20 rolls GTET [X-Intelligence-Level], where X is 27 for Armor, 36 for Art, 35 for Cloth and Tapestries, 32 for Gems, 33 for Jewelry, 34 for Saleable Goods, and 30 for Weapons. Crusaders and Warriors apply a +4 bonus when appraising armor and weapons, and Dwarves apply a +2 bonus. Rascals apply a +4 bonus when appraising gems, jewelry, and saleable goods, Dwarves apply a +1 bonus to gems and jewelry. Elves apply a +4 bonus when appraising art, cloth, and tapestries. When an Adventurer fails to correctly appraise an item, they over-value it on 1d20 rolls GTET 08 (rolls 01-07 under-value) – when the item is under-valued its believed value is (1d8)-tenths the actual value, when the item is over-valued its believed value is its actual value plus (1d8+1)-tenths its value. Each person is allowed one chance to appraise an item's value.

When an item is enchanted, an Adventurer correctly identifies it as enchanted on 1d20 rolls GTET  $[30 - \frac{1}{2} * \text{Intelligence} - \text{Level}]$ ; Shamans and Wizards apply a +4 bonus; Warlocks apply a +1 bonus; Gnomes apply a +1 bonus. Each person is allowed one chance to identify whether an item is enchanted.

When an item is not enchanted, an Adventurer incorrectly identifies it as enchanted on 1d20 rolls GTET  $[\frac{1}{2} * \text{Intelligence} + \text{Level}]$ ; Shamans and Wizards apply a -3 modifier; Warlocks apply a -1 modifier; Gnomes apply a -1 modifier. Each person is allowed one chance to identify whether an item is enchanted.

## Casting Enchantments

Shamans and Wizards use magic to accomplish their goals. All Spells are grouped into three categories, Basic Magic, Lesser Magic Spells (Wizards require Special Power GTET 55, Shamans GTET 65), and Greater Magic Spells (Wizards require Special Power GTET 75 and Shamans GTET 85; Wizards cannot perform until L6, Shamans until L7).

Either a Wizard or Shaman must have their Magician's Wand in hand to cast spells; all spells require the ability to speak. Wizards are required to specialize in spells associated with one of the elements - Air, Earth, Fire, or Water, which defines and limits the spells available to them. If a Mage can find a suitable teacher, they are permitted to attempt to specialize in one additional element each after attaining L5, L8, L10, and L12 - learning a new element requires two weeks continual study with no distractions.

A Mage can only cast a spell they have learned or memorized, indicated by being written into the personal spell book; under most circumstances they may cast any spell they know without restriction, casting a spell does not affect their knowledge of it - a single spell may be cast multiple times per day while another spell is not cast at all, without affecting the Mage's ability to cast either one (assuming applicable spell slots remain). Basic and Lesser Magic spells require one round to cast, taking effect at the beginning of the subsequent round (treat magic as having a Agility of 21); Greater Magic spells require two rounds to cast, taking effect the subsequent round - the spell fails if the Mage is physically subdued or constrained or if they suffer GTET hp10 damage after beginning the spell. Basic Magic spells always succeed, Lesser Magic spells fail on 1d20 rolls of 20, and Greater Magic fails on 1d20 rolls GTET 19 - a failed spell does hp1d6 damage to the Mage on 1d20 rolls GTET 14. A Wizard always fails at casting a spell in an element they are not specialized in (including from scrolls or books), unless they succeed on a 1d20 roll GTET  $[40 - \text{Intelligence} - \text{Level}]$ . because scrolls are invoked and not cast, a Wizard may use spells of an unfamiliar element written on scrolls. See the Appendices for information on the spells available to Wizards and Shamans.

A Mage is allowed a number of free castings per day of Basic Magic equal to their L+2, of Lesser Magic equal to their Class Level, and of Greater Magic equal to their L-4. After casting a number of spells equal to their free casting value, to continue casting spells the Mage must succeed on a 1d20 roll GTET a critical value before casting their next spell in that category. If the Mage fails the 1d20 roll they cannot cast another spell in that spell category until the next day begins. The Mage's SPM is used as a roll modifier for determining whether the Mage can continue casting spells.

### Continuing Spells & Prayers after 'FREE' Castings

	1	2	3	4	5	6	7	8	9	10	11	12
<u>Category</u>												
Basic	4	6	8	10	12	14	16	18	20	22	24	26
Lesser	6	8	10	12	14	16	18	20	22	24	26	28
Greater	8	10	12	14	16	18	20	22	24	26	28	30



There are five offensive spell modes available to any Mage (Wizard or Shaman) – acid, cold, fire, force, and lightning, cast as either a Basic Magic (1d8+SPM damage) or Lesser Magic (3d6+SPM) spell. Lightning is associated with the element Air, acid with the element Earth, fire with the element Fire, cold with the element Water, and force is associated with Shamans. A Mage casts an offensive spell using a mode not associated with their specialized element(s) at one spell category higher; that is, a Basic Magic cast as if it were Lesser Magic and a Lesser Magic as if it were Greater (assuming the Mage is Greater-spell capable). A Fire Wizard not cross-specialized in Water casts 1d8+SPM fire using a Basic spell free or continuing cast; the same Wizard casts 1d8+SPM cold as a Lesser magic free or continuing cast, and casts 3d6+SPM cold only if he is capable of Greater Magic.



## Character Death

A Character is immediately incapacitated when their HP reaches or goes below zero (negative) and they are not permitted any actions while in this condition. A Character with zero or fewer HP dies after a number of rounds equal to their Stamina statistic. If immediate first-aid, laying-of-hands, alchemical salves (NOT potions), or Priest/Crusader Prayers can bring the affected person to GTET hp1 before their survival limit is reached, then the Character is no longer incapacitated. If first-aid, laying-of-hands, salves or Prayers are applied after their survival limit is reached, those aids have no effect and the character remains dead.

A person whose neck is cleaved is immediately killed and they cannot be restored to life through ordinary first-aid or common Prayers. A person having a limb cleaved loses hp1d3 of blood each round; when they reach their survival limit, their blood losses must also be stopped; the cleaved limb

is not restored when lost hp are restored.

A person who is petrified, transformed to stone or salt, or placed in stasis, is not dead, and if rescued from those conditions resumes their life with the same number HP they had possessed.

After a person dies, their ethereal spirit immediately departs for their chosen afterlife (a deceased person is not permitted to choose becoming a Ghost, Shade, or any other kind of Undead). However, death is not always a permanent condition for an Adventurer. A Priest may attempt to reincarnate a deceased soul into a new body (a Crusader starting at L3). A Priest may reincarnate a person deceased no longer than (Class Level)\*1000 days, a Crusader no longer than (Class Level)\*150 days; if multiple Priests and Crusaders participate in a ritual their individual time limits may be added together. The reincarnation ritual reunites the spirit with a body – this ritual requires 3d20+100 GP of herbal and alchemical ingredients, must be performed within 4 days of the new moon, and takes 2 hours to perform. The ritual should be performed in a secure place because if the ritual is interrupted for 10 minutes or more an entirely new ritual must be performed. The ritual succeeds on 1d20 rolls GTET [19-Class Level], apply the Special Power Modifier as a roll modifier, apply a -2 roll modifier to attempts by Crusaders. Only three attempts may be made by the same Priest or Crusader to reincarnate a deceased person. The deceased person cannot be reincarnated when their spirit is unwilling, or when their spirit is confined, constrained, controlled, or lost. When a spirit is reincarnated a new body is created, of age 1d12+9 years, random gender, the race determined by 1d20: (01) Centaur, (02-03) Elf, (04-05) Dwarf, (06) Giant, (07) Goblin, (08-09) Gnome, (10-15) Human, (16) Leprechaun, (17) Medusa, (18) Mer, (19) Minotaur, (20) random beast.

Priests have the power of restoring life to the deceased (a Crusader starting at L5). A Priest can raise a person who has been dead no longer than (Class Level)\*100 days, a Crusader no longer than (Class Level)\*50 days; if multiple Priests and Crusaders participate in a ritual their individual time limits may be added together. The raise the dead ritual reunites the spirit with the body – this ritual requires 1d100+125 GP of herbal and alchemical ingredients, must be performed within 4 days of a full moon, and takes 3 hours to perform. The ritual should be performed in a secure location because if the ritual is interrupted for 5 minutes or more an entirely new ritual must be performed. The ritual succeeds on 1d20 rolls GTET [21-Class Level], apply the Special Power Modifier as a roll modifier; apply a -4 roll modifier to attempts by Crusaders. Only three attempts may be made by the same Priest or Crusader to raise a deceased person. This ritual requires an essentially whole corpse (at least three-quarters of the body as it was at the time of death). A person cannot be raised if their body was burned, dissolved in acid, exploded, disintegrated, thoroughly dismembered, or is otherwise significantly incomplete. They cannot be raised when their spirit is unwilling, or when their spirit is confined, constrained, controlled, or lost. When the ritual is successful the corpse is restored to their original statistics and full HP.



## Character Research of Non-Standard Prayers and Spells

The prayers and spells described in the Appendices provide a wide selection of useful actions for both Priests and Mages, sufficiently large that no one person can know everything, sufficiently small that Players can readily make selections. However, the standard prayers and spells may not be the only ones available in the course of a specific campaign – if a Character finds a prayer or spell during game play that is not listed in the standard Appendices (e.g. a prayer or spell created by the Games Master) they should treat learning the prayer/spell as described in the section, Learning New Spells. Priests and Mages may also attempt to create their own new (non-standard) prayers and spells through their own research. When a Player conceives a prayer or spell they desire their Character(s) acquire, they need to engage their Games Master with the details – category, element, duration, range, saving roll (if applicable), and specific effect. When the Player and Games Master come to agreement about the prayer or spell particulars, the Character may research the new enchantment.

A Devotion category Prayer or Basic Magic spell costs 2d100 GP/week to research. This research must take place in a secure location – any interruption of 4 hours or greater during the week negates the possibility of success during that week; research cannot be performed in the field, although some field work may be required to obtain components required by the Games Master to support the research. The Priest or Mage succeeds in researching (acquiring) the new prayer or enchantment during their first week on 1d20 rolls GTET [31-Intelligence-Level], checked after completing six days of work, with a cumulative +2 modifier at the end of every subsequent six-day period spent researching (e.g. there are no breaks or gaps); apply a +1 modifier after one six-day gap, and no additional modifier if the gap is 12 days or greater. Mystery category Prayer or Lesser Magic spell costs 4d100 GP/week to research; success is achieved during the first week of work on 1d20 rolls GTET [40-Intelligence-Level], modifiers are applied in the same manner as for Devotions and Basic Magic.

A Priest is not capable of researching Majesty category prayers until they attain L6, a Wizard becomes capable of researching Greater Magic spells after attaining L7, and Shamans after attaining L8. Researching a Majesty or Greater Magic spell costs 6d100 GP/week to research; success is achieved during the first week of work on 1d20 rolls GTET [45-Intelligence-Level], with modifiers applied in the same manner as for Devotions and Basic Magic.

## Climbing

An Adventurer succeeds in making a free climb (e.g. unassisted by spikes, pitons, ropes, etc.) on 1d20 rolls GTET [X-Agility-Level], where X equals 25 for an easy climb, 32 for a climb of moderate difficulty, 38 for a very difficult climb, and 44 for an impossible climb. If the climber is carrying GTET 100 pounds of weight, apply a -2 penalty, if GTET 200 pounds apply a -5 penalty. If the climber is using spikes, pitons, and ropes, apply a +5 bonus (a climb using equipment cannot be stealthy). A free climb is made at 1d8+Agility FT/round; a climb using equipment is made at 1d6 FT/round. If the climber is using suction cups or similar equipment that does not require the pounding of equipment into the climbing surface, treat the climb as having the next easier level of difficulty (e.g. impossible becomes very difficult, very difficult becomes moderately difficult, etc.); a stealthy climb may be made using suction cups.

Examples of very easy climbs include a tree with many low limbs, a short rock face with many handholds that curves inward, a rough stone wall with many cracks and misaligned stones, a rock face with many sturdy vines, and a stone wall with spikes and pitons already inserted. Examples of climbs of moderate difficulty include a tree with few low limbs, a rock face with some handholds, a rough stone wall with some cracks and gaps between stones, a moss-covered rock face, a rock face with some rotted vines or vines that are not well-rooted, and a natural ice face. Examples of very difficult climbs include a smooth tree with no low limbs, a rock face with very few handholds, a well-made stone wall with a few stones not aligned, a rock face with some water flowing

over it, and a smooth natural ice face. Examples of impossible climbs include a smoothed vertical stone wall covered in plaster, a metal wall, a smooth rock face that curves outward to an overhand, a rock face with a waterfall over it, and a wall with an ice glaze over it.

An Adventurer may attempt a climb assisted by a grapple or similar hooked device. A thrown grapple succeeds in catching (assuming success is possible) on 1d20 rolls GTET [X-Agility- $\frac{1}{2}$ Strength-Level], where X is 30 for a throw of 8-15 FT, is 38 for a throw of 16-30 FT, is 46 for a throw of 31-45 FT, and 55 for a throw of 46 FT or higher. A person may not throw a grapple higher than their Strength\*4 FT. If the noise from a hitting grapple is not immediately detected, an Adventurer may make a stealthy climb.

## Detecting Enchantments

A Mage or Warlock naturally can detect enchantments operating within a 30 FT range. The Games Master should have each Mage/Warlock roll 1d20 to detect active spells whenever a spell that might be detected, although the reason should not be explained unless the spell is detected; the detection attempt succeeds on 1d20 rolls GTET [32-Intelligence-Level-SPM]. If the detection fails, the Player is given no information about the roll. Attempts can be made to identify the element and spell-power (category) only if the spell was detected; these checks are independent of one another. A Basic spell is identified on 1d20 rolls GTET [24-Intelligence-SPM], applying a -5 roll modifier for Lesser Magic spells and -10 modifier for Greater Magic. The element is correctly identified on 1d20 rolls GTET [28-Intelligence-Level-SPM]. When the Mage/Warlock has identified a spell but fails to correctly identify either the element or the spell-power (category) the Games Master selects the element or spell-category they believed to be present (may be higher or lower than actual); the Character always has high confidence in their (incorrect) identification. A Priest attempting to detect an operating enchantment applies a -4 roll modifier to the detection roll and a Crusader applies a -10 roll modifier; Priests and Crusaders cannot determine either the spell element or category of a

spell they detect. An enchanted item is not an active enchantment unless it is being used.

A Priest detects operating divine prayers on 1d20 rolls GTET [34-Intelligence-Level-SPM], with a +4 roll modifier when their Deity powers the prayer; Crusaders apply a -3 roll modifier to detect prayers (-1 if powered by their Deity). The Character is given no information if the detection attempt fails. Once a prayer is detected, a Priest/Crusader identifies a Devotion on 1d20 rolls GTET [26-Intelligence-SPM], applying a -3 roll modifier for Mysteries and a -6 roll modifier for Majesties. Crusaders apply a -4 roll modifier when identifying categories. If a prayer is detected a Priest/Crusader always correctly identifies when it is powered by their Deity, otherwise they correctly identify the Deity on 1d20 rolls GTET [32-Intelligence-Level-SPM]. A Mage/Warlock cannot detect an operating divine prayer unless it is powered by the Deity they worship, applying a -4 die roll modifier. A Mage cannot determine the prayer-category of a prayer they detect. A blessed (or cursed) item is not an active enchantment unless it is being used.

A Mage or Priest may elect to 'feel' for enchantments or prayers at any time, requiring at least thirty seconds of concentrated effort. When no enchantment or prayers exist to be detected, an incorrect identification of spell/prayer occurs on 1d20 rolls of 20.

## Divine Prayers

Priests perform Prayers to their Deity. The Prayers are grouped into three categories: Devotions, Mysteries (requires Spiritual Power GTET 112), and Majesties (requires a Priest L5 and Spiritual Power GTET 125). A Priest must have their Holy Symbol in hand to perform any Prayer, and must be able to verbalize their Prayer.

Devotions and Mysteries require one round to cast, taking effect at the beginning of the subsequent round (treat Prayers as having a Agility of 21); Majesties take two rounds to perform, taking effect the subsequent round – the Prayer fails if the Priest is physically subdued or constrained or if they suffer GTET hp8 damage after beginning the Prayer. Devotions always succeed, Mysteries

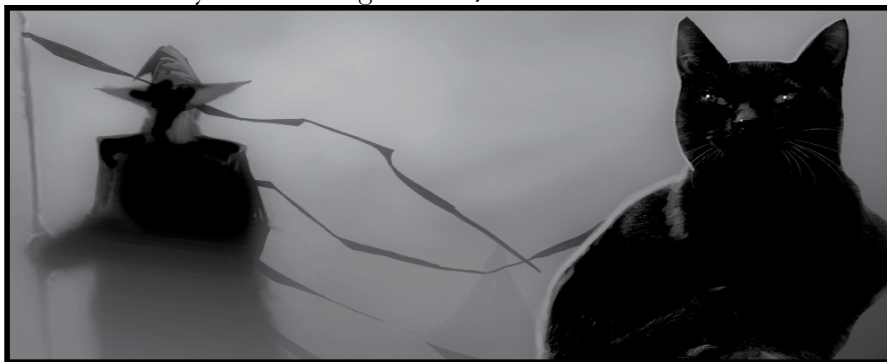


fail on 1d20 rolls of 20, Majesties fail on 1d20 rolls GTET 19 – a failed Prayer does hp1d6 damage to the Priest on 1d20 rolls GTET 12.

A Priest performs a number of ‘free’ Prayers each day in each Prayer category they can use – after all available free Prayers have been performed in a category, the Priest must succeed on a 1d20 roll GTET a critical (table) value before performing their next Prayer in that category. When the Priest fails the 1d20 roll they cannot perform another Prayer in that spell category until the next day begins. The Priest’s SPM is used as a roll modifier for determining whether the Priest can continue performing Prayers. The number of free Prayers in the Devotion category is equal to the Priest’s L+2, of Mysteries is equal to their Class Level, and of Majesties is equal to their L-4. A Priest or Crusader applies the ‘continuing spells’ Table in a manner exactly like a Mage.

## Equipping Weapons and Armor

An Adventurer must have their weapon at the ready (in-hand) to use it, and their shield at the ready to have it counted toward their effective Armor Class. An Adventurer who is carrying a torch or lantern does not have their weapon at the ready unless specified (single-hand weapons only). An Adventurer whose weapon is not at the ready takes 1 round to draw or equip their weapon, assuming a readily accessible sheath or scabbard. An Adventurer takes 1 round to change weapons, provided the weapon to be sheathed is the size of a long-sword or smaller (or the weapon is dropped), and the weapon to be drawn is in a readily accessible sheath or scabbard. If the weapon to be employed is a two-handed weapon it takes 2 rounds to change weapons. An Adventurer cannot take any aggressive actions during rounds when they are changing weapons, but may dodge attack and may make saving rolls from attacks.



## Familiars

Mages who obtain a Familiar gain advantages at spell casting. A Familiar is an animal companion imbued with magical properties. A Mage may perform the ritual to summon a familiar after they obtain L3; the components for the ritual cost 1d12+30 GP, preparations require an hour, and the ritual requires an hour to complete. A Mage is successful in summoning a familiar on 1d20 rolls GTET [42-Intelligence-Level-SPM]; when the ritual fails the Mage must wait 40 days before performing another summoning ritual. Air Mages summon (1d3) a crow, a magpie, or an owl; Earth Mages summon (1d3) a black dog, a small mole, or a giant rat; Fire Mages summon (1d3) a red cat, a red ferret, or a red fox; Shamans summon (1d3) a black cat, a large snake, or a weasel; Water Mages summon (1d3) a giant frog, a giant newt, or large otter.

Each familiar is an ordinary animal of its species, having hp1d8, AC1d6+3, the animal’s usual attack(s), an Intelligence statistic 1d10+10, and a Will statistic 1d8+10. The Mage can speak/understand their familiar, has telepathic communication with them (150 FT), and can see and hear what the familiar does (15 minutes, 150 FT, 3/day). The familiar can summon 1d8 of its kind (30 minutes, 1/day), and can perform 1 Basic spell/day (Air telekinesis, Earth detection, Fire call flames, Shaman Jaco’s mezmerize, Water detect poisons). While the familiar is within 50 FT of their Mage, the Mage gains +1 SPM, hp+1d3, and +1 to all saving rolls. When the familiar is GTET 200 FT away from their Mage, the Mage’s SPM is reduced by -1d3, they suffer hp1 damage each minute, and have a -2 penalty to all saving rolls. If the familiar is killed, the associated Mage immediately suffers hp1d10+4 damage; the affected Mage cannot summon a new familiar for 1 year after their most recent familiar is killed.

## Fighting

Characters can fight unarmed (brawling), fight in close-quarters direct combat, or fight with missile weapons. One round of combat is a series of several strikes, parries, evasions, kicks and punches, and blocks by weapons which are modeled by one 1d20 roll to determine whether damage is done, first by one opponent, then by the other (or others, if more than two combatants are fighting together); the 1d20 roll is called the 'to hit roll'. In general, damage is inflicted when a combatant rolls GTET the critical value on the appropriate 'to hit' table, after applying all appropriate roll modifiers (primarily Agility and weapon bonus/penalty). Damage is determined from a separate roll based primarily on the weapon used and the wielder's Strength. If the Character doing the striking fails to roll GTET the critical value then no damage is done to their opponent, and initiative passes to the next Character or to an opponent. The fighting system is turn-based, in which one Character selects and performs an action, followed by another Character, followed by another, until all Characters and opponents have taken an action (or declined to take action); that round. Although each Character's/creature's actions are selected and resolved sequentially, all the actions within the same 'round' are presumed to occur essentially simultaneously, so that a creature 'killed' or incapacitated earlier in the sequence still gets to select and attempt an action on the same round as their 'death.' During a fight the standard options available to a Character are usually: use their weapon(s) against an opponent (may include throwing something), retrieve a lost weapon, draw or employ a new/different weapon, defend themselves against attack without offensive action, employ and quaff an enchanted potion from their inventory, employ and use an enchanted item from their inventory, attempt to disengage from combat (retreat), pick themselves up from the ground (after falling), cast a spell, or perform a Prayer. A Character may simultaneously perform some other actions such as taunt or threaten the opponent, or attempt to negotiate with them. Other options may become available depending on the fight's specific location and circumstances.

## First Blow

An attacker who cannot be seen or heard always makes the first attack and attacks with a +1 bonus to hit.. If the defender has a chance to hear the attacker move towards them, the defender successfully negates the surprise advantage on 1d20 rolls GTET [26-Agility]. In a fight where both/all fighters are aware of their opponent(s), the first blow (attack roll) each round is struck by the person of highest Agility, then the person of next-highest Agility, and continuing until all combatants have rolled (the person with the lowest statistic rolling last); when combatants are evenly matched in Agility, a random die roll each combat round determines who gets to strike the first blow that round.

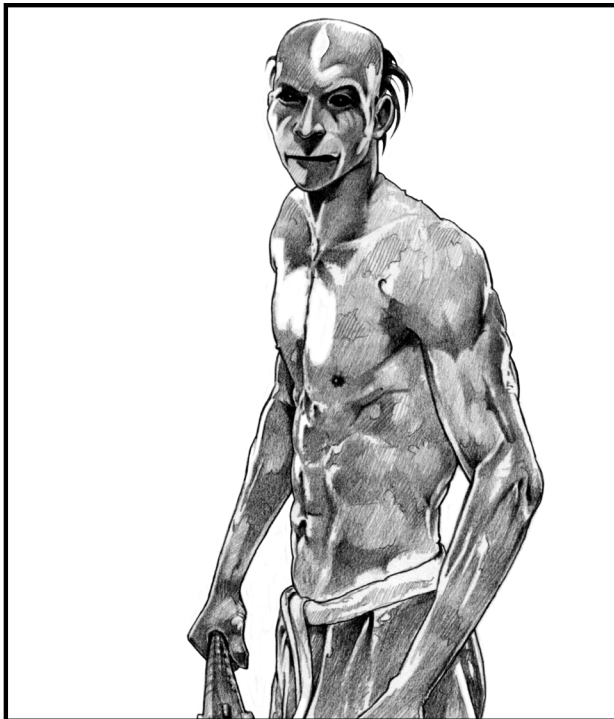
## Brawling

Brawling occurs whenever an Adventurer gets into a fight where the weapons are fists and feet (at most, improvised weapons such as chair legs or whiskey bottles), and the intent is to put the opponent out of the fight but not to kill them. The critical to hit values are given below, on the table on the next page.

A hit is scored when the attacker rolls a 1d20 GTET the critical value on the brawling chart, using the row for their level and the column for the defender's level. Apply a +1 modifier when the attacker's Agility is GTET 14, +2 for Agility GTET 17, +3 for Agility GTET 21 or when the attacker comes from behind or otherwise catches the defender unawares. Apply a -1 to-hit modifier when the defender's Agility is GTET 15, -2 for Agility GTET 18, -3 for Agility GTET 22. See the section on Physical Damage to determine the outcome of a hit.

# Brawling Hit and Damage

Attacker Level	TO HIT				SPECIAL DAMAGE (see Damage)			
	Defender Level				Defender Level			
	1-3	4-6	7-9	10-12	1-3	4-6	7-9	10-12
1-3	14	16	18	20	19	20	20	NA
4-6	12	14	16	18	17	19	20	20
7-9	10	12	14	16	15	17	19	20
10-12	08	10	12	14	13	15	17	18



## Fighting with Weapons

When an Adventurer engages in direct hand-to-hand combat against any opponent of the same Adventurer Class (Warrior-Warrior, Priest-Priest, or Mage-Mage) and the same Class Level, the 'to hit' critical value is always 12 ('even' on the table below). Monsters are treated as Warriors unless described otherwise, use the monster's Hit Die (HD) as their Level. The tables below give the critical value the to hit roll must exceed, for a higher Class Level striking at a lower Class Level of the same Adventurer Class, and for a lower Class Level striking at a higher. Note that a roll of 20 always causes damage and a roll of 1 always is counted as a miss.

For the To-Hit values for armed melee combat see the To-Hit table on page 22.

A Warrior attacking a Priest applies a +2 roll bonus, and a +4 bonus attacking a Mage. A Priest attacking a Mage applies a +2 roll bonus, and a -2 modifier when attacking any monster or any Class of Warrior. A Mage attacking a Priest applies a -2 roll modifier, and a -4 modifier when attacking any monster or any Class of Warrior. When an Adventurer has an enchanted/blessed weapon the bonus or curse value is directly added or subtracted as a roll modifier. An An attacker applies a -1 TH modifier against AC 10-35, -2 TH against AC 36-60, -3 TH against AC 61-85, and -4 TH against AC 86 and above. Adventurer also applies a +1 bonus for an Agility statistic GTET 14, +2 bonus for Agility GTET 17, +3 bonus for Agility GTET 20, -1 penalty for Agility 7-9, and -2 for Agility of 4-6. Any Adventurer carrying GTET Strength\*20 pounds applies a -1 penalty. Any Adventurer using a weapon they are not proficient with or attacking from a moving mount (at any speed faster than a slow walk), applies a -4 penalty. An invisible, blended, or otherwise hidden attacker gains a +2 TH modifier against an unwarned opponent, and a +1 TH against a warned opponent who is unsure of their position. An attacker applies a -2 TH modifier against an invisible or blended defender, or when they are unsure of the defender's true location. When the attacker is behind the defender, attacks with surprise, or attacks in a way that prevents an effective defense apply a +3 roll bonus. When there are 3 or more attackers against a single defender each attacker applies a +3 bonus.

When the defender is incapacitated apply a +6 modifier. Determine the damage inflicted based on the weapon used, the defender's armor, and the attacker's Strength.

An Adventurer (or adversary) may choose to dodge an attack, giving the attacker a -3 to-hit penalty; however, the person performing the dodge must give up their next opportunity to attack.

When the attacker rolls a natural 20 (e.g. before applying any modifiers) on 1d20, the subsequent hit does extra damage, simulating finding a particular weakness in the opponent's armor, or the ability to exploit an unguarded part of the body; this is called making a 'critical hit.' The first critical hit landed against an opponent doubles the rolled damage (minimum hp6), a second critical hit against the same creature triples the base damage (minimum hp9), a third critical hit triples the base damage plus cleaves or crushes a limb, and a fourth critical triples the base damage and kills the opponent (if their HP is GTET 10, save 1d20 GTET [35-STAM]). When a Warrior calls for a critical hit, they succeed on 1d20 rolls GTET the needed TH value+2 (when TH+2 is greater than 20, a critical hit is scored on rolls of 20); a called critical hit does a base +2 damage before performing the critical doubling or tripling.

An Adventurer using missile weapons succeeds in damaging an opponent on 1d20 rolls GTET the critical table value shown below, depending on

the range to target. There is no minimum engagement distance with thrown missiles (darts, knives, etc.), but bows, crossbows, and slings are ineffective at ranges less than 15 FT – 'SHORT' distance for an Adventurer of average Strength is 15 to 60 FT, "MEDIUM" distance is 61 to 180 FT, 'LONG' distance is 181 to 400 FT, and 'EXTREME' distance is 401 to 600 FT. Apply any bonus (+) or penalty (-) associated with either the weapon (bow or sling) or ammunition (arrow, bolt, or shot). Apply a +1 bonus for Agility GTET 15, +2 for Agility GTET 19, -1 penalty for Agility 07-09, and a -2 penalty for Agility 04-06. For each point of Strength GTET 13, add +10 FT to each range. Apply a -4 penalty if the shooter is not proficient with the weapon used, or if they are firing from a moving mount or conveyance (coach wagon, etc.), going at more than a slow walk. Determine the damage inflicted based on the weapon used, the defender's armor, and the attacker's Strength.

When an attacker using a missile weapon rolls a natural 20 on 1d20, they score a critical hit; if 20 is the initial base to hit value, then a second roll is required, with a critical hit scored on 1d20 rolls GTET 12. The first and second critical hits inflict double base weapon damage, the third and fourth hits inflict triple base weapon damage, and the fifth is immediately fatal. When a Warrior calls for a critical hit, they succeed on 1d20 rolls GTET the needed TH value+3 (when TH+3 is greater than 20, a critical hit is scored on rolls of 20); a called critical missile hit does a base +1 damage before performing the critical doubling or tripling.

## Missile weapons To-Hit

Range	Attacker's Level						
	Untrained	1-2	3-4	5-6	7-8	9-10	11-12
Short	15	13	12	10	09	07	06
Medium	18	15	14	12	11	09	08
Long	20	17	16	14	13	11	10
Extreme	20	20	19	17	16	14	13



## Physical Damage

When a defender is hit during a brawl, their available HP is temporarily reduced by 1d3; apply a damage bonus of +1 when the attacker's Strength is GTET 13, when GTET 16 apply a +2 damage bonus, when GTET 20 apply a +3 bonus; when the defender's Stamina is GTET 15 reduce damage by 1, when GTET 18 reduce damage by 2, and when GTET 21 reduce damage by 3. Damage from a successful hit cannot be reduced to less than 1. When the attacker's die roll is at least 5 points higher than the value needed to hit, as shown on the above table, the defender takes 'special damage' in addition to the HP value – the first special hit is a punch/kick to the gut that stuns the defender 1d4 rounds (defender skips their attack rolls while stunned, attacker applies additional +2 to hit bonus), the second special hit is a punch/kick to the jaw that knocks the defender off their feet 1d4 rounds (+2 damage, defender skips their attack rolls, attacker applies additional +2 roll bonus), if a third special damage hit is landed the defender is knocked out 1d20 rounds (avoids on 1d20 roll GTET [37-Stamina]).

When a defender takes a hit from a weapon during a duel or hand-to-hand fighting, or from a missile weapon, their available HP is temporarily reduced by the weapon damage factor, as modified by the defender's armor. For hand-to-hand weapon damage only – apply a damage bonus of +1 when the attacker's Strength is GTET 13, when GTET 16 apply a +2 damage bonus, when GTET 20 apply a +3 bonus; when the defender's Stamina is GTET 15 reduce damage by 1, when GTET 18 reduce damage by 2, and when GTET 21 reduce damage by 3. The weapon damage for the most common weapons is as follows:

1d2 Brass Knuckles, Explosive Grenade (6-8 FT), Slingshot Shot

1d3 Bladed Gloves, Blow Dart, Bludgeon, Boomerang, Bolt Thrower Dart, Bullwhip, Dagger, Hatchet, Hunting Knife, Sling Bullet, Switchblade, Throwing Knife, Throwing Star, Torch (+1d6 fire)

1d4 Caltrops (small), Club, Cudgel, Dirk, Foil, Hand Dart, Hunting Arrow, Light Flail, Nunchucks, Quarterstaff, Rock (10 pound), Stiletto, Throwing Axe, Throwing Hammer, Woodcutter's Axe

1d6 Ball and Chain, Bladed Staff, Caltrops (large), Cavalry Sword, Crossbow Bolt, Cutlass, Explosive Grenade (5 FT), Dwarven Hammer, Great Club, Javelin, Mace, Miner's Pick, Saber, Short Spear, Short Sword, Spiked Club, Rapier, War Arrow, War Axe (single blade)

1d8 Halberd (carried), Heavy Flail, Heavy Mace, Long Sword, Mattock, Pike, Rock (20 pound), Scimitar, Spiked Ball and Chain, Spiked Mace, War Axe (double blade), War Hammer

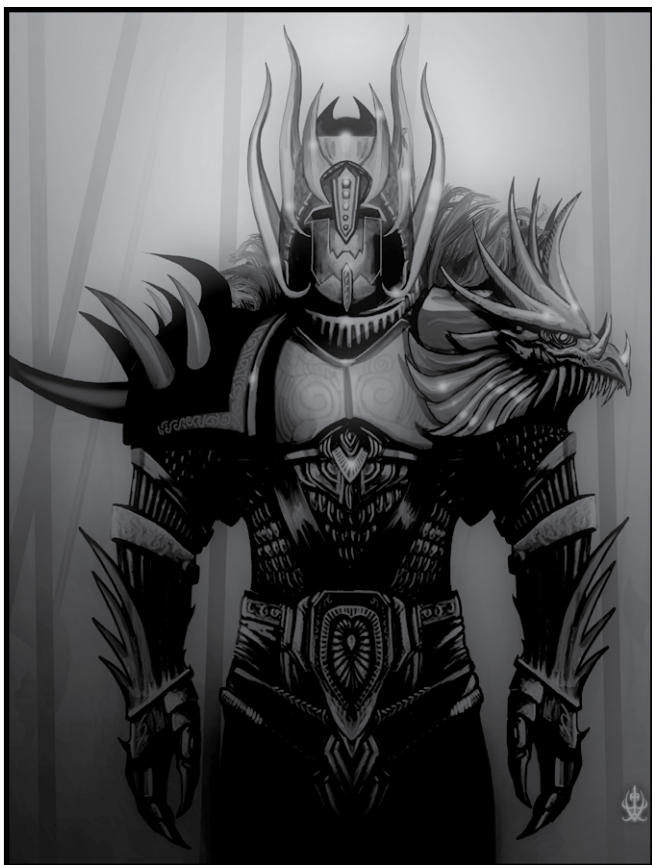
1d10 Bastard Sword, Giant Club, Great Hammer, Great Sword, Hand-and-Half Sword, Pole Arm, Spear, Trident, Two-Handed Sword

1d12 Boar Spear, Glaive, Great Sword, Rock (40 pound), Halberd (set versus charge), Harpoon

2d8 Knight's Lance

Together the protective value of every piece of armor of a character is their total Armor Class. Physical attack damage is reduced by 1 point for every cumulative 6 points of Armor Class (e.g. AC 6-12 reduces damage by hp1/hit, AC 13-18 reduces hp2/hit, etc.). In addition, an attacker applies a -1 TH modifier against AC 10-35, -2 TH against AC 36-60, -3 TH against AC 61-85, and -4 TH against AC 86 and above; this protective effect does not apply against missile weapons.

Leather armor made by Elves and metal armor made by Dwarves are each enhanced by +3, and adamantite armor is enhanced by +5. When the defender possesses enchanted or cursed armor these bonuses or penalties are directly added/subtracted to the total Armor Class. When a defender cannot effectively take advantage of some parts of their armor (for example, a shield versus an attack from the rear) reduce the defender's effective Armor Class that round. Damage can never be modified to less than 1, any successful attack must do at least 1 damage to the defender:



- 1 Leather Foot Guard, Leather Glove, Leather Vest, Padded Hood, Padded Shirt
- 2 Leather Cap, Leather Neck Guard, Leather Shirt, Mage's Robes, Priest's Robes
- 3 Chain Mail Hood, Chain Mail Neck Guard, Leather Buckler, Small Wood Shield, Steel Cap, Studded Leather Foot Guard, Studded Leather Gauntlet
- 4 Chain Mail Arm Protection, Chain Mail Leggings, Chain Mail Mittens, Small Bronze Shield, Open Face Helm, Scale Mail Foot Guard, Scale Mail Gauntlet
- 5 Closed Face Helm, Large Wood Shield, Small Steel Shield, Steel Backplate, Steel Foot Guard
- 6 Large Wood Shield, Scale Mail Arm Protection, Scale Mail Leggings, Steel Gauntlet
- 7 Large Bronze Shield, Leather Armor, Helm (Visor)
- 8 Large Steel Shield, Steel Leg Guards, Steel Arm Guards, Studded Leather Armor

- 9 – Chain Mail Armor, Scale Mail Armor Shirt
- 10 – Steel Breastplate
- 15 – Plate Mail Torso Armor
- 20 – Full Suit of Plate

An Adventurer clad entirely in leather with a small wood shield is AC18, entirely in studded leather with large wood shield AC23, entirely in chain mail with small metal shield AC34, and entirely in scale mail with helm and large metal shield AC40.

### Other Attacks and Damage

A defender is protected against a momentary jet of fire or cold, or burning oils, using the same damage reduction factor as against weapons. When the defender is surrounded by the fire, the burning oil is on the armor, or the defender is being crushed (as beneath a huge boulder or caught in a cave-in), apply a damage reduction half as effective as against weapons. When the defender wears armor with a total enchantment of 0-9, the armor reduces physical damage from spells or breath weapons (e.g. a dragon's fiery breath), as it does against weapons; when armor is worn with a total enchantment of 10 or greater apply a damage reduction twice as effective as against weapons.

When the defender is attacked by poisoned weapons, the poison does not penetrate their armor on 1d20 rolls GTET [18-damage reduction]. A Character who falls from a height GTET 10 FT may only apply the damage reduction gained from body padding and full armor towards reducing fall damage – hp1d3 damage is suffered falling through the first 10 FT and hp1d6 damage suffered for each additional 10 FT – for any fall of more than 20 FT the Character suffers (in addition to direct damage) an immediately fatal neck/ spine injury unless succeeding on a 1d20 roll GTET [16-Stamina+{rounded falling distance/12}]. Armor does not provide any protection against some kinds of magical attacks – blinding, deafening, holding, paralysis, petrifying, stoning, etc.

## To Hit Table, Direct Combat

ATTACKER LEVEL	DEFENDER'S LEVEL											
	UnT	1	2	3	4	5	6	7	8	9	10	11
Untrained	11	13	14	15	16	17	18	19	20	20	20	20
1	10	12	13	14	15	16	17	18	19	20	20	20
2	09	11	12	13	14	15	16	17	18	19	20	20
3	08	10	11	12	13	14	15	16	17	18	19	20
4	07	09	10	11	12	13	14	15	16	17	18	19
5	06	08	09	10	11	12	13	14	15	16	17	18
6	05	07	08	09	10	11	12	13	14	15	16	17
7	04	06	07	08	09	10	11	12	13	14	15	16
8	03	05	06	07	08	09	10	11	12	13	14	15
9	02	04	05	06	07	08	09	10	11	12	13	14
10	02	03	04	05	06	07	08	09	10	11	12	13
11	02	02	03	04	05	06	07	08	09	10	11	12



## Healing

A Character who takes damage has their effective or available HP reduced until they heal naturally, unless first-aid or healing enchantments are applied. A Character heals naturally at hp1 every four hours – this healing does not take place when that person is performing strenuous work, such as exploring a dungeon; each Games Master will define what Character actions are strenuous and which are not. The first time each day that a Character receives physical first-aid from any person with first-aid training they immediately regain hp4, the second time they regain, hp3, the third time they regain hp2, the fourth time hp1, and thereafter during the same day first-aid is ineffective. This is a physical, not magical, binding of wounds – this aid is not tied to the specific person doing the binding – a Character does not receive hp1d4 from the first binding performed by one person then an additional hp1d4 from the first binding of wounds from a different first-aid skilled person. When a first-aid kit is available add hp+1 to each ‘healing’. The use of first-aid, the laying-on-hands, natural wound recuperation, the prayers of Priests, and healing tonics do not affect, heal, or negate the special forms of damage, such as paralyzation, sleep, poisons, diseases, stoning (including salt and gold), blindness, deafness, or mental domination (aversion, control, fear, illusion, mesmerization, etc.).

A Priest or Crusader performs Prayers that immediately heal a Character’s damage; there is no limit to the number of Prayers a person may receive. The healing benefit of enchanted potions and alchemical products is immediate upon quaffing, and is not limited in number/day. In general, a Character cannot be healed to have more HP than their natural Stamina allows.

Some combats result in a person losing an eye, ear, nose, teeth, finger, toe, foot, hand, or an entire limb. Natural healing and first-aid restore the lost health points, but do not restore the lost body part. The restoration of body parts and their function requires a minor regeneration or full

regeneration prayer; a minor regeneration requires 1d8+4 hours; a major regeneration must be performed by a Priest of GTET L6 and requires 1d12+36 hours.

## Learning New Spells

A Mage learns new spells from a spell book, from a scroll, or from another Mage. A Mage takes 1 hour to learn a Basic Magic spell and succeeds on 1d20 rolls GTET [26-Intelligence]; takes 4 hours to learn a Lesser Magic spell and succeeds on 1d20 rolls GTET [30-Intelligence]; and takes 12 hours to learn a Greater Magic spell, and succeeds on 1d20 rolls GTET [34-Intelligence]. Mages apply a -12 roll modifier when attempting to learn any spell from an element in which they are not specialized. When a Mage fails to learn a spell, they must wait 6 hours to try again. When a Mage learns a spell from a written source, the spell immediately disappears from the source.

A Mage learns a Basic Magic spell they observe being used on 1d20 rolls GTET [35-Intelligence], a Lesser Magic on GTET [37-Intelligence], and a Greater Magic spell on GTET [39-Intelligence]; for every time the Mage has previously seen the same spell cast in the previous year, apply a +1 roll modifier.

## Lifting and Carrying

An Adventurer is limited to carrying a total weight of not more than their 30+(Strength\*10) pounds. An Adventurer can perform a vertical lift of a weight up to their Strength\*300 pounds (assuming they have first doffed their gear).

## Light and Sight

An Adventurer clearly sees a man-sized object in daylight at 400 FT and a dragon-sized object at 1000 FT; under overcast conditions reduce the range by half; under misty or foggy conditions reduce the range to one-quarter of daylight. On a cloudless night under a full moon an Adventurer clearly sees a man-sized object at 150 FT and a dragon-sized object at 400 FT; under overcast conditions reduce the range by half; under misty or foggy conditions or when the moon is not out,

reduce the range to one-quarter the full moon visibility; persons with infrared vision add 100 FT to their range at night.

A person with infrared vision underground with no light sources clearly sees a man-sized object at 200 FT and a dragon-sized object at 600 FT.

A person with ordinary vision holding a candle clearly sees objects in a range of 8 FT, and recognizes (but does not clearly see) a man-sized object at 16 FT. A person holding a torch clearly sees objects in a range of 25 FT, and recognizes a man-sized object at 50 FT. A person holding a lantern clearly sees objects in a range of 35 FT and recognizes a man-sized object at 75 FT. A person holding a lantern equivalent to daylight clearly sees objects in a range of 100 FT and recognizes a man-sized object at 100 FT.

## Listening

Whenever an Adventurer tries to listen for something unusual, they hear a whispered conversation at 20 FT when there are no intervening obstacles (or similar sounds such as a sleeping or walking person), speech at a normal conversational volume is understood at 60 FT, and shouts are understood at 300 FT; Elves double all ranges. When an Adventurer is listening through an intervening obstacle, such as a closed door, they succeed in hearing a whispered conversation on 1d20 rolls GTET 18 (the speakers must be within 10 FT of the door), in hearing a normal conversation on rolls GTET 13 (speakers within 10 FT of door, apply -3 if farther away), and in hearing shouts on rolls GTET 08 (within 10 FT of door, apply -3 if farther away). When listening through an obstacle under loud conditions (for example, near a waterfall or when a bell is ringing), apply a -4 penalty. When listening outdoors during storms or other loud conditions (for example, near a waterfall) an Adventurer succeeds in listening on 1d20 rolls GTET 15.

## Locks

When Adventurers encounter a closed lock, they have to have lock picking tools available before attempting to open the lock. An attempt to pick a simple lock succeeds on 1d20 rolls GTET [16-1/2\*Intelligence-Level], a lock of moderate difficulty on rolls GTET [24-1/2\*Intelligence-Level], and a difficult lock on rolls GTET [32-1/2\*Intelligence-Level]. A Dwarf gains a +3 roll bonus when picking a lock made by Dwarves. A lock can also be opened by breaking it with a blunt weapon (mace, club, etc.) – the lock is broken on 1d20 rolls GTET [28-Strength], checked each round.

## Movement Rates

A Human moving at a steady march over a firm level surface moves at 2.5 mph, or 37 FT/round; an Elf moving at the same pace covers 42 FT/round, a Dwarf covers 33 FT/round, and a Gnome covers 30 FT/round. An average Human runs at 100 FT/round, Elf at 120 FT/round, Dwarf at 94 FT/round, and Gnome at 90 FT/round. Characters can maintain their running speed for 3\*Stamina rounds then have to walk or rest. All characters move at 75% speed in urban areas, at 70% speed (Humans 26 FT/round) in mountainous or heavily forested terrain or when fording streams, move at 60% speed in boggy (not water covered) or snow-covered terrain, move at 25% speed (9 FT/round) through deep sand and wading through swamps (water covered), and at 20% speed (Humans 8 FT/round) through thick overgrown jungle.

When an entire group of Adventurers is mounted, they travel at about 9 mph (120 FT/round at a canter) on firm level surfaces (such as well kept roads) or about 70 miles in winter and 85 miles in summer. When traveling off-road on good surfaces they move at 8 mph (105 FT/round), further reducing their speed for mountainous, forested, boggy, or sandy terrain as described above. A horse gallops at 180 FT/round for 15 minutes, before needing to slow to half speed or less.

When an entire group of Adventurers are riding wagons or coaches, they travel at about 3.5 mph (for a slow trot), or 52 FT/round. A wagon is pulled at a canter at 5 mph (75 FT/round); a wagon team can canter for 30 minutes before slowing to a walk or needing rest. A wagon is pulled at a gallop at 8 mph (105 FT/round) for 10 minutes before needing to slow to a canter or slower.

## Moving with Stealth

A person moves with stealth (reduced noise, inconspicuous, hard to see) on 1d20 rolls GTET [32-Agility-Level]. While a person is being stealthy they are invisible (not noticed) to opponents, who require 1d20 rolls GTET [34-Intelligence] to find the sneak; stealth does not prevent a person from being located by scent. A person can climb with stealth on 1d20 rolls GTET [34-Agility-Level].

## Picking Pockets

An Adventurer is able to successfully remove 1d3 items from within the clothing or purse of someone they make physical contact with on 1d20 rolls [34-Agility- $\frac{1}{2}$ \*Level]; contact must last at least one round. Rascals apply an additional bonus of  $+\frac{3}{4}$ \*Level, rounded down. The victim immediately recognizes the theft/attempt on 1d20 rolls GTET [23-Intelligence-Level], though they may not be able to prevent the theft.

## Power over the Undead

Priests and Crusaders use their divine power to bar, drive back, and destroy Undead creatures. A Priest bars an Undead creature from crossing a line drawn on the ground on 1d20 rolls GTET [10+{Undead HD}-Level], the effect persists for SPM\*Level minutes. A Priest drives back an Undead creature on 1d20 rolls GTET [12+{Undead HD}-Level], the effect persists for SPM\*Level minutes, the affected Undead must retreat from the Priest by GTET 4\*SPM\*Level FT. A Priest destroys an Undead creature on 1d20 rolls GTET [17+{Undead HD}-Level], at a range of 2\*SPM\*Level FT.

A separate roll is made for each Undead present within 30 FT. Crusaders can attempt the same actions as Priests, but apply a -6 roll modifier.

An evil Priest may attempt to summon Undead a number of times per day equal to their Class Level, succeeding on 1d20 rolls GTET [35-Will-Level]; the Priest suffers hp1d6 damage from any unsuccessful attempt at summoning Undead. When successful, Priests of L1-3 summon 1d6 Undead of HD1d3, Priests of L4-6 summon 1d8 Undead of HD1d6+2, Priests of L7-10 summon 1d12 Undead of HD1d8+4, and Priests GTET L11 summon 1d20 Undead of HD1d10+5. The summoned Undead appear in 1d10 rounds, and are controlled by the Priest for 30 minutes at a range up to 300 FT, after which they disappear; the summoning Priest may banish summoned Undead at any time. Examples of Undead include: HD1 Skeleton, HD2 Zombie, HD3 Ghoul or Wight, HD4 Skeletal Warrior, HD5 Ghost, HD6 Specter, HD7 Wraith or Banshee, HD8 Mummy or Spirit, HD9 Vampire, HD10 Skeletal Wizard (Lich), and HD12 Vampire Lord.



## Rituals

A ritual is a magical or divine invocation that requires more time and more preparation than do standard spells, typically with commensurately more powerful effects. Rituals commonly involve more complicated, formal, and structured magical activities, and are performed in a pentagram inscribed in a circle (for spells) or a consecrated circle (for divine). Typical ritual components include: animal sacrifices, bells, blood, braziers, colored candles, gold and silver, foods, holy water, incense, ritual knives, scrolls, and wine. A partial list of the known rituals include: bless item, commune with the dead, earthquakes, eclipses, enchant an item, golem animation, greater scrying, group teleportation [single trip], hallowing or unhallowing ground, mass healing, mass heroism, mass illusion, mass raising of Undead (Skeletons or Zombies), mind transference, mystic knowledge, opening inter-planar gate, spell permanency, summon demon/devil/angel, summon object or person to the circle, teleportation portal or gate [permanent], terrain manipulation, time travel, view the past, and weather summoning/control (Players should consult their GM for a more complete list of campaign specific Rituals)

A Mage may attempt rituals after attaining L2, a Priest after attaining L3 (raise the dead and reincarnation at L1), and any Character Class may attempt rituals after attaining L5; only a Mage may research a ritual and scribe the scroll that describes it. A ritual succeeds on 1d20 rolls [44-Intelligence-Level-SPM]; apply the number of times the Mage has performed the specific ritual as a roll bonus (limited to +10), Guardians apply a -3 penalty to performing rituals. The person(s) performing a ritual is surrounded by an opaque magic field 10 minutes into the ritual – after that time the ritual cannot be stopped without failure. When a ritual fails, all participants suffer hp1d12 and their Intelligence and Will statistics are reduced by -1d4 for 1d8+3 days; on 1d20 rolls of 20 their Wills are permanently reduced by 1. A player is unable to participate in another ritual for 30 days after a successful ritual, and 50 days after a failed one.

Page 26

## Saving Rolls

Characters attacked by special attacks such as illusions, magic, mental compulsions, poisons, and the like, have a chance to avoid the negative effects based on their physical or mental toughness, or speed (Stamina, Will, or Agility) this one-time second-chance is called a 'saving roll.' A saving roll succeeds on 1d20 rolls GTET a critical value based on a the saving Sharacter's applicable Statistic. If the critical value is 20 or more, success requires a natural roll of 20. Most spells have specific saves if applicable. Saves for common and more dangerous situations are as follows:

<b>Effect</b>	<b>Weak</b>	<b>Strong</b>
<b>Poison</b> (venoms & toxins)	23-Stam	28-Stam
<b>Mental Attack</b> (fear, confusion, etc.)	23-Will	27-Will
<b>Physical Attack</b> (disease, blinding, sleep, etc.)	24-Stam	28-Stam
<b>Touch Effect</b> (undead XP drain, aging touch, etc.)	22-Agил	28-Agил
<b>Noxious Gas</b> (smoke, toxic gas, etc.)	24-Stam	30-Stam
<b>Dodging Hazards</b> (falling rocks, charging beast, etc.)	23-Agил	28-Agил
<b>Other Saves</b>	24-Will	28-Will

## Scribing and using Spell Scrolls

A Mage or Priest may prepare spell and prayer scrolls of spells and prayers they know, or as copied from other written sources; a Warlock cannot prepare scrolls. One scroll can hold nine spell slots, where one Basic Magic/Devotions fills a spell slot, one Lesser Magics/Mysteries fills two spell slot, and one Greater Magics/ Majesties fills three spell slots. It takes one half-hour and 1 GP of (rare) materials to scribe one spell slot, with an accurate copy made on 1d20 rolls GTET [16-Intelligence]; a roll of 1 always indicate an inaccurate copy (the inaccurate copy cannot be detected by the scribe). No Mage or Priest may spend more than 10 hours per day in scribing scrolls. A scroll that is not used within (Scribe LVL) years of being scribed becomes uselss.

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Any person who can read can invoke a spell scroll or prayer scroll, any invoked spell/prayer takes effect at the beginning of the subsequent round (treat as having Agility 21). Two hands are required to hold open the scroll to read it. If the invoked spell/prayer has not been copied accurately one of the following happens, 1d6: (1) no effect, (2) hp1d8 fire damage to reader, (3) reader is transformed into a random giant insect for 1 hour, (4) negate effect occurs to reader's ally or positive effect occurs to opponent, (5) reader is teleported random direction by 1d100\*1d100 FT, (6) reader made mute 1d8\*1d6 days. A spell/prayer on a scroll becomes unintelligible when it is invoked.

## Searching a Room

When an Adventurer enters a room they see only those items which are obviously displayed, for example a book lying in the open on a table; finding any additional items requires a search by the Characters. A search reveals an easily found item when rolls of 1d20+Intelligence+Level exceeds 23, a moderately-difficult item is found when the roll exceeds 32, and a very difficult to find item is found when the roll exceeds 41; Rascals apply a +3 modifier (+4 if two are present, +5 if three). A party may search a particular area only once in 24 hours, unless the circumstances of the scenario provide a plausible reason to believe that a previously-searched area now contains new items (for example, a group of goblins bunked in a room for 8 hours after Characters had searched the room and left).

A search roll must be made even when there is nothing of importance to be found in the area being searched. When a roll exceeds the threshold for items of moderate difficulty all easily found items are also located; when the threshold for very difficult items is met then all items of moderate difficult and easily found items are also found. Examples of easily found locations include closed desk drawers, items under low furniture, items placed behind furniture, items inside canisters, and items under furniture cushions; examples of moderately-difficult hiding locations include simple secret panels in furniture, floorboards that lift out, a wall panel behind wallpaper, an item

hidden in a flowerpot, and a hollowed-out book on a shelf among other books; examples of very difficult hiding locations include hollow furniture legs, compartments under lift-off furniture tops, well hidden secret panels in furniture, papers hidden between a painting and its backing, and a depression in the floor beneath a very heavy object. A location may be easily found, like a desk drawer, but Adventurers may still have to open a lock or perform some other action to open the hiding spot.

When Characters search an area for goods that also has hidden door(s), the door(s) are found during the search if they find moderately-difficult or very difficult to find items, and, a subsequent 1d20 roll is GTET 12. If the searched area contains a trap (which was not previously set off) the Characters set off the trap during the search on 1d20 rolls GTET 15; when the trap is not set off, the triggering mechanism is found during the search if they find moderately-difficult or very difficult to find items, and a subsequent 1d20 roll is GTET 14.

When a search is conducted by means of a die roll as discussed in the previous paragraph, the Adventurers are not required to specifically describe the action(s) they take in searching the room. A prerequisite is that the Games Master's scenario notes for the area being searched at least describes the difficulty to find each notable item (e.g. the specific location of the item within the room is not required). However, if the Games Master has assigned specific locations in the area where the notable items are found (either in advance or on-the-fly), the Players can obtain a roll bonus by choosing to role-play the search, describing in lesser or greater detail the specific places to be searched, the depth of effort spent searching, and the methods employed by their Characters. The specific bonus assigned is determined by the Games Master depending on the situation, ranging from +2 for a minimum of player involvement, to a maximum of +6 for an extensive and detailed effort by the players. In general, the Games Master should not intervene when there are no notable items to be found at a location the Players intend to search (e.g. they should not tell Players there are no items to be found before the effort is made to look).



Although many Games Masters tend to place the most valuable items in the hiding spots that are most difficult to find, the value of a hidden item has no direct effect on its difficulty to find. Depending on the logic and structure of a particular scenario, valuable or important items may be easily found, while a difficult to find location may be empty or contain an item of small value.

## Searching for Traps and Hidden Doors

Adventurers may need to search an area, such as a section of corridor, for only traps and hidden doors and not for valuable or loot. A search roll shall be made for every search the Character makes, even when no trap or no hidden door exists in the searched area. A successful search reveals both traps and hidden doors (no need for independent rolls). A search reveals a hidden door, trap, or mechanism for triggering a trap, when a roll of  $1d20 + \text{Intelligence} + \text{Level}$  exceeds 30; Rascals apply a +3 modifier (+4 if two are present, +5 if three). Only one search roll may be made within 24 hours, unless the specific circumstances of the scenario make it likely that a previously safe area now contains traps (e.g. Characters become aware that as a defensive measure the Giants installed traps in the corridor after Characters passed through).

When a search is conducted by means of a die roll as discussed in the previous paragraph, the Adventurers are not required to specifically describe the action(s) they take in searching the room or area.

However, the Players can obtain a roll bonus by choosing to role-play the search, describing in lesser or greater detail the specific places to be searched, the depth of effort spent searching, and the methods employed by their Characters. The specific bonus assigned is determined by the Games Master depending on the situation, ranging from +1 for a minimum degree of player involvement, to a maximum of +5 for a very extensive and detailed effort by the players. In general, the Games Master should not intervene when there are no traps or hidden doors to be found at a location the Players intend to search (e.g. they should inform Players there are no items to be found before the effort is made to look).

## Shamans' Amulets and Charms

A Shaman has the ability to construct magic amulets or charms which have ongoing effects while they are worn and can be seen. Information about the various kinds of amulets are presented below; the 'time' category describes the time in hours to construct the amulet (a shaman can spend a maximum of 10 hours a day crafting charms), the 'Gold' category describes the materials cost to make the amulet, the 'effect' category describes the time in days the amulet retains effect (assume an effective range of 25 FT), the 'save' category describes the saving roll against the charm, and the 'description' category describes the amulet's power. If more than one amulet of the same type is worn, only the newest has effect (they are not cumulative). When more than one amulet of different types are worn, only the newest has effect on  $1d20$  rolls  $GTET 7$  otherwise all amulets remain active.

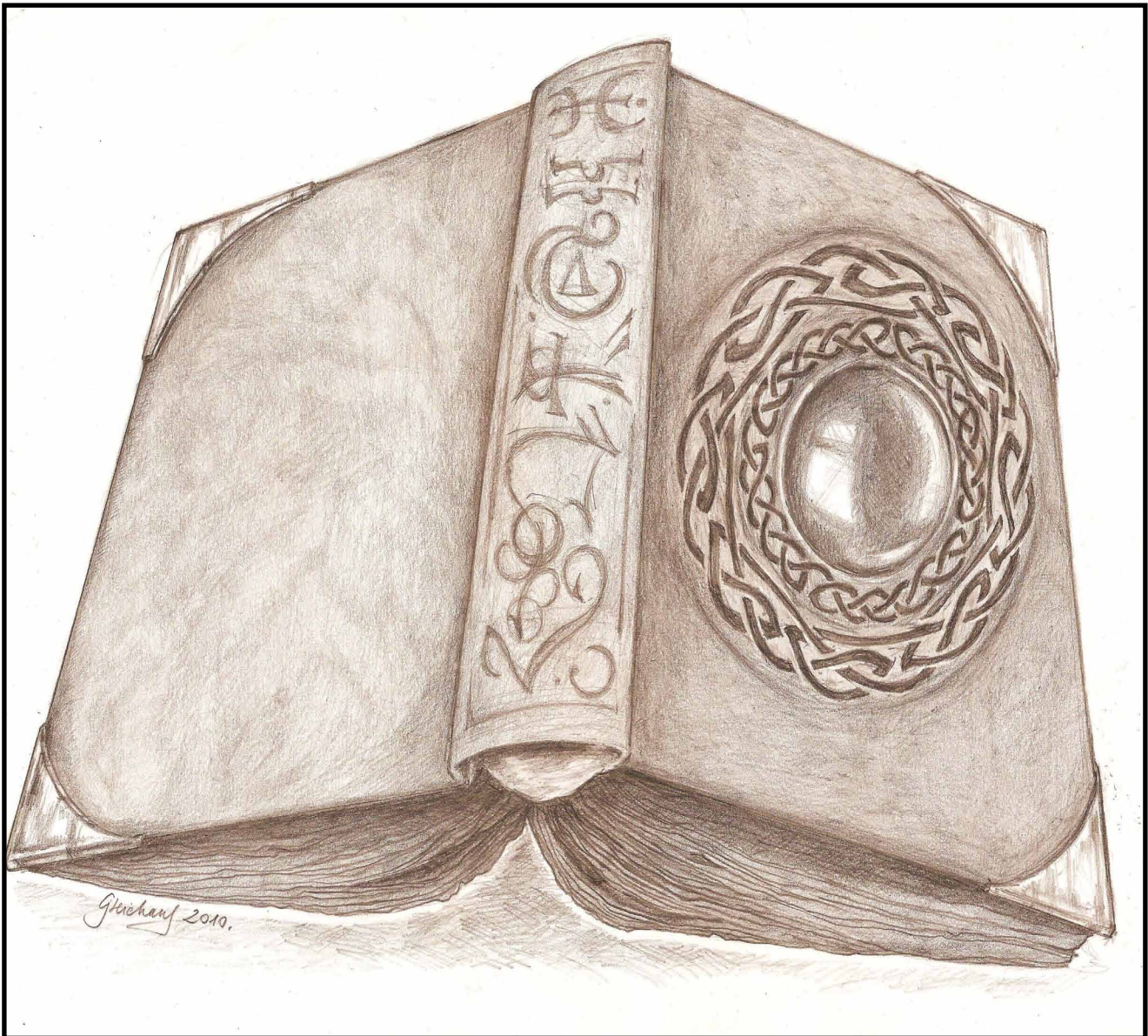
### Shaman Amulets

	Time	Gold	Effect	Save	Description
Influence	0.75	0.25	LVL*7	32 – WILL	50% improved response to wearer's suggestions
Love	2.0	1.0	LVL*3	28 – WILL	50% improved response to wearer's advances
Luck	1.5	0.5	LVL*5	n/a	Luck roll bonuses of $+(1/2 * \text{LVL})$
Protection	2.5	2.0	LVL*2	n/a	Armor $AC + (\text{LVL} * 2)$ , saving roll vs. attacks $+(1/2 * \text{LVL})$
Recognition	0.5	0.1	LVL*8	n/a	Acts as key to enchanted door or other access point
Spell 1	3.0	4.5	LVL*1	By Spell	Creates charm with one charge of a basic shaman spell
Spell 2	6.0	6.0	LVL/2	By Spell	Creates charm with one charge of a lesser shaman spell

## Spell Books

Each Wizard and Shaman must have one or more personal spell books that record the spells they know. One spell book has one hundred (100) spell slots, where one Basic Magic fills one spell slot, one Lesser Magic spell fills two spell slots, and one Greater Magic spell fills three spell slots. The Mage may write any combination of spell categories and elements into a single book, but may not write spells they have not learned. A Mage owning more than one book must specify the spells written into each book. It takes three-quarters hour and 2 GP of (rare) materials to scribe one spell slot, with an accurate copy made on 1d20 rolls GTET [20-Intelligence]; a roll of 1 always indicate an inaccurate copy (the inaccurate copy cannot be detected by the scribing mage). No Mage may spend more than 10 hours per day recording spells into spell book(s).

If a spell book is physically destroyed, the contained magic energy contributes to the destruction, exploding for an additional hp3 per active spell slot, delivered in range of 2 FT per active spell slot (half damage on 1d20 rolls GTET [30-Agility]).



## Time

The basic units of strategic time within the game are the minute, hour, and day, with the usual meanings of 60 standard seconds, 60 standard minutes, and 24 standard hours. When a capability is given 'per day,' (for example, an enchanted weapon with 3 spells usable/day), the usual meaning is from one dawn or daybreak to the next daybreak. When a bonus or penalty is received that is in effect 'per day,' for example a poison with effect for one day, the usual meaning is for the 24-hour period beginning when the bonus or penalty is received (or the equivalent unit of measure in the Adventurer's game world). Games Masters may create alternative timekeeping standards for their individual game worlds, varying the length of daylight to daylight away from 24 standard hours, varying the orbital period of their world (if it has one), or assigning different lengths and names to the timekeeping units. Spellbook Games products assume standard timekeeping arrangements because they are intuitive to Players, and because it is impossible to predict the kinds of changes Games Masters may make; consequently, some time conversions may become necessary when the Games Master departs from the standard model.

The basic unit of tactical time within the game is the 'round,' 6 seconds long, with 10 rounds per minute and 600 rounds per hour. Many spell and prayer effects are given in five-minute multiples, with 50 rounds to five minutes, 100 rounds to ten minutes, and 150 rounds to fifteen minutes.

Unless Adventurer's state otherwise, a typical day of activity (especially outdoors), begins about two hours after daybreak and concludes in setting up a camp about three hours before dusk; in summer this gives a 'work day' of 10 to 11 hours, in winter more like 7 to 8 hours.

## Using Enchanted Items

Characters will occasionally find and collect enchanted items as they go about their quests; enchanted items are found in the categories of alchemical concoctions, armor, books, clothing, jewelry, miscellaneous items, swords, and weapons (for more information on the items within these categories see the Appendices).

A Character does not have to invoke a passive item, one with abilities that are always 'on' – for example armor AC+x, weapons with TH bonuses, some rings or jewelry, or most enchanted clothing; assuming the Character is not restricted from carrying or using an item, any Character gains the benefit from them. When an enchanted potion is quaffed the described effect always occurs; in general any Character may use any potion although there may be specific instances where the magic has no effect, for example, a Warrior gains no benefit from quaffing a Potion of Mage Energy. Unless an enchanted item is specifically class-restricted or race-restricted as part of its definition, a Character of any Class or any race may use it. When an enchanted item must be invoked (not 'always on') the wielder must have an Intelligence statistic GTET 6 to invoke a Basic Magic or Devotion (or similar effect), must have Intelligence GTET 11 to invoke a Lesser Magic or Mystery (or similar effect), and must have an Intelligence GTET 16 to invoke a Greater Magic or Majesty (or similar effect); Shamans and Wizards gain a +2 when determining their ability to invoke enchanted items.

A cursed enchanted item is one that has an immediate or long-term negative effect on the Adventurer donning or invoking it, for example a Helm of Blindness that takes away an Adventurer's sight. Once a cursed item is donned or invoked, it generally cannot be removed (if worn) or discarded (if carried). An Adventurer plagued with a cursed weapon is generally not permitted to use any other weapon – they are not required to continually have the cursed weapon in-hand but would be required to have the weapon on their person (for example, in a scabbard on their belt) or keep it close at hand (for example, beside them while they sleep). Typically, an Adventurer donning or invoking a cursed item has one chance to recognize the cursed nature of the item before succumbing to the curse; unless stated otherwise for a specific item this recognition occurs on 1d20 rolls GTET [34-Intelligence]. An Adventurer donning or invoking a cursed item typically is allowed one chance to doff or discard the cursed item, provided they first recognize it (e.g. if they fail the recognition roll they are not permitted a discard roll); unless stated otherwise for a specific item an item is successfully doffed or discarded on 1d20 rolls GTET [30-Agility]. An Adventurer who fails either to recognize or discard a cursed item

may be permitted (at the Games Master's option) a new discard attempt every 24 hours, succeeding on 1d20 rolls GTET [38-Will].

Although Adventurers may detect enchantment on an item, or determine from other information an item is probably enchanted, the item itself may be unlabeled, may be mislabeled, or may be labeled in an unknown language. There is always an element of risk in handling, invoking, donning, or consuming an enchanted item, even when Adventurers think they know what it is. Only the Games Master accurately knows the identity and nature of enchanted items acquired by the Adventurers, and items can be similar to each other. In general, it is suggested that a Games Master prohibit their Players from referencing the Appendices during game play, to aid in maintaining the aura of the unknown surrounding newly-acquired enchanted items, and the possibility of risk to Characters.

## Rules for Game Masters

### Experience Points

As Adventurers perform heroic or meritorious actions they should be awarded experience points by the Games Master (for convenience, these can be tracked during an adventure session, totaled, and awarded all at once at the end of each game session). The most common actions deserving of experience points are combat (whether successful or not), the intelligent use of spells and prayers, finding hidden things, overcoming traps and other significant physical barriers/obstacles, negotiation with intelligent creatures, overcoming puzzles, and navigating or surviving particularly challenging or dangerous environments through Player skills. In general, only the Characters that participate in an activity share experience from that activity – there is no requirement that all Characters share equally in all experience from an adventuring session. The Games Master decides the appropriate experience points for each activity and each encounter, awards the experience points as warranted, and their decision is final. However, the following guidelines are suggested:

Combat: (Total HD of all enemies)\*50 divided by number of participating Adventurers

Finding Hidden Doors/Traps: 25 each instance (50 if difficult, 150 if very difficult)

Intelligent Planning/Preparation: 100 each instance (200 for exceptional game play)

Intelligent Spell Play: 100 each instance

Successful Negotiation: 150 each instance

Overcoming Puzzles: 50 each instance (100 if difficult, 200 if very difficult)

Overcoming Traps: 100 each instance (200 if very difficult)

Using Knowledge: 50 each instance

### Random Encounters

A 'monster' or 'non-player-character' is any creature important enough for the Games Master to describe or roleplay their interaction(s) with Characters; this interaction could be positive, negative (e.g. fighting), or neutral in result. While the Games Master scripts many of the encounter areas in advance, most games also allow for some random, unanticipated, encounters, typically while Players journey between the scripted encounter areas. While Adventurers are travelling outdoors the Games Master should make four checks/game-day for unanticipated encounters with monsters or humanoids, one roll representing mid-morning, one mid-afternoon, one late evening (the equivalent of 10-12 pm), and one for pre-dawn (the equivalent of 2-4 am). An encounter is suggested to occur on 1d20 rolls GTET 17. While Adventurers are exploring underground or in a building complex the Games Master should make three checks/game day (mid-morning, mid-afternoon, mid-night [10 pm to 3 am]), with a random encounter suggested on 1d20 rolls GTET 19. When Adventurers are moving about in an urban environment, the Games Master should make three checks/game day (mid-morning, mid-afternoon, evening [8-11 pm]), with a random encounter suggested on 1d20

rolls GTET 18. See the Appendices for suggested encounter tables and monster descriptions. Each monster description includes a suggested die roll for the number of creatures encountered. When generating random or unexpected encounters, Games Masters are advised to generate the number of encountered creatures as described in each creature description, and not to tailor the number of adversaries to the number or Levels of the Adventurers; smart Characters should learn when to hide from, run from, or evade adversaries that are too powerful to be taken on.

When an encounter is indicated, the 'monster' is found in their home, den, lair, nest, or base of operations (as applicable to the individual monster)

#### Beast Dens

- 1 Large hollowed-out log
- 2 Simple dugout under a boulder
- 3 Bramble/thorn enclosure under pines
- 4 Sheltered ledge partway up a large cliff
- 5 Ruined shell of a 1 room stone building
- 6 Empty upright shell of a giant tree
- 7 Simple one-room cave
- 8 Ruined stone building, 1d8 rooms
- 9 Cave complex of 1d12 small rooms
- 10 1d8 underground rooms, 2 entrances

on 1d20 rolls GTET 12, and otherwise they are met while roaming. Beasts encountered away from their dens have no treasure, although their hides and other body parts may have value (see the Body Parts Table). When the roaming monster is met outdoors or in an underground complex it may be possible to track and locate their home, den, lair, or base – because this applies to unanticipated encounters, the Games Master must invent an appropriate location and identify any treasures (see below). The dens and lairs of beasts are never trapped, but a humanoid's base might be. The base location for humanoid(s) met while roaming may be found occupied by the humanoid's allies, gang, unit, or group of associates.

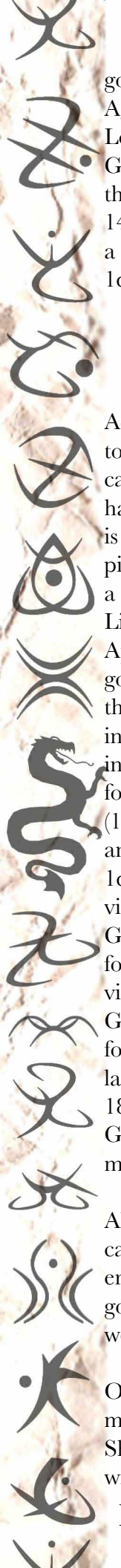
#### Humanoid Bases

- Simple Rustic Hovel
- Small House or Cottage (1-4 rooms)
- Sturdy House (3-9 rooms) with 1-3 outbuildings
- Hidden room at Inn, Tavern, Hostel with Stable
- Hidden cave (1-2 rooms), thorn/wood barricade
- 1d6 room cave complex (all small, to 20 FT)
- 1d20 room cave complex with 2 entrances
- Small wood Bailey with wood palisade
- Stone Tower, 1d4+1 floors
- Small Stone Keep with wood palisade

## General Decision Making

No possible rule set can provide a prescribed rule for every action every Character will take. When an unexpected or unusual in-game situation arises the Games Master needs to quickly identify the essential elements, assess the probability of success, and define a decision mechanism. The Games Master has sole responsibility to decide outcomes and their word is final (saying 'no' is always an option). When the probability of success is less than 1 in 100, the Games Master should simply rule that the action or activity fails; when the probability is greater than 99 in 100, the Games Master should simply rule the action or activity is successful. When there is some probability of success the Games Master identifies the die roll that expresses

that probability, sets a success threshold, and has the Player make the roll. Whenever possible, the die roll should be based on a Character's Essential Statistic that is related to the decision being made. For example: A Dwarf Warrior at the top of a rocky slope of small stones sees a goblin at the bottom of the slope. The Player tells the Games Master, 'my Dwarf takes his tower shield and uses it a surf board to slide down the gravel slope, then at the bottom he swings at the goblin with his axe.' There are obviously no rules for deciding whether a Dwarf can surf down gravel, and it is obvious the Dwarf might succeed at it. The Games Master decides the task has two components, getting down the slope still on his feet, then swinging at the



goblin. Staying on a shield surf board is related to Agility, and so is attacking a goblin with an axe. Looking at the Dwarf's Agility statistic of 12, the Games Master decides the Dwarf makes it down the slope without wiping out on 1d20 rolls GTET 14, and if the Dwarf gets to the Goblin, will apply a -3 on his attack roll. The Player then picks up 1d20 to make the roll...

## Merchants and Goods

Adventurers have a continuous need to buy goods to support their ongoing activities, and will occasionally have a need to sell off some of their hard-won loot. A limited inventory of useful goods is given in the Appendices, with costs in silver pieces (armor and weapons are listed in bold type); a more complete inventory is given in the Master List, by Spellbook Games. The prices listed in the Appendices are the prices that Adventurers pay for goods. When Adventurers sell an item, the price they receive is eight-tenths the listed price when in good condition, half the listed price for an item in poor condition. Items of universal rarity can be found in any location where there is a shopkeeper (1d8 each); items of common rarity are found in any location on 1d20 rolls GTET 4 (when found, 1d8 each); items of uncommon rarity are found in villages on 1d20 rolls GTET 12, in towns on rolls GTET 8, and in cities on rolls GTET 4 (when found, 1d6 each); items of rare rarity are found in villages on 1d20 rolls GTET 18, in towns on rolls GTET 14, and in cities on rolls GTET 10 (when found, 1d3 each); very rare items are found in villages on 1d20 rolls of 20, in towns on rolls GTET 18, and in cities on rolls GTET 14 (1 each). The Games Master determines the rarity of items (or it may be determined from the Master List).

All the shopkeepers found in a village together can buy 50 GP per week of goods from Adventurers, those in a town can buy 750 GP per week of goods, and those in a city can buy 10,000 GP per week.

One of the design decisions a Games Master must make is whether to locate one or more 'Magic Shops' in their campaign, that is, shops that carry a wide variety of enchanted items, giving Characters

ready access to all (or most) of the enchanted items available in the campaign (Games Masters may choose to disallow some items described in the Appendices, or to add others that are not described). It is suggested that when Magic Shops are included in a campaign, there be only a very small number (3-5) that deal in items other than alchemical concoctions and scrolls, and these few be located far apart from one another (500-1000 miles). A specific enchanted item is available in a Magic Shop on 1d20 rolls GTET 11, checked weekly, when available 1d3 are present.

Most General Merchants have 1d8 (randomly-determined) alchemical concoctions for sale, checked weekly, and on 1d20 rolls GTET 15 have 1d3 scrolls for sale. Devotions and Basic Magic Spells each cost 50 GP, Mysteries and Lesser Magic Spells each cost 150 GP, and Majesties and Greater Magic Spells each cost 600 GP. 1d3 enchanted items can be purchased in a village on 1d100 rolls GTET 97 – when a particular item is desired it is present on 1d100 rolls of 100 followed by a subsequent 1d20 roll GTET 12); 1d10 enchanted items can be purchased in a town on 1d100 rolls GTET 92 – when a particular item is desired it is present on 1d100 rolls GTET 95; 1d20 items can be purchased in a city on 1d100 rolls GTET 78 – when a particular item is desired it is present on 1d100 rolls GTET 85. The local inventories of enchanted items are not necessarily purchased from a Merchant and they change monthly.

## Money

Many of the persons living in the game world barter locally to obtain the goods and services they need, especially in rural areas. When actual money changes hands it is mostly copper coins, sometimes silver coins, and rarely gold coins (paper script is used only by the wealthiest persons and between banks and guilds). A gold coin (GP) has the buying power equivalent of \$50 modern dollars. There are 10 silver coins (SP) to a gold piece, each the equivalent of \$5; there are 5 copper coins (CP) to a silver piece, each equivalent to \$1; there are 5 brass pieces (BP) to a copper, each equivalent to about 25 cents. One electrum piece

is worth one-half of a gold piece, and one platinum piece is worth 5 gold pieces. A Peasant typically makes about 200 GP/year, a Craftsman about 600 GP/year, and a Professional 1750 GP/year.

## Monster Saving Rolls

Treat all ordinary beasts (including Giant Beasts) as having a Will statistic of 12, and a Stamina of 15, for the purpose of saving rolls. Treat all ordinary humanoids as having a Will statistic of 13 and Stamina of 15, for the purpose of saving rolls, unless they are NPC's with individually-generated statistics (in which case, apply their statistics in the same manner as if they were a Character). Treat all magical creatures (e.g. Dragons, Unicorns, Trolls, etc.) as having a Will statistic for saving rolls of 10+HD, and a Stamina statistic of 12+HD.

## Recruiting Men-at-Arms

The term 'man-at-arms' refers to any trained person hired by an Adventurer, whether/not they are trained for combat. A non-fighting man-at-arms is paid 5 GP/month, a fighting man-at-arms is paid 8 GP/month, and a Mage is paid 12 GP/month. Any variety of non-fighting man-at-arms (cook, groom, laborer, teamster, valet, etc.) can be hired in a village on 1d20 rolls GTET 8 (1d3 when available), in a town on rolls GTET 5 (1d6 when available), and in a city on rolls GTET 2 (1d10 when available); new checks can be made every week. A fighting man-at-arms who does not have Adventurer levels (guard, squire, etc.) can be hired in a village on 1d20 rolls GTET 14 (1 when available), in a town on rolls GTET 10 (1d4 when available), and in a city on rolls GTET 4 (1d8 when available); new checks can be made every week. A fighting man-at-arms with Adventurer levels can be hired in a village on 1d20 rolls GTET 19 (1 when available), in a town on rolls GTET 17 (1d3 when available), and in a city on rolls GTET 13 (1d4 when available). A Mage is available for hire in a village on 1d20 rolls of 20 followed by a subsequent 1d20 roll GTET 10, in a town on 1d20 rolls GTET 19, and in a city on rolls GTET 17. A fighting man with Adventurer Class Levels has L1d4, and begins with 70 GP of armor and weapons, equipment equal to 1d8 rolls on the Ordinary Gear table in

in Treasures, and 2\*L enchantment points of enchanted gear. An Adventurer cannot have more personal men-at-arms than their Level until after they establish a stronghold.

A man-at-arms stays with their master Adventurer as long as they are paid regularly and treated well. Well treated includes being fed and housed, getting some of the loot, being healed when needed, and not being sent into danger all alone. Treating a non-fighting servant well includes always providing them protection. When a man-at-arms is poorly treated they leave on 1d20 rolls GTET [32-Will], checked every 10 days, apply a -1 modifier for every continuous 10-day period the man-at-arms has been poorly treated (they complain to their master on 1d20 rolls GTET [25-Will], checked daily).

## Issues of Adventurer Knowledge

When it is plausible the adventurer possesses a specific skill, craft, or knowledge because of their race, Class, personal background (assuming a back story has been created), religious practices, training, or other life experiences, and the task is relatively simple, the Games Master should allow the Character to have the knowledge without making a decision roll. When it is plausible the Adventurer could have the knowledge and the task is moderately difficult, the Adventurer actually has the required knowledge on 1d20 rolls GTET [28-Intelligence], and when the task is challenging the knowledge is actually possessed on rolls GTET [34-Intelligence]. When it is not plausible the Adventurer would possess the desired knowledge, or there is no reason for believing the knowledge would exist (e.g. training was not obtained, not in their background story, etc.) the knowledge is possessed on 1d20 rolls GTET [26-Intelligence] for simple tasks, GTET [32-Intelligence] for tasks of moderate difficulty, and GTET [38-Intelligence] for challenging tasks. Even when the Adventurer has the knowledge needed to perform a task or action, the Games Master may still require a decision roll related to the adventurer's Agility or Strength (as appropriate based on the type of physical challenge involved) to determine whether the task is successfully performed.

## Social Interactions, Negotiations and Influence

In any social interaction the person of higher social status has the advantage. A Guardian from a peasant background is generally treated as a Craftsman, after attaining L10 they are treated as a Professional, and at L15 treated as a member of the Gentry. A Mage or Priest from a peasant or craftsman background is treated as a Professional, and after attaining L10 as a member of the Gentry.

The relationship statistic (R) measures how much two persons like each other, and is used below in deciding the outcome of negotiations. Determine the relationship statistic (R) from 1d20: (01) strong antipathy and hatred, R = -5, (02-06) mutual respect but dislike, R = -3, (07-14) neutral and tolerable feelings, R = -1, (15-19) mutual respect and liking, R = +2, (20) close friends, R = +4. Modify the initial R value by adding or subtracting all of the elements that apply: members of the same family or clan either +3 or -3, members of the same race +1, persons of the same social standing +3, persons of similar moral outlook +1, persons of the same or similar religious sects +1, members of different races with cultural impediments -2, persons of differing moral outlook (good/evil or evil/good) -2, persons worshiping deities in opposition to each other -2, and persons of different social standing: nobility/professional -1, nobility/craftsman -3, nobility/peasant -5, gentry/nobility +2, gentry/professional -1, gentry/craftsman -2, gentry/peasant -4, professional/nobility +3, professional/gentry +1, professional/craftsman -1, professional/peasant -3, craftsman/nobility +5, craftsman/gentry +4, craftsman/professional +1, craftsman/peasant -1, peasant/nobility +7, peasant/gentry +6, peasant/professional +3, or peasant/craftsman +1. When Adventurers have developed a reputation in an area apply a +3 modifier for a heroic or noble reputation and a -4 modifier for an outlaw or bullying reputation. Modifying elements a relationship only apply when two persons involved plausibly could recognize or know about the element.

When situations require determining an NPC's action or reaction based their personal or social relationship with the Character(s), the reaction is positive or in the Character's favor on (1d20-R) rolls GTET 09, is neutral on rolls 06-08, and is negative on rolls 01-05.

Characters may have frequent opportunities to negotiate or use their influence (the use of influence requires a place and situation where Characters plausibly have influence; the rules for negotiation generally excludes the normal purchase of ordinary goods in shops). A negotiation is successful when the other party agrees to the Character's proposal(s) or to something substantially similar. The Games Master decides whether the proposal benefits the person being negotiated with and whether they would have negative consequences from the deal.

A negotiation where the proposal obviously benefits the other party without any potential or actual negative consequences succeeds on 1d20 rolls GTET [7-R].

All other negotiations succeed on 1d20 rolls GTET (X is defined below, R is the value determined above)

$[X + \{\text{Intelligence of NPC}\} + \{\text{Will of NPC}\} - \{\text{Intelligence of Character}\} - \{\text{Will of Character}\} - R]$

where X is 11 for a proposal that benefits the other party with some potential or actual negative consequences, X is 15 when the benefits of the proposal to the other party are unclear with minor potential or actual negative consequences, and X is 19 when the proposal obviously is not to the immediate benefit of the other party.

## Treasures

Adventurers tend to collect treasure from their activities. 'Treasure' can be loose coins, loose gems, pieces of jewelry, weapons and armor (especially when enchanted), saleable goods (such as collectible art), or enchanted items. Adventurers may or may not recognize the value of what they find, and will have to decide what to carry and what to leave behind as their adventures unfold. The following discussion is intended to mainly apply to



unexpected, random, encounters between Characters and Monsters, generated from a random monster check (e.g. not part of the anticipated structure of the adventure). Although some of the discussion may also be useful to the Games Master in designing adventure areas, they are not intended to limit scripted encounters. The Games Master need not immediately determine the treasure carried by random opponents, only those that relate to combat; remaining treasures only need to be selected if the Adventurers gain the opportunity to loot their opponents (who are either captives or dead).

As with any rule, the Games Master may ignore the discussion in this section and assign a beast or monster whatever 'treasure' they feel is appropriate – there is no requirement that any particular encounter, den, lair, or base to have any treasure at all, and an occasional 'dry hole' may help the Players appreciate the treasure they do find. A guide to consider is that three-tenths of encounters result in no treasure, six-tenths result in amounts of treasure consistent with the descriptions in this section, and one-tenth result in more generous treasure than would be generated using the method(s) in this section. The Games Master should make the Player's rewards (mostly measured in treasure) roughly balance out over the life of the campaign with the risks they take, although this goal can be difficult to achieve in practice, particularly for inexperienced Games Masters.

A Games Master should, generally, resist the temptation to closely tailor the treasures they place to their Players. Not only does this practice strain credibility and role playing immersion over time, it results in Characters that are over-equipped or

over-powered for their Level(s). The practice sets up a cycle where the Games Master must continually increase the HD or Level of the Adventurer's adversaries to maintain a degree of challenge. When the Characters overcome those adversaries they gain treasure appropriate to the adversary's HD which increases their enchanted arsenal even more, requiring the next adversary have even greater HD to compensate. When a Character really desires a particular enchanted item, it gives the Games Master the opportunity to set up a series of quest-encounters at the appropriate degree of challenge, that eventually allows the Character to 'earn' the item without making them invincible along the way. Treasure that is not immediately useful to a group of Adventurer's can be sold, traded, or given or loaned to the Adventurer's men-at-arms. An inventive Games Master should be able to come up with any number of logical means for separating a group of Adventurer's from their excess treasure (entry fees, road and bridge tolls, taxes, tithes, religious donations, payments for spells or raise-the-dead rituals, etc.).

## Treasure Selection

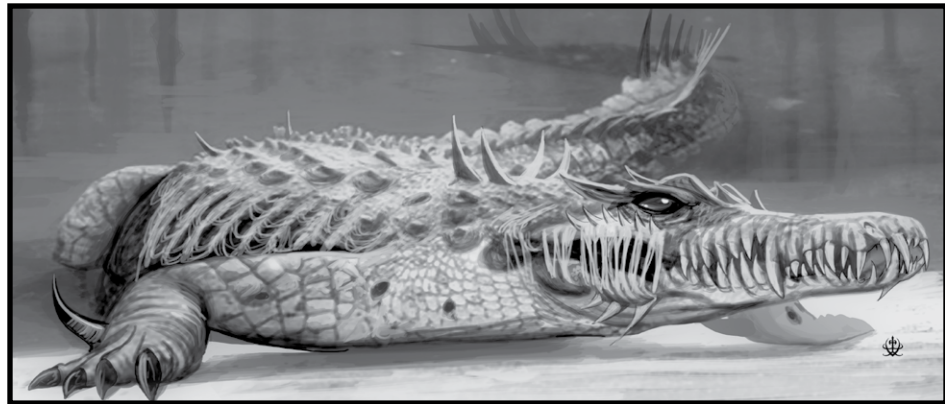
Although beasts don't intentionally collect treasure (except for a few, like Giant Crows, who are especially attracted to shiny baubles), their dens hold the bones and bodies of previous victims or scavenged bodies on 1d20 rolls GTET (19-HD), along with any remaining gear – when bodies are present determine which categories of treasure are present using 1d100 rolls, one roll for each category, using the column representing the beast's HD (at least one category must be found). When ordinary gear is indicated, make 1d8 rolls on the table below.

### MONSTER'S HIT DIE

	0-4	5-7	8-10	11-14	15+
Coins	85	70	55	40	25
Magic Equipment	97	93	88	82	75
Gems	89	79	69	59	49
Jewelry	92	84	76	68	60
Ordinary Gear	50	40	30	20	10
Saleable Goods	93	83	73	63	53
Weapons	80	70	60	50	40

## Wandering Beasts

A wandering beast carries no treasure except for the value of any recovered hides or body parts.



## Wandering Humanoids

Humanoids encountered away (e.g. 2 miles or more) from their home base carry ordinary traveling gear, armor, and weapons, along with a supply of food and water. Make 1d4+(number opponents) rolls in the Ordinary Gear category (for all categories see the tables below). Each opponent carries 1d20 meals appropriate to their type (Adventurers may not find the rations of all opponents to be edible). Opponents carry 1d8 three-gallon waterskins; a container is filled according to 1d20: (01-06) water, (07-10) beer, (11-12) wine, (13-14) mead, (15-16) ale, (17) milk, (18) fruit juice, (19) distilled spirits, (20) other. Determine the number of additional treasure categories present from 1d20: (01-07) none, (08-15) one category, (16-19) two categories, (20) three categories; make one roll for every cumulative ten Levels or HD (hit die) of opponents present. Determine the category/ies to select from using 1d20: (01-08) coins, (09) loose gems, (10) jewelry pieces, (11-19) saleable goods, (20) enchanted items. When enchanted items are found, assign 1d4 enchantment points and select from the following tables. A group of humanoids has a wagon and team on 1d20 rolls GTET 18.

## Beasts at their Dens or Lairs

Although beasts don't intentionally collect treasure their dens can hold scavenged bodies or the remains of previous victims. On 1d20 rolls GTET (19-HD) the den holds some useful or functional gear. When useable gear is found, select from the Ordinary Gear category on 1d20 rolls GTET 8, making 1d6 selections (duplicates permitted). Determine whether to roll in other treasure categories using 1d20: (01-06) none, (07-14) one category, (15-19) two categories, (20) three categories; determine the treasure categories to select from using 1d20: (01-05) coins, (06-07) gems, (08) jewelry, (09-12) saleable goods, (13-15) armor, (16-19) weapons, (20) enchanted equipment. Make 1d4 selections from each category present. When enchanted equipment is found assign 1d6 enchantment points and select from the tables below. On 1d20 rolls of 20 there are 1d8 live young (cubs, kits, etc.) present at the den.

## Humanoids at their Lair, Camp, Base of Operations

Humanoids encountered at/in their home, lair, camp, or base of operations wear their normal armor, weapons, equipment, and gear when they are on duty, or have time to arm themselves. When Adventurers bypass or eliminate sentries and guards the remaining inhabitants typically are unarmored or wear minimal armor. If Adventurers loot the inhabitants and location they gain 1d3\*(number inhabitants) rolls in the Ordinary Gear category and one-third the number of inhabitants in the Saleable Goods category. The total value of Coins found in the location is equal to 1d20\*1d12\*HD (total levels or hit die), in a combination of copper, silver, and gold coins. The inhabitants have a cache of loose gems on 1d20 rolls GTET [38-HD] and a cache of jewelry pieces on 1d20 rolls GTET [42-HD], rolled separately; when either gems or jewelry pieces are found their total value (either category) is 1d4\*HD\*2000 GP. For every 4 HD (total levels or hit die) present at the location, assign one enchantment point, then select enchanted equipment from the lists below. The inhabitants have a cache of loose gems on 1d20 rolls GTET [38-HD] and a cache of jewelry pieces on 1d20 rolls GTET [42-HD]

rolled separately; when either gems or jewelry pieces are found their total value (either category) is  $1d4*HD*2000$  GP. For every 4 HD (total levels or hit die) present at the location, assign one enchantment point, then select enchanted equipment from the lists below. The lair, camp, or base of operations, has stores enough for  $3d20*(\text{number inhabitants})$  meals,  $3d100$  gallons beer (50 gallon barrels),  $1d100$  bottles wine,  $1d100$  flagons ale, and  $3d20$  flagons mead, along with a well or other water source. When there are 8 or less inhabitants a wagon and team (horses, mules, oxen, reindeer, stags, bison, or other beasts) are found on  $1d20$  rolls GTET 17, when 9 or more inhabitants  $1d3$  wagons/teams are found on rolls GTET 14. On  $1d20$  rolls GTET 15,  $1d8$  'pets' are also found (cats, dogs, birds, ferrets, snakes, lizards, etc.).

For both beasts and humanoid encounters: When coins are present, the total value is given by  $1d8*1d6*HD$  GP; the Games Master must decide how the numbers of brass, copper, silver, and gold coins combine to reach the rolled total. When loose gems are present, the number of gems is given by  $1d4*HD$ ; the value of each gem is given by  $1d100*1d20*1d4*HD$  GP; examples of gemstones are amber, bloodstones, diamonds, emeralds, jade, lapis lazuli, moonstones, onyx, pearls, rubies, sunstones, turquoise, and zircons. When pieces of jewelry are present, the number of jewelry items is given by  $1d2*HD$ ; the value of each piece of jewelry is given by  $1d100*1d100*1d3*HD$  GP; examples of jewelry pieces are amulets, armbands, bracelets, brooches, buckles, circlets, cuff links, earrings, hairpins, hatpins, metal chains, pendants, pins, lockets, rings, and tiaras. When enchanted equipment, enchanted weapons, and enchanted armor are present, the total number of enchantment points present is given by  $1d3*HD$ , checked separately for each applicable category – the Games Master selects the number and type of enchanted items so the sum of the enchantment points from the selected items matches the number of available points. When saleable goods are present, the number of goods are given by  $1d3*HD$ , and the value of each item is given by  $1d100*1d100$  GP (very valuable items may be rare antiques, be works by famous masters or artisans, or be associated with important historical persons or events, adding to their value). The categories and descriptions of

enchanted items found in the Appendices include each item's 'value' in enchantment points – the category lists are arranged so the Games Master may randomly select within a category using multiples of  $1d12$  (the higher enchantment point items are typically arranged to have a lower selection probability as compared to items of lower enchantment points within the same category); shortened enchanted lists are provided below, arranged by enchantment point, suitable for random selection using  $3d10$ .



Armor (1d20): (1) Arm Covers, (2) Armor Shirt, (3) Back Plate, (4) Breastplate, (5) Chain Mail Waist Skirt, (6) Foot Guard, (7) Gauntlets, (8) Helm, (9) Hood, (10) Leather Cap, (11) Leather Gloves, (12) Leggings, (13) Metal Cap, (14) Neck Guard, (15) Shield, (16-20) Not Used. Determine the material for arm covers, armor shirts, foot guards, gauntlets, leggings, and neck guards using  $1d20$ : (01-06) leather, (07-09) studded leather, (10-12) chain mail, (13-15) scale mail, (16-18) steel, (19) adamantite [Base AC+4], (20) mithril [Base AC+10]. The materials for shields are determined from  $1d20$ : (01-10) wood, (11-14) wood and leather, (15-17) bronze, (18-19) steel, (20) adamantite. Helms are open-faced on  $1d20$  rolls GTET 07, otherwise have a moveable visor or face guard.

Ordinary Gear (2d20): (2) Auger, (3) Axe, (4) Backpack, (5) Bedroll, (6)  $1d6$  Candles, (7) Common File, (8) Compass, (9) Fishing Pole, (10) Flint/Steel, (11) Folding Shovel, (12) Fuse Cord, (13) Glass Cutter, (14) Grapple, (15) Hacksaw, (16) Hatchet, (17) Hunting Knife, (18)  $1d8$  Iron Spikes, (19) Lantern, (20) Lantern Oil, (21) Leather Bag, (22) Lock Pick, (23) Magnifying Glass, (24) Mallet, (25) Mattock, (26) Miner's Pick, (27) Mirror, (28) Pipe, (29) Pipeweed, (30) Pry Bar, (31)  $1d6$  Ration meals, (32) Razor, (33) Rope 25 FT, (34) Skeleton Key

(35) Spade, (36) Staff, (37) Tent, (38) 1d4 Torches, (39) Water Skin, (40) 1d10 Wood Stakes.

Saleable Goods (3d20): (3) Astrolabe, (4) Beadwork, (5) Bearskin Rug, (6) Blown Glass, (7) Rare Book, (8) Brazier, (9) Silver or Gold Candlesticks, (10) Candy Tin [sealed], (11) Ivory Carving, (12) Clock, (13) Extraordinary Clothing, (14) Cross Stitch, (15) Crystal Ball, (16) Curtains, (17) Embroidery, (18) Silver or Gold [animal] Figurine, (19) Silver Flatware Set, (20) Inlaid Furniture, (21) Globe, (22) Monster's Hide, (23) Holy Symbol [wall], (24) Religious Icon, (25) Incense Burner, (26) Fine China Service, (27) Linens and Lace, (28) Map, (29) Porcelain or Metal Mask (wall), (30) Mechanical Device, (31) Metronome, (32) Model Ship, (33) Music Box, (34) Musical Instrument, (35) Musical Score, (36) Oil Painting, (37) Painted Porcelain Plate, (38) Silver or Gold Picture Frame [empty], (39) Silver or Gold Platter, (40) Idol, (41) Silver or Gold Religious Vessel, (42) Rug, (43) Scrimshaw, (44) Silver or Gold Seal, (45) Master's Sketch, (46) Statue 1d3 FT, (47) Tablecloth, (48) Tapestry, (49) Silver Teapot, (50) Mechanical Toy [wind-up], (51) Porcelain Vase, (52) Watercolor, (53) Ceremonial Weapon, (54) Wood Carving, (55-60) Not Used.

Weapons (2d20): (2) Blowgun, (3) Bolo, (4) 1d20 Bolts, (5) Bolt Thrower, (6) Boomerang, (7) Bow, (8) Brass Knuckles, (9) Bullwhip, (10) 2d20 Caltrops, (11) Club, (12) Crossbow, (13) Cudgel, (14) Cutlass, (15) Dirk, (16) Flail, (17) Foil, (18) Halberd, (19) Javelin, (20) Long Sword, (21) 1d12 Arrows, (22) Mace, (23) Machete, (24) Pike, (25) Quarterstaff, (26) Rapier, (27) Scimitar, (28) Short Sword, (29) 3d20 Shot Ammunition, (30) War Axe, (31) War Hammer, (32) Sling, (33) Slingshot, (34) Spear, (35) Stiletto, (36) Throwing Star, (37) Two-Handed Sword, (38) Weighted Net, (39-40) Other Weapon.

1 Enchantment Point: 3d10: (3) Choker of Tongues, (4) Ahab's Storm Dust, (5) Endless Feedbag, (6) Infrared Spectacles, (7) Sky Hook, (8) Telekinesis Ring, (9) Earring of Telepathy, (10) Thief's Gloves, (11) High Jump Boots, (12) Rodent Repelling Powder, (13) Antidote Tonic, (14) Weapon Damage+1, (15) Armor Piece AC+3, (16) Holy Water, (17) Physic of Telepathy, (18) Spitz's Sandals, (19) Getter's Great Pouch, (20) Blessed Bandages, (21) Flask of Endless Beer,

(22) Far Seeing Spectacles, (23) Scroll 1d6 Basic Spells, (24) Leather Ripper Sword, (25) Sword Breaker Blade, (26) 1d8 Exploding Arrows, (27) Ring of Disease Immunity, (29) Iron Pendant, (30) Armoire Charm

2 Enchantment Points: 3d10: (3) Coel's Rod, (4) Snake Master Staff, (5) Sword of Protection, (6) Door Breaker Blade, (7) Magic Bag, (8) Magic Hole, (9) Gergale's Charm, (10) Chain of Invisibility, (11) Alaric Callity's Bracers, (12) Cloak of the Sparrow, (13) Cap of Visualization, (14) Armor-skin Tonic, (15) Weapon TH+1, (16) Armor Piece AC+8, (17) Flying Potion, (18) Healing Potion, (19) Patur's Tonic, (20) Salve against Sleep, (21) Liqueur of Heroism, (22) Wertzel's Bracers, (23) Anti-Venom Armor, (24) Butcher's Cleaver, (25) Bone Dust Hammer, (26) Ring of Joth, (27) Ring of Agility, (29) Water Breathing Ring, (30) Wand of Healing

3 Enchantment Points: 3d10: (3) Nullifying Armor, (4) Blending Armor, (5) Verathan's Shield, (6) Boots of Spider Walking, (7) Levitation Boots, (8) Chain of Teleportation, (9) Charm versus [Mage Type], (10) Ever Full Ration Pack, (11) Ring of Flying, (12) Scroll 1d6 Lesser Magic spells, (13) Seer's Potion, (14) Greater Healing Potion, (15) Armor Piece AC+14, (16) Weapon TH+2/Damage+1, (17) Healthful Cordial, (18) Human Death Flower, (19) Whirling Axe, (20) Endless Arrow Quiver, (21) Blade of the Dark, (22) Scimitar of Alledaen, (23) Ring of Invisibility, (24) Daylight Lantern, (25) Chain of Scrying, (26) Shadow Garb, (27) Arrow Proof Cloak, (29) Lijeth's Bracers, (30) Flameproof Armor

4 Enchantment Points: 3d10: (3) Cleaving Axe, (4) Arrow of [creature] Slaying, (5) Spell Cleaving Blade, (6) [Beast] Slayer Blade, (7) Staff of Fire, (8) Lightning Staff, (9) Ring of Teleportation, (10) Ring of Shape Changing, (11) Ring of Fiery Breath, (12) Restallan's Tonic, (13) Life Returning Salve, (14) Scroll 1d8 Majesty Prayers, (15) Armor Piece AC+20, (16) Weapon TH+2/Damage+2, (17) Scroll 1d8 Greater Spells, (18) Shape Shifting Potion, (19) Helm of All Breathing, (20) Reflecting Shield, (21) Amulet of Arch Magery, (22) Talisman of Life, (23) Enchanted Pavilion, (24) Magic Carpet, (25) Mage Zapping Wand, (26) Spell Stealer Blade, (27) Blade of Heroes, (29) Whip of Strangulation, (30) Sling of Giants

5 Enchantment Points: 3d10: (3) Dragon Bane Axe, (4) [Race] Bane Blade, (5) [Class] Scourge Blade, (6) Resurrection Staff, (7) Stoning Wand, (8) Reality Ring, (9) Capallel's Ring, (10) Amulet of Reincarnation, (11) True Seeing Helm, (12) Fraenk's Suit, (13) Cloak of Fire Protection, (14) Alawa's Idol, (15) Weapon TH+3/Damage+1, (16) Armor Piece AC+25, (17) 1 Scroll – 1d8 Majesty and 1 Scroll – 1d8 Mystery, (18) 1 Scroll – 1d8 Greater Magic and 1 Scroll – 1d8 Lesser Magic, (19) Be Gone Staff, (20) Stoning Staff, (21) Wand of Dragon's Sleep, (22) Prayer Storing Staff, (23) Lightning Blade, (24) Ring of Parkellcus, (25) Life Bringing Ring, (26) Reincarnation Ring, (27) Wand of Death Rays, (29) Flame Storm Blade, (30) Great Cleaver

## Appendix A : Equipment available for purchase (weight in pounds and cost in silver pieces)

### Items of Universal Rarity

(General Merchants have each item on 1d20 rolls GTET 03, when an item is available General Merchants have 1d6 items; specialty merchants always have 1d12 of items in their specialty)

Ale, 0.25P, 0.2 SP  
 Arrows (6, hunting), 0.8P, 2 SP  
 Back Pack (30 LB), 3P, 7.8 SP  
 Bedroll (Light), 3P, 9 SP  
 Bludgeon, 1.5P, 1.2 SP  
 Candles (3), 0.7P, 0.4 SP  
 Cat/Kitten, \*P, 4 SP  
 Club, 4P, 3 SP  
 Donkey, \*P, 48 SP  
 Fire Starter (1), 0.2P, 0.2 SP  
 Flint & Steel, 0.5P, 1.4 SP  
 Full Axe, 5P, 2.2 SP  
 Garlic, 0.5P, 1.2 SP  
 Goat, \*P, 19.6 SP  
 Grain Alcohol, 0.25P, 0.4 SP  
 Hammer, 1P, 1.6 SP  
 Hand Cart (1 wheel), \*P, 26 SP  
 Hatchet, 2P, 1.4 SP  
 Leather Cap, 2P, 5.4 SP  
 Leather Gloves, 1P, 6.2 SP  
 Light Mace, 3P, 31 SP  
 Mule, \*P, 52 SP  
 Oil (flask), 0.5P, 0.6 SP  
 Oil Lantern, 1.25P, 1.6 SP  
 Padded Hood, 1.5P, 3 SP  
 Padded Neck Guard, 1.5P, 1 SP  
 Pony (riding), \*P, 95 SP  
 Powder (rodent repelling), 0.05P, 15 SP  
 Pry Bar (small), 2P, 11 SP  
 Quarterstaff, 4P, 9.4 SP  
 Quiver, 1.75P, 7 SP  
 Rope (20 FT), 2P, 4.4 SP  
 Sack (30 LB capacity), 0.8P, 0.6 SP

Saw, Hand, 1P, 2.6 SP  
 Shield (small, wood), 5.5P, 25 SP  
 Short Bow, 2.25P, 16 SP  
 Short Sword, 4P, 75 SP  
 Shot Bullets (10), 2.5P, 1.8 SP  
 Sling, 0.3P, 1.6 SP  
 Sling Shot, 0.4P, 1.2 SP  
 Stakes (6, wood), 2P, 0.8 SP  
 String (100 FT), 0.8P, 0.8 SP  
 Tongs (metal), 1P, 2 SP  
 Torch, 2.5P, 1 SP  
 Tunic, 1.5P, 3.6 SP

### Items of Common Rarity

(General Merchants have each item on 1d20 rolls GTET 06, when available General Merchants have 1d4 items; specialty merchants have each item on 1d20 rolls GTET 04, when available they have 1d10 items)

Arrows (4, war), 0.8P, 2.2 SP  
 Back Pack (50 LB), 3P, 9 SP  
 Bandolier, 1P, 4 SP  
 Barrel Helm, 3.5P, 58 SP  
 Bolo, 0.5P, 1.2 SP  
 Boots (winter), 3P, 9 SP  
 Bolts (6), 0.5P, 2.6 SP  
 Boat Hook, 3P, 5.4 SP  
 Canoe (2 person), 90P, 118 SP  
 Caltrops (6), 1.5P, 5 SP  
 Canteen, 0.3P, 2.4 SP  
 Cape, 0.5P, 6.2 SP  
 Cards (deck), 0.2P, 0.4 SP  
 Cook Set (trail), 5P, 6.6 SP  
 Coracle (2 man), 10P, 14 SP  
 Cow, \*P, 76 SP  
 Chisel (set 3), 1.5P, 10 SP  
 Clamp (small, metal), 0.25P, 4 SP  
 Dagger, 1P, 25 SP  
 Dog/Puppy, \*P, 7.8 SP

Draught (hangover cure), 0.3P, 8.2 SP  
Draught (sea sickness cure), 0.3P, 10 SP  
File, 0.6P, 2.6 SP  
Fishing Line (300 FT), 0.3P, 3.2 SP  
Fishing Lures, 1P, 5 SP  
Fishing Pole (simple), 1.5P, 4.4 SP  
Flask (clay), 0.25P, 0.6 SP  
Hacksaw, 1P, 3.6 SP  
Hammock (rope), 3P, 4.4 SP  
Hand Cart (2 wheel), \*P, 42 SP  
Heavy Mace, 6.5P, 70 SP  
Hooded Cloak, 3P, 7 SP  
Hooded Lantern, 2.5P, 3 SP  
Horse (Draft), \*P, 230 SP  
Horse (Riding), \*P, 280 SP  
Hunting Knife, 0.8P, 6 SP  
Leather Neck Guard, 1.25P, 16 SP  
Leather Armor, 12P, 48 SP  
Leather Gauntlets, 2.5P, 22 SP  
Long Bow, 5P, 32 SP  
Long Sword, 7P, 118 SP  
Machete, 2P, 96 SP  
Mallet, 3P, 5.2 SP  
Maul, 5P, 9.2 SP  
Holy Symbol (wood), 0.8P, 3 SP  
Net (fishing), 4P, 50 SP  
Open Face Helm, 2.75P, 47 SP  
Ox, \*P, 88 SP  
Pack Frame, 1.5P, 4 SP  
Padded Shirt, 2P, 15 SP  
Pipe (smoking), 0.2P, 2.4 SP  
Pipeweed, 1P, 0.8 SP  
Pliers (large), 0.5P, 3.4 SP  
Powder (insect repelling), 0.05P, 4 SP  
Powder (itching), 0.1P, 3.2 SP  
Powder (sneezing), 0.05P, 2.8 SP  
Prayer Beads, 0.3P, 2 SP  
Rations (one day), 2.25P, 0.8 SP  
Religious Icon, 0.25P, 1.4 SP  
Religious Text, 0.5P, 4.6 SP  
Rowboat (10 FT), 150P, 135 SP  
Saddle, 15P, 48 SP  
Saddlebags, 3P, 7 SP  
Salve (sticky), 0.05P, 5 SP  
Scabbard (Dagger), 1P, 5.8 SP  
Scabbard (Sword), 2P, 11 SP  
Scroll Tube, 0.5P, 1.2 SP  
Shield (large, wood), 9P, 50 SP  
Sickle, 0.75P, 3 SP  
Snowshoes, 1.5P, 8 SP

Spear, 4.5P, 22 SP  
Spiked Club, 5.5P, 7.8 SP  
Steel Cap, 3.5P, 9.2 SP  
Studded Leather Armor, 14P, 62 SP  
Studded Leather Arm Guards, 3.5P, 24 SP  
Tack and Bridle, 2P, 9 SP  
Tent (2-man), 10P, 6.6 SP  
Trap (small, claw), 0.5P, 7 SP  
Wagon (half ton), \*P, 216 SP  
Wagon (one ton), \*P, 300 SP  
Water Bag (5 gallon), 0.4P empty, 0.8 SP  
Whetstone, 0.4P, 2 SP  
Whistle, 0.2P, 0.4 SP  
Wine, 0.4P, 3 SP  
Winter Cloak, 3.5P, 11 SP

### Items of Uncommon Rarity

(General Merchants have each item on 1d20 rolls GTET 12, when available General Merchants have 1d4 items; specialty merchants have each item on 1d20 rolls GTET 08, when available they have 1d8 items)

Acid (weak), 0.5P, 10 SP  
Back Pack (50 LB, fire resistant), 3P, 12.4 SP  
Back Plate, 5P, 40 SP  
Bedroll (Winter), 8P, 14 SP  
Bill Hook, 6P, 30 SP  
Binoculars (5 power), 1P, 85 SP  
Block-Tackle, 4P, 25 SP  
Blowgun, 0.5P, 3 SP  
Blowgun Darts (12), 0.7P, 2 SP  
Bullwhip, 2.5P, 30 SP  
Canoe (4 person), 120P, 210 SP  
Carriage (6 person), \*P, 380 SP  
Chain Mail Arm Guards, 3.5P, 55 SP  
Chain Mail Armor, 16P, 110 SP  
Chain Mail Hood, 3.25P, 32 SP  
Chain Mail Neck Guard, 2P, 20 SP  
Chalk Sticks (3), 0.25P, 1 SP  
Charcoal Stick, 0.3P, 0.6 SP  
Coach (6 person), \*P, 520 SP  
Coin Tube (100), 0.3P, 0.4 SP  
Cutlass, 3.25P, 86 SP  
Dart (hand), 2P, 4.2 SP  
Dirk, 1.25P, 34 SP  
Drill (hand), 1P, 4.2 GP  
Ear Plugs, 0.2P, 0.4 GP  
First-Aid Kit, 2P, 1 SP  
Fishing Pole (reel), 1.75P, 4.2 SP  
Fortune-Telling Tiles, 0.5P, 1.4 SP

Flail, 5P, 50 SP  
Flask (metal), 0.3P, 3.2 SP  
Grapple, 2P, 6.4 SP  
Hackney (4 person), \*P, 285 SP  
Harpoon, 7P, 32 SP  
Helm with Visor, 4.5P, 70 SP  
Hoist (1000 LB), 5P, 44 SP  
Holy Symbol (silver), 1P, 30 SP  
Holy Water, 0.25P, 0.4 SP  
Hunting Dog, \*P, 30 SP  
Ice Pick, 1P, 2.6 SP  
Incense Stick, 0.3P, 9 SP  
Leather Armor (horse), 20P, 180 SP  
Light Crossbow, 3P, 45 SP  
Lock Pick, 0.3P, 3.6 SP  
Mage's Wand, 0.4P, 5 SP  
Musical Instrument, 3P, 44 SP  
Oil (slippery gel), 0.3P, 2 SP  
Parchment (4 sheet), 0.08P, 1.4 SP  
Parka (arctic), 5P, 42 SP  
Pavilion (10 man), 30P, 75 SP  
Pick (miner's), 4P, 17 SP  
Pigeons (2, carrier), 4.5P, 46 SP  
Pitons (10), 3P, 4 SP  
Pole Arm, 8.5P, 65 SP  
Powder (coughing), 0.05P, 3.2 SP  
Powder (snake repelling), 0.1P, 5.2 SP  
Raft (half ton carry), \*P, 140 SP  
Raft (one ton carry), \*P, 190 SP  
Rapier, 3.5P, 100 SP  
Repair Kit (armor), 6P, 60 SP  
Repair Kit (weapons), 4P, 44 SP  
Robes (Mage's), 5P, 35 SP  
Rope Ladder (20 FT), 5P, 6.4 SP  
Rowboat (16 FT), 200P, 96 SP  
Saber, 4P, 130 SP  
Salve (slippery), 0.05P, 3 SP  
Scale Mail Armor, 15P, 170 SP  
Shackles, 3P, 10 SP  
Shield (small, metal), 8P, 42 SP  
Shovel (folding), 2P, 3 SP  
Silver-Bladed Sword, 9P, 200 SP  
Skates (pair), 3P, 8.2 SP  
Skis (pair), 2P, 30 SP  
Sleigh, (half ton carry), \*P, 320 SP  
Sleigh (one ton carry), \*P, 400 SP  
Smoke Grenade, 0.2P, 1 SP  
Snuff, 0.25P, 4.6 SP  
Solid Lamp Fuel (4 hrs), 1P, 5 SP  
Spikes (6, iron), 2.5P, 3.6 SP

Spiked Mace, 6P, 92 SP  
Steel Knuckles, 0.5P, 2.2 SP  
Steel Mirror (small), 0.5P, 6.4 SP  
Studded Leather Leg Guards, 3P, 62 SP  
Studded Leather Gauntlets, 2P, 11.6 SP  
Tape Measure (25 FT), 0.4P, 2 SP  
Tent (4-man), 12.5P, 9 SP  
Throwing Star, 0.4P, 1.2 SP  
Trap (large, claw), 1P, 10 SP  
Tripod, 3P, 4 SP  
Tuning Fork, 0.3P, 7.4 SP  
Wagon (two ton), \*P, 540 SP  
War Axe (single), 3.25P, 160 SP  
War Hammer, 5P, 200 SP  
Wedges (2), 0.7P, 1 SP  
Wolfsbane, 0.25P, 6.4 SP

### Items of Rare Rarity

(General Merchants have each item on 1d20 rolls GTET 18, when available General Merchants have 1d3 items; specialty merchants have each item on 1d20 rolls GTET 14, when available they have 1d6 items)

Antidote Tonic, 0.3P, 50 SP  
Armorskin Tonic, 0.3P, 65 SP  
Back Pack (waterproof), 4P, 15 SP  
Black Powder (coarse), 0.25P, 70 SP  
Bedroll (arctic), 8P, 20 SP  
Belladonna Root, 0.5P, 72 SP  
Boomerang, 0.8P, 9.6 SP  
Breathing Mask, 0.6P, 17 SP  
Chain Shirt with Breastplate, 17.5P, 165 SP  
Chariot (2 man), \*P, 440 SP  
Climbing Harness, 2P, 9 SP  
Climbing Kit, 10P, 16 SP  
Compass (magnet), 0.4P, 10 SP  
Diver's Mask, 1P, 6.2 SP  
Dogsled, \*P, 38 SP  
Draught (fatigue reducing), 0.3P, 4.4 SP  
Draught (1d4 healing), 0.3P, 9 SP  
Draught (nausea inducing), 0.3P, 3 SP  
Draught (poison antidote), 0.3P, 16 SP  
Dromedary, \*P, 330 SP  
Explosive Grenade, 0.3P, 8 SP  
Far Hearing Potion, 0.3P, 38 SP  
Far Seeing Potion, 0.3P, 44 SP  
Flask (glass), 0.4P, 2.6 SP  
Fuse Cord (10 FT), 0.2P, 11 SP  
Glaive, 9P, 58 SP  
Goggles, 1P, 8.2 SP  
Hallucinogen, 0.1P, 120 SP

Heavy Crossbow, 5P, 70 SP  
 Healing Potion, 0.3P, 40 SP  
 Healthful Cordial, 0.4P, 160 SP  
 Holy Symbol (gold), 1.5P, 325 SP  
 Horseshoe Magnet, 0.8P, 10 SP  
 Kayak (single), 50P, 85 SP  
 Lance, 12P, 60 SP  
 Leather Armor (canine), 3.5P, 32 SP  
 Love Potion, 0.3P, 76 SP  
 Magnifying Glass, 0.6P, 13 SP  
 Mistletoe, 0.25P, 24 SP  
 Morning Star, 8.5P, 90 SP  
 Mortar/Pestle, 2P, 17 SP  
 Musk (giant skunk), 0.25P, 22 SP  
 Nightshade, 0.5P, 126 SP  
 Patur's Tonic, 0.3P, 115 SP  
 Perfume, 0.1P, 62 SP  
 Pill (stimulant, 5), 0.1P, 9 SP  
 Poison (fatal, oral), 0.05P, 205 SP  
 Poison (paralyzing, oral), 0.05P, 142 SP  
 Poison (sleep, oral), 0.05P, 108 SP  
 Plate Mail, 25P, 1250 SP  
 Raptor (hunting bird), 8P, 88 SP  
 Salve (disease protective), 0.5P, 90 SP  
 Salve (poison protective), 0.5P, 130 SP  
 Saw (2-man), 6P, 22 SP  
 Scabbard (Two Hand Sword), 2.7P, 20 SP  
 Scimitar, 6P, 148 SP  
 Scythe, 3P, 85 SP  
 Shield (Tower, metal), 12P, 106 SP  
 Silver-bladed Dirk, 1.6P, 80 SP  
 Silver-headed Mace, 5P, 110 SP  
 Silver Mirror (small), 0.3P, 90 SP  
 Skeleton Key, 0.2P, 28 SP  
 Sleeping Draught, 0.3P, 37 SP  
 Spell Book (empty), 3P, 250 SP  
 Steel Arm Guards, 2.25P, 180 SP  
 Steel Gauntlets, 2P, 77 SP  
 Steel Leg Guards, 3P, 204 SP  
 Stink Grenade, 0.4P, 4 SP  
 Switchblade, 0.6P, 9.2 SP  
 Telescope (20 power), 2P, 82 SP  
 Throwing Star (silver), 0.5P, 4.8 SP  
 Tracking Dog, \*P, 22.2 SP  
 Trident, 6P, 10P, 135 SP  
 Two-Handed Sword, 9.5P, 244 SP  
 Wagon (Conestoga), \*P, 670 SP  
 War Axe (double), 8.5P, 192 SP  
 War Dog, \*P, 36 SP  
 War Horse, \*P, 520 SP

### Items of Very Rare Rarity

(these items are not found at General Merchants; specialty merchants have each item on hand on 1d20 rolls GTET 19 checked monthly, when available they have 1d3 items)

Acid (strong), 0.5P, 43 SP  
 Altar (travel), 10P, 120 SP  
 Black Powder (fine), 0.25P, 308 SP  
 Chain Mail Armor (canine), 3P, 106 SP  
 Daylight Lantern, 2P, 94 SP  
 Chain Mail Armor (horse), 35P, 615 SP  
 Draught of Sholeum, 0.3P, 140 SP  
 Ether, 0.5P, 100 SP  
 Ever-Burning Torch, 3P, 256 SP  
 Flash Powder, 0.25P, 64 SP  
 Flying Potion, 0.3P, 548 SP  
 Greater Healing Potion, 0.3P, 230 SP  
 Kayak (double), 80P, 190 SP  
 Kellern's Tonic, 0.3P, 290 SP  
 Kerosene, 0.5P, 155 SP  
 Low-Light Goggles, 1P, 102 SP  
 Life-Returning Salve, 0.3P, 1250 SP  
 Liqueur of Haste, 0.3P, 315 SP  
 Liqueur of Heroism, 0.3P, 400 SP  
 Persassus' Salve, 0.4P, 275 SP  
 Physic of Telepathy, 0.4P, 232 SP  
 Prism, 0.5P, 50 SP  
 Restallan's Tonic, 0.4P, 220 SP  
 Riksmyth's Cordial, 0.5P, 290 SP  
 Salve (electricity protective), 0.5P, 110 SP  
 Salve against Sleep, 0.4P, 170 SP  
 Seer's Potion, 0.3P, 204 SP  
 Shape-Shifting Potion, 0.5P, 426 SP  
 Spear Gun (underwater), 4P, 34 SP  
 Sun Rod, 2P, 710 SP  
 Telescope (50 power), 4P, 260 SP  
 War Axe (double, silvered), 14P, 345 SP  
 Zombie Salve, 0.5P, 372 SP



## Appendix B: Magic & Spells

### NUMBER OF FREE CASTS PER DAY

Character Level	Mages			Priests		
	Basic	Lesser	Greater	Devotion	Mystery	Majesty
1	3	1	0	3	1	0
2	4	2	0	4	2	0
3	5	3	0	5	3	0
4	6	4	0	6	4	0
5	7	5	1	7	5	1
6	8	6	2	8	6	2
7	9	7	3	9	7	3
8	10	8	4	10	8	4
9	11	9	5	11	9	5
10	12	10	6	12	10	6
11	13	11	7	13	11	7

### Spell Ranges (in feet)

T	Touch	
S	Short Range	(SPM*2)*2d4
M	Medium Range	(SPM*4)*2d8
L	Long Range	(SPM*10)*2d10

## Wizard Spells

### Standard Attack Spells

Element	Type	Spell	Save Roll	Range	Description
Earth	Basic	Acid Stream	30-AGIL	S	1d6+SPM damage
Water	Basic	Frost Beam	30-AGIL	S	1d6+SPM damage
Fire	Basic	Flame Gaze	30-AGIL	S	1d6+SPM damage
Attack	Basic	Mage Bolt	30-AGIL	S	1d6+SPM damage
Air	Basic	Static Zap	30-AGIL	S	1d6+SPM damage
Earth	Lesser	Acidic Strike	34-AGIL	M	2d6+SPM damage
Water	Lesser	Ice Spear	34-AGIL	M	2d6+SPM damage
Fire	Lesser	Fire Arrow	34-AGIL	M	2d6+SPM damage
Attack	Lesser	Force Lance	34-AGIL	M	2d6+SPM damage
Air	Lesser	Shock Blast	34-AGIL	M	2d6+SPM damage

# Air Magic

Spell	Save Roll	Range	Description
<u>Basic Air Magic</u>			
Audibles	30-INTEL	M	Creates illusory sounds, for SPM*LVL minutes
Call Breezes	n/a	L	Calls winds up to 30 mph, for SPM minutes
Detection	n/a	S	Reveals either traps, secret doors, or magic in range
Sense Prying Ears	n/a	n/a	Informs of any evesdropping, 30 minutes
Foul Wings	33-STAM	M	Prevents target's wings from working, SPM*5 minutes
Fog Bank	n/a	M	Creates fog 50x50 FT, visibility limited SPM*5 minutes
Lighten Load	n/a	S	Target can carry double the normal limit, SPM hours
Magnify Hearing	n/a	n/a	Doubles sensitivity and range of ears, 30 mins
Putrid Scent	33-STAM	S	Cloud of stinky gasses, induces gagging, 15 min
Remote Push	32-AGIL	S	Pushes against one object or creature 100 lbs of force
See Invisible	n/a	M	Makes invisible objects/creatures in range visible
Silent Person	n/a	S	Negates all sounds made by a single target, SPM*4 min
Sound Blast	n/a	S	Sonic attack, 1d8+SPM dmg, 6 FT radius
Speak with Avians	n/a	S	Allows speech with any flying animal, 30 minutes
Speak Languages	n/a	S	Ability to speak any language, 30 minutes
Slow Movement	32-STAM	S	Reduces the affected person's speed by half
Steam Breath	32-AGIL	S	15 FT cone of scalding steam, 1d4+SPM dmg
Target Missiles	n/a	S	Gives +2 to missile attacks of allies in range, 15 minutes
Telekinesis	n/a	M	Lifts up to 25 pounds, 10 minutes
Underwater Speech	n/a	S	Allows target normal speech underwater, 30 minutes
Unhearing Ears	30-STAM	S	Prevents person from hearing, 30 min
Vertigo	32-STAM	M	Target feels like they are falling, -4 to attack, SPM*2 min
Waken	n/a	S	Negates sleep magic on target creature
<u>Lesser Air Magic</u>			
Acrobat's Guile	n/a	S	Increases target's Agility by SPM for 10 minutes
Area Deafen	33-STAM	M	Persons enter 20x20FT area deafened for 2d20 min
Area Silence	35-STAM	M	Sounds negated 20x20FT area, 30 min
Arrow Shield	n/a	S	Invisible shield 10 FT radius, deflects normal arrows
Breathe Poison Fumes	n/a	n/a	Protects self+SPM targets from airborne poison 20 min
Breathe in Vacuum	n/a	n/a	Allows self+SPM targets to breathe in vacuum 20 min
Choke	34-STAM	S	Affected person choked to unconscious
Control Storm	n/a	L	Controls storm in range, Lightning 1d12+SPM dmg
Control Winds	n/a	L	Controls wind speed in range to 80 mph
Disperse Magic	30-INTELL	S	Negates an opponent's spell
Freedom	n/a	S	Removes all restraints from target; shackles, webs, etc.
Hailstorm	32-AGIL	M	Attack 20x20FT area with hail, 3d6+SPM dmg
Hold in Place	34-STR	S	Prevents affected person from moving
Identify Magic Effects	n/a	S	Identifies spell or enchanted object
Invisibility	n/a	S	Subject becomes invisible SPM*3 minutes
Levitation	n/a	M	Levitation 5FT/round, 10 minutes
Magic Carpet Ride	n/a	S	Makes carpet fly at 20 mph, 45 minutes
Magical Sails	n/a	S	Moves boat at 15 mph with no wind for 1 hour
Mobile Ears	n/a	L	Sends out 3 incorporeal ears, 30 minutes
Remove Air	33-STAM	S	Remove oxygen, area 20x20FT, 10 minutes
Summon Air Elemental	n/a	S	Summons one HD5 Elemental for 10 minutes
Swift Feet	n/a	M	Doubles the target's running speed for SPM*4 minutes
Vision	n/a	S	See beyond solid 3 FT thick wall, 10 min
Whirlwind	32-AGIL	M	12 FT diameter cyclone, 2d4 dmg/round, SPM*2 rounds

Spell	Save Roll	Range	Description
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### Greater Air Magic

Banshee's Wail	32-STAM	S	Creatures in range blinded and deafened, SPM hours
Ear on the Wall	n/a	M	One invisible ear stays in place 24 hours
Flight	n/a	n/a	Move up to 20 mph, to 300 FT altitude
Gravity Well	35-AGIL	M	15 FT circle of high gravity, -SPM to all physical rolls
Invisible Scribe	n/a	n/a	Servant copies text for 12 hours
Magic Gate	n/a	M * Miles	Creates two linked doors for 12 hours
Permanent Deafen	33-STAM	M	Affected person is struck permanently deaf
Planar Transport	n/a	n/a	Moves self+SPM targets to another Plane
Toxic Fume Cloud	35-STAM	M	Create 25x25FT fatal poison cloud, 1d6 dmg on save
Twister	33-AGIL	M	20 FT cyclone, 2d6 dmg/round, SPM*3 rounds
Protect vs. Air Elements	n/a	S	Prevents Air Elementals from approach
Protective Wards	34-WILL	S	Prevents hostile creatures from entering
Shield of Reflection	n/a	S	Reflects missiles back to the shooter
Siren's Song	33-WILL	L	1d4 persons mesmerized, 10 minutes
Speak through Others	32-WILL	L	Uses another as a remote mouthpiece
Summon Weather	n/a	L	Creates rain, snow, etc.; lightning 2d12 dmg
Teleportation	n/a	L * Miles	Moves self+SPM targets to another location
Thieving Zone	30-AGIL	M	20x20FT zone takes coins if entered
Wall of Force	n/a	M	Creates impenetrable wall, 40x15FT

## Earth Magic

### Basic Earth Magic

Acid Slime	25-STAM	S	Coats target in acidic slime, hp1d4 for 1d6 round
Beacon	n/a	S	Creates a magic flare 12 FT tall, 30 minutes
Bog Down	n/a	M	20x20 FT area turns to mud, 1/2 movement speed
Boulder Toss	26-AGIL	S	Pebble transforms to boulder, 2d4+SPM dmg
Clumsy Fingers	28-STAM	M	Reduces Agility by 1d4 for 15 minutes
Detection	n/a	S	Choose – traps, secret doors, or magic
Enhanced Touch	n/a	S	Improve sensitivity by 50%, 30 minutes
Glue Surfaces	n/a	S	Surfaces tightly held together 1 hour
Harden Muck	n/a	M	Surface holds 500 pounds, 1 hour
Hole	n/a	M	Creates 2 FT cubic hole in normal ground
Open Lock	n/a	S	Normal 1d12 GTET 3, magic GTET 9
Pulverize	n/a	S	Transforms solid rock to gravel, 3 cubic FT
Remove Paralysis	n/a	S	Negates enchantment or poison effects
Rockskin	n/a	S	Target gains +(1d6+SPM) to their AC for 15 minutes
Rotting Hand	32-STAM	S	Rots organic material, 1d6 dmg to living, SPM rounds
Rumble	32-AGIL	S	Shaking causes -2 to attack rolls to all in range
See Enchantments	n/a	M	Operating enchantments in range glow blue
Slippery Surfaces	33-AGIL	M	Area 25x25FT nearly frictionless, 1 hour
Steady Footing	n/a	S	Target is can not be knocked down for 2*SPM min
Steam Vent	32-AGIL	M	Fissure in ground vents hot steam, 1d4+SPM dmg
Temporary Window	n/a	S	Area 3x3 FT becomes clear, 10 minutes
Telekinesis	n/a	S	Lifts up to 25 pounds, 10 minutes
True Direction	n/a	n/a	Affected person knows heading, 30 min
Weld	n/a	S	Permenently bonds two pieces of metal together

Spell	Save Roll	Range	Description
<u>Lesser Earth Magic</u>			
Body of Stone	n/a	S	Increases target's maximum health by 2d6, SPM hours
Bonding	n/a	M	Permanent bonding of any surfaces
Breathe Poison Fumes	n/a	n/a	Protects self+4 from airborne poisons
Create Feast	n/a	S	Summons wholesome food, 50 meals
Create Quicksand	n/a	S	creates quicksand, area 25x25FT, 1 hour
Darksight	n/a	S	Target sees as well in darkness as in light, 1 hour
Disperse Magic	28-INTELL	S	Negates opponent's spell
Eruption	30-AGIL	M	Fissure spews lava in a 10 FT radius, 4d4+SPM dmg
Find in the Earth	n/a	L	Detects ores and gems, gives direction
Hold in Place	34-STRG	S	Prevents affected person from moving, SPM minutes
Land Shape	n/a	M	Raises or lowers a 10x10 area max SPM*5 FT
Magic Bridge	n/a	M	Stone bridge, supports 2500 lbs, 30 min
Maze Trail	n/a	L	Visible trail to nearest exit, 30 minutes
Paralyzing Hand	34-STAM	S	Renders creature unable to move, SPM minutes
Quench Lava	n/a	M	Area 50x50 FT, supports 500 pounds
Reinforce	n/a	S	Doubles the strength of any wall, door, or barricade
Singing Swords	n/a	S	Allies melee weapons get +3 hit, 10 minutes
Small Quake	33-AGIL	S	Knocks creatures to the ground, creates small fissures
Summon Giant	n/a	S	HD8 Giant with weapons, 15 minutes
Tangle Vines	32-AGIL	M	Vines grow and ensnare targets, 10x10 FT, SPM minutes
Terra's Wrath	n/a	S	Allies in range get +2 to damage rolls. SPM*2 minutes
Transform Earth	n/a	S	Changes SPM cubic FT, to copper, tin, or iron
Tunnel	n/a	L	Volume 8x5xRange FT, 1 hour then fills in
Vaporise	n/a	S	Single non-magical object is totally destroyed

### Greater Earth Magic

Aging Hand	36-STAM	S	Increase age 1d12+SPM years, permanent
Bore Well	n/a	S	Digs to find water, creates a well lasting 1d10*SPM days
Command Gravity	n/a	S	Zero to 3*Normal Gravity, 30 minutes
Constrict	32-AGIL	M	Vines wrap target dealing 1d6 dmg/round, SPM rounds
Flatten	n/a	S	Makes a 50x50 FT area of ground perfectly flat
Gaze of Stone	34-STAM	S	Target creature is turned to stone
Golden Goose	n/a	S	Summons a goose, 1/2 lb gold egg/day, 1d12 days
Great Bridge	n/a	L	Creates a Stone Bridge, supports 5 tons, permanent
Magnetic Burst	n/a	S	Ferrous metals flung violently back to the spell's range
Meteor Cluster	35-AGIL	M	Area 50x50 FT bombarded, 4d12 damage
Permanent Mute	34-STAM	S	Permanently removes ability to speak
Protect vs Earth Elem	n/a	S	Prevents Earth Elemental attack, 30 min
Repel Giants	35-WILL	S	Prevents Giant attack, 30 minutes
Shard Field	30-AGIL	M	10 FT radius covered in sharp rocks, 1d6 dmg/round
Stone Maw	34-AGIL	M	Fissure swallows human sized creature whole
Stone to Lava	n/a	M	Melts stone to lava, area 75x65 FT, 3 hours
Summon Earth Elem	n/a	S	HD12 Earth Elemental, 15 minutes
Transform to Gold	n/a	S	1 cubic-FT*SPM, transforms silver to gold
Walk through Solids	n/a	n/a	Self+4, limit 10 FT, 15 minutes
Wall of Stone	n/a	M	Creates a 100x10 FT, 1 FT thick wall, 1 hour

# Fire Magic

Spell	Save Roll	Range	Description
<u>Basic Fire Magic</u>			
Ashes	n/a	S	Turns any piece of paper or scroll to ashes
Banish Smoke Vapor	n/a	S	Removes vapors 25x25FT area
Call Flames	n/a	S	Summons small fires, 5 minutes
Command Fires	n/a	S	Controls all fires in range, 15 minutes
Consume	n/a	S	purifies consumes a meal without needing to eat
Detection	n/a	S	Choose – traps, secret doors, or magic
Detect Prying Eyes	28-INTEL	S * Miles	Caster knows when being observed
Double	32-INTEL	S	Duplicate of the caster vanishes when damage is taken
Extinguish Lights	n/a	M	All light sources immediately darkened
Fire Arrow	n/a	S	Fire Attack 1d8+SPM dmg
Fireworks	n/a	S	Explosive spray of lightsand sound, 3 minutes
Flare	30-STAM	M	Bright explosion blinds all within 10 FT, SPM rounds
Glow Balls	n/a	S	3 balls each 3 candles of illumination, 1 hour
Illusory Appearances	33-WILL	M	Changes subject appearance, SPM hours
Magic Grenade	30-AGIL	S	Magic explosive 1d12 dmg, 8 FT radius
Magnify Sight	n/a	S	Extends range and sensitivity 50%, 1 hr
Multiple Images	32-WILL	S	Subject sees triple of everything, 15 min
Rage	32-WILL	S	Target +2 strength, attacks until no enemies remain
See Invisible	n/a	M	Makes invisible objects/creatures visible
See True Location	n/a	S	Sees opponents actual location, 15 min
Smokescreen	n/a	S	20x20 FT area covered in thick smoke, 1d6 rounds
Thermal Vision	n/a	S	Target's sight becomes heat sensitive, SPM*4 minutes

## Lesser Fire Magic

Anti Vision Walls	32-WILL	S	Creates an opaque wall, 100x15FT, 30 min
Blindness	34-STAM	S	Subject is blinded 10*SPM min
Control Temperature	n/a	S	Area 25x25FT, up/down 50 degrees
Darkness Zone	n/a	S	Area 25x25FT, prevents all light, 30 min
Daylight	n/a	M	Creates daylight, area 25x25FT, 15 min
Disperse Magic	28-INTELL	S	Immediately Negates opponent's spell
Exploding Glyphs	32-AGIL	S	Explosive deals 1d10 dmg when Glyph is read
Fire Ring	33-AGIL	S	6 FT radius, passing through deals 1d6 dmg, SPM rounds
Flame Trap	30-AGIL	S	deals 1d12 dmg when enemy in range, SPM hours
Heat Object	n/a	S	50 pound object, up 30 degrees
Hide Object	33-WILL	S	Item 10x10FT blends into thebackground, SPM*2 hours
Identify Magic Effects	n/a	S	Identifies spell or enchanted object
Invisibility	n/a	S	Subject becomes invisible for SPM*3 minutes
Mirage	33-INTELL	M	Large scale illusion vanishes when foes within 20 FT
Mesmerize	34-INTELL	M	Target stops all actions until damaged or SPM*2 rounds
Night Vision	n/a	S	Gives subject enhanced vision in darkness, 1 hour
Protect vs. Blindness	n/a	S	Subject protected from blindness magic, 1 hr
Shield vs. Fire	n/a	S	Subject protected from fire, 30 minutes
Vision	n/a	S	See beyond 3 FT thick wall, 10 min

Spell	Save Roll	Range	Description
<u>Greater Fire Magic</u>			
All Seeing Eyes	n/a	S	Sees invisible, astral, true shape, 15 min
Blinding Cloud	35-STAM	S	Area 25x25FT, affected blinded 1 hour
Burn through Wall	n/a	S	Makes hole area 8x8FT, 10 inch thick
Clear Land	n/a	M	30x30 FT area purged of all vegetation
Confusion	34-INTELL	M	Target randomly attacks friend and foe, SPM*2 rounds
Eye on the Wall	n/a	L	Invisible eye attaches to wall, caster sees what eye sees
Heat Area	33-STAM	S	Area 50x50FT, up 50 degrees, 1 hour
Fire Hail	35-STAM	S	Area 25x25FT, 3d8 fire damage
Fire Walk	n/a	S * Miles	Self+4 transports between burning fires
Magic Timed Blast	34-AGIL	S	Explosive 2d8, 5 FT radius, delay 5 min
Permanent Blindness	34-STAM	S	Affects all sight, infrared and ultraviolet
Protect vs. Fire Element	n/a	S	Prevents Elemental approach, 15 min
Summon Fire Elemental	n/a	S	HD12 Elemental, 10 minutes
Summon Djinn	n/a	S	HD10 Djinn, 10 minutes
Unseen Floating Eyes	n/a	M	3 invisible eyes, caster sees what eyes see
Wall of Fire	n/a	S	Creates impenetrable wall, 40x15FT, SPM*2 rounds
X-Ray Sight	n/a	S	Subject sees through solids, 2 FT thick, SPM minutes

## Water Magic

### Basic Water Magic

Amphibian Form	n/a	n/a	Shape of frog, newt, lizard, 30 minutes
Banish Liquids	n/a	L	Up to 1000 gallons disappears
Brain Freeze	32-INTELL	M	Target unable to cast spells for SPM*2 rounds
Breathe Underwater	n/a	S	Self+SPM people, 1 hour
Control Creatures	28-WILL	M	Up to 10 water creatures HD5, 15 min
Create Water	n/a	S	Up to 20*SPM gallons
Detection	n/a	S	Choose – traps, secret doors, or magic
Detect Poisons	n/a	S	Know poison liquids, creatures, 30 min
Drench	n/a	S	Drops 50 gallons of water on target
Identify Magic Effects	n/a	S	Identifies spell or enchanted object
Instant Dry	n/a	S	Target immediately is dry
Instant Freeze	n/a	S	Area 50x50 FT, to 3 inches, 1 hour
Parch	32-STAM	S	Target made desperately thirsty, 10 min
Protect versus Cold	n/a	S	Self+4, to -100 degrees, 30 minutes
Protect versus Venom	n/a	S	Self+4, any creature venom, 30 minutes
Purify	n/a	S	Removes poison and contaminants from a liquid
See Enchantments	n/a	M	Operating enchantments glow, 30 min
Sleet Storm	30-AGIL	M	Sharp ice crystals rain in a 30x30 FT area, 1d4 dmg
Summon Haze	n/a	S	Visibility limited, no infrared, 30 min
Summon Poison Frog	n/a	S	Summon 1d8 HD3 Frogs, 15 minutes
Walk on Water	n/a	n/a	One person only, 10 minutes

Spell	Save Roll	Range	Description
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### Lesser Water Magic

Disperse Magic	28-INTELL	S	Negates opponent's spell
Float Object	n/a	L	Limit 1 ton, depth 250 FT, 1 hour
Hail Blast	34-STAM	M	Area 25x25 FT, 3d6 damage
Ice Bridge	n/a	L	Supports 1000 pounds, 30 minutes
Ice Encasement	35-STRG	S	3 FT ice, limit 15 FT tall, 1 hour
Ice Shield	n/a	n/a	Creates AC+10 Shield, 15 minutes
Mer Transformation	n/a	n/a	1 person takes on Mer body, 1 hour
Ride on Water	n/a	L	Self+4 pushed by wave for range
Shield v Lightning	n/a	n/a	Self+2 repels lightning, 10 minutes
Siren's Song	33-WILL	L	1d4 persons mesmerized, 10 minutes
Summon Fog	n/a	M	Area 100x100 FT, visibility 4 FT, 1 hour
Summon Sea Creature	n/a	M	1d12 creatures up to HD2, 15 minutes
Summon Undine	n/a	M	HD8 (water Dwarf), 10 minutes
Water Rope	n/a	S	Spun water, support 800 lbs, 15 minutes
Waterspout	n/a	L	Spout 25 FT tall, 3d12 damage, 5 min

### Greater Water Magic

Blizzard	38-STAM	L	Visibility 4 FT, 1d12 cold/round, 10 min
Chain Lightning	38-STAM	S	6 pers: 1d20-1d12-1d10-1d8-1d6-1d4
Create Flood	n/a	L	Up water level +20 FT, 30 mins
Hurricane Blast	36-STAM	S	Area 50x50 FT, 5d8 damage
Ice Road	n/a	L	Road 8 FT wide x Range, 2 tons, 1 hour
Neptune's Transform	36-STAM	S	Permanent change to HD1 sea creature
Part Water	n/a	L	Path 10 FT wide, depth to 50 FT, 1 hour
Protect vs Water Elem	n/a	S	Prevents Elemental approach, 15 min
Summon Water Elem	n/a	S	HD12 Water Elemental, 10 minutes
Walk on Clouds	n/a	S * Miles	Self+4, walk on cloud as solid, 3 hours
Wall of Ice	n/a	S	150x10 FT, 3 FT thick, 1 hour
Water Attack	34-STAM	S	Area 75x75 FT, 3d12 damage
Water Travel	n/a	S * Miles	Self+SPM, transport to known water

## Shaman Spells

Spell	Save Roll	Range	Description
Besting Chance	n/a	S	Provides +1d6*5% luck roll modifier, 30 minutes
Detect Life's Forces	n/a	L	Caster detects living creatures/direction, 30 min
Confuse Weapons	32-WILL	S	Opponents apply -3 to hit roll modifier, 10 min
Detection	n/a	S	Choose – traps, secret doors, or magic, 15 min
Dominate Animal	32-WILL	M	Controls ordinary beasts, number = LVL, 30 min
Dominate Person	30-WILL	S	Controls one humanoid, 5*LVL minutes
Friends	28-WILL	S	person views caster+allies as friend, 30 min
Glow Balls	n/a	S	3 floating balls each, each ball = 3 candles, 1 hr
Horga's Mage Block	n/a	M	Prevents opposing Mage's from scrying on caster
Identify Magic Effects	n/a	S	Identifies spell or enchanted object
Jaco's Mezmerize	32-WILL	S	Affected person incapable of reacting, 15 min
Levitation	n/a	M	levitates, 5 FT/round, limit 100 FT, 10 min
Illusion	32-WILL	M	Creates visual illusions believed by viewers, 1 hr
Mind Speech	n/a	L	Telepathic communication, two persons, 30 min
Minor Sleep	30-WILL	S	Puts 1d3 to sleep, LVL's/HD's 1-5, 1d12+20 min
Remove Confusion	n/a	S	Negates magical or poison-based confusion
Remove Panic	n/a	S	Negates magical or poison-based panic or fear
See Enchantments	n/a	S	Operating enchantments glow, 30 min
Shocking Arrow	n/a	S	Electrical bolt, 1d6 damage
Waken	n/a	S	Negates magical or poison-based sleep
Arrow Volley	n/a	S	Creates 1d8 volley, each arrow 1d3 (separate roll)
Aura of Heroism	n/a	M	Allies in range attack +3 to hit, 15 minutes
Bar Good or Evil	35-WILL	S	Repels good/evil from line on ground, 30 min
Cloud the Mind	35-WILL	S	Creates confusion, prevents mental action 30 min
Disperse Magic	28-INTELL	S	Negates opponent's spell
Dominate Creature	32-WILL	S	Controls one creature, HD to 10, 20 minutes
Enhanced Sleep	34-WILL	S	Puts 1d8 to sleep, LVL's/HD 6-10, 1d20+40 min
Fear the Reaper	34-WILL	S	Persons in range become panicked & flee, 15 min
Gregor's Mage Drain	30-WILL	S	Drains one spell category from Mage for day
Hold in Place	34-STRG	S	Prevents affected person from moving
Major Illusion	34-WILL	M	Creates visual and audible illusions, moving, 3 hr
Mind to Mind	n/a	T	Direct mind connection, skill sharing, 10 min
Send Mage Energy	n/a	S	Restores Mage's free casts in one spell category
Stun	33-STAM	S	Prevents action by affected person, 1d12 rounds
True Sight	n/a	n/a	Reveal true shapes, invisible, incorporeal, 30 min
Mental Whisper	32-WILL	S	Hypnotic suggestion to action within 5 days
Astral Gate	n/a	S	Opens 5x10 FT door to Astral Plane, 1 hour
Clone Person	n/a	n/a	Makes a clone, requires flesh, grow 10 days
Geas	28-WILL	S	Forces a person to perform specified task, 5 yr
Imminent Mortality	36-STAM	S	Affected person suffers 5d20+20 damage
Meteor Cluster	35-AGIL	S	Area 50x50 FT bombarded, 4d12 damage
Minor Time Walk	n/a	n/a	Moves back/forward up to 10 days
New Realities	n/a	n/a	Caster rearranges reality (limited wish per GM)
Raise Statistic	n/a	S	One statistic permanently increased 1d4
Reincarnation	n/a	S	Reincarnates deceased into new body
Spell Permanency	n/a	S	Makes any one spell permanent
Sleep Zone	36-WILL	S	Area 25x25 FT, sleep upon entering, 1d3+1/2 hrs
Soul Transfer	32-WILL	S	Moves a soul from one body to another
Teleportation	n/a	n/a	Self+SPM transportation, 250 miles



## Warlock Spells

Spell	Save Roll	Range	Description
Bind Breath	30-STAM	T	Opponent unable to breathe 1d6 rounds, reduce effective Stamina -1d4
Bind Tongue	32-STAM	S	Opponent is unable to speak, 1d6+SPM rounds
Bind Weapon	32-WILL	M	Opponent attacks at -3 to hit, 1d3+SPM rounds
Breath Shield	n/a	S	Caster protected from all breath weapon attacks, 1d4 +SPM rounds
Charleyhorse	33-STAM	S	Opponent afflicted with strong cramps, -4 to hit, 1d8+SPM rounds
Displacement	n/a	S	Caster moves through ether and reappears 1d12 FT away
Extinguish	n/a	M	All ordinary light sources in range are immediately extinguished
Finger Bolt	34-AGIL	M	Energy bolt shoots from finger, 1d6 force damage
Flame Up	n/a	S	Creates vertical sheet of flame, 6x6 FT, lasts 1d4+SPM rounds
Flicker	38-Will	n/a	Caster flickers between Material/Ether, enemies -4 to hit, 1d4+SPM rds
Great Leap	n/a	n/a	Caster performs vertical leap four times their height
Guard Self	n/a	n/a	Caster's effective armor increases AC+16, 1d6+SPM rounds
Hero's Luck	n/a	n/a	Caster applies +25% luck modifier, 1d6+SPM rounds
Hero's Race	n/a	n/a	Caster increases their movement rate +1d10+15 FT/round, 1d6 rounds
Heroic Rage	n/a	n/a	Caster gains +3 to hit and enemies gain +2 to hit, 1d8 rounds
Hold Up	34-STRG	n/a	Opponent is unable to move, 1d3 rounds
Icy Spray	34-STAM	S	Spray of ice shoots from hand, 1d8 cold damage
Ignite	n/a	L	One flammable item within range is immediately ignited
Mage's Torch	n/a	M	Creates magical equivalent of torch, floats near caster, 15 minutes
Mists of Fate	32-WILL	M	Fog surrounds opponent's head, attack at -6 to hit, 1d10+SPM rounds
Object to Hand	n/a	L	Summons one object instantly to hand by telekinesis, 15 pound limit
Pierce Armor	36-AGIL	S	Opponent's armor is reduced by AC-15, 1d8 rounds
Reveal	n/a	L	All secret/hidden doors/traps/mechanisms become visible, 1d6 rounds
Sparks	n/a	S	Caster shoots spray of electrical sparks from hand, 1d3 damage
Spell Shield	35-WILL	S	Fully protects from Basic spells, all other save rolls at +8, 1d6 rounds

## Priest's Prayers

Category: Devotions	Prayer	Save Roll	Range	Description
	Animate Bones	n/a	T	Forms (SPM+LVL)/2 sets of bones into skeletons, SPM hours
	Armorskin	n/a	S	Increases armor by AC+(2*SPM)+LVL, SPM*10 minutes
	Bar Creature	32-WILL	M	Prevents creature from crossing line, SPM*10 minutes
	Blur Sight	30-STAM	M	Opponent's sight blurs, attack at -(SPM/2), SPM*10 minutes
	Command Animals	35-WILL	L	Commands SPM+2 beasts to HD4, SPM*5 minutes
	Command Min. Undead	30-WILL	M	Commands SPM Undead to HD3, SPM*3 minutes
	Commune Spirits	n/a	n/a	Asks 3 minor questions of Spirits, truthful answers, SPM*3 min
	Compel Truth	33-WILL	S	Forces person to speak truth, SPM*3 minutes
	Create Minor Food	n/a	M	Creates SPM+2 wholesome meals
	Cure Light Wounds	n/a	S	Immediate cure hp1d6, SPM GTET 7 hp1d10
	Detect Good Evil	n/a	L	Detects good/evil creatures in range, SPM*10 minutes
	Detect Poisons	n/a	L	Detects poisons or venom beats, SPM*10 minutes
	Detect Undead	n/a	L	Detects all Undead in range, SPM*10 minutes
	God's Bolt	n/a	M	Energy bolt from finger, 1d8 damage
	God's Fist	n/a	M	Incorporeal fist, 1d4+(SPM/2) damage, SPM rounds
	God's Missile	n/a	L	Energy arrow, does 1d10+(SPM/3) damage, fire as Warrior L8
	God's Sword	n/a	M	Long Sword fights on own, SPM+1 rounds, as Warrior L6
	Immunity to Disease	n/a	T	Subject cannot catch any disease, SPM hours
	Know Creature	n/a	L	One creature, Priest learns all creature statistics/abilities
	Minor Escape	n/a	n/a	Self+(SPM/3) persons, limited teleportation to SPM*10 FT

Minor Prayer	n/a	n/a	Deity does one minor task as Priest asks
Mute	32-STAM	M	Affected person cannot speak, SPM*3 minutes
Reveal Hidden	n/a	L	Makes hidden doors, traps visible, SPM*3 minutes
See Undead	n/a	L	Shows all invisible/incorporeal Undead, SPM*5 minutes
Speak to Animals	n/a	L	Speak/understands all beasts in range, SPM*5 minutes
Sword Blessing	n/a	M	Allies in range gain +4 to hit, SPM*3 minutes
Waken	n/a	T	Negates magic or poison-based sleep
Walk through Fire	n/a	S	Priest walks through fire unscathed, SPM minutes

Category: Mysteries

Animate Body	n/a	S	Creates Zombie, needs nearly whole body, lasts SPM/2 days
Aura of Belief	30-WILL	M	Adds +5 to persuasion/influence rolls, SPM*5 minutes
Aura of Calm	32-WILL	L	Negates panic/anger, +SPM to persuade, SPM*5 minutes
Banish Confusion	n/a	L	Negates magical/poison confusion in one ally, clears mind
Banish Disease	n/a	L	Negates all magical or physical-based diseases in SPM/4 ally
Banish Fatigue	n/a	M	Restores SPM/4 allies to 'fully rested' physical condition
Banish Paralysis	n/a	M	Negates magical or poison-based paralysis for SPM/3
Banish Spells	28-Will	S	Negates Basic/Lesser spells 5x5 FT area, SPM*2 rounds
Bar Infernals	32-WILL	S	Prevents HD SPM+3 Demon/Devil pass, SPM*5 minutes
Blind Undead	30-STAM	S	Affected Undead cannot detect mortals, SPM*5 rounds
Deflect Magic	32-WILL	S	Sends spell effect elsewhere, SPM+4 rounds
Detoxify Poisons	n/a	M	Renders harmless SPM/3 pounds or SPM/5 gallons poison
Divine Armor	n/a	T	Increases armor by AC+(SPM*5)1d10+9, SPM*5 minutes
Element Shield	33-WILL	S	Protects SPM/3 persons vs one element, SPM*5 minutes
God's Fire	30-WILL	L	Divine fire attack, 10x10 FT area, hp2d8+(SPM/3)
God's Hammer	n/a	L	Hammer fights as Warrior L10, SPM*5 rounds
God's Serpent	n/a	M	Summons SPM/3 HD5 poisonous snake, SPM*5 rounds
God's Strike	33-Will	M	Individual takes 2d12+(SPM/2) lightning damage
Heal Wounds	n/a	T	Immediately cures hp1d10 damage; SPM GTET 7 heals 2d8
Hold Undead	34-Will	S	Holds in place SPM+2 Undead of HD 0-10 , SPM*5 min
Inflict Panic	32-WILL	M	Forces SPM+5 persons to panic and retreat, SPM*5 minutes
Knock Out	32-STAM	L	Causes SPM/2 persons to go unconscious (SPM*5)+10 min
Know Enemy	36-Will	L	Learn all data/stats/gear about SPM/3 selected opponents
Create Major Food	n/a	L	Creates (SPM*5)+10 wholesome meals, SPM gallons drink
Minor Banish Infernal	30-WILL	S	Banishes HD 0-8 Demons/Devils, min. SPM*3 months
Minor Disintegration	n/a	M	Vaporizes SPM*3 pounds solid inanimate material
Minor Regeneration	n/a	T	Regrows one lost body part, hand-sized or less
Release Undead	33-Will	S	Destroys one HD 0-10 Undead
Restore Sight	n/a	S	Negates magic or poison-based blindness in SPM/3 persons
Restore Hearing	n/a	S	Negates magic or poison-based deafness in SPM/2 persons
Walk on Water	n/a	M	Self+(SPM/3) persons, 500 pound limit, (SPM*3)+10 min

Category: Majesties

Aura of Heroism	n/a	L	Allies gain +4 to hit, +2 saving rolls, SPM*5 minutes
Body Restoration	n/a	T	Completely restores body and HP to maximum condition
Break Curse	28-WILL	S	Negates any curse caused by LVL/HD 0-15 Shaman or Priest
Commune with Deity	n/a	n/a	Ask 4 important question of Deity, gets truth on 1d20 GTET 5
Creature's Form	n/a	T	Takes creature's form but without special abilities, SPM/2 hr
Cure Serious Wounds	n/a	S	Cures hp2d8+SPM; SPM GTET 7 cures 3 persons
God's Brimstone	34-STAM	M	Divine fire attack, 25x25 FT area, 4d8+SPM
God's Martyr	n/a	n/a	6d12+SPM damage in 20+SPM FT radius, kills the Priest
God's Mighty Warrior	n/a	M	Summons SPM/3 Warriors L14, hp26, AC80, SPM*3 min
God's Smite	35-STAM	M	Individual takes 5d12+(SPM*2) lightning damage
Enhanced Body	n/a	T	Any one statistic is increased by +1d6, SPM/4 hours

Extraordinary Escape	n/a	n/a	Self+SPM persons, limited teleportation, 500+(SPM*20) FT
Invulnerability	n/a	T	Becomes Immune to physical damage, SPM*5 rounds
Kill	33-STAM	S	One creature of HD 0-12 is immediately slain
Major Banish Infernal	35-WILL	M	SPM HD 0-15 Demons etc. forced off Plane, for SPM months
Major Regeneration	n/a	T	Regrows any lost body part including limbs
Mass Animate	n/a	M	(SPM*3)+4 Zombies/Skeletons, HD3, lasts SPM/3 days
Mass Heal	n/a	M	Immediate cures hp2d10+SPM, all in range
Grand Crusade	35-WILL	S	Forces subject to complete one mission up to SPM months long
Travel to Outer Planes	n/a	S	Self+SPM+2 persons, opens door to one Plane, SPM*4 minutes
Parting	n/a	L	Splits any solid/liquid, 8x30 FT x 500 long, SPM*4 minutes
Reflect Attacks	n/a	S	Attacks sent back to origin, SPM*5 rounds
Walk on Air	n/a	M	Self+SPM persons, 1000 pound limit, SPM*5 minutes



## Appendix C: Random Encounters

Use the following three random Encounter Tables to determine which of the following detailed lists to use, a second roll is required to determine the specific encounter. The Game Master may need to provide a plausible explanation for the encounter that is selected for the time and place where the encounter takes place, or should continue rolling until a plausible encounter is selected.

Encounter Table, Outdoors (Day/Night) (1d100): (01-13) Adventurers, (14-66) Beasts, (67-74) Folks, (75-83) Humanoids, (84-90) Special Monsters, (91-00) Undead

Encounter Table, Underground (1d100): (01-15) Adventurers, (16-68) Beasts, (69-72) Folks, (73-81) Humanoids, (82-87) Special Monsters, (88-100) Undead

Encounter Table, Urban (1d100): (01-06) Adventurers, (07-37) Beasts, (38-79) Folks, (80-91) Humanoids, (92-95) Special Monsters, (96-100) Undead

The tables below provide specific details for each encounter category as determined on an Encounter Table. See the Monster Data and Descriptions section for information and statistics for Beasts, Humanoids, Special Monsters, and the Undead.

Adventurers (1d20): (1) Crusader, (2-3) Priest, (4-7) Rascal, (8) Shaman, (9) Warlock, (10-13) Warrior, (14-15) Wizard, (16-20) Combined Party. Each Adventurer is 1d8. When Crusaders, Rascals, Warlocks, or Warriors are selected, 1d6 Adventurers are encountered. When a Priest, Shaman, or Wizard is selected, 1d8 Adventurers are encountered – when there are GTET 3 Adventurers at least one is a Guardian Class, when there are GTET 6 Adventurers at two are Guardian Classes. A Combined Party has 1d8 members, their Classes rolled independently, ignoring further rolls GTET 16. Each Adventurer is aligned with good on 1d20 rolls GTET 11, with neutrality on rolls 06-10, and with evil on rolls 01-05; a majority good party will have no more than one evil member, a majority evil party will have no good members. See the rules section on Treasure for guidelines on equipping Adventurers.

Beasts, Outdoor, Darkness (1d100): (1-2) Bobcat, (3-4) Canines, (5-6) Coyote, (6-7) Disease Tick, (8-9) Ferret, (10-11) Firefly, (12-13) Fly, (14-15) Gargoyles, (16-17) Garm, (18-19) Giant Badger, (20-21) Giant Bat, (22-23) Giant Beetle, (24-25) Giant Blood Sucking Bug, (26-27) Giant Boar, (28-29) Giant Cricket, (30-31) Giant Dung Beetle, (32-33) Giant Fox, (34-35) Giant Iguana, (36-37) Giant Owl, (38-39) Giant Poisonous Snakes, (40-41) Giant Rats, (42-43) Giant Roach, (44-45) Giant Scorpion, (46-47) Giant Snake, (48-49) Giant Skunk, (50-51) Giant Spiders, (52-53) Giant Toad, (54-55) Giant Weasel, (56-57) Giant Wolf, (58-59) Gila Monster, (60-61) Hedgehog, (62-63) Hog, (64-65) Hyena, (66-67) Jaguar, (68-69) Leucrotta, (70-71) Lightning Bug, (72-73) Lion, (74-75) Lynx, (76-77) Monitor Lizard, (78-79) Mountain Lion, (80-81) Musk Beetle, (82-83) Panther, (84-85) Rot Beetle, (86-87) Stigae, (88-89) Tasmanian Devil, (90-91) Tiger, (92-93) Warthog, (94-95) Worm, (96-100) Roll Twice

Beasts, Outdoor, Daylight (1d100): (1) Aitvaras, (2) Alkanost, (3) Alligator, (4) Ammit, (5) Assassin Bug, (6) Baku, (7) Basilisk, (8) Basilisk Lizard, (9) Bear, (10) Boobrie Bird, (11) Caleygreyhound, (12) Carniverous Flea, (13) Cattlelepas, (14) Chimera, (15) Ciuthack, (16) Club-Tailed Bird, (17) Disease Aphid, (18) Dragon Lizard, (19) Falcon, (20) Firebird, (21) Giant Bee, (22) Flightless Birds, (23) Fly, (24) Flying Monkeys, (25) Giant Boar, (26) Grizzly Bear, (27) Giant Dragonfly, (28) Giant Eagle, (29) Giant Fox, (30) Giant Goat, (31) Giant Moose, (32) Giant Preying Mantis, (33) Giant Rats, (34) Giant Snake, (35) Giant Spiders, (36) Giant Stag, (37) Giant Tortoise, (38) Giant Turtle, (39) Giant Wasp, (40) Giant Weasel, (41) Giant Wolf, (42) Griffin, (43) Hedgehog, (44) Hippogriff, (45) Jackal, (46) Killer Bees, (47) Komodo Dragon, (48) Leopard, (49) Lynx, (50) Mammoth, (51) Mautherdoog, (52) Mountain Lion, (53) Panther, (54) Peryton, (55) Poison Caterpillar, (56) Salamander (Reptile), (57) Scale Anteater, (58) Spark Bug, (59) Spitting Aphid, (60) Spitting Bird, (61) Spitting Cobra, (62) Stigae, (63) Stinger Bird, (64) Stymphallian Bird, (65) Tasmanian Devil, (66) Tiger, (67) Ursus Bear, (68) Warthog, (69) Worm, (70) Wyvern, (71-100) Roll Twice

Beasts, Underground (1d100): (01-02) Ant Lion, (03-04) Assassin Bug, (05-06) Carnivorous Flea, (07-08) Dedy, (09-10) Fire Breathing Ant, (11-12) Death Beetle, (13-14) Disease Tick, (15-16) Dragon Lizard, (17-18) Ferret, (19-20) Firefly, (21-22) Fungus, (23-24) Gargoyles, (25-26) Garm, (27-28) Giant Bat, (29-30) Giant Beetle, (31-32) Giant Blood Sucking Bug, (33-34) Giant Caterpillar, (35-36) Giant Dung Beetle, (37-38) Giant Iguana, (39-40) Giant Poisonous Snakes, (41-42) Giant Rats, (43-44) Giant Roach, (45-46) Giant Scorpion, (47-48) Giant Snake, (49-50) Giant Skunk, (51-52) Giant Spiders, (53-54) Giant Toad, (55-56) Giant Vampire Bat, (57-58) Giant Wasp, (59-60) Giant Weasel, (61-62) Gelatinous Mass, (63-64) Gila Monster, (65-66) Komodo Dragon, (67-68) Leech, (69-70) Lynx, (71-72) Molds, (73-74) Monitor Lizard, (75-76) Musk Beetle, (77-78) Oozes, (79-80) Panther, (81-82) Poison Caterpillar, (83-84) Salamander (Reptile), (85-86) Spitting Cobra, (87-88) Stigae, (89-90) Tasmanian Devil, (91-92) Warrior Ant, (93-94) Worm, (95-100) Roll Twice

Beasts, Urban (4d12): (04) Canines, (05) Coyote, (06) Disease Tick, (07) Firefly, (08) Fire Breathing Ant, (09) Fly, (10) Fungus, (11) Flying Monkeys, (12) Gargoyles, (13) Giant Bat, (14) Giant Bee, (15) Giant Blood Sucking Bug, (16) Giant Cricket, (17) Giant Dragonfly, (18) Giant Owl, (19) Giant Poisonous Snakes, (20) Giant Rats, (21) Giant Roach, (22) Giant Scorpion, (23) Giant Snake, (24) Giant Skunk, (25) Giant Spiders, (26) Giant Toad, (27) Giant Vampire Bat, (28) Giant Wasp, (29) Giant Weasel, (30) Hog, (31) Hyena, (32) Leech, (33) Lightning Bug, (34) Matherdoog, (35) Molds, (36) Oozes, (37) Salamander (Reptile), (38) Spitting Cobra, (39) Stigae, (40) Warrior Ant, (41) Worm, (42) Wyvern, (43-48) Roll twice

Folks, Outdoors (3d12) : (3) Actors/Artists, (4) Adventurers, (5) Bounty Hunters, (6) Campers, (7) Clergy, (8) Collector, (9) Criminals, (10) Elves, (11) Explorers, (12) Family [Conestoga Wagon], (13) Farmers, (14) Fishers, (15) Hermit, (16) Highwaymen, (17) Hunters, (18) Merchants, (19) Messengers, (20) Militia, (21) Miners, (22) Minstrels, (23) Nomads, (24) Pilgrims, (25) Refugees, (26) Robbers, (27) Sage, (28) Slavers, (29) Soldiers, (30) Spies, (31) Stage Coach, (32) Teamsters, (33) Trackers, (34) Trappers, (35) Tribesmen, (36) Woodsmen

Folks, Underground (2d12): (2) Burglar, (3) Collector, (4) Construction Crew, (5) Escaped Convicts, (6) Dwarves, (7) Geologist, (8) Gnomes, (9) Hermit, (9) Historian, (10) Hunters, (11) Miners, (12) Adventurers, (13) Muggers, (14) Pilgrims, (15) Prostitute, (16) Raiders, (17) Robbers, (18) Sage, (19) Soldiers, (20) Surveyors, (21) Trackers, (22) Trapper, (23) Tribesmen, (24) Cultists

Folks, Urban (1d100): (01-02) Adventurer, (03-04) Animal Walker, (05-06) Athletes, (07-08) Barker, (09-10) Beggar, (11-12) Bodyguard with VIP, (13-14) Bouncer, (15-16) Bounty Hunter, (17-18) Burglar, (19-20) Businessmen, (21-22) Children, (23-24) City Official, (25-26) Clergyman, (27-28) Constable, (29-30) Construction Crew, (31-32) Courtier, (33-34) Cultists, (35-36) Dwarves, (37-38) Elves, (39-40) Escaped Convict, (41-42) Flower Vendor, (43-44) Food Vendor, (45-46) Foreign Visitors, (47-48) Garbage Collector, (49-50) Girl with Water Buckets, (51-52) Gnomes, (53-54) Juggler, (55-56) Lamp Lighter, (57-58) Merchant, (59-60) Messenger, (61-62) Militia, (63-64) Muggers, (65-66) Pick Pocket, (67-68) Pilgrim, (69-70) Produce Vendor, (71-72) Prostitute, (73-74) Road Crew, (75-76) Robbers, (77) Sailor, (78-79) Shoppers, (80) Slave, (81) Slave Owner, (82-83) Soldiers, (84) Street Preacher, (85-86) Street Musician, (87) Street Sweeper, (88-89) Street Urchins, (90-91) Street Vendor, (92-93) Teamster with wagon, (94) Thieves, (95) Tourists, (96) Town Drunk, (97) Town Crier, (98) Trader, (99) Vagrant, (100) Young Couple in love

Humanoids (1d100): (01-03) Black Annis, (04-09) Bugbear, (10-12) Centaur, (13) Cyclops, (14) Dedy, (15-18) Dryad, (19-21) Ettin, (22-23) Fauns, (24-28) Giant, (30-39) Goblin, (40-43) Harpy, (44-58) Kobold, (59-60) Laume, (61) Leprechaun, (62-64) Lycanthrope, (65-66) Medusa, (67-68) Minotaur, (69-70) Naiad, (71-74) Nymph, (75-79) Ogre, (80-81) Rusulki, (82-85) Satyr, (86-88) Siren, (89) Sleep Pixie, (90-91) Slyph, (92-00) Troll

Special Monsters (3d12): (3) Angel, (4) Daymare, (5) Demon, (6) Devil, (7) Djinn, (8) Doppelganger, (9) Dragon, (10) Echidna, (11) Efreet, (12) Elemental, (13) Giant Psychic Snail, (14) Golem, (15) Hell Horse, (16) Hell Hound, (17) Humbata, (18) Hydra, (19) Ki-Lin, (20) Kinnara, (21) Lamia, (22) Lam-massu, (23) Manticore, (24) Naga, (25) Nightmare, (26) Pegasus, (27) Phoenix, (28) Roc, (29) Salamander [Elemental], (30) Senmura, (31) Simorg, (32) Sphinx, (33) Thunder Bird, (34) Titan, (35) Undine, (36) Unicorn

Undead (2d20): (02) Ghost, (03-08) Ghoul, (09) Lich, (10-11) Mummy, (12) Poltergeist, (13) Rotting Dragon, (14-23) Skeleton, (24) Specter, (25) Spirit, (26-28) Vampire, (29) Vision, (30-32) Wight, (33) Wraith, (34-40) Zombie

Most 'folks' are ordinary persons without an Adventurer Class, with statistics each 1d6+11, hp1d10+10, AC1d6+4, Dirk or Cudgel or Staff. Ordinary persons include toward good on 1d20 rolls GTET 08, incline toward neutrality on rolls 05-07, and towards evil on rolls 01-04.

The following 'folks' have statistics each 1d10+11, hp 1d10+13, and AC 1d12+1d6+10, and may have Adventurer classes as determine from 1d20 rolls: Bodyguard – Warlock or Warrior L(1d4-1), Bouncer – Warrior L(1d3-1), Bounty Hunter – Rascal or Warlock or Warrior L(1d4), Burglar – Rascal L(1d3-1), Clergyman – Priest L(1d4) on 1d20 roll GTET 14 and Crusader roll GTET 19, Constable – Warlock or Warrior L(1d3), Dwarf – Crusader or Rascal or Priest or Warlock or Warrior L(1d6-2) on 1d20 rolls GTET 15, Elf – Rascal or Priest or Warlock or Wizard or Warrior L(1d4) on 1d20 rolls GTET 14, Gnome – Rascal or Priest or Warlock or Wizard L(1d6-2) on 1d20 rolls GTET 16, Highwayman – Warrior L(1d3) on 1d20 rolls GTET 15 or Warlock on rolls GTET 19, Hunters - Warrior L(1d3) on 1d20 rolls GTET 17, Militia – Warrior L(1d4) on 1d20 rolls GTET 12 or Warlock on roll of 20, Muggers – Warrior L(1d3-1) on 1d20 rolls GTET 17, Pick Pockets – Rascal L(1d3-1) on 1d20 rolls GTET 17, Raiders – Rascal or Shaman or Warlock or Warrior L(1d6-1) on 1d20 rolls GTET 14, Robbers – Warrior L(1d3-1) on 1d20 rolls GTET 15, Slavers – Rascal or Shaman or Warlock or Warrior L(1d6-2) on 1d20 rolls GTET 12, Soldiers – Warriors L(1d6) or Warlock on 1d20 roll GTET 17, Thieves – Rascal L(1d6-2) on 1d20 rolls GTET 14, Tribesmen – Rascal or Priest or Shaman or Warlock or Warrior L(1d6-2) on 1d20 rolls GTET 16.

Treat all L0 persons as Untrained Warrior Class. The folks listed in this paragraph incline towards good on 1d20 rolls GTET 16, toward neutrality on rolls 10-15, and towards evil on rolls 01-09 (Muggers, Robbers, Thieves, etc. are always evil). See the rules section on Treasure for guidelines on equipping those folk who have Adventurer levels.



## Appendix D: Monsters

This list does not include any enchanted or monstrous plants, and does not include any monsters found exclusively underwater (e.g. crabs, crustaceans, eels, fishes, invertebrates, sharks, whales, or underwater plants). Each monster's individual HP is calculated by  $HD \times d10$  (e.g. roll a number of 1d10's equal to the given number of HD then add them together). Some monsters make multiple attacks of the same type in a single round, usually when they have more than one appendage that can be brought to bear on the combat, such as having two forelegs – this situation is indicated by '\*2' for the specific attack statistic, as in 'Foreleg Claw 1d6\*2' (e.g. the creature has two forelegs each with a claw doing 1d6 damage, each foreleg attacks independently each round {separate 1d20 roll}). Some monsters have multiple subspecies or varieties, such as Dragons and Oozes; where varieties share common descriptions, abilities, and attacks, this information is given only once for the base creature and only the differences among the varieties are listed.

**Ahuizotl**, Type: Primate, HD4, AC12, Attacks: Bite 1d4, Tail Strangle 1d6, Kick 1d3, club, Agil: 15, Description: 4 FT tall brown monkey or ape, human face and arms, shark's teeth, prehensile tail 6 FT with hand at end, Other: good swimmer, pulls prey under water, likes human flesh, dislikes Dwarfs, Number: 1d6

**Aitvaras**, Type: Composite, HD10, AC60, Attacks: Bite 1d8, Flaming Tail 1d12+4, Agil: 18, Description: 5 FT yellow bird, viper's head, tail can ignite, Number: 1

**Alkanost**, Type: Composite, HD2, AC1d10+18, Attacks: Punch 1d3, Talons 1d6, Bows, Axe, Agil 15, Description: 5 FT, upper body of blonde-hair woman, lower body of grey eagle, Other: highly intelligent, inclined to good, hates Harpies, may wear leather armor, Number: 1d10

**Alligator**, Type: Reptile, HD3, AC28, Attacks: Bite 1d8, Claw 1d3, Tail 1d8, Agil 10 land, 20 water, Description: long snouted reptile, low to ground, thick hide, long tail, Other: excellent swimmer, drag victims underwater, Number: 1d4

**Giant Alligator** : A larger version of the standard creature with the following changes in statistics: HD5, Bite 1d12, Tail 1d10

**Ammit**, Type: Composite, HD1d4+1, AC44, Attacks: Bite 1d6, Claw 1d4\*2, Agil 10 land, 21 water, Description: brown scaled monster, alligator's head, lion's body, hippopotamus hindquarters, Other: very aggressive, found near water, Number: 2 mated

**Ancient Lizard**, Type: Reptile, HD1d4+4, AC30, Attacks: Bite 1d10, Claw 1d6\*2, Tail Whip 1d8, Agil: 12, Description: black or dark green lizard, flared crest behind head, to 45 FT and 1800 lbs, Number: 1

**Angel**, Type: Divine, HD1d10+3, AC1d12\*8, Attacks: weapons (flaming sword, scythe, heavy mace, long bow), Punch 1d12, Agil: 22, Description: any of several kinds of winged male or female humanoids, 6-10 FT tall, Other: clairvoyance and clairaudience 500 FT, zone of darkness 50 FT, zone of daylight 75 FT, sees invisible/displaced/ethereal/incorporeal 100 FT, teleportation (4/day, 200 miles), cure wounds, cure disease, detoxify poison, summon monster (giant eagles, owls, 2/day), angelic blessing (1/day, +4 hit, +2 damage, +4 saving roll), detects evil 200 FT, always good, Number: 1d3



**Ant, Fire Breathing**, Type: Insect, HD1, AC12, Attacks: Bite 1d4, Fire Breath 1d4 (1/minute), Agil: 10, Description: red skinned ant, 3FT long, black antennae, Number: 3d8

**Ant, Ice**, Type: Insect, HD2, AC14, Attacks: Bite 1d6, Agil: 10, Description: pale white/yellow ant 4 FT long, purple antennae and eyes, Other: paralyzing poison, immune to cold magic, Number: 3d10

**Ant, Warrior**, Type: Insect, HD2, AC16, Attacks: Bite 1d8, Agil: 12, Description: black skinned ant, silver eyes, silver feet, Number: 1d12

**Ant Lion**, Type: Composite, HD4, AC32, Attacks: Bite 1d8+2, Agil: 14, Description: brown skinned ant with lion's head and mane and tail, Other: distinctive roar causes panic, Number: 1d12

**Anteater, Scaly**, Type: Mammal, HD3, AC45, Attacks: Tongue 1d6, Claws 1d10\*2, Agil: 12, Description: brown skin mammal, elongated head and snout, very long tongue, covered in green plates, Number: 1

**Ape, Giant**, Type: Primate, HD1, AC10, Attacks: Bite 1d3, Punch 1d6, Crushing Hug 1d12, Club 1d8, Agil: 13, Description: Hairy biped to 7 FT tall and 500 pounds, Other: very strong, cunning and intelligent, Number: 2d8

**Aphid, Disease**, Type: Insect, HD3, AC19, Attacks: Bite 1, Blood Suck 1d6, Agil: 14, Description: large fleshy green insects, black snout, Other: disease carrier, Number: 1d12

**Aphid, Spitting**, Type: Insect, HD1, AC8, Attacks: Bite 1, Spit (caustic gel, 8 FT) 1d6, Agil: 15, Description: large fleshy green insects to 2 FT, Other: nocturnal, Number: 3d8

**Armorpecker**, Type: Bird, HD3, AC32, Attacks: Peck 1d4, Talons 1d4, Agil 14 (grounded), 22 (flying), Description: copper or bronze songbird, 18 inch tall, black bill, Other: peck permanently reduces armor AC-3, Number: 1d6

**Badger, Giant**, Type: Mammal, HD3, AC15, Attacks: Bite 1d8, 1d6\*2, Agil: 12, Description: sleek four footed mammal, dark brown, small black head, sharp claws, small tail, Other: excellent digger, excellent scent ability, very aggressive, poor sight in bright lights, Number: 1d4

**Baku**, Type: Composite, HD5, AC40, Attacks: Bite 1d10, Claw 1d6\*2, Agil: 15, Description: monster with lion's head, horse's body, tiger's feet, cow's tail, Other: fast runner with good endurance, Number: 1d4

**Banshee**, Type: Undead, HD6, AC25, Attacks: death wail 25 FT, Agil: 12, Description: incorporeal human or elven female with long blonde hair wearing black gown, Other: required gold, silver, or enchanted weapon to injure, fire injures 1d8, Number: 1

**Basilisk**, Type: Reptile, HD4, AC22, Attacks: Bite 1d4, Claw 1d4, Gaze turns to stone 15 FT, Agil: 12, Description: tan and green reptile with large red eyes, large ears, long red tail, Other: often found with eggs, Number: 1d2

**Basilisk Lizard**, Type: Reptile, HD1, AC16, Attacks: Bite 1d4, Claw 1, Touch paralyze 1d6 hours, Agil: 11, Description: tan and green reptile with green crest around head, large red eyes, long red tail with green bands, Number: 1d4

**Bat, Giant**, Type: Mammal, HD1d3, AC1d6+6, Attacks: Bite 1d4, Talons 1d3, Agil: 14, Description: brown furred winged rodent, 4 FT wingspan, Other: echo location ability, nocturnal, Number: 3d10

**Bat, Giant Vampire**, Type: Mammal, HD3, AC12, Attacks: Bite 1d8, Talons 1d4, Agil: 16, Description: black furred winged rodent, 6 FT wingspan, dark red eyes, Other: 50% chance bite sucks blood, carries disease vampiricism, Number: 1d6



**Bat, Spectral**, Type: Mammal, HD6, AC30, Attacks: Bite 1d12, Talons 1d10, Agil: 18, Description: white or pale yellow winged rodent, 12 FT wingspan, yellow eyes, Other: echo location ability, limited teleportation 200 FT, resists spells on 1d20 GTET 15, Number: 1d3

**Bear**, Type: Mammal, HD1d3+1, AC1d12+12, Attacks: Bite 1d8, Claw 1d8\*2, Crushing Hug 3d6, Agil: 15, Description: large bipedal mammal up to 7 FT and 800 pounds, Number: 1d3;

**Grizzly**, HD 1d3+4, AC32, Bite 1d10, Claw 1d12\*2, Hug 1d20+1d6;

**Ursus**, HD9, 9 FT body, Bite 1d12+2, Claw\*2 1d10, Trample 3d6, immune earth magic, bite transmits disease gangrene (save 34-STAM)

**Bee, Giant**, Type: Insect, HD1d3, AC1d10+4, Attacks: Bite 1, Stinger 1d6, Agil: 14, Description: any of several segmented insects to 3 FT, Number: 8d12 swarm

**Bee, Killer**, Type: Insect, HD5, AC10, Attacks: Bite 1d3, Stinger 1d6, Agil 16, Description: black segmented bee to 2 FT, Other: paralyzing poison, save versus death each sting when stung GTET 4 times, Number: 2d10+4

**Beetle, Blister**, Type: Insect, HD4, AC25, Attacks: Bite 1d6, Chemical Spray (Rear 20 FT) 1d3 for 1d10 rounds, Agil: 12, Description: hard shell six legged insect to 6 FT and 400 pounds, Other: spray affects armor AC-3, spray in eyes blinds 1d12 hours, Number: 1d3

**Beetle, Death**, Type: Insect, HD6, AC44, Attacks: Bite 1d10, death poison each bite, Agil: 14, Description: hard shelled six legged black insect to 5 FT and 500 pounds, back marked with white skull and bones, Number: 1

**Beetle, Giant**, Type: Insect, HD1, AC22, Attacks: Bite 1d6, Agil: 13, Description: grey hard shelled six legged insect to 4 FT and 350 pounds, Number: 1d8

**Beetle, Giant Dung**, Type: Insect, HD2, AC27, Attacks: Bite 1d6, transmits disease each bite, Agil: 11, Description: mottled black-grey six legged insect to 5 FT and 300 pounds, Number: 1d6

**Beetle, Musk**, Type: Insect, HD4, AC36, Attacks: Bite 1d6, Musk Spray (choke, nausea), Agil: 15, Description: dull brown six legged hard shelled insect, Other: musk in eyes blinds 1d6 hours, Number: 1d6

**Beetle, Rot**, Type: Insect, HD4, AC32, Attacks: Bite 1, transmits green rot eats skin hp1 first round, hp 2 second round, increases hp+1/round (detoxify poison, cure serious wounds), Agil: 14, Description: putrid purple hard shelled six legged insect 4 FT and 250 pounds, Number: 1d12

**Bird, Club Tailed**, Type: Bird, HD2, AC14, Attacks: Beak 1d4, Talons 1d6, Club 1d10, Agil: 14, Description: red bird, 5-7 FT wingspan, mace tail, Other: club natural 20 causes unconsciousness, Number: 1d8

**Bird, Spitting**, Type: Bird, HD4, AC16, Attacks: Beak 1d4, Acid Spitting (30 FT) 1d4, Agil: 15, Description: multi-colored bird, 28 inch tall, orange eyes, Other: highly aggressive, Number: 1d10

**Bird, Stinger**, Type: Bird, HD3, AC12, Attacks: Beak 1d2, Talons 1d4, Stinger 1d12, Agil: 14, Description: green bird, 5 FT wingspan, dark green talons, Number: 1d10

**Black Annis**, Type: Humanoid, HD6, AC14, Attacks: Fingers 1d3, Short Sword and Staff, Agil: 15, Description: hideous female humanoid, 6 FT tall, single pale eye, long greasy hair, wears animal skins, likes human flesh and children, Other: Shaman L6, innate telepathic ability 50 FT, Number: 1

**Boar, Giant**, Type: Mammal, HD2, AC12, Attacks: Bite 2, Tusks 1d6, Charge 1d12+1d6, Agil: 16, Description: 3 FT tall feral pig with two long curved tusks, Number: 1 bull with 1d6 females and 1d4 kits

**Bobcat**, Type: Feline, HD2, AC16, Attacks: Bite 1d6, Claw 1d4\*2, Agil: 16, Description: 5 FT long feline, tawny colored, long tail, Other: good swimmer, silent movement, nocturnal, Number: 1d4:

**Boobrie Bird**, Type: Bird, HD7, AC40, Attacks: Beak 3d6, Talon 1d10, Kick 1d8, Shriek (1/hour, panic), Agil: 13, Description: brown bird 8 FT tall and 1500 pounds, raptor beak, bone hooks each foot, smell of rotten fish, Other: immune to poison, good eyesight, good swimmer, very aggressive, Number: 1

**Bovine, Giant**, Type: Mammal, HD1d3+1, AC18, Attacks: Bite 1, Horns 2d6, Fore Kick 1d8, Trample 3d12, Agil: 10, Description: any of several species of large four legged cattle to 2000 pounds, Number: 3d12

**Bug, Assassin**, Type: Insect, HD3, AC20, Attacks: Bite 2, Blades 2d6\*2, Agil: 14, Description: six legged green insect 5 FT long, two appendages behind head with bone blade, Other: chameleon ability (50%), attack from ambush at +3, Number: 1d12

**Bug, Giant Blood Sucking**, Type: Insect, HD1, AC14, Attacks: Bite 1d6 (attaches on rolls GTET 15, when attached 1d8/round), Agil: 11, Description: glossy red six legged insect to 4 FT long, Other: disease carrier, dislikes elf blood, Number: 1d6

**Bug, Lightning**, Type: Insect, HD2, AC16, Attacks: Bite 1d4, Lightning (alternate rounds, 10 FT) 2d8, Agil: 12, Description: glossy yellow six legged insect to 3 FT, Other: immune to electrical attack, Number: 1d6

**Bug, Predator Stink**, Type: Insect, HD3, AC30, Attacks: Bite 1d6, Foreleg Slash 1d10, Musk (rear spray, choke, nausea), Agil: 13, Description: mottle light/dark blue six legged insect to 5 FT long, Number: 1d8

**Bugbear**, Type: Humanoid, HD1d4+2, AC26, Attacks: punch 1d4, choke 1d8, weapons (dirk, spear, spiked club), Agil: 13, Description: dark brown humanoid 6-7 FT tall, arms and back have fur, six fingers and toes, Other: magic phobia, hatred for elves, very aggressive, giant friends, nomadic, stag deity Brekajd, good trackers, good with leather, Number: 1d10

**Caleygreyhound**, Type: Composite, HD1d4+1, AC24, Attacks: Bite 2, Gore (antlers) 1d8, Talons 1d8\*2, Rear Kick 1d6, Agil: 15, Description: 6 FT long, 5 FT at shoulder, antelope head and antlers and body, eagle's legs as forelegs, oxen legs as rear legs, oxen tail, Number: 1d4

**Camel**, Type: Mammal, HD1, AC12, Attacks: Bite 1d3, Kick 1d8, Trample 3d6, Agil: 12, Description: four legged long-necked hoofed mammal with single hump over back, Other: extraordinary endurance, needs little water, slow runner, Number: 1d6;

**Wild Camel** HD2, Bite 1d4, Kick 1d10;

**Wooly Camel** HD3, Bite 1d4, Kick 1d12

**Canines**, Type: Mammal, HD0, hp1d6, AC6, Attacks: Bite 1d3, Claw 1d2\*2, Agil: 16, Description: four-footed furry dogs, 3 FT long, Other: good scent ability, good tracker, excellent hearing, Number: 1d10;


**Rabid** HD2, foam at mouth, bite transmits disease rabies;

**Shadow Hound** HD2, AC18, Bite 1d6, bite causes blindness 1d8 hours, infrared vision, good hearing, moves silently underground, blends into shadow 1d20 GTET 3, zone of darkness (5/day 50 FT), attracted to persons Will GTET 18 – stays 1d20 days;

**Sled Dog** HD1, fast runner, cold resistance, immune cold magic;

**Wild** HD3, Bite 1d4, excellent endurance, excellent tracker

**Caterpillar, Giant**, Type: Insect, HD1, AC6, Attacks: Bite 1d4-1, Agil: 10, Description: fleshy wormlike creature, 26 inches long, red body with yellow head, Number: 1d6



**Caterpillar, Poison**, Type: Insect, HD2, AC6, Attacks: Bite 1d4, Agil: 12, Description: fleshy wormlike creature, 30 inches long, red body with yellow mottles, fine black hairs on back, Other: body covered by oil containing paralyzing poison (-3 save), Number: 1d6

**Catoblepas**, Type: Composite, HD5, AC50, Attacks: Horns (butting) 1d6, Trample 1d12+1d4, Gaze (6 FT) death, Agil: 12, Description: resembles bull, 5 FT at shoulder, iron scales over skin, weak neck, head always near ground, Number: 1d3

**Cattle**, Type: Mammal, HD1, AC6, Attacks: Bite 2, Gore 1d4, Kick 1d6, Trample 2d8, Agil: 12, Description: any number of large horned bovine species to 5 FT shoulder and 1200 pounds, variety of colors, bull very aggressive, Number: 2d10;

**Longhorns** HD2, Gore 1d12, Trample 2d10;

**Musk Ox** HD3, Bite 2, Gore 1d8, Kick 1d4, Musk Spray (nausea, blind, 30 FT rear), good cold resistance;

**Giant Musk Ox** HD5, Bite 1d4, Gore 1d10, Kick 1d8, Musk 50 FT, Trample 5d10; Wild HD2, Gore 1d8;

**Wooly** HD2, Gore 1d10, Kick 1d8

**Centaur**, Type: Composite, HD1d6, AC6/armor, Attacks: Punch 1d3, Kick 1d6, Trample 2d8, weapons (bow, dirk, lance, rapier), Agil: 16, Description: 7 FT tall creatures with heads, arms, torso of humans attached to horses body, often have tattoos, Other: +3 to hit with bows, uses leather or chain mail armor, Centaurs are Warlocks or Shaman on 1d12 rolls of 12, friendly with Gnomes and Elves, known for brewing and wine, incline to good, Number: 1d12

**Centipede**, Giant, Type: Insect, HD0, hp1d4+2, AC12, Attacks: Bite 1, Agil: 11, Description: several species of long low flexible multi-legged creatures, to 30 inches, 8 inch tall, Number: 2d10

**Cheetah**, Type: Mammal, HD4, AC20, Attacks: Bite 1d6, Claws 1d4\*2, Agil: 18, Description: large feline, 3 FT at shoulder, light brown or tan with darker mottles on back, long tail, Other: very fast sprinter, excellent jumper, good swimmer, moves silently in woods or jungle, Number: hunts alone, den 1d10

**Chimera**, Type: Composite, HD8, AC35, Attacks: Ram Gore 1d8, Eagle Beak 1d8, Dragon Bite 1d12, Dragon Fire Breath 2d8 (1/4 rounds, 10 FT), Claws 1d6\*2, Snake Tail 1d6, Agil: 16, Description: 7 FT as shoulder, 10 FT long, three headed – Ram, Eagle, Red Dragon, small dragon's wings, eagle's body as chest and forelegs, Other: slow flier, takes half damage fire magic, excellent scent ability, excellent hearing, sees invisible 50 FT, Number: 1

**Ciuthach**, Type: Beast, HD6, AC42, Attacks: Bite 1d8, Gore (tusk) 2d8\*3, Tail Club 1d6, Agil: 14, Description: four-footed equine, 8 FT long by 4 FT shoulder, dark brown hide with sheets of harder grey cartilage, 3 blue eyes, 3 tusks on jaw, tail 3 FT long ends in bone club, Other: resists earth magic 1d20 GTET 10, resists lightning 1d20 GTET 14, lays eggs, Number: 1

**Cobra, Spitting**, Type: Reptile, HD3, AC18, Attacks: Bite 1d6, Venom Spit (15 FT) hp1d4 for 1d8 rounds, Agil: 14, Description: large black snake to 20 FT, flared red hood around head, speckled pattern on back, Other: on 1d20 roll 20 venom in eyes blinds 1d12 hours, venom half damage to Gnomes, Dwarves venom immune, Number: 1d3

**Cockatrice**, Type: Composite, HD9, AC55, Attacks: Bite 1d10, Claws 1d6 x2, Tail 1d4, Death Gaze (15 FT, save 1d20 GTET [30-Will]); from 16-25 FT gaze causes 1d8 damage), Agil: 15, Description: a 15 FT creature with a rooster's head and neck, an ostrich's body and legs, wings each 8 FT, and a forked reptile's tail, Other: Dwarves apply +3 saving roll, Gnomes apply -3 saving roll, capable flier, Number: 1d4.

**Condor, Greater**, Type: Bird, HD4, AC10, Attacks: Beak 1d10, Talons 1d3, Agil: 13, Description: black feathered bird, 6 FT body, 22 FT wingspan, white head, orange beak and talons, Other: lifts 400 pounds, when talons hit while airborne victim is picked up and dropped from 1d8\*20 FT, Number: 1 or mated pair

**Constrictor Snakes**, Giant, Type: Reptile, HD1d4, AC2d10, Attacks: Bite 1d4, Constrict 1d8, Agil: 14, Description: snakes to 26 FT and 500 pounds, Other: victim is immobilized by coils, not poisonous, Number: 1;

**Giant Python** HD6, Bite 1d6, hit at GTET +4 indicates wraps around victim – Constrict 1d20, blends into jungle 1d20 GTET 13, excellent climber, frequently attacks from above, swimmer

**Cougar**, Type: Mammal, HD4, AC16, Attacks: Bite 1d8, Claws 1d6\*2, Agil: 16, Description: tawny feline, 5 FT body, 3 FT shoulder, long yellow tail, Other: excellent climber, good jumper, moves silently, nocturnal, Number: 2d6

**Coyote**, Type: Mammal, HD1, AC14, Attacks: Bite 1d6 (disease rabies, 1 on 1d100), Claws 2, Agil: 13, Description: light brown or tan canine, 4 FT body, 2-3 FT shoulder, stubby tail, Other: excellent trackers, nocturnal, infrared vision, distinctive mournful howl, Number: 3d10

**Crayfish, Giant**, Type: Freshwater Crustacean, HD1, AC45, Attacks: Pincer 1d4\*2, Tail 2, Agil: 12, Description: hard shelled crustacean, 4 spindly legs, 2 pincers on short arms, 4 eye stalks, segmented tail, Other: can live on land 2 hours, Number: 1d6

**Cricket, Giant**, Type: Insect, HD1, AC15, Attacks: Bite 2, Butt 1d8, Agil: 13, Description: black six legged insect, stocky body, 5 FT body, 3 FT high, Other: avoids combat, Number: 3d6;

**Camel** HD2, Bite 1d4, Jump/Crush 1d10;

**Cave** HD3, Crush 2d6+2;

**Mole** HD2, also has 2 claws 1d6, excellent digger, infrared vision, echo location ability

**Cyclops**, Type: Humanoid, HD1d4+5, AC15/armor, Attacks: Punch 1d10, Kick 1d8, Crush 2d10, weapons (huge club 1d12, huge spiked mace 2d6+2), Rocks 1d12+1d8 (30 FT), Agil: 15, Description: one-eyed humanoids, 9-11 FT tall, bald, beards, Other: immune earth magic, tend to evil, excellent shipwright and sailor, susceptible to sleep spells, Number: 1d4

**Daymare**, Type: Special, HD6, AC35, Attacks: Bite 2, Kick 1d8\*2, Trample 3d8, Sleep (6 FT from head), 3d12 minutes, Agil: 18, Description: light grey or white female equine, 6 FT body, 6 FT shoulder, long brown-grey mane, brown hooves, Other: leaves no tracks, Daymare dominates/controls victim after hit (+2 save), displace 1d6 FT every second round (opponent -2 to hit), carries a Sleep Pixie 1 on 1d10, Number: 1

**Dedy**, Type: Composite, HD7, AC22, Attacks: Spark 1d10 (6 FT), Agil: 14, Description: large chicken-like bird with humanoid head, 3 FT tall, red with yellow tails, Other: Priest L7, excellent flier, levitates, see invisible, moves through stone not wood, tend toward good Number: 1

**Deer, Giant**, Type: Mammal, HD1d4-1, AC1d10+9, Attacks: Bite 1d3, Fore Kick 1d6, Hind Kick 1d12, Charge 3d6, Trample 3d8, Agil: 16, Description: Any of several species large four-legged animals with antlers, Other: excellent scent ability, fast sprinter, Number: 6d10 herd;

**Giant Musk** HD3, rear musk spray (8 FT) causes nausea 1d6 rounds, musk blinds (+4 save)

**Demon**, Type: Diabolic, HD1d12, AC1d20\*6, Attacks: Tentacle 1d10, Acid Spray 1d12 (20 FT), Cold Spray 1d20, Agil: 1d6+14, Description: any of several kinds of swirling amorphous creatures, 8-15 FT tall, 1d6 horns, with tentacles, Other: immune water magic, resists air magic 1d20 GTET 9, infrared vision 120 FT, ultraviolet vision 100 FT, resists poison 1d20 GTET 7, Shaman L1d10 (also Fire Mage L1d10 on 1d20 GTET 12), teleportation (4/day, 150 miles), opens gate to Demonic Plane (2/day), detects life force 300 FT, sees invisible/displaced/incorporeal 50 FT, aura of fear (20 FT, save 30-WILL), understand languages, telepathy 250

**Devil**, Type: Diabolic, HD1d12, AC1d12\*8, Attacks: Punch 1d8 to 1d12, Kick 1d3, Tail 1d4, weapons (trident, pitchfork, whip, spear, bastard sword, staff), Chilling Touch 1d10 (save 30-STAM), Agil: 1d6+12, Description: any of several kinds of winged horned humanoids 6-12 FT tall, long red tails ending in barbs, Other: immune fire magic, infrared vision 100 FT, ultraviolet vision 75 FT, resists poisons 1d20 GTET 5, Fire Mage L1d12 (also Air Mage L1d10 on 1d20 GTET 14), teleportation (4/day, 100 miles), opens Gate to Gehenna (2/day), sees invisible/displaced/incorporeal 50 FT, aura of fear (20 FT, save 30-WILL), understand languages, telepathy 250 FT, create fog 50 FT, shapechange (1/day, 30 minutes), zone of darkness 50 FT, always evil, Number: 1d3



**Djinn**, Type: Elemental, HD1d4+7, AC50, Attacks: Punch 1d6, Whirlwind 1d8, Large Scimitar +1, Throwing Knife\*2, Agil: 16, Description: a burly male torso and head supported by a whirlwind, 8-10 FT tall, tanned brown skin, black hair and moustache, bright robes and colored turban, Other: Air Mage L1d4+3, 3 New Realities spells/week, tend toward neutrality, immune air magic, hatred toward Efreet, Number: 1d4

**Doppelganger**, Type: Special, HD5, AC15/armor, Attacks: Punch 1d3, Strangle 1d8, weapon, Agil: 15, Description: humanoid 5 FT tall, pale white skin, bald, large hands and feet, Other: shapechange ability to perfectly mimic any creature from 50 to 300 pounds (requires 2 rounds touch contact), very intelligent, gains memories from 15 minutes contact, avoids leather, must return to natural state GTET 30 minutes/day, cannot cross flowing water while transformed, Number: 1d6

**Dragon Lizard**, Type: Reptile, HD1d3+2, AC45, Attacks: Bite 1d6, Tail 1d4, Claws 1d4\*2 (airborne), Agil: 18, Description: Fully formed dragon's body 5 FT length with amphibian's head, 10 FT wingspan, long prehensile tails, Other: very intelligent, fast fliers, limited and unreliable telepathic ability, teleportation (100 miles, 5/day), Number: 1d10

**Dragons**, Type: Reptile, HD1d10+4, AC3d10+40, Attacks: Bite 1d10, Claw 1d6\*2 (1d8 airborne), Tail 1d6, Trample 3d8, Flying Crush 5d8, Breath Weapon (40 FT, 3/hour), Agil: 1d8+12 Description: huge four-legged reptiles with crests behind the head, long snouts, bony foreheads, upper and lower jaw fangs, long supple necks, body 30 to 70 FT, long leather wings, Other: highly intelligent, proficient with languages, Mages, outstanding hearing and sight, infrared vision, excellent scent ability, see invisible (50 FT), Number: 1;

**Blue** HD9, Acid Breath 2d12, Water Mage L8, susceptible to sleep spells, double damage from lightning;

**Brass** HD10, Poison Gas Breath 3d8, Water Mage L8, susceptible to paralysis, double damage from cold magic;

**Bronze** HD12, Fire Breath 3d8, Fire Mage L10, shapechange to human, tend to neutrality, double damage from poisons;

**Brown** HD7, no breath;

**Copper** HD7, Acid Breath 4d6, double damage from earth magic, 25% chance shapechange to feline, susceptible to fear spells;

**Crystal** HD12, Sound Blast 2d12, Earth Mage L10, shapechange into Human, boar, elk, or Elf, suffers double damage from cold magic;

**Electrum** HD9, Steam Breath 2d10+4, Water Mage L8, tends toward good, suffers triple damage from electricity;

**Faerie** HD14, Mental Blast 1d10+1d8, 25% chance insanity after mental blast, Shaman L12, 3/day – mental power causes others to not see it, 1/day – teleportation (1 mile), shapechange into Human, fox, Leprechaun, or giant swan, true sight ability, suffers triple damage from poisons;

**Gold** HD11, Lightning Breath 2d8+4, Air Mage L12, shapechange into condor, musk deer, mink, or Dwarf, double damage from fire magic, dislikes Priests;

**Green** HD11, Lightning Breath 2d8+6, Air Mage L8, shapechange into falcon, goat, horse, Troll, or Bugbear, takes double damage from cold magic;

**Orange** HD10, Lightning Breath 2d8+6, Air Mage L8, triple damage from cold magic;

**Platinum** HD10, Lightning Breath 3d8+2, Air Mage L8, shapechange to beetle, falcon, horse, ox, or wolf, suffers double damage from fire magic, susceptible to blindness;

**Red** HD13, Fire Breath 3d12, Fire Mage L10, shapechange to fire ant, blister beetle, hell horse, Gargoyle, rattlesnake, Troll, or fox, suffers triple damage from lightning and double damage from earth magic;

**Silver** HD8, Cold Breath 2d8+6, suffers double damage from poisons, susceptible to magic reducing its armor;

**Violet** HD9, Poison Liquid Breath 1d10+1d8, Earth Mage L7, shapechange to cattle, fox, hawk, or porcupine, suffers double damage from cold magic, susceptible to confusion spells;

**White** HD8, Cold Breath 2d8+3, suffers double damage from lightning, susceptible to spells reducing sight;

**Yellow** HD7, Steam Breath 2d6+4, suffers double damage from cold magic, susceptible to confusion magic

**Dragon, Chuddo**, Type: Reptile, HD13, AC70, Attacks: Bite 1d8\*3, Claw 1d10\*2 (2d8 airborne), Tail 1d10, Fire Breath Weapon 4d8 (each head), Agil: 1d8+15, Description: huge four-legged three-headed reptiles with crests behind the head, long snouts, bony foreheads, upper and lower jaw fangs, long supple necks, body 30 to 70 FT, two sets of long leather wings, Other: Fire Mage L12, shapechange to salamander, Fire Giant, Human,

Gremlin, ability to sense creatures in the Ethereal Plane, suffers double damage from plant based poisons and triple damage from mind-based attacks, Number: 1



**Dragonfly, Giant**, Type: Insect, HD2-3, AC15, Attacks: Bite 1d6, Talons 1d6\*8 (airborne), Fire Breath 1d10 (HD3 only), Agil: 13, Description: large insect 10 FT long, dragon-like head, 4 pairs translucent wings, four pairs legs with talons, exoskeleton resembles scales, Number: 1d6

**Dryad**, Type: Humanoid, HD1, AC14, Attacks: Punch 1, weapons (sling, dirk), Agil: 14, Description: light skinned female, 5 FT, long dark hair, golden eyes, Other: associated with one special tree, 6 spells/day (create fog, command plant, control rain, disperse magic, glowball, magic arrow volley, missile shield, mobile ears, thorn spray 1d12, wall of plants, wizard's rope), excellent climber, heal 1 tree/day, teleportation between trees (5 miles), tend toward good, Dryad dies if associated tree is killed, suffers double damage from fire or fire magic, friendly with elves, females offer sexual relations to Beautiful males (one night), Number: 1d3

**Eagle, Giant**, Type: Bird, HD3, AC14, Attacks: Bite 1d8 Talon 2d6+6 (airborne), Agil: 15, Description: large raptor, long hooked beak, 5 FT long, 15 FT wingspan, dark brown with white head, Other: commands ordinary raptors, very intelligent, friendly towards Mages, unfriendly towards wolves and goblins, Number: 1d8

**Echidna**, Type: Composite, HD3, AC30, Attacks: weapons (dirk – 6, longbow), Agil: 12, Description: upper half bodies of pale blue human females, very buxom, lower half of glossy black snake, 6 FT tall, 5 FT tail with rattle, Other: speaks with snakes, commands ordinary snakes, immune to snake venoms, +2 to hit with bows, tends toward neutrality, Number: 1d8

**Efreet**, Type: Elemental, HD9, AC28, Attacks: Punch 1d6, Trample 2d6, weapons (dirk, huge scimitar), Agil: 18, Description: large humanoid and torso attached to a column of churning fire, 10-12 FT tall, red-brown skin, long white hair, dark brown or white beard, red turban, Other: Fire Mage L1d6+1, 1/day New Realities, suffers double damage from cold magic, hatred towards Djinn, tend toward evil, Number: 1d6

**Elemental**, Type: Elemental, HD1d4+3, AC25, Attacks: Punch 1d12, Agil: 15, Description: 7-10 FT tall, Other: not affected by blindness or deafness, Number: 1;

**Air** HD4, wind attack (1/hour, 3d6); immune lightning magic, quarter damage from air magic, double damage from earth magic, fly 2 hours/day;

**Earth** HD8, Crushing Attack 2d8+6, quarter damage from earth magic, double damage from air magic;

**Fire** HD5, Crushing Attack 2d6+2, Fire Contact 1d6, one-tenth damage from fire magic, double damage from water magic, Firestorm (1/hour, 10 FT, 1d12+2);

**Mind** HD7, Crushing Attack 1d10, Mental Blast 2d6, Shaman L8, one-tenth damage from fire magic or lightning, triple damage from cold magic, invisible (1/day, 20 minutes);

**Water** HD6, Crushing Attack 3d6, one-tenth damage from water magic, double damage from fire magic

**Elephant**, Type: Mammal, HD1d4+6, AC26, Attacks: Tusk 4d6, Kick 1d10, Trample 3d8, Crush 5d10, Agil: 13, Description: large four legged pachyderm, 12 FT tall, body 14 FT, thick legs, round head with large ears, 8 FT trunk attached to face under eyes, Other: moderate intelligence, good scent ability, excellent hearing, good sprinter but not much endurance, dislikes rodents and felines, Number: 1d8

**Ettin**, Type: Humanoid, HD6, AC15/armor, Attacks: Punch 1d8, Kick 1d6, Strangle 2d8, weapons (bastard sword one-handed), rocks 1d12+2 (range 40 FT), Agil: 14, Description: two-headed humanoid, 10-12 FT tall, brown skin, very hair, Other: Earth Mage L1d8 on 1d20 GTET 18, tend toward evil, friendly with Giants, moves quietly, Number: 1d4

**Falcon**, Type: Bird, HD1, AC8, Attacks: Beak 1d4, Talons 1d4 (airborne), Agil: 16, Description: raptor, dark feathers, hooked beak, 2-3 FT long, Other: very fast flier, excellent eyesight, Number: 1d6; Giant HD2, Beak 1d6, Talons 1d6

**Fauns**, Type: Composite, HD1, AC12/armor, Attacks: Punch 1d3, dirk, short bow (+3 to hit), Agil: 16, Description: 4 FT tall biped, male Human upper body, pot belly, lower body of goat with cloven feet, two small horns, Other: poor night vision, poor swimmer, 6 spells/day (Earth spell list, Basic and Lesser spells), fluent in Elvish, Number: 2d10

**Ferret**, Type: Mammal, HD0, hp1d6, AC8, Attacks: Bite 1d4, Claws 1d2\*2, Agil: 15, Description: long low rodent, red-brown pelt, 4 FT body, 10 inches tall, slender pointed snout, long tail, Other: excellent climber, good scent ability, infrared vision, Number: 1d8

**Firebird**, Type: Bird, HD Lesser 2 Greater 6, AC22, Attacks: Beak Lesser 1d4 Greater 1d8, Claws Lesser 1d6 Greater 1d10 (airborne), Fire Breath Lesser 1d12 Greater 3d8+2, Agil: 16, Description: bright red bird with blue tail, parrot's beak, Lesser 4 FT Greater 7 FT, Other: immune fire magic, takes three-quarters damage earth magic, suffers double damage air magic, feather protect from fire, Number: 1d4

**Firefly**, Type: Insect, HD3, AC16, Attacks: Bite 1d3, Ramming 1, Flame Spit 1d8 (1 per 2 minutes), Agil: 13, Description: a large six-legged, four-winged insect, with a three-segment 3 FT body, red colors, fuzz on back, sucking tube from face spits, glowing white patch on the underside tail, Number: 2d8

**Flea, Carnivorous**, Type: Insect, HD0, hp1d6, AC4, Attacks: Bite 1d8, Claw 1d4, Agil: 13, Description: compact 1 FT body, six legs, four compound eyes, six antennae, sharp teeth, flexible blood sucking tube, Other: victim save versus numb (does not detect the flea eating them), fixes to skin – loses hp2/day in blood, disease carrier 1d20 roll of 20, Number: 1d20

**Flightless Birds, Giant**, Type: Birds, HD1d4+1, AC20, Attacks: Beak 1d4, Kick 1d6, Trample 1d12, Agil: 14, Description: any of several species of two legged bird with small heads, long necks, oval bodies and long legs ending in talons, Other: fast runner, good endurance, good eyesight, infrared vision, heat and drought resistance, Number: 1d12

**Fly**, Type: Insect, HD1d4, AC10, Attacks: Bite 1, Agil: 16, Description: any of several species of large six legged four winged insects, 1 FT body, two large glowing compound eyes, four antennae, Number: 1d10;

**Basilisk** HD4, Paralyzing Gaze, one-tenth damage fire magic, immune paralysis-hold-stop,

**Flesh** HD2 carries flesh-eating disease (reduce Stamina and Strength 1/day until cured – die at zero), victim unaware of bite 1d10 rolls GTET 8,

**Giant Horse** HD2, Bite 1d6,

**Scorpion** HD3, scorpion's tail, +4 damage, paralyzing venom,

**Snake** HD 4, Bite 1d4, venom reduces Strength by half, Stone HD2, temporary blindness 1d20 rounds,

**Tsestee** HD2, carries disease sleeping sickness,

**Fox, Giant**, Type: Mammal, HD3, AC10, Attacks: Bite 1d6, Claws 1d3\*2, Agil: 17, Description: long sleek canine with slender point face, small triangular ears, long bushy tail, Other: fast runner, moves silently, excellent scent ability, Number: 1d12;

**Arctic** HD5, Bite 1d12, blends with snow, half damage from cold magic;

**Giant Golden** HD 4, Bite 1d10

**Frog, Giant**, Type: Amphibian, HD1d4, AC10, Attacks: Bite 1d4, Tongue 1d3, Agil: 15, Description: any of several species of four legged amphibians with narrow heads, short front legs, long hind legs with wide webbed toes, shades of green, Other: excellent swimmer, good jumper, needs to stay near water, Number: 1d12;

**Dart** HD2, brightly colored mottle, skin fatal contact poison;

**Giant Jumping** HD2, Bite 1d6;

**Giant Musk** HD3, forward musk spray (nausea, blinding);

**Giant Poison** HD3, bite injects paralyzing poison;

**Huge Tree** HD4, Bite 1d6, Pounce/Crush 1d10 (2d10 from height)

**Frogmen**, Type: Amphibian, HD1d4, AC8/armor, Attacks: Kick 1d6, weapon (spear, javelin, trident, bone knife, short swords), S&A: 19 land 32 water, Description: green skinned frog-headed humanoids, 5 FT tall, webbed hands and feet, Other: excellent swimmer, tend to neutral, often saves sailors, difficulty in human speech (lisp), Water Mage L1d6+3 on 1d20 roll 20 Number: 3d10

**Fungus**, Type: Fungoid, HD1d6, AC6, Attacks: variable, Agil: 8, Description: any of several species of hard-skinned fungoids that grow on vertical surfaces or ceilings, multi-colored but often earthtone colors, Number: 1d10;

**Explosive** HD2, 1d12 explosion (10 FT range),

**Hanging** HD8, dropped tip 1d6, Spore Spray 1d4 (hp1 lung damage for 1d20 more rounds);

**Shelf** HD5, Airborne Disease (reduces Stamina and Strength each 1/day for 1d20 days; die at 0);

**Stool** HD4, Mental Attack dominates victim.

**Tropical Green** HD4, Acid Spray (1d4, 15 FT, destroys metal;

**Walking** HD3, 1d4 Tentacles hp1d4



**Gargoyle**, Type: Special, HD1d3+2, AC65, Attacks: Bite 1d4, Punch 1d8\*2, Tail 1d3, Agil: 16, Description: winged humanoid, 5 FT, stone skin, round ugly face, big belly, sharp talons, short reptilian tail, Other: fast flier, infrared vision, excellent hearing, cold resistance, quarter damage from cold magic, blends with rock, tend towards neutral, dislike bright sunlight, Number: 1d8

**Garm**, Type: Mammal, HD1d3+3, AC36, Attacks: Bite 1d12\*2, Claw 1d6+2, Agil: 16, Description: two headed bulldog, 6 FT at shoulder, 7 FT body, very stiff pelt, Other: excellent scent ability, good tracker, excellent hearing, see invisible (50 FT, 1d10 GTET 6), one-tenth damage from fire magic, Number: 1d3

**Gelatinous Mass**, Type: Ooze, HD1d4, AC10, Attacks: n/a, Agil: 8, Description: pink mass shaped like cube 6 FT on side, outer surface covered in sticky mucus, many small tentacles on underside to propel, Other: creatures touching surface become stuck then absorbed inside, 1d3 acid damage/round, interior has bones and treasure (before dissolved), Number: 1

**Ghost**, Type: Undead, HD4, AC10 (requires silver weapon), Attacks: Touch 1d3 (save 33-STAM or lose 1 point Agility – become Ghost if Agility is zero), Gaze – Age 10 years (1/10 rounds), Agil: 15, Description: incorporeal humanoid figure 6 FT tall, glowing yellow light, wearing grave shroud, carries chains, Other: aura of fear (10 FT, save -2), mortal with exceptional hearing can hear the Ghost's chains 1d20 rounds before it appears, Number: 1

**Ghoul**, Type: Undead, HD1d2+1, AC12, Attacks: Talons 1d4\*2, Bite 1d3, Agil: 12, Description: humanoid 4 FT tall, mottled black/purple skin, long black hair, glowing red eyes, red teeth, Other: touch paralyzes 1d10 rounds, infrared vision, good sprinter, poor climber, suffer double damage from lightning, Number: 1d6

**Giants**, Type: Humanoid, HD1d10+6, AC1d10+10/armor, Attacks: Punch 2d8, Kick 1d10, Rock (3d8, 100 FT), weapons (sword 2d10, bow 1d10), Agil: 15, Description: any of several species of very large humanoids, 12-20 FT tall, Other: infrared vision, ultraviolet vision, Number: 1d8;

**Cloud** HD 8, Air Mage L5, friendly to Mages, tend to neutrality, immune to lightning, resist air magic 1d20 GTET 8, walk on cloud, 3/day call weather;

**Fire** HD9, Fire Mage L9, 6/day – fireball (2d6, range 40 FT), immune normal fire, resist fire magic 1d20 GTET 10, triple damage cold magic, tend towards evil;

**Frost** HD5, immune cold, resist air magic 1d20 GTET 14, 4/day cold ray (1d12, 30 Ft), triple damage fire magic, see invisible 1d20 GTET 10 (50 FT);

**Hill** HD6, resists earth magic 1d20 GTET 17, good eyesight, good cold resistance;

**Ice** HD6, immune cold, 6/day cold ray (2d12, 40 FT), resist air magic 1d20 GTET 10, double damage fire magic, see invisible 1d20 GTET 6 (50 FT), tend toward evil;

**Stone** HD8, ambidextrous (two weapon), blend into stone, tend towards good, resist earth magic 1d20 GTET 5

**Gila Monster**, Type: Reptile, HD6, AC38, Attacks: Bite 2d6+4, Claw 1d8, Tail 1d6, Agil: 13, Description: large round-headed reptile, body 14 FT, 4 FT at shoulder, long slender tail, mottled color on back, Other: Bite injects paralyzing poison, double damage from water magic, Number: 1d3

**Goat, Giant**, Type: Mammal, HD1d6, AC1d6+10, Attacks: Bite 1d2, Kick 1d4, Butt 1d6, Charge/Trample 2d8, Agil: 14, Description: any of several species of large four-legged hoofed animals to 4 FT at the shoulder, all varies have large horns, Other: good scent ability, Number: 1d12;

**Barbary Sheep** HD2, Bite 1d4, Horns 1d6, Foreleg Kick 1d6+2, Hind Kick 1d8, excellent climber and jumper, infrared vision, one-tenth damage cold magic, dodges missiles (-3 to hit);

**Bighorn Sheep** HD3, Butt 1d8, Trample 2d10, excellent climber, fast sprinter, one quarter dam-

age cold magic, dodges missiles (-2 to hit);  
**Desert Ram** HD4, Bite 1d4, Butt 1d8+2, Hind Kick 1d8, Trample 1d12, excellent jumper, blends into desert 1d20 GTET 7, infrared vision;  
**Golden Ram** HD3, Bite 1d6, Butt 1d8+5, Foreleg Kick 1d6, Hind Kick 1d10, Trample 1d12+1d6, one-tenth damage cold magic, excellent climber, blends into mountains on 1d20 roll GTET 11;  
**Mountain** HD3, good cold resistance, suffer one-third damage from cold magic, excellent climber

**Goblin**, Type: Humanoid, HD1d3, AC8/armor, Attacks: Punch 1, Kick 1, weapon (club, dirk, short sword, mace, short bow), Agil: 13, Description: any of several humanoids 4-5 FT tall, brown leathery skin, thin drawn faces with curly hair and long pointed noses, pointed ears, Other: good cold resistance, infrared vision, immune Shaman mind control, suffer double damage from lightning, very evil, good miners, +3 to lock picking and trap disarming, good artificers with machines, 1 in 200 is a Priest L1d6, Number: 2d10

**Golems**, Type: Special, HD2-12, AC20-80, Attacks: Punch 1d10, Kick 1d8, weapon, Agil: 12, Description: any of several kinds of magically animated statues, 6-12 FT tall, Other: immune blindness, deafness, mental control, Number: 1;  
**Brass** HD6, AC45, immune to ordinary edged weapons;

**Copper** HD5, AC35, immune cold magic;  
**Crystal** HD8, AC50, double damage sound attack;

**Diamond** HD10, AC80, immune to hold/stop magic, suffer one-quarter from cold/fire/lightning magic, immune to edged weapons and acid;

**Iron** HD9, AC60, to hit -2 by edged weapon, damage +2 from blunt weapon, immune lightning;

**Mold** HD5, AC25, suffer triple damage cold magic, half damage fire magic, toxic smoke when burned, each hit gives off cloud of spores – breathing causes lung disease;

**Resin** HD 4, AC20, triple damage fire magic, half damage cold magic, blend into forests 1d20 GTET 14, weapon sticks to body (sticky);

**Sand** HD5, AC30, immune fire/cold/lightning magic, edged weapons -4 to hit;

**Stone** HD7, AC50, blend into rock background, move silently over stone, do not cross water except stone bridge, immune to lightning;

**Tar** HD4, AC23, triple damage fire/lightning magic, weapons stick to body;

**Wax** HD4, AC28, walk/float on water, one-quarter damage fire magic, double damage cold magic, one-quarter damage blunt weapons;

**Wood** HD6, AC30, one-tenth damage fire magic, double damage lightning, walk/float on water, blend into forests



**Griffin**, Type: Composite, HD9, AC36, Attacks: Bite 1d10, Claw 1d6\*2, Claws 4d6 (collective, airborne), Tail Stinger 1d4, Agil: 17, Description: creature with an eagle's head and lion's body, long leathery wings, long tail with bone stinger, Other: Stinger has paralyzing poison, dislikes Hippogriff and Dragons, Number: 1d4

**Harazon**, Type: Bird, HD2, AC12, Attacks: Beak 2, Agil: 14, Description: 2 FT long black/white songbird similar to Nightingale, Other: enchanted songs – [a] fear, [b] mesmerize, [c] confusion, [d] stunned, Number: 1d3

**Harpy**, Type: Composite, HD1d6+2, AC12/armor, Attacks: Talons 1d4, Talon Rake 1d8 (airborne), weapons (bow, dirk, saber, mace), Agil: 15, Description: dirty bipedal creatures with upper body of buxom female and lower body of vulture, Other: talon wounds infected by disease, slow flier good endurance and altitude, tend towards evil, 1 in 100 Shaman L1d6, Number: 2d12

**Hedgehog**, Type: Mammal, HD1, AC25, Attacks: Bite 1d3, Claw 1d2, Spines 1d6, Agil: 12, Description: rotund four-legged mammal with small elongated head and long whip tail, back covered in long sharp quills, Other: infrared vision, good digger, suffers one-half damager from lightning, Number: 1d4;

**Desert** HD3, AC30, Bite 1d6, one quarter damage fire/lightning magic

**Hell Horse**, Type: Diabolic, HD7, AC45, Attacks: Bite 1d6, Fore Kick 1d10, Hind Kick 1d12, Trample 3d8, Agil: 18, Description: stallion standing 6 FT at shoulder, black with red face and hooves, red mane, dark smoke from nostrils, Other: infrared vision, immune fires, one-tenth damage fire magic, walk on lava and fire, fast runner, sparks when walk on stone, ordinary horses panic (range 100 FT), always evil, aura of evil (50 FT, save -1), Number: 1

**Hell Hound**, Type: Diabolic, HD5, AC30, Attacks: Bite 1d10\*2, Claws 1d6\*2, Flame Breath 2d8 (1 in 4 rounds, 12 FT), Agil: 17, Description: two-headed wolf-like creature, 6 FT body, 3 FT at shoulder, red-brown pelt, red mane, black fangs, Other: does not leave tracks, walk across fire/lava, heals hp1 for every hp5 fire magic, double damage cold magic, 3/day – thick fog or smoke screen, always evil, very intelligent (speaks), Number: 1d8

**Hippogriff**, Type: Composite, HD6, AC22, Attacks: Beak 1d10, Claw 1d8, Claw Rake 3d8 (airborne), Wing Batter 1d10, Ramming 2d10 (airborne), Trample 3d6, Agil: 16, Description: creature with hawk's head, horse's body, forelegs are raptor's talons, long tail, 7 FT body, 5 FT at shoulder, Other: one-quarter damage air magic, cold resistance, excellent sight, dislike Griffins and giant raptors, Number: 1d6

**Hog**, Type: Mammal, HD1d5, AC1d8+10, Attacks: Bite 1d4, Gore 1d8+1, Trample 1d12, Agil: 10, Description: any of several species of tusked four-legged pigs, Other: excellent scent ability, fast runner, highly aggressive, Number: 1d8;

**Bush** HD4, Kick 1d4,

**Giant Forest** HD5, Bite 1d6, Gore 1d10, Kick 1d6

**Horse**, Type: Mammal, HD1d3+1, AC14, Attacks: Bite 1d2, Kick 1d10, Trample 2d8, Agil: 15, Description: any of several large equine species, 6 FT body, 5 FT at shoulder, long manes and tail, Other: good runner, Number: 2d10;

**Desert** HD5, tolerates heat and drought;

**Elven** HD6, Bite 1d6, Kick 3d6;


**Mustang** HD4, Bite 1d6, Kick 1d8, Hind Kick 1d10, blend into arid terrain 1d20 GTET 10, resist earth magic 1d20 GTET 12, outstanding jumper;

**Wild** HD4, Bite 1d4, Kick 1d12

**Humbata**, Type: Composite, HD7, AC30, Attacks: Bite 1d4, Gore 1d10, Foreleg Claws 1d10, Hind Kick 1d10, Agil: 15, Description: body 7 FT, bull's head and horns and body, lion's forelegs, vulture's rear legs, lion's tail, Number: 1

**Hydra**, Type: Reptile, HD1d4 (per head)+hp50, AC45, Attacks: Bite 1d8\*(heads), Claws 1d10, Trample 3d8, Tail 1d6, Agil: 13, Description: any of several large four-legged reptiles, body 15 FT, 8 FT at should, 10 FT snake-necks topped by small tapered head (1d4 independent neck/head), Other: immune to venoms, one-tenth damage fire magic, double damage cold magic, infrared vision, ultraviolet vision, hunts with body heat sensing, regrows severed head on 1d20 GTET 14 (takes 3 rounds), Number: 1

**Hyena**, Type: Mammal, HD1, AC12, Attacks: Bite 1d4, Claw 1d2, Agil: 15, Description: any of several small canine species, 3 FT at head, 4 FT body, Other: moves silently in trees, does not leave tracks, fast sprinter but no endurance, infrared vision, excellent hearing, bite transmits disease rabies 20 on 1d20, Number: 1d12; Striped HD2, Bite 1d10, Claw 1d6+1



**Iguana, Giant**, Type: Reptile, HD0, hp1d8+25, AC35, Attacks: Bite 1d8, Tail 1d4, Claw 1d12, Trample 2d12, Agil: 14, Description: large four-legged crested and spiny lizard, body 8 FT plus 8 FT tail, 4 FT shoulder, Other: infrared vision, good drought tolerance, half damage fire magic, Number: 1d4;

**Poisonous** HD2, hp2d6+45, Bite 1d12, Tail 1d8, paralyzing venom;

**Spiny Tail** HD1, hp1d10+32, Bite 1d12+2, Tail 1d12 (roll 20 barb blinds 1d20 hours)

**Jackal**, Type: Mammal, HD1, AC10, Attacks: Bite 1d4+1, Claws 2, Agil: 14, Description: any of several small canines, 3 FT body, 2 FT at shoulder, Other: nocturnal, infrared vision, detects invisible (15 FT, not 'see'), excellent jumper, Number: 2d8;

**Golden** HD3, AC20, Bite 1d6+1, sees invisible 1d20 GTET 15, three-quarters damage fire magic

**Jaguar**, Type: Mammal, HD4, AC22, Attacks: Bite 1d8+1, Claws 1d3, Pounce 2d8+2, Agil: 19, Description: large feline with mottled tan/brown pelt, 5 FT body, 2 FT should, long tail, Other: excellent climber and jumper, move silently in jungle, infrared vision, Number: 1d4

**Ki-Lin**, Type: Composite, HD1d4+6, AC70, Attacks: Bite 2, Gore 1d10, Fore Kick1d10, Hind Kick2d6+2 Agil: 19, Description: 8 FT long, 5 FT at should, antelope or goat's head and horns, stag's neck and body, pheasant's plumed tail, hoofed legs covered in white feathers, Other: highly intelligent (speaks, multiple language), flies, levitates, Air Mage L1d3+7, infrared vision, see invisible (25 FT), one-tenth damage air magic, half damage fire magic, tends toward good, Number: 1

**Kinnara**, Type: Composite, HD3, AC15, Attacks: Talon 1d2, Talon Rake 1d8 (airborne), Agil: 14, Description: bipedal bird-like creature, two human heads (one male, one female), 5 FT tall, Other: highly intelligent (speaks), Water Mage L1d4+3 on 1d20 GTET 14, one-quarter damage cold magic, double damage fire magic, excellent singer, tend towards good, hates Harpies, Number: 1d6

**Kobold**, Type: Humanoid, HD1d3, AC8/armor, Attacks: weapon (sling, short sword, javelin, spear, mace), Agil: 10, Description: green-skinned humanoids 4 FT tall with scales on arms/legs, pointed ears, long noses, scrawny emaciated body, Other: tend towards neutrality, Number: 2d12

**Komodo Dragon**, Type: Reptile, HD6, AC45, Attacks: Bite 1d8, Agil: 16, Description: light green reptile, 15 FT body with 6 FT tail, thick neck, tapered head, 6 FT at shoulder, Other: Bite carries fatal disease (Save 1d20 GTET [32-Stam]), fast sprinter but no endurance, excellent scent ability, moves silently in jungle, blends into jungle, slow swimmer, Number: 1

**Lamia**, Type: Composite, HD4, AC63, Attacks: Foreleg Claw 1d8, Hind Kick 1d10, Trample 1d12+2, Bite fastens on (hp1 first round, hp2 second, hp3 third, etc.), Agil: 14, Description: 7 FT body, 4 FT at shoulder, female face with blonde hair, bovine body, eagle's talons forelegs, long jaw fangs, feline tail, scales on back, Other: Bite transmits disease vampiricism on 1d100 GTET 97 (Save 1d20 GTET [35-Stam]), always evil, hatred towards Lammassu, Number: 1d3

**Lammassu**, Type: Composite, HD9, AC50, Attacks: Bite 1d3, Foreleg Lion 1d10/Bull 1d6, Hind Kick Lion 1d6/Bull 3d6, Trample 3d6, Agil: 14, Description: 8 FT body, 5 FT at shoulder, bearded male head on either lion or bull's body, Other: highly intelligent (speaks 1d6 languages), Earth Mage L1d6+2, immune lightning magic, infrared vision, ultraviolet vision, see invisible (30 FT), detect nearby Ethereal Plane, regenerate hp1/round, tend towards good or neutrality, hatred for Lamia, Number: 1d4

**Laume**, Type: Humanoid, HD variable, hp1d6+3, AC6, Attacks: weapon (knife, bow), Agil: 16, Description: delicate winged humanoids to 30 inches tall, small antennae, pair butterfly wings, 1/day invisible 1 hour, Other: Fire Mage L1d6 on 1d20 rolls 16-20, Priest L1d8 on 1d20 roll 20, ultraviolet vision, generally are not evil, Number: 3d10

**Leech**, Type: Invertebrate, HD0, hp1d6, AC5, Attacks: Bite 1 (while attached hp1 blood every half hour), Agil: 8, Description: blubbery creatures to 14 inches with slender body, 2 eye stalks, Other: Bite numbs skin so victim does not detect, bite transmits disease on roll 20 on 1d20, Number: 2d20

**Leopard**, Type: Mammal, HD3, AC12, Attacks: Bite 1d8, Claw1d6\*2 Hind Kick 1d10, Agil: 17, Description: large feline, 6 FT body, 3 FT at shoulder, long tail, tawny color, Other: moves silently in jungle, very good jumpers, good climbers, infrared vision, swim, fast sprinters but lack endurance, Number: 1d2;

**Snow** HD5, AC10, Bite 1d12, Claw1d8\*2, move silently on rock and in snow, good cold resistance, leave tracks in snow 10 on 1d10, one-quarter damage from cold magic, double damage water magic

**Leprechaun**, Type: Humanoid, HD variable, hp1d12+5, AC6, Attacks: weapons (knives, short bows, blowguns), Agil: 14, Description: humanoid 3 FT tall, thin slender face, red hair and beard, Other: Warlock L1d3 on 1d20 GTET 14 otherwise Earth Mage L1d6, immune to lightning magic, become invisible in storms 1/day grants one person +35% luck for 12 hours, travels on rainbows, tend toward neutrality, hatred toward Demons and Necromancers, pot of gold 12d100+1000GP, Number: 1d6

**Leucrotta**, Type: Composite, HD3, AC22, Attacks: Bite 1d8, Claws 1d6\*2, Hind Kick 1d8, Trample 1d12+1d6, Agil: 14, Description: 6 FT body, 4 FT at shoulders, badger's head, lion's neck and body and forelegs, hind quarters and rear legs of a stag, lion's tail, Other: excellent sprinter, see invisible (50 FT), Number: 1

**Lich**, Type: Undead, HD1d8+8, AC55/armor, Attacks: Punch 1d8, Kick 1d3, Strangle 1d12, weapon (bladed staff, scimitar), Agil: 15, Description: skeletal creature 6-7 FT tall, wears ornate but rotting clothing, crown and jewelry, carries Mage's Staff and Wand, Other: Mage on L1d10+9 – type on 1d20: (01-04) Air, (05-08) Earth, (09-13) Fire, (14-18) Shaman, (19-20) Water, immune normal fire or cold, one-quarter

damage lightning magic, resists spells 1d20 rolls GTET 11, move silently in graveyards, infrared and vision, see invisible 1d20 GTET 09, commands other undead, always evil, Number: 1; **Lich King** HD12, AC50/armor, black skeletal figure 7 FT, one-tenth damage electricity magic, unlimited teleportation within base of operations to 1000 FT diameter, 3/day – becomes incorporeal (15 minutes)

**Lion**, Type: Mammal, HD1d3+3, AC12, Attacks: Bite 1d8 male 1d6 female, Claws 1d10\*2 male 1d8\*2 female, Hind Kick 1d6, Agil: 14, Description: large four-legged feline, round face with long snout, males have thick reddish-brown mane, 6 FT body, 3 FT at shoulder, long tail with reddish tuft at end, Other: females excellent sprinters, excellent trackers, good scent ability, blend into savanna environment, males infrared vision, Number: 1d3 males with 1d10 females;

**Greater** HD8, +3 damage;

**Neamean** HD10, Bite 3d6 males 1d12 female, Claws 1d12 male 1d10 female, Hind Kick 1d12+2;

**Thespean** HD9, +4 damage

**Lycanthrope**, Type: Special, HD1d6+3, AC50, Agil: 14, Description: appears as dark-haired dark-eyed humans, Other: involuntarily transform to animal shape while moon is full, transform to animal at will (2/day, 1 hour), bite transmits disease lycanthropism (35-STAM save), infrared vision 200 FT, good hearing, good scent ability, not affected by ferrous weapons, double damage from silver weapons, Number: 1d12;

**Bear**, HD7, weapon (mace, metal staff, club, spiked club), cannot approach the herb rosemary, immune bee/wasp venom, Bear – Bite 1d8, Paw\*2 1d6, Hug 2d8, Trample 1d12+2, resist plant-based poisons 1d20 GTET 10, tend towards good;

**Boar** HD5, weapons (club, spiked club, spiked mace, spear), extraordinary leaps, poor climbers, excellent trackers, hot tempers, good gambler, Boar – Tusks 1d12, Hoof\*1d3, Trample 2d8, tend toward evil;

**Leopard** HD5, weapon (dirk, cutlass, rapier, short bow), excellent swimmers, immune snake venoms, excellent climbers, detects enchantments 1d20 GTET 12 (30 FT),

1d20 GTET 12 (30 FT), self heal hp3d12 (9/life, costs 1 STAM point), Leopard – Bite 1d8, Claw\*2 1d4, Pounce 3d6, Trample 1d12; tend toward neutrality;

**Lion** HD4, weapon (machete, cutlass, spear, javelin, blowgun), speak and understand all felines, immune to diseases, resists earth magic 1d20 GTET 13, excellent jumpers, Lion – Bite 2d8, Claw\*2 1d6+2, Hind Kick 1d12, Trample 3d6;

**Rat** HD3, weapon (dirk, rapier, scimitar, short sword, throwing axe, war hammer), speaks and understands all rodents, resists earth magic 1d20 GTET 10, resists water magic 1d20 GTET 15, blends urban terrain 1d20 GTET 8, tend toward evil, Rat – Bite 1d6+1, Claws\*2 1d4+1;

**Tiger** HD5, weapons (staff, spear, scimitar, war axe), immune poisons derived from jungle plants, excellent swimmer, speak/understand large cats, Tiger – Bite 1d8, Claws\*2 1d6, Pounce 1d12;

**Wolf** HD6, weapons (long bow, javelin, bolo, bastard or hand-half swords), cannot approach wolvesbane 12 FT, outstanding tracking ability, resists earth magic 1d20 GTET 12, swimmers, immune mineral-based poisons, Wolf – Bite 1d10, Claw\*2 1d6+2, Pounce 1d10, Trample 2d6+2

**Lynx**, Type: Mammal, HD3, AC10, Attacks: Bite 1d6, Claws 1d4\*2, Agil: 17, Description: Any of several feline species having very long pointed ears, long slender snouts, deep yellow-green eyes, a thick wooly coat (usually a shade of red or ochre from Spring to early Autumn), body close to the ground, from 5 to 8 FT long, short legs; coats change color in autumn and winter to match surroundings, Other: excellent climber and jumper, moves silently in forest, excellent scent ability, infrared vision, nocturnal, Number: 1d4;

**Northern** HD5, Bite 1d8+1, Claws 1d6+1\*2, SA34

**Mammoth**, Type: Mammal, HD15, AC44, Attacks: Tusk 3d10 males 3d6 females, Trunk 1d6, Trample 5d12, Agil: 14, Description: elephantine creature with thick matted hair, 9 FT at shoulder, 18 FT body, two long curved tusks, large furry ears, short thin tail, Other: immune ordinary cold, one-tenth damage cold magic, immune reptile venoms, extraordinary hearing, very intelligent, Number: 1d12

**Manticore**, Type: Composite, HD11, AC52, Attacks: Bite 1d4, Horn Butt 1d6, Foreleg Claws 1d6\*2, Flying Spines – throws 1d8 spines from tail 1d4 each (range 30 FT), Stinger 1d6, Trample 3d8, Crush 3d10 (from airborne), Agil: 16, Description: creature 9 FT body, 5 FT at shoulder, flat monkey's face, two ram's horns, red lion's body, red scorpion's tail, oversized bat's wings, many 8-inch spines grow along the tail, Other: stinger injects fatal poison, spines have paralyzing poison, runs at horse speed, great leaps, infrared vision, sees invisible and incorporeal and ethereal (100 FT), highly intelligent (speak), move silently in jungles, Air Mage L1d4+3 on 1d20 GTET 17, Number: 1

**Mantis**, Giant Preying, Type: Insect, HD4, AC28, Attacks: Bite 1d12, Foreleg Slash 1d12\*2, Agil: 16, Description: thin green insect, 10 FT body, 7 FT tall, supported by oversized rear legs, two small forelegs with bone blades, long tail, exoskeleton, four antennae and compound eyes, Other: excellent jumper, blends into tall grasses, immune fire magic, resists earth magic 1d20 GTET 15, Number: 1d8;

**Praying** HD5, AC 32, controls insects 250 FT, moves silently on prairie, immune Shaman and fire magic, infrared vision, intelligent, tends toward neutrality, has 1d8 Devotions on 1d20 GTET 13

**Mautherdoog**, Type: Mammal, HD1d3+2, AC48, Attacks: Bite 1d10, Claws 1d6\*2, Mental Blast 40 FT (paralyze 2d20 rounds, save 1d20 [32-WILL]), Agil: 14, Description: black canines with oversized paws and heads, 6 FT body, 4 FT at shoulder, wolfish faces with long snouts, large red fangs and claws, long black tails with tuft white, Other: very good jumper, suffer double damage from silver or enchanted weapons, Number: 1d6

**Medusa**, Type: Humanoid, HD1d4+2, AC10/armor, Attacks: Stoning Gaze 35 FT (save 1d20 p33-Stam)], weapons (staff, dagger, sling, rapier), Agil: 15, Description: comely female about 5 FT tall, hair made of many small viper snakes, glowing orange eyes, Other: very intelligent, always evil, immune to sleep and control magic, resists Prayers 1d20 GTET 12, Number: 1d4

**Minotaur**, Type: Composite, HD1d3+2, AC12/armor, Attacks: Punch 1d6, Kick 1d2, Strangle 1d12, Gore 1d12, weapon (great axe, great sword, heavy mace), Agil: 14, Description: 6-7 FT tall, bull's heads with wide horns on human neck and body, Other: good hearing, one-tenth damage earth magic, resists offensive Prayers 1d20 GTET 10, poor climbers, tend towards evil, highly aggressive, will not be Mages, Number: 1d12



**Mold**, Type: Fungoid, HD variable, AC10, Agil: 6, Description: any of several thin colored films that attach to surfaces;

**Cloud**, hp 1d10+4, light blue with puffy blisters, Spore Cloud confusion and coughing 2d20 rounds (30 FT), immune air magic, grows when attacked by lightning;

**Gold** hp1f6+17, yellow-gold, Spore Cloud fatal poison (40 FT, save -2, takes 1d100 hours), 1 lb gold every sq-FT;

**Psychic** hp1d10+22, tan/brown with honeycomb cells, Mental Domination (50 FT, save -3, initial attack confuses 1d10 rounds, confused person is dominated – 4 persons to 1000 FT);

**Poison** hp1d6+14, sticky dark blue with white streaks, Spore Cloud hp1/round breathed and paralyzing poison (20 FT), immune fire, grows

when attacked by fire magic, suffers 1d12 from healing Prayers;

**Purple** hp1d6+7, purple, Spore Cloud blinds 2d20 rounds (30 FT), Acid Spray 1d6 (15 FT), grows when attacked by fire or acid, half damage cold magic;

**Rust** hp1d10+10, dark red/brown, Spore Cloud coughing (20 FT, temporarily reduce Stamina -3 for 1d12 hours), exposed metal destroyed in 10 days by rust;

**Toadstools**, hp1d8+10, 1d8 tentacles under the cap unfold – each hp1d2 (8 FT) ;

**White** hp1d12+20, crusty white bread-like appearance, Cold Wave 1d10 plus reduce movement 50% (40 FT), grows when attacked by cold, suffers double damage from air magic, reptiles attacked 1d20 GTET 10;

**Yellow** hp1d10+25, mustard yellow with bumpy surface, Electrical Discharge 1d12 (50 FT, four rounds between), immune air magic, double damage fire magic, grows if attacked lightning

**Monitor Lizard**, Type: Reptile, HD1d3+3, AC35, Attacks: Bite 1d8, Tail 1d4, Trample 1d12, Agil: 14, Description: large four-legged scale reptile, slender head, long neck, 6 FT body with 5 FT tail, 4 FT tall, Other: bite transmits fatal disease (reduces Stamina 1/day until death), very aggressive, active in daylight, Number: 1d3; Great HD7, AC42, Bite 1d10, Tail 1d6, Trample 1d12+1d6

**Monkey, Flying**, Type: Mammal, HD4, AC14, Attacks: Bite 1d3, Talons 1d3\*2, Talon Rake 1d8 (airborne), weapon (short sword, short bow, bolo), Agil: 16, Description: bipedal primate, 4 FT tall, 4 FT wingspan, long prehensile tail, Other: excellent climber, intelligent, blends into jungle 1d20 GTET 11, resists air magic 1d20 GTET 13, Number: 1d20

**Moose, Giant**, Type: Mammal, HD6, AC14, Attacks: Bite 1d2, Antlers 1d12+1d6, Foreleg Kick 1d8, Hind Kick 3d6, Trample 3d8, Agil: 13, Description: large four-legged creature with spindly legs, thick neck, long snout, large set of antlers, Other: excellent swimmer, fast sprinter, some endurance, immune natural cold, half damage cold magic, resists earth magic 1d20 GTET 12, Number:

**Mountain Lion**, Type: Mammal, HD1d3+3, AC12, Attacks: Bite HD+4, Claw 1d6\*2, Pounce +1d8, Agil: 16, Description: long feline, 7 FT body, 3 FT at shoulder, long tail, brown to tawny color, Other: swimmers, good climber, move silently in rocks, blend into mountainous terrain 1d20 GTET 11, fast sprinter but poor endurance, excellent scent ability, infrared vision, Number: 1d8

**Mummy**, Type: Undead, HD1d3+4, AC30, Attacks: Punch 1d8, Agil: 12, Description: emaciated biped wrapped in grey cloth, 5-6 FT tall, Other: touch transmits rot – finger/toe rots every 3 days (each heal magic fails on 1d20 GTET 11), touch transmits disease leprosy (save 1d20 GTET [33-STAMINA]), always evil, Number: 1d10;

**Mummy King** HD10, AC46, 7 FT tall, gold wrappings with diadem, Punch 1d12, weapon (scepter 1d8, on rolls GTET 18 plus 1d12 electrical), rotting touch, leprosy, Air and Earth Mage L1d6+6, immune earth magic, one-tenth damage fire or lightning magic, intelligent (speech), commands HD60 lesser undead, blends into desert 1d20 GTET 6;

**Mummy Lord** HD8, AC36, creamy white wrapping with faded colorful hood, Punch 1d10, Earth Mage L1d4+3, rotting touch, leprosy, commands HD30 of lesser undead, one-quarter damage lightning magic, blends into desert 1d20 GTET 10, intelligent (speech)

**Naga**, Type: Composite, HD1d3+4, AC40 (snake) 10 (human), Attacks: Punch 1d3, Strangle 1d10, weapon (trident, spear, short bow, throwing star), Agil: 13, Description: human head (often female) and torso on a snake's body, 10 FT tail, stands 7 FT tall, Other: HD7 are Water Mages L7 (no greater magic), tend toward neutrality, resist water magic 1d20 GTET 7, detect snakes 500 FT, control snakes 100 FT, immune to snake venoms, move silently among rocks and sand, Number: 1d8

**Naiad**, Type: Humanoid, HD3, AC5, Attacks: weapon (dirk with sleeping poison), Agil: 14 Description: shapely young women, 5 FT tall, gold eyes, Other: walk on water, immune water magic (basic/less magic), breathe underwater, excellent swimmers, control fish (100 FT), blend into water 1d20 GTET 6, detect pearls underwater 200 FT, Water Mage L1d6 on 1d20 GTET 15, attracted to males Beauty GTET 17, Number: 1d6

**Nightmare**, Type: Special, HD6, AC44, Attacks: Bite 1d3, Foreleg Kick 1d6, Hind Kick 1d10, Mental Attack (sleep, 25 FT, save 1d20 GTET [32-STAMINA]), 1 hour, experience haunting nightmare), Mental Attack (panic, 40 FT, 1 hour), Agil: 18 Description: coal black equine, 8 FT body, 5 FT at shoulder, long black/white tail, white mane, red eyes, Other: very intelligent, telepathic 100 FT, walk over water, extraordinary jumper, infrared and ultraviolet vision, see invisible/displaced/ethereal 1d20 GTET 10 based on Plane of Dreams, always neutral, transport through Trance Gourds, Number: 1d4

**Nymph**, Type: Humanoid, HD2, AC10 (blunt) 50 (edged), Attacks: weapon (staff, dirk, whip), Dominating Touch, Agil: 16, Description: nubile young woman, 5 FT, long dark hair, pointed ears, Other: Shaman L1d4+1, blends into forest 1d20 GTET 9, excellent swimmer, attracted to men Beauty GTET 18, tend towards good, low Wisdom, good singers, Number: 1d10

**Ogre**, Type: Humanoid, HD5, AC25/armor, Attacks: Punch 1d8, weapon 1d12+5 (great club), Agil: 12, Description: thick and stocky humanoid 9-11 FT all, very hairy, blockish head with thick brows, huge hands and feet, Other: extraordinary Strength, very low Intelligence, infrared vision, one-tenth damage cold magic, resist Shaman magic 1d20 GTET 09, very aggressive, always evil, fickle and unpredictable temperaments, Number: 1d10



**Ooze**, Type: Fungoid, Agil: 10, Description: any of several mobile gelatinous species;

**Black Pudding** HD4, chocolate-brown, Pseudopod Attack (1, 1d6), immune fire and fire magic, double damage cold magic;

**Blue Slime** HD3, irregular dark blue with humped center, Pseudopod Attack (1d4, each hp1d3), Spore Cloud incapacitated 1d10 rounds coughing (6/day, 20 FT, save roll 1 infected by spores- body becomes slime in 1d100+80 days), Envelopment 1d8 and suffocation in 1d6 rounds, double damage from cold magic;

**Green** HD1, AC8, mottled shades of green, Pseudopod Attack (1d8, each for hp2), Envelopment (acid 1d4/round), contact infects with green skin mold (save -4), resists fire magic 1d20 GTET 10, grows when attacked normal fire, suffers double damage from lightning;

**Green Protozoon** HD4, bright green, Pseudopod Attack (1d4, each for 1d8), Acid Spray 1d8 (8/day, 10 FT), one-quarter damage fire or fire magic;

**Green Slime** HD1, bright green with purple blotches, Pseudopod Attack (1d6, each 1d4, natural 20 deposits slime in wound – if not scoured in 1d12 hours limb transforms to slime at 2 inches/hour), Acid Spray 1d6 (8/day, 12 FT), Envelopment 1d10 acid plus suffocation 1d8 rounds;

**Grey** HD2, AC8, glossy grey, Envelopment (acid 1d6/round), immune venom and poison, unaffected by being underwater, double damage fire magic;

**Purple** HD4, shades of dark purple, immune to all water based magic, double damage from fire magic and flame based attacks, highly flammable

**Red Slime** HD7, orange red, Pseudopod Attack (1d4, each 1d6), Heat Zone (1d3, 10 FT), Envelopment 1d12 heat plus suffocation 1d10 rounds, melt metals half-inch/minute, immune fire magic, suffers +50% damage water magic;

**White Pudding** HD5, Pseudopod (2, 1d10), Cold Zone 1/round (10 FT), Cold Wave 2d12 (3/day, 20 FT), Cold Ray 3d12 (1/day, 20 FT), immune cold magic, double damage fire magic

**Owl, Giant**, Type: Bird, HD1d3, AC18, Attacks: Beak 1d4, Talon Rake 1d8 (airborne), Agil: 15, Description: any of several species of stocky neckless birds with round heads, Other: excellent eyesight and hearing;

**Arctic** HD4, AC22, silent in snow, infrared vision, blends into snowy background 1d20 GTET 7, one-tenth damage cold magic;

**Giant Barn** HD2, Bite 1, infrared vision, blends into wooded background 1d20 GTET 8;

**Ghost** HD6, SA33, Bite 1d8+2, Talon Rake 1d12, infrared vision, blends into mountain terrain 1d20 GTET 7, limited teleportation (500 FT, 1/5 minutes), flies through wood or stone up to 4 inches thick, resists air magic 1d20 GTET 11; when trained develops telepathic bond with trainer;

**Giant Hooting** HD3, Great Hoot confusion (50 FT, 1/10 rounds), immune to domination, one-quarter damage air magic;

**Giant Screech** HD4, Great Shriek panic (1/12 rounds, 75 FT, -1 save), infrared vision, blends into prairie 1d20 GTET 8,

**Giant Snowy** HD5, Cold Blast 1d12 (1 in 4 rounds, 25 FT), blends into snowy background 1d20 GTET 7, immune cold magic, one-third damage lightning;

**Great Horned** HD4, Bite 1d6, Horns 1d6, Talon Rake 1d10, Fire Attack 2d6+2 (3/day, 60 FT), AC+8 versus good creatures, infrared vision, one-tenth damage fire magic, +half damage earth magic

**Panther**, Type: Mammal, HD1d2+3, AC12, Attacks: Bite 1d6+1, Claws 1d4+1\*2, Agil: 17, Description: feline predator, 5 FT body, 3 FT at shoulder, long tail, dark color, Other: excellent hearing and jumper, good scent ability, limited infrared vision, good climber, Number: 1d3

**Pegasus**, Type: Mammal, HD1d4+3, AC 50 body, 20 wings, Attacks: Bite 1d4, Foreleg Kick 1d8, Hind Kick 1d10, Trample 3d6, Ram 4d8 (airborne), Agil: 16, Description: large winged equine, body 9 FT, 6 FT at shoulder, 12 FT wingspan, typical cream color and black hoofs, Other: detects good/evil 1000 FT, always good, hates griffons and hippogriffs and harpies (+3 to hit, +1 damage), Number: 1d12

**Peryton**, Type: Composite, HD4, AC18, Attacks: Bite 1d3, Gore 1d6 (1d12 airborne), Talon Rake 1d10 (airborne), Agil: 14, Description: two-legged creature, 5 FT body, deer's head and antlers, eagle's body, Other: resists air magic 1d20 GTET 7, resists water magic 1d20 GTET 9, excellent eyesight and scent ability, good hearing, limited infrared vision, Number: 1d8

**Phoenix**, Type: Bird, HD1d4+12, AC80, Attacks: Bite 1d12+1d8, Wing Buffer 1d10 (25 FT), Trample 3d8+7 (with fire), Talon Rake 3d8 (airborne), Crush 7d12 (airborne, with fire) Agil: 1, Description: huge red/yellow bird, 14 FT tall, 12 FT body, raptor's head with red beak, tail like a fan, body flames at will, Other: immune normal fire and fire magic, resist air magic 1d20 GTET 6, normal weapons only injure hp1, intelligent (speak), see invisible/displaced/ethereal/incorporeal, immune to sleep, Number: 1

**Poisonous Snake**, Giant, Type: Reptile, HD1d6, AC1d10+12, Attacks: Bite 1d6 (injects venom saves 1d20 GTET [Snake HD\*7-STAMINA]), Tail 1d3, Agil: 14, Description: any of several species of large snakes growing 10 to 20 FT, Number: 1d10;

**Copperhead** HD3, venom paralyzes 3d6 hours,

**Coral Snake** HD4, venom fatal,

**Cottonmouth** HD3, venom causes gangrene, good swimmer;

**Diamondback** HD4, Bite 1d8+2, Constrict 1d10, Tail 1d4, bite injects paralyzing venom;

**Giant Rattlesnake** HD2, each bite reduces Agility and Strength 1d3 for 2d20 hours, infrared vision, long rattle on tail;

**King Snake** HD5, Bite 1d10+2, Constrict 1d12, bite injects paralyzing venom, infrared vision, resists earth magic 1d20 GTET 11, highly intelligent (speak 60%), commands 1d12 ordinary snakes;

**Rat Snake** HD3, rodent's face on snake's body, Bite 1d6, Constriction 1d8, bite transmits disease, infrared vision, suffers +25% damage fire magic;

**Winged Snake** HD4, 8 FT body, 2 sets of wings, Bite 1d9, bite injects venom slows movement 50%, infrared vision, suffers +75% damage cold magic, one-tenth damage cold magic

**Poltergeist**, Type: Undead, HD4, AC16, Attacks: Claw 1d4\*2, weapon (rod), Agil: 15, Description: incorporeal humanoid male, 5 FT, black skull head mounted on thin body with skeletal feet, Other: telekinesis (100 FT, 50 pounds), infrared vision, see invisible/displaced/ethereal creatures 50 FT, levitate, musky odor detectable by Priests 75 FT, must remain with 1000 FT of place of death until exorcised, visible 50 FT to persons carrying silver weapons, Number: 1

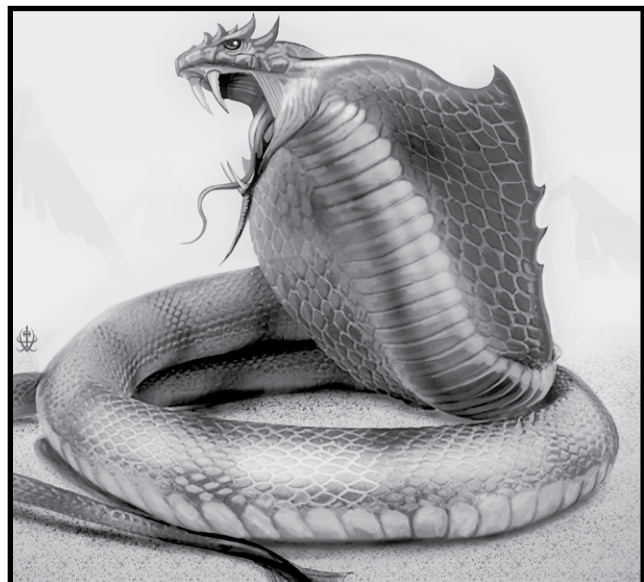
**Rat, Giant**, Type: Mammal, HD1d3, AC1d6+4, Agil: 13, Description: any of several species of large rodents with slender pointed heads, whiskers, to 3 FT long, 1 FT tall, Other: excellent scent ability, infrared vision, good hearing, good climbers, bite carries disease, Number: 1d100;

**Water Rat** HD2, Bite 1d6, good swimmer, suffer +25% damage fire magic

**Rhino**, Type: Mammal, HD8, AC45, Attacks: Bite 1d3, Gore 1d12, Trample 4d6+2, Agil: 14, Description: large four-legged hoofed creature with tough grey hide, 8 FT body to 2500 pounds, 5 FT at shoulder, one or two massive horns on snout, poor eyesight, good hearing, very aggressive, sensitive to movement, poor scent ability, Other: fast sprinter, good endurance, active in daylight, Number: 3d8;

**Black Rhino** HD10, Gore 3d6, Trample 4d8+4, one-quarter damage fire magic;

**Wooly Rhino** HD9, AC55, long coarse thick hair, Gore 1d12+1d8, Trample 2s8+2d6+4, half damage cold magic



**Roc**, Type: Bird, HD13, AC70, Attacks: Bite 3d10, Beak Point 4d4 (slash), Talon 1d12+1d6, Talon Rake 4d12 (airborne), Crush 6d12 (landing), Agil: 16, Description: huge black raptor, 25 FT body, 20 FT tall, 40 FT wingspan, Other: good hearing, good eyesight, sees invisible/displaced/ethereal/incorporeal 100 FT, ultraviolet vision, one fourth damage air magic, one third damage fire magic, half damage ferrous or silver weapons (not enchanted), always neutral, intelligent (speak), Number: 1

**Rotting Dragon**, Type: Undead, HD1d3+3, AC45, Attacks: Bite 2d8, Foreleg Claws 1d4, Tail 1d12, Agil: 14, Description: putrid rotting animated corpse of a dragon, 25-50 FT long, 15-25 FT tall, Other: claws transmit rotting (permanent if not cured in 100 minutes, loss 1 point Agility/rotted body part), armor is immediately rotted and useless 1d20 GTET 11, edged weapons inflict hp1, Number: 1d3

**Rusulki**, Type: Humanoid, HD3, AC15 (40 in water), Attacks: weapon, Agil: 13, Description: tall blonde shapely women 6-7 FT tall, blue eyes, blue nails and lips, long pointed ears, Other: water breathing, excellent swimmer, Priests 1d3+3 regenerate 1hp/round while in water, teleportation between waterfalls (50 miles), as long as touching a mortal the mortal can breathe underwater, immune water magic, +50% damage fire magic, tend toward good, conjure 20 gallons water/day, loses hp when travel GTET 1 mile from water, seduces males of Beauty GTET 16, Number: 1d8

**Salamander**, Type: Elemental, HD5, AC66, Attacks: Bite 1d4, Claw 1d3, Body Contact 1d8, Agil: 15, Description: long slender reptile, 4 FT body plus 4 FT tail, 2 FT tall, pink skin glows in low light or dark, red eyes and claws, Other: heat zone (from body, hp1d3/round, 8 FT), immune fire magic, double damage air magic, fire attacks reflected to caster 1d20 GTET 11, call flames (6/day, 10 FT), Number: 1

**Salamander**, Type: Reptile, HD2, AC12, Attacks: Bite 1d3, Tail 1d4, Claw 1d3, Agil: 13, Description: long slender green-skinned reptile, 3 FT body plus 3 FT tail, 2 FT tall, large grey eyes, dark stripe along back, Other: sticks to walls and ceilings, infrared vision, resists water magic 1d20 GTET 16, Number: 1d6;

**Hell Salamander** HD5, Bite 3d4+4, Tail 4d4, Fire Breath 1d12 (6/day, 10 FT), immune fire and fire magic (regenerates hp1d6), walk on lava, suffers +50% damage water magic, very aggressive, **Mole Salamander** HD7, AC30, Bite 1d10, Tail 1d6, Claw 1d6, one-tenth damage earth magic, excellent digger;

**Siren Salamander** HD4, AC25, SA31, 7 FT body, Bite 1d8, Tail 1d12, Sirens Song mesmerizes (300 FT, save 34-WILL, free attacks);

**Tiger Salamander** HD3, feline head on reptile's body, 6 FT body, orange/brown stripes, Bite 1d6+2, Tail 1d10, blends into marsh 1d20 GTET 11, nocturnal

**Satyr**, Type: Composite, HD1d4, AC1d10+9, Attacks: Kick 1d4, weapon (staff, dirk, short bow, bolo, blowgun), Pan Pipes mesmerize (150 FT), Agil: 16, Description: humanoid with horse's ears, long nose, thick beard, two curved forehead horns, goat's hips and legs and hooves, Other: blend into forest 1d20 GTET 8, resist earth magic 1d20 GTET 6, always neutral, Number: 1d10

**Scorpion, Giant**, Type: Insect, HD1d3+1, AC1d12+30, Attacks: Bite 1d4, Pincer 1d8+2\*2, Stinger 1d8, Agil: 14, Description: six-legged hard shelled creatures, 7 FT body, 3 FT tall, two front eye stalks, two short front arms with pincers, long curved armored tail with pincer, Other: stinger injects paralyzing poison, (save 1d20 GTET [30-Stamina]) stinger transmits disease 1d20 roll of 20, infrared vision, blend into desert 1d20 GTET 14, nocturnal, Number: 1d6;

**Rock Scorpion** HD 4, Bite 1d6, Pincer 1d12\*2, Stinger 1d12, excellent detect vibrations, blend against stone 1d20 GTET 5, resists earth magic 1d20 GTET 9;

**Water Scorpion** HD4, Bite 1d3, Pincer 1d8\*2, Stinger 1d8, good swimmer, resist water magic 1d20 GTET 10

**Snail, Giant Psychic**, Type: Invertebrate, HD10, AC20 body, 100 shell, Attacks: Bite 1d6, Tongue 1d3 (10 Ft), Mental Blast 1d8 (50 FT, 5/day), Mental Domination (25 FT, save 34-Will, 3/day), Agil: 10, Description: slug-like creature with hard shell on back, slit mouth, two eye stalks, four antennae, 35 FT body, 28 FT diameter shell, Other: high Intelligence and Wisdom and Will (1d6+20), immune Shaman magic, one-quarter damage water magic, telepathy one-third mile, breathe underwater, Number: 1

**Senmuru**, Type: Composite, HD10, AC32 head 65 body, Attacks: Bite 1d6, Fore Kick 1d8, Hoofs Rake 3d8 (airborne), Stinger 1d6, Trample 1d12+1d6, Crush 3d10 (landing), Agil: 15, Description: four legged creature, 10 FT body, dog's head with long fangs, oxen body with cloven feet, bat's wings 5 FT, scorpion's tail 5 FT, Other: good sprinter and endurance, excellent hearing, see invisible 1d20 GTET 10, resist air magic 1d20 GTET 10, intelligent (speak 50%), tend towards evil, Number: 1d4

**Simorg**, Type: Composite, HD14, AC20 dog 50 reptile 26 bird, Attacks: Bite 1d10+2, Foreleg Claws 1d6+1\*2, Claw Rake 3d6+3 (airborne), Crush 3d12 (landing), Agil: 13, Description: furry wolf-like canine head, dog's neck and chest and forelegs, vulture's hind quarters, chest and hind connected by section of snake's body, two vulture's wings span 14 FT, Other: intelligent (speaks), telepathic communication 200 FT – 20 on 1d20, 3/day invisible 30 minutes, immune to Basic/Lesser air magic, suffers one-quarter damage Greater air magic, suffers one-tenth damage fire magic, infrared vision, ultraviolet vision, sees invisible/displaced/ethereal/incorporeal at 25 FT on 1d20 GTET 15, always evil, Number: 1

**Siren**, Type: Humanoid, HD3, AC7/armor, Attacks: Talons 1d4, weapon (club, mace, dirk), Siren's Song mesmerize (500 FT, 35-WILL save), S&A: 28, Description: ugly hag or crone, 5 FT tall, very large bust and posteriors, Other: creates the illusion of great Beauty (200 FT, 36-WILL save), resists silence spells 1d20 GTET 10, always evil, Number: 1d3

**Lake Siren** HD2, Bite 1, Strangle 1d8, weapon (spear, short sword), Agil: 13, Siren's Song mesmerizes (150 FT, 32-WILL save), Description: female humanoid 4 Ft, very long arms and fingers, resists silence 1d20 GTET 14, resists Shaman magic 1d20 GTET 7, move silently along rivers, excellent swimmers

**Skeleton**, Type: Undead, HD1, AC22, Attacks: Punch 1d2, Bite 1d3, weapon, Agil: 12, Description: bleached white animated humanoid skeletons, 4-6 FT tall, Number: 1d6

**Warrior Skeleton** HD2, AC30/armor, Punch 1d4, weapon (club, mace, dagger, staff, scythe, short sword), shield and steel cap, infrared vision 50 FT

**Skeleton King** HD5, AC60/armor, Punch 1d8, Kick 1d6, weapon (long sword, bastard sword, bladed staff, spiked mace, halberd, bow, crossbow; use at +3/+2 damage), immune to air and earth magic, infrared vision, ultraviolet vision, see invisible 1d20 GTET 11, moves silently without tracks underground and in grave yards

**Uber Skeleton** HD3, AC45/armor, weapon (spear, pike, short sword, long sword, double long knives, bladed staff; use a +2/+1 damage), immune earth magic, suffer one-quarter damage electricity, moves silently over stone

**Skunk, Giant**, Type:Mammal , HD3, AC12, Attacks: Bite 1d4, Claws 1d3\*2, Musk Spray nausea/paralysis (rear, 25 FT, 5/day), S&A: 27, Description: a large four-legged creature, 6 FT long, 3 FT at shoulder, black pelt with white stripe along back, small face, Other: infrared vision, good differ, nocturnal, resists earth magic 1d20 GTET 17, bite transmits disease rabies 1d20 GTET 18, Number: 1d6

**Sleep Pixie**, Type: Humanoid, HD2, AC10, Attacks: weapon (blowgun, knife, short bow), Agil: 16, Description: green winged humanoid, 30 inches tall, black hair and beards (female red hair), four small wings, Other: carry 1d6 doses sleeping powder (35-STAM save, sleep 1d4+2 hours), blend into forest 1d20 GTET 6, infrared vision, immune sleep magic or domination, always neutral, Number: 1d12

**Snake, Giant**, Type: Reptile, HD1d3, AC1d10+6, Attacks: Bite 1d4, Tail 1d3, Agil: 14, Description: Large snakes from 8 to 15 FT, various colors, Other: non-poisonous, Number: 1d6

**Slyph**, Type: Humanoid, HD2, AC8, Attacks: weapon (dart, blowgun, mace), Agil: 16, Description: winged humanoid, 4-5 FT, brown skin, red hair, Other: resist cold magic 1d20 GTET 6, one-tenth damage cold magic, resist air magic 1d20 GTET 11, fast flier, infrared vision, see invisible 35 FT on 1d20 GTET 12, males Air Mage L1d8 on 1d20 GTET 8, females Air Mage L1d12 on 1d20 GTET 7, always neutral, Number: 1d12

**Spark Bug**, Type: Insect, HD1, AC42, Attacks: Bite 1d6, Pincer 1d6+2, Agil: 12, Description: six-legged yellow bug, round face, 6 FT body, 3 FT tall, 3 horns on head, three segment body, pincer mounted on arm from middle segment, Other: each metal weapon hit on bug causes 1d4 electrical 'spark', infrared vision 150 FT, Number: 1d6

**Specter**, Type: Undead, HD7, AC80 ferrous weapons 20 silver weapons, Attacks: Touch 1d4 plus loss 2000 XP (save or reduce Speed/Stamina each 1 point for 1d12 hours, die if either reach 0, return as weaker Specter), Agil: 13, Description: incorporeal humanoid, 5-6 FT tall, gaunt, hooded robes carrying chains, Other: infrared vision, see invisible 20 FT, suffers double damage from silver weapons, always evil, Number: 1d3



**Sphinx**, Type: Composite, Agil: 14, Description: any of several species with human head and animal bodies, 15 FT body, 8-10 FT high, Other: Number: 1

**Common Sphinx** HD7, AC50, male human head on lion's body, Claws 1d8\*2, Trample 3d6, immune to Shaman magic, ultraviolet vision 100 FT, see invisible/displaced/ethereal/incorporeal, tend toward evil

**Luxan Sphinx** HD8, AC60, male human head on lion's body with eagle's wings and snake tail, Claws 1d10\*2, Claw Rake 3d10 (airborne), Trample 3d6, Crush 5d6 (landing), Earth Mage L1d4, immune to Shaman magic, ultraviolet vision, edged weapons inflict hp1, double damage from blunt weapons

**Olympian Sphinx** HD10, AC70, human head on wolf's body, owl's wings, Claws 1d12\*2, Claw Rake 3d12 (airborne), Trample 3d10, Crush 5d10 (landing), immune Shaman magic, resist offensive Prayer 1d20 GTET 14, ultraviolet vision, see invisible/displaced/ethereal/incorporeal, blunt weapons inflict hp1, double damage from piercing weapons (lance, javelin, spear), 1/day invisible (45 minutes)

**Spider, Giant**, Type: Arachnid, HD1d6, AC1d12+10, Attacks: Bite 1d6, Agil: 16, Description: any of several species of eight-legged creatures with oval bodies, 5 FT long, 3 FT high, Other: , Number: 1d8;

**Blue Winged Spider** HD4, Bite 1d6, Claw 1d2, Claw Rake 1d8 (airborne), resists air magic 1d20 GTET 12, immune domination, infrared vision;

**Forest Spider** HD2, Bite 1d3, creates strong webs, excellent hearing, blend against forest 1d20 GTET 8;

**Giant Tarantula** HD4, Bite 1d6, bite injects paralyzing venom, infrared vision, blends into desert terrain 1d20 GTET 12, nocturnal, highly aggressive;

**Great Jumping Spider** HD2, Bite 1d4+1, Pounce 1d12, excellent climber, infrared vision 75 FT, blends into grasslands 1d20 GTET 6, active in daylight;

**Huge Spider** HD2, Bite 1d8, Trample 1d10+2, first bite reduce Agility 1d4 – second Speed 1d4 – third Will 1d4 – fourth Strength 1d4, infrared vision 50 FT;

**Incorporeal Spider** HD4, Bite 1d8, venom reduces movement 50% (reduce Agility 1d4 for 1d12 hours), infrared vision 100 FT, sees incorporeal/displaced/invisible 40 FT, moves into the Ethereal Plane and reappears up to 75 FT away, highly aggressive

**Poison Spider** HD3, Bite 1d8, bite injects fatal venom (1d8 rounds, save +2), makes strong webs, excellent climber, infrared vision 100 FT

**Recluse Spider** HD2, Bite 1d4, bite injects venom causes gangrene in 1 hour (fatal in 1d12 hours), excellent climber, infrared vision 1d20 FT

**Water Spider** HD2, Bite 1d3, bite injects venom causing uncontrollable muscle spasms (reduce Agility by 8, 1d12 hours), infrared vision 50 FT, walks on water, swims, breathes underwater, resists water magic 1d20 GTET 14

**Web Spider** HD4, Bite 1d6, outstanding and fast climber, infrared vision 200 FT, makes 20 FT strong web/round – very sticky, highly aggressive

**Wertzel's Spider** HD5, Bite 1d6, Fire Breath 1d8 (15 FT, 4/day), suffers one-tenth damage from fire magic

**Widow Spider** HD3, Bite 1d4, bite injects venom – immediate hp1d6 plus limb immobilized plus muscle spasms (-4 to hit) – second bite blinds – third bite is fatal, resists earth magic 1d20 GTET 6, immune Shaman magic, infrared vision 80 FT

**Yassakko's Spider** HD5, Bite 1d6, Cold Breath 1d10 (20 FT, 3/day), ultraviolet vision 150 FT, resists cold magic 1d20 GTET 13

**Zithrebee's Spider** HD4, Bite 1d8, Steam Breath 1d10 (25 FT, 3/day), excellent climber, infrared vision 100 FT

**Spirit**, Type: Undead, HD5, AC35, Attacks: Gaze Attack causes panic, Touch Attack (removes 3000XP – regenerates hp1d3, temporarily reduce Will 1d3 for 3d4 days), Agil: 13, Description: incorporeal white humanoid often female, 5-6 FT tall, Other: elves are immune to touch attack, not affected by wood weapons, ferrous weapons -2 damage, infrared vision 50 FT, sees invisible/displaced/ethereal/incorporeal 50 FT, immune Shaman magic, Number: 1

**Stag, Giant**, Type: Mammal, HD7, AC12, Attacks: Bite 1d3, Antlers 1d10, Foreleg Kick 1d4\*2, Hind Kick 1d6, Trample 3d8, Agil: 13, Description: large four-legged bovine, wide pair of antlers, thin legs, Other: fast runner, good jumper, good hearing, good scent ability, Number: 1d10

**Stigae**, Type: Mammal, HD1, AC8, Attacks: Bite 1d3, Stinger 1d4, Tentacle hp1, Agil: 14, Description: two legged winged creature, 2-3 FT long, rotund cylinder bodies, round heads with blood sucking tube and compound eyes and yellow beak, four short tentacles under beak, rear stinger, Other: highly aggressive, bite transmits disease on 1d20 GTET 15, Number: 1d12

**Stymphallian Bird**, Type: Bird, HD4, AC24 head 42 body, Attacks: Beak 1d6+3, Talon Rake 1d10 (airborne), Quill Missile (1d6, each 1d3 damage), Agil: 14, Description: 3 FT bird, red feathers, yellow fan tail and eyes, brass beak 7 inches, brass talons, sharp red quills on rump, Other: immune to poisons, Number: 1d8

**Tasmanian Devil**, Type: Special, HD5, AC30, Attacks: Bite 1d12+4, Claw 1d10+2, Agil: 18, Description: red furred humanoid, 4 FT tall, wide red/white head with huge teeth, short arms with talons, Other: high Agility and Speed, shreds wood, poor vision in dark, Number: 1 hunting or den of 1d8

**Thunder Bird**, Type: Bird, HD9, AC60, Attacks: Beak\*2 1d10+2, Talon 1d6, Talon Rake 3d6 (airborne), Thunder 1d6 (wings, 6/day, 75 FT, deafened 3d20 hours, confused 1d8 hours), Agil: 15, Description: two headed bird, 12 FT body, 8 FT tall, gold body with pheasant's tail, metal beaks, Other: excellent sight, poor hearing, immune air magic, resist water magic 1d20 GTET 13, Number: 1d3

**Tick, Disease**, Type: Insect, HD2, AC10, Attacks: Bite 1d4 (hits GTET 15 attach – blood suck 1d6/round), Agil: 12, Description: six-legged, two body segments, 5 FT body, Other: blood sucking transmits disease (save -4), infrared vision 50 FT, Number: 1d6

**Tiger**, Type: Mammal, HD4, AC14, Attacks: Bite 1d6, Claw 1d4+1\*2, Pounce 1d12+2 (from above), Agil: 15, Description: long feline, 5 FT body, 2 FT at shoulder, typical yellow-brown striped pattern hide long tail, Other: good swimmer, excellent climber, infrared vision 100 FT, blend into jungle 1d20 GTET 11, move silently in jungle, fast sprinter, Number: 1d2;

**Bengal Tiger** HD5, Bite 1d6+2, Claw 1d6, extraordinary scent ability, excellent hearing;

**Saber Tooth Tiger** HD6, Bite 1d12+3, Claw\*2 1d8, Pounce 2d8+2;

**Tundra Tiger** HD4, Bite 1d10+6, Claw 1d8+3, Pounce 4d6, immune cold magic, resists earth magic 1d20 GTET 11, double damage water magic

**Titan**, Type: Humanoid, HD22, AC70/armor, Attacks: , Agil: 16, Description: muscular humanoid 30-40 FT tall, Punch 3d12, Kick 2d12, Stomp 3d10, Staff 3d8 (to 6 human-sized opponents), Sword 3d10 (to 4 human-sized opponents), Boulder 5d2 (150 FT), Other: excellent eyesight half mile excellent hearing quarter mile, immune to poisons, immune earth magic and fire magic, see invisible and displaced/ethereal/incorporeal 250 Ft, Earth Mage L1d8+8 on 1d20 GTET 10, Air Mage L1d10+8 on 1d20 GTET 12, always neutral, hatred for Undead, Dragons, and Diabolics, Number: 1d3

**Toad, Giant**, Type: Amphibian, HD2, AC8, Attacks: Bite 1d4, Tongue 1d2, S&A: 20, if tongue hits on a roll GTET 18 it wraps around a limb and constricts 1d4/round Description: four-legged creature triangular body 4 FT long, small tapered head, oversized rear legs with webbed feet, short front legs, Other: good jumper, Number: 1d4;

**Disease Toad** HD3, Tongue 1d4, skin contact or bite transmits rotting disease (Will -1d6, 1d20 days recovery);

**Great Horny Toad** HD3, Horn 1d8+1, blends into desert 1d20 GTET 12

**Ice Toad** HD4, Bite 1d6, Cold Breath 2d12 (25 FT, 3/day), tongue deals 1d4 cold dmg on successful wrap, excellent jumper, immune cold magic, triple damage fire magic, resists water magic 1d20 GTET 11, blends snowy background 1d20 GTET 8

**Tortoise, Giant**, Type: Amphibian, HD4, AC 22 head 55 shell, Attacks: Bite 1d8, Agil: 12, Description: four legged, leathery brown skin, hard oval shell on back, 7-8 FT body, wide claws, Other: blend grasslands 1d20 GTET 14, resists earth magic 1d20 GTET 12, good diggers, Number: 1d6;

**Desert Tortoise** HD5, AC 30 head, 65 shell, 11 FT body, resists earth magic 1d20 GTET 4, resists fire magic 1d20 GTET 14, infrared vision 500 FT,

**Razorback Tortoise** HD6, AC 38 head, 75 shell, 15 FT body, Trample 1d10, resists earth magic 1d20 GTET 10

**Troll**, Type: Humanoid, AC2d8+30, Attacks: Bite 1d4, Punch 1d10+1, Strangle 1d12, Huge Club 1d10, Agil: 14, Description: any of several species of large primitive humanoids, 8-12 FT tall, Other: infrared vision 125 FT, resist earth magic 1d20 GTET 7, resist water/cold magic 1d20 GTET 10, double damage water magic, see invisible 1d20 GTET 14 (25 FT), excellent hearing, excellent scent ability, moves silently in hilly terrain, regenerate hp2 damage/round, always evil, Number: 1d6;

**Berg Troll** HD9, stands 8-9 FT, Punch 1d10+2, resist earth magic 1d20 GTET 7, resist earth/fire magic 1d20 GTET 9, suffer +25% damage water magic, see invisible 25 FT, moves silently in forests/mountains, regenerate hp4/round, good climbers, become stone when exposed to direct sunlight;

**Cave Troll** HD11, stands 7-9 FT, Punch 1d12, resists earth magic 1d20 GTET 2, resists fire magic 1d20 GTET 7, suffer +50% damage water magic, moves silently underground, regenerate 1d6/round underground, become stone when exposed to direct sunlight;

**Feu'er Troll** HD7, stands 7-9 FT, bald with red skin, Fire Breath 1d10 (15 FT, 4/day), resist fire magic 1d20 GTET 2, suffer +50% damage from air magic, sees invisible 1d20 GTET 13 (20 FT), very aggressive, very domineering

**Turtle, Giant**, Type: Reptile, HD1d6+2, AC 20 head 50 shell, Attacks: Bite 2d4, Claw 1d2, Claw Rake 1d10 (underwater), Agil: 13, Description: four-legged, heavy oval shell 6 FT diameter, 10 FT body, 3 FT high on shell, wide feet with claws, Other: immune water magic, suffers +75% damage fire magic, infrared vision 150 FT, ultraviolet vision, good swimmer, remains underwater 45 minutes, Number: 1d6

**Alligator Turtle** HD5, AC 40 head 70 shell, Bite 1d10, Claw 1d3, Claw Rake 1d12 (underwater), resist water magic 1d20 GTET 8, suffer +25% damage air magic, infrared vision 75 FT, excellent underwater hearing, blends into water 1d20 GTET 5

**Arctic Turtle** HD5, changes to white/pale colors in winter, Bite 1d6, Claw 1d4, Claw Rake 1d10 (underwater), immune cold magic, +50% damage fire magic, +25% damage air magic,

**Bog Turtle** HD7, long smooth tail ending in rattle, Bite 1d3, bite transmits diseases (malaria or yellow fever), resists water magic 1d20 GTET 9, suffers +50% damage fire magic, moves silently in marshes

**Razorback Turtle** HD4, razor edges on shell, Bite 1d6+2, Shell Razor 1d6, Claw 1d4, Claw Rake 1d12 (underwater); Snapping Turtle HD5, raptor's beak and claws, Bite 1d8+4, Claw 1d6, Claw Rake 3d8+2 (underwater), resists water magic 1d20 GTET 8, suffers double damage earth magic

**Spiny Turtle** HD3, shell 9 FT long, body 14 FT long, 1 FT spikes along shell edge and 8-inch spikes to back, Bite 1d4, Spike Impale 1d6+3, Claw 1d2, Claw Rake 1d10 (underwater), usually very aggressive

**Steamer Turtle** HD12, AC 35 head, 80 shell, 9 FT shell, 15 FT body, 5 FT high, Bite 1d8, Claw 1d4, Claw Rake 1d12 (underwater), Steam Breath 2d8+4 (20 FT, every fifth round), resists water magic 1d20 GTET 6, suffers double damage air magic, resists venom-based poisons 1d20 GTET 7

**Wood Turtle** HD3, 14 FT shell, 18 FT body, 5 FT tall, 4 FT tail, Bite 3d8+4, Trample 1d10, Claw 1d6, Claw Rake 4d6 (underwater), resists water magic 1d20 GTET 5, double damage from earth magic, immune to plant-based poisons and spider venom

**Undine**, Type: Elemental, HD8, AC 100 blunt weapons 60 edged weapons 10 piercing weapons, Attacks: Tongue 1d8 (6 FT), Water Spray 1d8 (20 FT, every third round, can bite/spray same round), Agil: 12, Description: snail-like creature with invertebrate body and eye stalks, 8 FT long, Other: immune water magic and lightning, triple damage cold magic, becomes invisible in water, opens 6 FT by 8 FT door to Elemental Plane of Water (open 30 minutes, 1/10 days), high humidity and condensation 25 FT (slippery, -2 Agility), temperature drops 20 degrees 25 FT, extinguishes all flames 50 FT, silver weapons act as +3 to damage, Number: 1d3

**Unicorn**, Type: Mammal (Equine), HD8, AC60, Attacks: Bite 1d3, Gore 1d10+1d6 (+1d10 to evil), Foreleg Kick 1d10, Hind Kick 3d6, Trample 3d8+3, Agil: 16, Description: large equine with long spiral horn in forehead, 8 FT body, 6 FT at shoulder, light color or palomino, Other: excellent vision and hearing, infrared vision 500 FT, ultraviolet vision 300 FT, outstanding scent ability, good sprinter and jumper, swims well, immune fire/air magic, telepathic 100 FT on 1d20 GTET 14, regenerates 1d3/round, blends into terrain 1d20 GTET 8, touch of hoof detoxifies any poison, horn heals hp1d10 (touch, 8/day, once/person), opens gate to Ethereal Plane (4 FT by 7 FT, 15 minutes, 1/month), intelligent (30% speak), always good, Number: 1d6; Winged Unicorn HD10, AC80, Bite 1d6, Gore 1d12+1d8 (+10 to evil), Flying Gore 3d6+1d8, Foreleg Kick 1d12, Hind Kick 3d8, Trample 3d8+3, Flying Crush 4d10 (landing), immune fire/air magic, telepathic 300 FT on 1d20 GTET 11, intelligent (speak 60% - Air Mage L1d8), regenerates hp1d3+2/round, hoof touch detoxifies any poison, horn touch heals hp1d10 plus cures diseases, horn touch breaks curses on 1d20 GTET 16, horn touch eliminates magical influences on 1d20 GTET 13, always good



**Vampire**, Type: Undead, HD9, AC50, Attacks: Punch 1d8, Bite 1d3, Draining Touch (ages 5 years, removes 4d100 XP), Charming Gaze (dominated 1d12 hours, 34-WILL save), weapon (rapier, cutlass), Agil: 15, Description: dark-haired humanoid, 6-7 FT tall, pale to white eyes, small fangs, Other: bite transmits disease vampiricism – when victim dies they rise as a Vampire at next full moon (save 1d20 [32-Stam]), does not cast shadow, immune to poisons, must spend GTET 6 hours/day in coffin, banished 1d100 days at zero HP then regenerates – to permanently kill decapitate and put garlic in mouth and pound wood stake into heart, killed by 10 rounds direct daylight, speaks to bats and wolves, shapechange (2/day, to 45 minutes, bat, grey wolf, dense fog), infrared vision 500 FT, 1/day fly 1 hour, 1/10 days invisible 1 hour, always evil, cannot approach holy symbol closer than 6 FT or fresh garlic closer than 10 FT, requires GTET 6 ounces fresh blood/week, Number: 1d6

**Vampire Lord**, Type: Undead, HD11, AC65, Attacks: Punch 1d10, Bite 1d6, Draining Touch (ages 15 years, 1d8 cold damage, removes 8d100 EP), Charming Gaze (dominates 3d12 hours, 50 FT, 36-WILL save), weapon (rapier, cutlass), Agil: 17, Description: dark-haired humanoid 5-7 FT, bearded and handsome, copper eyes, silver nails, small red fangs, Other: bite transmits disease vampiricism – when victim dies they rise as a Vampire at next full moon serving the Lord, (save 1d20 [35-Stam]), immune to poisons, Earth Mage 1d8 (also Fire on 1d20 GTET 14), resists earth magic 1d20 GTET 4, suffers double damage water magic, shapechange (3/day, 1 hour, bat, grey wolf, dog, black cat, black rat, dense fog), invisible (1/day, 30 minutes), 2/day fly 30 minutes, speaks to wolves and bats and dogs and rats, 1/day summons monsters (1d10 bats, wolves, rats, dogs), does not cast shadow, immune to alcohol and natural fire, always evil, cannot approach holy symbol closer 15 FT or fresh garlic 5 FT, banished 2d100 days at zero HP then regenerates – to permanently kill decapitate and put garlic in mouth and pound wood stake into heart, killed by 30 rounds direct daylight, Number: 1

**Vision**, Type: Undead, HD5, AC 60, Attacks: Mental Attack (50 FT, reduces 1 point Will 1d8 days, 33-WILL save, save roll 20 makes immune from Vision's attack – when Will becomes zero the Vision occupies the body 1d100 days – body dies when Vision leaves), Agil: 13, Description: incorporeal yellow skeleton with yellow hair sticking straight out, 6 FT tall, triple-sized skull filled with yellow light, Other: requires incorporeal weapon to injure, immune all elemental magic, sensitive to Shaman magic (-8 save), Number: 1

**Warthog**, Type: Mammal, HD3, AC14, Attacks: Tusks 1d8+1, Trample 1d12+2, Agil: 14, Description: four-legged swine with big head, four curved tusks, thick bristles around head and on back, Other: fast sprinter, poor endurance, poor eyesight, good scent ability and hearing, Number: 1d8

**Wasp, Giant**, Type: Insect, Agil: 16, Description: any of several species of eight-legged winged insects with two segment bodies and long stingers, 4-6 FT long, Other: good scent ability, attracted by movement, Number: 2d10;

**Golden Digger Wasp** HD4, Bite hp2, Stinger 1d4+3, stinger injects venom (paralyzes 2d100 hours, save 30-STAM), underground nests, resist earth magic 1d20 GTET 8, resists air magic 1d20 GTET 15;

**Greater Wasp** HD2, Bite hp1, Stinger 1d4, stinger injects venom (paralyzes 1d12\*1d4 hours),

**Huge Wasp** HD1, Bite hp1, Stinger 1d6, stinger injects venom (paralyzes 1d20\*1d6 hours);

**Sand Wasp** HD4, Bite hp3, Stinger 2d6+4, stinger injects venom (paralyzes 1d100+30 hours), resists fire magic 1d20 GTET 15;

**Spider Wasp** HD4, eight-legged two segment insect, two pairs wings, 8 FT body, Bite hp4, Stinger 1d10+3, stinger injects venom (paralyzes 1d100+50 hours), produces 1 inch web by 10 FT long every round, immune to poisons and venoms, commands 1d12 ordinary wasps/spiders 50 FT, resists air magic 1d20 GTET 10, highly aggressive

**Weasel, Giant**, Type: Mammal, HD7, AC22, Attacks: Bite 1d6+2, Claws\*2 1d4, Hind Kick 1d6, Pounce 1d10, Agil: 14, Description: four-legged rodent, 5 FT body, 3 FT high, thin tapered head, vicious mouth and fangs, Other: excellent digger, infrared vision 50 FT, excellent scent ability, highly aggressive, poor hearing, resists earth magic 1d20 GTET 8, Number: 1d6;

**Giant Clawed Weasel** HD8, Bite 1d8+2, Claws\*2 1d8, Hind Kick 1d10, Pounce 3d6, resists earth magic 1d20 GTET 3

**Wight**, Type: Undead, HD1d2+1, AC25, Attacks: Bite 1d3, Talons\*2 1d3, Agil: 12, Description: pale white humanoid, animated corpse, 5-7 FT tall, emaciated but intact body, fingernail talons, Other: touch removes 750 XP (save 32-WILL), hit scored on 1d20 GtET 19 paralyzes 1d100 rounds (save 34-STAM), Number: 1d10

**Wolf, Giant**, Type: Mammal, HD1d6, AC12, Attacks: Bite 1d6, Claw\*2 1d4, Pounce 1d10, Agil: 16, Description: any of several species of large dark-colored canines, 4-5 FT body, 2 FT at shoulder, thick manes, long tail, distinctive howls, Other: infrared vision 100 FT, excellent hearing and scent ability, good tracked, poor swimmer and climber, good sprinter, excellent running endurance, resists cold magic 1d20 GTET 13, Number: 1d12

**Giant Arctic Wolf** HD Bite 1d8+2, Claw\*2 1d4+2, Pounce 1d12+1d4, resists cold magic 1d20 GTET 7, blends in snow 1d20 GTET 8, moves silently in snow, leaves no tracks

**Fenris Wolf** HD16, 20FT body, 7 FT tall, Bite 4d6, Claws\*2 1d10, Hind Kick 3d6, Pounce 3d10, Trample 2d12+1d6, Fire Breath 4d8 (25 FT, 6/day), immune cold magic, suffers double damage fire magic, immune to domination magic, good swimmer, bites hand or foot off in one gulp when hits GTET 18, immune wood/ferrous weapons, half damage from silver weapons

**Giant Timber Wolf** HD3, Bite 1d6+2, Claw\*2 1d3+2, Pounce 1d10, blend in forest 1d20 GTET 7, swimmer, good climber, double damage on 1d20 rolls 20

**Worm**, Type: Invertebrate, HD1d8+2, Agil: 15, Description: any of several species of long cylindrical beasts with eyes and circular mouths on one end, Other: sensitive to vibrations, infrared vision 200 FT, ultraviolet vision 100 FT, immune earth magic, Number: 1d3

**Army Worm** HD3, 15 FT body, Bite 1d8+3, Crush 1d12 (roll), aggressive

**Burrowing Worm** HD2, 20 FT body, Bite 1d4, Crush 2d8 (roll)

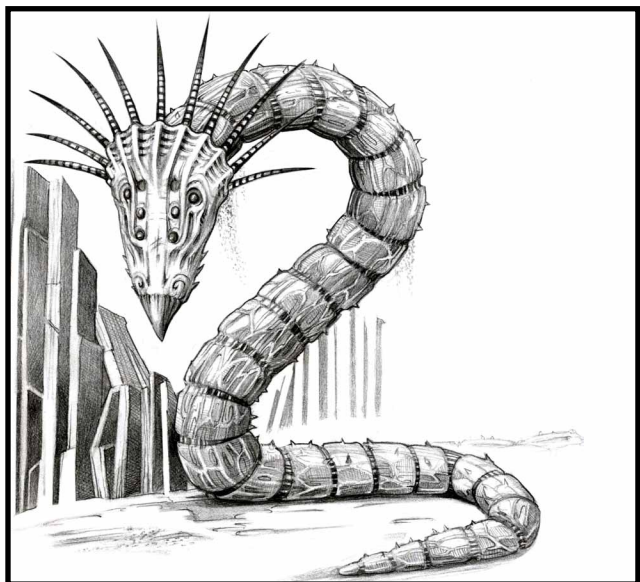
**Cut Worm** HD5, 9 FT body, 4 tentacles on head ending in bone blade, two eye stalks, Bite 1d4, Blade\*4 1d3, Crush 1d8 (roll), excellent climber in trees, gland in rump makes strong silk cord, immune plant-based poison

**Desert Worm** HD10, 28 FT body, tapered bullet-shaped head, crest around head, Bite 1d8, Gore 1d12, Crush 2d8+3 (roll), immune to snake/spider/reptile venoms

**Great Sand Worm** HD20, 120-200 FT body, 25 FT diameter, Bite 10d12 (swallows whole rolls GTET 12), Crush 5d12 (roll, avoid 32-Agility), immune any Basic or Lesser magic, immune Shaman magic, immune Devotion prayers

**Ice Worm** HD16, 45-50 FT body, tapered snout, 5 tentacles on face, Bite 2d10, Tentacle\*5 1d12, Cold Breath 3d12 (25 FT, every fourth round), Cold Zone 1d4/round (15 FT), salt applied to skin damages hp1d3/round, immune cold magic, half damage air magic, double damage fire magic, aggressive

**Putrid Worm** H12, 80-100 FT, mauve and black, tapered head, scaly fungus grows on body, Bite 5d8 (swallow whole on roll 20), Crush 4d10 (save roll, avoid [32-Agility])



**Wraith**, Type: Undead, HD10, AC120 ferrous, AC48 silver, Attacks: Touch 2d8, Fear Gaze (50 FT, 32-WILL save), Agil: 14, Description: glowing incorporeal humanoid apparition with misty legs, mostly male, 6-7 FT tall, Other: requires silver weapons to injure, immune fire magic, suffers double damage air magic, saves versus Shaman magic at +10, infrared vision 100 FT, ultraviolet vision 75 FT, person killed by Wraith becomes a weaker Wraith under the original's control, intelligent, telepathic 50 FT, Fire Mage L1d6 on 1d20 rolls GTET 17, Number: 1d3

**Wyvern**, Type: Reptile, HD7, AC70, Attacks: Bite 2d6, Claws\*2 1d6, Tail 1d10, Trample 2d10, Agil: 18, Description: large winged reptile with flared crest around head, barbed stinger on tail, 15-20 FT body, 9-12 FT tall, wingspan 15-18 FT, Other: stinger injects venom 1d20 GTET 12 (save 32-STAM, reduce Stamina 1d3, hp1d3/hour for 1d12 hours, fatal after 8 hours – save 1d34-STAM), resist cold and fire magic 1d20 GTET 15, resist earth magic 1d20 GTET 12, outstanding eyesight 500 FT, good hearing, good scent ability, see invisible 1d20 GTET 14 (50 FT), infrared vision 100 FT, immune reptile venoms, blend into desert 1d20 GTET 11, good digger, Number: 1d6

**Black Wyvern** HD9, 20-24 FT body, Bite 2d10, Claws\*2 1d10, Tail 2d8, Stinger 1d8, Trample 3d10, Flying Crush 5d10 (land), stinger injects venom 1d20 GTET 5, blend into swamp 1d20 GTET 10, stinger injects venom 1d20 GTET 12 (save 32-STAM, reduce Stamina 1d3, hp1d3/hour for 1d12 hours, fatal after 8 hours – save 1d34-STAM), resist cold and fire magic 1d20 GTET 15, resist earth magic 1d20 GTET 12, outstanding eyesight 500 FT, good hearing, good scent ability, see invisible 1d20 GTET 14 (50 FT), infrared vision 100 FT, immune reptile venoms

**Zombie**, Type: Undead, HD1d3, AC10, Attacks: Bite 1d3, Claws\*2 1d2, weapon (club, spiked club, dirk), Agil: 10, Description: an animated humanoid corpse of any race, rotting flesh, bones visible, putrid smell, Other: gagging/nausea (save 28-STAM), Number: 1d8

**Zombie Master** HD5, AC45, Bite 1d6, Claws\*2 1d4, weapon (dirk, rapier, throwing axe), SA28, gaunt and emaciated human corpse, 6-7 FT tall, wearing black robe and top hat, skeletal hands, putrid smell, raises 1 corpse to become Zombie every 5 minutes, controls Zombies 150 FT, summons monster (3/day, 1d10 Zombies), intelligent (speaks), Shaman L1d4, detect undead 200 FT, sees incorporeal 50 FT, tends toward neutrality



## Appendix E: Enchanted Items

When enchanted items are selected randomly, start by determining the item category from a 1d100 roll. Random Item Selection: (01-15) Alchemical Items, (16-38) Armor, (39-43) Books, (44-47) Clothing, (48-51) Jewelry, (52-56) Miscellaneous Items, (57-61) Rings, (62-73) Scrolls, (74-80) Staves and Wands, (81-90) Swords, (91-99) Weapons, (100) Spell Book.

Alchemical concoctions last 30 minutes unless stated otherwise.

### Enchanted Armor, Clothing, Jewelry, and Rings

First determine the item type (rings are already a type), second the material, third the protective/cursed value, fourth the item size, and fifth whether the item has special properties according to the tables below. Armor Type (1d20): (01-06) Armor Shirt, (07) Arm Protectors, (08) Breastplate, (09) Cap, (10) Foot Guards, (11-12) Gauntlets, (13) Gloves, (14-15) Helms, (16) Leggings, (17) Neck Guard, (18-20) Shield. Clothing Type (1d20): (01-02) belt, (03-06) cloak, (07) dress, (08-11) gloves, (12-13) hat, (14) shoes, (15-19) tunic, (20) vest. Jewelry Type (1d100): (01-25) amulet, (26-34) bracelet, (35-49) chain, (50-58) locket, (59-64) necklace, (65-72) pendant, (73-79) pin, (80-87) ring, (88-100) talisman.

Armor Material (1d20): (01) Adamantine, (02-08) Chain Mail, (09-15) Leather, (16-17) Scale Mail, (18) Steel, (19-20) Studded Leather. Clothing Material (1d20): (01-08) flax, (09) lace, (10-13) leather/hide, (14) linen, (15-20) wool. Jewelry and Ring Material (1d20): (01-02) bronze, (03-05) copper, (06) electrum, (07-14) gold, (15) platinum, (16-20) silver.

Protective Bonus/Curse Penalty (1d100): (01-02) AC-13, (03-05) AC-8, (06-08) AC-3, (09-52) AC+3, (53-78) AC+8, (79-94) AC+13, (95-98) AC+20, (99-100) AC+25. Size (1d20): (01-04) Dwarf, (05-13) Elf/Human, (14) Giant 10-20 FT, (15-18) Gnome, (19) Ogre/Troll 7-9 FT, (20) Other Race Smaller than 3 FT. Special Properties (1d20): roll on the armor, clothing, jewelry, or rings special table (below) on 1d20 rolls GTET 17, otherwise the item has only a protective bonus/curse.

### Enchanted Staves, Swords, and Other Weapons

First determine the weapon type, second the weapon material, third the to-hit bonus/penalty, fourth the damage bonus/penalty, fifth the item size, and sixth whether the item has special properties according to the tables below. Sword Type (1d20): (01) Cavalry Sword, (02) Cutlass, (03) Great Sword, (04-11) Long Sword, (12-13) Rapier, (14) Saber, (15) Scimitar, (16-19) Short Sword, (20) Two-Handed Sword. Other Weapon Type (1d100): (01-04) 1d20 Bolts, (05-07) Bolt Thrower, (08-09) Boomerang, (10-23) Bow, (24-29) Bullwhip, (30-37) Club, (38-44) Crossbow, (45-50) Dirk, (51-53) Flail, (54-56) Halberd, (57-62) Javelin, (63-68) 1d12 Arrows, (69-76) Mace, (77-79) Pike, (80-82) Quarterstaff, (83) 3d20 Shot Ammunition, (84-87) War Axe, (88-91) War Hammer, (92) Sling, (93-99) Spear, (100) Throwing Star.

Staff Material (1d20): (01) adamantine, (02) bronze, (03-05) steel, (06-20) wood. Sword and Other Weapon Material (1d20): (01) adamantine, (02) bone, (03) bronze, (04) crystal, (05) gold, (06-07) silver, (08-20) steel. An enchanted weapon gives weapon proficiency while it is held. To Hit Bonus/Penalty (1d20): (01) -3, (02) -2, (03-04) -1, (05-14) +1, (15-17) +2, (18-19) +3, (20) +4. To Damage Bonus/Penalty (1d20): (01) -2, (02-03) -1, (04-14) Zero, (15-18) +1, (19) +2, (20) +3. Size (1d20): (01-04) Dwarf, (05-13) Elf/Human, (14) Giant 10-20 FT, (15-18) Gnome, (19) Ogre/Troll 7-9 FT, (20) Other Race Smaller than 3 FT. Special Properties (1d20): roll on the staves, swords, or other weapons special table (below) on 1d20 rolls GTET 17, otherwise the item has only a to-hit bonus/penalty.

Cursed items are recognized when the item is donned (especially armor, clothing, and jewelry) on 1d20 rolls GTET [36-Intelligence-Level]; a cursed item that is recognized is doffed on 1d20 rolls GTET [28-Agility]; a cursed item that is not recognized is doffed on 1d20 rolls GTET [35-Agility]; if a cursed item is not immediately doffed another attempt cannot be made (e.g. the affected person must wear and use the item) for 10 days. For most cursed items, a disperse magic spell will allow the item to be doffed, or a Priest's minor prayer.

### ALCHEMICAL ITEMS

5d12	Name	PTS	Description
5	Life Returning Salve	4	When this salve is applied to a body dead up to 1 month, the body restores to life
6	Zombie Salve	3	When salve is applied to a dead body, creates a Zombie for 24 hours
7	Physic of Ghouldom	3	Quaffer becomes ghoul upon death, save 1d20 GTET [36-Stamina]
8	Shape Shifting Potion	4	Quaffer changes to any shape less than 500 pounds; no special/magic powers
9	Riksmyth's Cordial	4	Quaffer immediately full hp heal, disease/poison cure, small regeneration, rested
10	Healthful Cordial	3	Temporarily allows character to exceed their natural HP by 1d8
11	Armorskin Tonic	2	Temporarily enhances armor by AC+1d12+10
12	Far Hearing Potion	1	Doubles range and sensitivity of hearing
13	Far Seeing Potion	1	Triples range and sensitivity of sight
14	Flying Potion	2	Allows the consumer to fly at 30 FT/round, lifts self+300 pounds
15	Holy Water	1	Does 1d12+1d6-HD to Undead
16	Kellern's Tonic	2	Immediately cures blindness induced by magic, venom, or alchemical means
17	Healing Potion	2	Immediately restores hp1d8 (not above natural base HP)

18	Greater Healing Potion	3	Immediately restores hp1d10+1d6 (not above natural base HP)
19	Patur's Tonic	2	Immediately negates any disease inducted by bite, magic, venom or potions
20	Brainstorm Cordial	1	Temporarily enhances Intelligence statistic 1d4+2
21	Tonic of Growth	1	Immediately grows in height by 1d8+2 FT (clothes and armor grow, not gear)
22	Liqueur of Haste	2	Immediately doubles movement and attack rates for 15 minutes
23	Salve against Sleep	2	User is protected against sleep from bite, magic, venom, or alchemy
24	Salve against Paralysis	3	User protected against paralysis from bite, magic, venom, or alchemical means
25	Persassus' Salve	4	User protected against stoning from gazes, magic, venom or alchemical means
26	Draught of Sholeum	4	Quaffer permanently forgets last 1d100*1d20 days, save 1d20 GTET [37-Will]
27	Coward's Draught	2	Quaffer affected severe fear/panic 1 hour, save 1d20 GTET [37-Will]
28	Liqueur of Heroism	2	Quaffer fights as a Warrior of their Level+3
29	Plant Growth Drops	1	When applied to a plant it immediately grows in size by times*1d6 for 24 hours
30	Antidote Tonic	1	Immediately negates the effects of poison from bites, venom, magic, or potions
31	Restallan's Tonic	4	Immediately regenerates one lost body part
32	Draught of Folly	2	Temporarily suppresses Intelligence statistic by -1d6
33	Physic of Telepathy	1	Quaffer gains telepathy/mind speech, range 150 FT
34	Seer's Potion	3	Quaffer able to visualize areas through walls, 500 FT (10 minutes), no hearing
35	Potion of Youth	4	Immediately removes 1d12+10 years from Quaffer's age
36	Rodent Repelling Powder	1	Giant Rodents stay 30 FT away, needs 1d20 GTET 17 to approach
37	Insect Repelling Powder	1	Giant Insects stay 30 FT away, needs 1d20 GTET 17 to approach
38	Bang Powder	2	Creates a bright flash, blinds 1d6 rounds, save 1d20 GTET [28-Stamina]
39	Powder of Retallis	1	Giant Snakes stay 30 FT away, needs 1d20 GTET 17 to approach
40	Stoning Draught	2	Quaffer immediately/permanently turned to stone, save 1d20 GTET [35-Stamina]
41	Sleeping Draught	2	Quaffer immediately sleeps for 3d100 minutes, save 1d20 GTET [36-Stamina]
42	Love Potion	1	Quaffer falls madly in love with next person of opposite gender for 48 hours
43	Estavan's Cordial	2	Temporarily enhances Agility statistic 1d4+2
44	Draught of Fumbling	1	Temporarily suppresses Agility statistic by -1d6
45	Draught of Winding	1	Temporarily suppresses Stamina statistic by -1d6
46	Cordial of Endurance	2	Temporarily enhances Stamina statistic 1d4+2
47	Cordial of Herekleese	2	Temporarily enhances Strength statistic 1d4+2
48	Draught of Weakness	1	Temporarily suppresses Strength statistic by -1d6
49	Haeldan's Cordial	2	Temporarily enhances Will statistic 1d4+2
50	Draught of Ambivalence	1	Temporarily suppresses Will statistic by -1d6
51	Drunk's Draught	1	Quaffer becomes drunk 1 hour, Agility-4, Intelligence-4, Will-6
52	Draught of Parakell	1	Quaffer becomes immediately affected by a serious disease
53	Lycanthrope's Draught	4	Quaffer becomes lycanthrope bear/boar/wolf, save 1d20 GTET [36-Stamina]
54	Vampire's Draught	4	Quaffer becomes vampire upon death, save 1d20 GTET [36-Stamina]
55	Blindness Draught	3	Quaffer immediately struck blind for 1 hour, save 1d20 GTET [37-Stamina]
56	Borman's Draught	3	Quaffer immediately chokes, dies 1d12 rounds, save 1d20 GTET [35-Stamina]
57	Gnome's Death Potion	3	Gnome is immediately killed, others suffer 1d10, save 1d20 GTET [38-Stamina]
58	Dwarven Death Powder	3	Dwarf is immediately killed, others suffer 1d10, save 1d20 GTET [38-Stamina]
59	Human Death Flower	3	Human is immediately killed, others suffer 1d10, save 1d20 GTET [38-Stamina]
60	Elven Death Dust	3	Elf is immediately killed, others suffer 1d10, save 1d20 GTET [38-Stamina]

#### ARMOR

4d12	Name	PTS	Description
4	Dyfar's Armor	5	Wearer becomes incorporeal 1d8+8 minutes, 2/day
5	Helm of All Breathing	4	Wearer breathes underwater, in vacuum, poisons, oxygen deficient atmosphere
6	Nullifying Armor	3	Resists Basic Magic 1d20 GTET 6, resists Lesser Magic 1d20 GTET 10
7	Armor of Liam Patricus	4	Resists Devotion Prayers 1d20 GTET 6, Mystery Prayers 1d20 GTET 10
8	Crushing Armor	3	Armor constricts, resist 1d20 GTET 36-Strength, hp1d12 crush 1d20 rounds
9	Lightning Armor	4	Resists Lightning magic 1d20 GTET 3, half damage if not resisted
10	Flameproof Armor	3	Resists Fire magic 1d20 GTET 3, half damage if not resisted
11	Nycroth's Armor	4	Resists special Undead attacks 1d20 GTET 4
12	Armor of Blasts	4	Resists Breath Weapon attacks 1d20 GTET 4, half damage if not resisted
13	Hero's Bracers	3	Wearer attacks as their Level + 1d4 (roll when Bracers are found)
14	Magic Arrow Bracers	2	Wearer casts Magic Arrow spell (hp1d8, range 30 FT, 5/day)
15	Wertzel's Bracers	2	Wearer casts Webs (1 inch by 10 FT/round, 25 rounds/day)
16	Blending Armor	3	Wearer blends into background (15 minutes, 3/day, save 1d20 GTET 35-Will)
17	Armor of Movement	3	Wearer performs short teleportation (25 FT, 5/day)
18	Anti-Venom Armor	2	Wearer is immune to chemical poisons and venoms
19	Water Breathing Armor	2	Wearer breathes underwater
20	Gauntlets of Hitting	3	Wearer gains improved To Hit, 1d20: 01-12 +1, 13-18 +2, 19-20 +3 (when found)
21	Gauntlets of Melee	2	Wearer gains 1d4 additional proficiencies with direct combat weapons
22	Daylind's Gauntlets	2	Wearer gains proficiency with all missile weapons while worn

23	Lijeth's Bracer's	3	Wearer gains improved weapon damage, 1d20: 01-12 +1, 13-18 +2, 19-20 +3
24	Armor of Attraction	3	Opponent's attacks drawn to wearer, avoid 1d20 GTET [38-Agility]
25	Armor against Cold	2	Wearer protected from ordinary cold, gains +10 save versus magic cold attacks
26	Suotrom's Bracers	3	Wearer has palsy, reduces Agility -1d6 while worn (roll when found)
27	Helm against Illusion	3	Wearer does not see any illusions (range 100 FT)
28	Bracers of Great Lifting	2	Wearer's Strength is enhanced +1d6 while worn (roll when found)
29	Ulaje's Helm	3	Wearer is afflicted with severe indecision, reduces Will -1d6 while worn
30	Stamina Eating Armor	2	Wearer's Stamina is reduced +1d6 while worn (roll when found)
31	Never-Cleaving Armor	2	Wearer is immune to the cleaving of limbs or neck
32	Fraenk's Suit	5	Suit of black cloth with hood, gives AC 40, weight of 2 pounds
33	Soundless Helm	2	Wearer is deaf while worn
34	Babel Helm	2	Wearer's speech is unintelligible while worn
35	Scabbard of Breaking	3	Weapon drawn from scabbard breaks on 1d20 rolls GTET 6 (magic save +8)
36	Verathan's Shield	3	Opponent's weapon breaks on 1d20 rolls GTET 8 (magic saves +8)
37	Armor against Stoning	3	Wearer is protected against all forms of stoning attack
38	Flaming Scabbard	3	Weapon drawn from scabbard is a flaming (+1d6 fire damage, 1d10 rounds)
39	Regenerating Armor	4	Wearer restores HP/round, 1d20: 01-12 +1, 13-18 +2, 19-20 +3 (roll when found)
40	Helm of Determination	3	Wearer gains a Will save bonus, 1d20: 01-15 +1, 16-20 +2 (roll when found)
41	Reflecting Shield	4	Wielder is protected against all forms of gaze attack
42	True Seeing Helm	5	Wearer True Sight (true form, invisible, incorporeal, illusion, etc.; range 50 FT)
43	Somnot's Bracers	3	Wearer's Strength is reduced -1d6 while worn (roll when found)
44	Helm of Confusion	3	Wearer is confused, Intelligence is reduced -1d6 while worn (roll when found)
45	Poisoned Armor	4	Contact Poison on interior, dies 1d10 rounds, save 1d20 GTET [36-Stamina]
46	Lightless Helm	3	Wearer is blinded while wearing the helm, save 1d20 GTET [39-Stamina]
47	Jeldys' Shield	4	Basic Magic deflect 1d20 GTET 3, Lesser Spell GTET 8, Greater Spell GTET 15
48	Breathless Shield	3	Breath weapon attacks deflected on 1d20 rolls GTET 6

#### BOOKS

4d12	Name	PTS	Description
4	Book of Immortality	5	Confers +500 year to reader's lifespan, plus a 100 year immunity to diseases
5	Tome of Mage Power	3	Reader permanently increases SPM by +1d4, learns 6 new Basic, 4 new Lesser
6	Spell Storing Tome	4	Found with 1d20 Basic Magic spells, 1d12 Lesser Magic, 1d4 Greater Magic
7	Tome of Spiritual Power	3	Reader permanently increases SPM by +1d4, learns 6 new Devotion, 4 Mystery
8	Geas Tome	3	Puts the reader under the described Geas or Quest, save 1d20 GTET [38-Will]
9	Babel Tome	2	Makes reader's verbal/written language unintelligible, save 1d20 GTET [38-Will]
10	Cure Tome	2	Immediately complete restores all HP, cures all poisons/diseases, regenerates
11	Annal of Identification	2	Allows the identification of any enchanted item
12	Carneeghi's Book	1	Permanently enhances Reader's persuasion and influence +5%
13	Ellekaman's Tome	3	Reader permanently worships the given Deity, save 1d20 GTET [37-Will]
14	Codicil of Transformation	4	Permanently transforms body to given creature, save 1d20 GTET [38-Stamina]
15	Guardian's Manual	2	Immediately confers 1d100*1d100*1d6XP on Guardians; all others no effect
16	Power Boost Scroll	2	Wielder gains SPM+1d4 while carried
17	Delliment's Tome	2	Reader's SPM is permanently reduced by -1d6
18	Manual of Youth	4	Immediately resets reader's age to 1d10+6 years, save 1d20 GTET [38-Stamina]
19	Dimensional Book	1	When open links to extra-dimensional chest, capacity 1000 lbs, found empty
20	Book of Undeath	2	When Reader is killed, they transform into (1d3) a Ghost, Specter, or Wraith
21	Good Book	2	Reader permanently gains HP+3, AC+4, +2 to all saving rolls
22	Olmat's Book	2	Priests, Shamans, Wizards no longer have TH penalties, attack as Guardians
23	Book of the Arcane	3	Priests, Rascals, Warriors cast spells as element Wizard at L-5, select 1d8 spells
24	Armorer's Book	1	Reader's AC permanently increased by AC+20
25	Book of Hideous Curses	2	Reader permanently afflicted awful chronic condition, save 1d20 GTET [38-Will]
26	Mind Numbing Tome	3	Spell/Prayer Classes unable to cast/pray 1d20 month, save 1d20 GTET [38-Will]
27	Pelk's Bestiary	2	Allows reader perfect knowledge about all beasts (statistics, attacks, etc.)
28	Alchemy Index	1	Holds recipes for all possible alchemical concoctions
29	Key of Knowledge	1	Permanently imparts to the reader one selected skill or knowledge
30	Librium of Cures	1	Holds recipes for all curative Potions and Salves
31	Codicil of Potions	1	Holds recipes for all known enchanted potions
32	Language Librium	1	Confers permanent knowledge of the selected language at 90% speak/50% read
33	Book of Forgetting	3	Reader permanently forgets the previous 1d20 years, save 1d20 GTET [37-Will]
34	Weapon Master's Manual	2	Confers permanent TH+(x) with single weapon; 1d20: 01-13 +1, 14-19 +2, 20 +3
35	Codicil of Mages	2	Immediately confers 1d100*1d100*1d6XP on Mages; all others no effect
36	Clergy Codicil	2	Immediately confers 1d100*1d100*1d6XP on Priests, 1d100*1d100 Crusaders
37	Morrigan's Tome	4	Reader is immediately killed, save 1d20 GTET [37-Stamina], apply -4 to resurrect
38	Tome of Folly	3	Reader is compelled (geas) to always personally engage all enemies
39	Wethan's Tome	3	Reader's Will statistic is permanently reduced by -1d6

40	Weakling's Tome	3	Reader's Strength statistic is permanently reduced by -1d6
41	Body Wasting Tome	3	Reader's Stamina statistic is permanently reduced by -1d6
42	Intellect Devouring Tome	4	Reader's Intelligence statistic is permanently reduced by -1d6
43	Tome of Fumbling	4	Reader's Agility statistic is permanently reduced by -1d6
44	Manual of Determination	3	Reader's Will statistic is permanently enhanced by +1d6
45	Manual of Physical Power	3	Reader's Strength statistic is permanently enhanced by +1d6
46	Manual of Endurance	4	Reader's Stamina statistic is permanently enhanced by +1d6
47	Manual of Intellect	3	Reader's Intelligence statistic is permanently enhanced by +1d6
48	Manual of Agility	3	Reader's Agility statistic is permanently enhanced by +1d6

### CLOTHING

5d12	Name	PTS	Description
5	Faoron's Gloves	4	Wearer handles cursed items without triggering them or being affected
6	Belt of Giant's Strength	4	While Belt is worn the wearer's Strength statistic is increased by +1d8
7	Belt of Herakle's Strength	2	While Belt is worn the wearer's Strength statistic is increased by +1d4
8	Belt of Speed	3	While worn the wearer's movement rate is doubled, 1 extra attack/3 rounds
9	Blanket of Heat	1	While blanket is worn wearer is unaffected by ordinary cold, +8 save cold magic
10	Seven-League Boots	4	Wearer moves at one-tenth mile/step, 2d20 steps, 3/day
11	High Jump Boots	1	Wearer capable of a standing vertical jump to 100 FT, 3/day
12	Boots of Silent Speed	2	Wearer moves at +50% movement rate, always moves silently
13	Boots of Janduru	4	Wearer walks in air, 30 minutes, supports 250 additional pounds, 3/day
14	Boots of Spider Walking	3	Wearer walks on vertical surfaces or on ceilings, 30 minutes, +250 pounds, 3/day
15	Spitz's Sandals	1	Wearer walks on water/liquid, 30 minutes, supports 250 additional pounds, 3/day
16	Cap of Visualization	2	Wearer visualizes (but not hear) a location up to 1000 FT away, 5 minutes, 3/day
17	Cloak of Disguise	3	When disguise is attempted, persons looking at wearer disbelieve illusion at -8
18	Cloak of Healing	4	The wearer is healed at hp1d8, 5/day
19	Cloak of Invisibility	4	The wearer becomes invisible for 15 minutes, 3/day
20	Suliphon's Cloak	3	The wearer is immune to hp100 acid damage/day, then half acid damage
21	Cloak of Fire Protection	5	The wearer is immune to hp100 fire damage/day, then half fire damage
22	Cloak of Franklin	4	The wearer immune to hp100 electrical damage/day, then half lightning damage
23	Cloak of Klendu	4	The wearer is immune to special (non-damage) attacks from Undead creatures
24	Arrow Proof Cloak	3	The wearer unaffected by ordinary missiles, half damage enchanted missiles
25	Cloak of the Sparrow	2	Wearer understands all birds; transforms to sparrow 15 minutes, 3/day
26	Channeling Cloak	3	The wearer is immune to initial hp125 damage/day, then three-quarters damage
27	Cloak of Eldran Burr	4	The wearer disregards initial 500 pounds carried, then treat at one-quarter weight
28	Girdle of Stamina	2	While the Girdle is worn the wearer's Stamina statistic is increased by +1d4
29	Girdle of Strength	2	While the Girdle is worn the wearer's Strength statistic is increased by +1d4
30	Targeting Gloves	1	While the Gloves are worn the wearer gains TH+1d3 using missiles
31	Gloves of Agility	2	While the Gloves are worn the wearer's Agility statistic is increased by +1d4
32	Hood of Facelessness	1	While Hood is worn the wearer's face cannot be seen, save 1d20 GTET [38-Will]
33	Alaric Callity's Bracers	2	Wearer makes short teleportation to 10 FT, 2/day; opens locks at touch, 3/day
34	Alice's Incredible Tunic	2	Wearer can decrease their height to one-tenth base size, 30 minutes, 2/day
35	Levitation Boots	3	Wearer levitates vertically at 8 FT/round, 15 minutes, 3/day
36	Miter of Divine Power	3	When Miter worn, SPM+1d4, all prayers at maximum, major prayer to deity 3/day
37	Getter's Great Pouch	1	Pouch stores up to 200 pounds of material, maximum dimension is 3 FT
38	Racing Sandals	2	Sandals allow running at triple normal running speed, total 30 minutes/day
39	Baengan's Sandals	1	Sandals allow swimming at 60 FT/round, total 30 minutes/day (skill at swimming)
40	Shadow Garb	3	Black cloth hooded suit, 2 pounds, AC30, blend shadows, see incorporeal, silent
41	Traceless Shoes	1	While the Shoes are worn the wearer never leaves a track or trace, any material
42	Thief's Gloves	1	When Gloves are worn: +15% pick locks/pockets, find hidden doors, disarm traps
43	Winged Boots	4	While the Boots are worn the wearer flies at 50 FT/round, 45 minutes/day
44	Lead Boots	2	While the Boots are worn the wearer moves at 5 FT/round, cannot run
45	Vael's Cursed Belt	2	While Belt is worn all curative magic/prayers cannot affect the wearer (cursed)
46	No Magic Gloves	3	The wearer cannot touch or hold any enchanted or blessed item (cursed item)
47	Gloves of Chaining	1	The wearer's hands are locked together like manacles (cursed item)
48	Fumbling Gloves	4	While the Gloves are on the wearer's Agility statistic is reduced to 8 (cursed item)
49	Jig Dancing Boots	4	When Boots are donned the wearer is compelled to dance to exhaustion (cursed)
50	Girdle of Wimps	3	When Girdle is donned the wearer's Strength is reduced to 8 (cursed)
51	Girdle of Foolish Courage	2	When Girdle is worn wearer compelled to attack every opponent (cursed)
52	Black Cloak	5	When Cloak is donned the wearer transformed to Vampire, Shaman L3 (cursed)
53	Cloak of Scents	2	When Cloak is worn a pungent scent is made, +10 to be tracked (cursed)
54	Fardae's Cloak	3	When Cloak is worn the wearer suffers double electrical damage (cursed)
55	Cloak of Burning	3	When Cloak is worn the wearer suffers triple fire damage (cursed)
56	Cloak of Delusion	2	When Cloak is donned the wearer is dominated by a strong delusion (cursed)
57	Cloak of Aging	2	When Cloak is donned the wearer immediately ages 2d20+10 years (cursed)

58	Boots of Hell Walking	4	When Boots are donned the wearer is immediately transported to Plane of Hell
59	Boots of Chaining	2	While Boots are worn wearer's feet are locked together like manacles (cursed)
60	Blanket of Devouring	4	When wearer wraps in the blanket mouths on inside inflict hp1d6/round (cursed)

### JEWELRY

4d12	Name	PTS	Description
4	Amulet of Reincarnation	5	AC+10, when wearer is killed, reincarnated in 1d10 days
5	Amulet of Arch Magery	4	AC+30 Mage only, +5 SPM, all elements, +3 spell damage, +5 save vs magic
6	Merlin's Circlet	4	AC+20 Mage only, +5 SPM, add one element, +3 save roll versus magic
7	Sallon's Circlet	4	AC+20 Priest only, +5 SPM, +3 save roll versus prayers, +5 heal/day
8	Chain of Teleportation	3	AC+2, 1d100 charges, teleportation spell self+2, range 250 miles
9	Chain of Invisibility	2	AC+2, 1d100 charges, invisibility spell, 20 minutes
10	Amulet of Luck	1	AC+10, wearer gains 15% bonus on all luck-based rolls
11	Bracelet of Tirelessness	2	AC+6, wearer is never fatigued and does not need sleep, +12 save versus sleep
12	Armoire Charm	1	Invokes incorporeal armoire, holds 1000 pounds, largest dimension 5 FT
13	Golem Chain	1	Chain animates solid matter to 2500 pounds, 12 hours/day
14	Bracelet of Faces	2	AC+6, take on any face, 1 hr/day, disbelieve 1d20 GTET [35-Will], range 50 FT
15	Pin of Command	3	AC+10, dominate person 3/day, 1 hour, 30 FT, save 1d20 GTET [40-Will-HD]
16	Talisman of Leaping	1	AC+4, wearer capable of 75 FT vertical jumps
17	Gergale's Charm	2	AC+6, wearer immune to mental controls, domination, illusion, sleep
18	Power Deus Charm	2	AC+3, AC+34 and +10 save roll versus Good, banish 1/day, save [35-Will-HD]
19	Diabolus Power Charm	2	AC+3, AC+34 and +10 save roll versus Evil, banish 1/day, save [35-Will-HD]
20	Choker of Tongues	1	AC+6, wearer understands/speaks (not reads) all verbal languages
21	Hag's Charm	2	AC-3, wearer looks like the ugliest crone, save 1d20 GTET [38-Will] (cursed)
22	Charm versus Shamans	3	AC+4, wear has +10 save Basic Shaman, +6 save Lesser Shaman, +3 Greater
23	Charm versus Earth Magic	3	AC+4, wear has +10 save Basic Earth, +6 save Lesser Earth, +3 Greater Earth
24	Charm versus Air Magic	3	AC+4, wear has +10 save Basic Air magic, +6 save Lesser Air, +3 Greater Air
25	Charm versus Water Magic	3	AC+4, wear has +10 save Basic Water, +6 save Lesser Water, +3 Greater Water
26	Charm versus Fire Magic	3	AC+4, wear has +10 save Basic Fire magic, +6 save Lesser Fire, +3 Greater Fire
27	Keallute's Charm	2	AC+2, reduce wearer's Agility by -4, save 1d20 GTET [38-Will] (cursed)
28	Talisman of Protection	3	AC+12, while worn increases physical save rolls +4, mental save rolls +2
29	Earring of Telepathy	1	AC+2, while worn the wearer has direct telepathy 150 FT (usually set)
30	Pendant of Beauty	3	AC+6, wearer looks like most beautiful woman or handsome man possible
31	Iron Pendant	1	AC+6, wearer's Will statistic is increased by +4 while worn
32	Locket of Calling	1	AC+4, summons one owned object to hand, range 100 miles, 3/day
33	Mirror Locket	3	AC+6, reflects gaze attacks back to creature, 50 FT
34	Necklace of Return	3	AC+4, wearer of one necklace teleports to other, 100 miles, 6/day (set of two)
35	Graveyard Necklace	3	AC+6, dominate incorporeals, 1 hr, 50 FT, save 1d20 GTET [39-Will-HD]
36	Thin Man's Talisman	2	AC+3, wearer and gear becomes paper thin, 10 minutes, 3/day
37	Chain of Blindness	2	AC+8, wearer struck blind (infrared/ultraviolet), save 1d20 GTET [38-Stamina]
39	Pendant of Haellor	2	AC+2, wearer is struck mute, save 1d20 GTET [38-Stamina]
40	Pendant of Strangers	3	AC+2, wearer completely loses 1d20 years memory, save 1d20 GTET [38-Will]
41	Kahndig's Necklace	4	AC-4, wearer compelled obey any command, save 1d20 GTET [38-Will] (cursed)
42	Locket of Truthfulness	4	AC+6, wearer is compelled to only tell whole truth, save 1d20 GTET [38-Will]
43	Unchanging Collar	3	AC+6, while worn the wearer's shape cannot be changed
44	Inaegor's Pendant	5	AC+2, when pendant worn cannot cast spells or use enchanted items (cursed)
45	Choker of Strangulation	4	1d8 minutes after donning, constricts 3d6/round, save 1d20 GTET [36-Strength]
46	Chain of Scrying	3	AC+2, 1d100 charges, sees/hears area 50 FT wide, range 250 miles, 10 minutes
47	Chain of Insanity	3	AC+10, wearer insane while worn, no spells, save 1d20 GTET [39-Will] (cursed)
48	Talisman of Life	4	AC+6, when wearer is brought to hp0, healed 1d20+1d12, 1/day

### MISCELLANEOUS ITEMS

4d12	Name	PTS	Description
4	Getter's Ingredient Pouch	1	Pouch produces any spell/ritual component on 1d20 GTET 4, 5/day
5	Mosho's Mask	2	Wearer is protected versus any airborne poisons, mold, spores, etc.
6	Ahab's Storm Dust	1	Creates thick dust storm, 300 FT across, persists 1d100+30 minutes (one use)
7	Aymeer's Bridle	2	Bridle makes any bovine or equine cooperative/compliant like a trained mount
8	Battering Ram's Head	3	6 inch, transforms to 1 ton ram - breaks Gates 1d20 GTET 12, 45 minutes/day
9	Beanstalk Seeds	2	1d6 seeds, stalk 2000 FT high by 8 FT thick grows at 100 FT/minute, 24 hours
10	Blessed Bandages	1	Increases wearer's natural healing rate to hp1 per hour
11	Cauldron of Plenty	3	6 FT across and 100 pounds; creates 200 wholesome meals/day
12	Spirit Binding Chains	3	Confines physical or incorporeal Undead, escape 1d20 GTET [38-Will-HD]/hour
13	Constricting Tent	2	Crushes inward, 1d12 damage for 1d20 rounds, escape 1d20 GTET [36-Agility]



14	Dictatum's Pencil	1	Pencil perfectly copies any written material, limit 8 spell slots/day
15	Dragon's Tooth Seeds	2	1d12 seeds, 1d20 rounds after planting becomes HD3 Skeleton with spear, 1 day
16	Enchanted Pavilion	4	Leather tent, interior is 8 bedroom mansion with kitchen, bath, parlor; 3 servants
17	Endless Feedbag	1	Leather bag, provides 25 meals/day for bovine or equine mount
18	Far Seeing Spectacles	1	Triples wearer's natural sight range and sensitivity, 30 minutes at night
19	Flask of Endless Beer	1	Copper flask pours good quality beer at one-eighth gallon/minute
20	Russi's Glasses	2	Wearer has sight reduced to one-tenth normal, TH-8 modifier (cursed)
21	Glasses of Sight	3	While Glasses are worn a blind(ed) person sees normally
22	Gorgosh's Dragon Bridle	4	Bridle makes Dragon into mount, save 1d20 GTET [44-Will-HD] checked/day
23	Grimm's Wheel	5	Spinning Wheel transforms straw into gold at 3 pounds/hour (25 hours/year)
24	Horseshoe's of the Wind	2	When on equine mount, runs triple speed 30 min/day, runs on air 10 min 1/day
25	Idol of Deluge	4	14 inch green reptilian figure, causes 10 inches rain/day, range 30 miles
26	Idol of Drought	4	12 inch red female figure, prevents any rain from falling, range 30 miles
27	Alawa's Idol	5	10 inch black male figure, creates a no-magic zone, range 150 FT around idol
28	Invulnerable Tent	4	Ragged green 2-person tent, when closed is immune to any exterior attack
29	Linked Tarot Cards	2	Cards expand to become a door to the other, 10 minutes, range 200 miles, 4/day
30	Magic Bag	2	Brown leather bag, holds 300 pounds, largest item dimension 5 FT
31	Magic Carpet	4	Fine carpet seats 4, flies one-eighth mile/minute, hp60 to destroy
32	Magic Hole	2	2 FT diameter black silk cloth, makes hole 1 FT deep in any ordinary solid
33	Amphorine Torch	1	Torch with gold leather grip, on command lights at 40 FT, 12 hours/day
34	Parchment of Amerigo	2	20 inch square brown parchment draws any map 12 hours/day, erase at dawn
35	Rajah's Levitating Chair	3	Large tall-back wicker chair floats 24 inches from ground, supports 400 pounds
36	Ever Full Ration Pack	3	Orange backpack produces 24 wholesome ration meals/day
37	Sails of the Winds	4	Blue canvas sail set, moves 5-ton ship at 360 miles/day against the wind
38	Infrared Spectacles	1	While Glasses are worn gives the wearer infrared vision at 100 FT
39	Spectacles of Kent	2	While Glasses are worn the wearer sees through solids at 24 inches (not lead)
40	Spectacles of Medusae	4	4 person/day view Glasses become stone, 50 FT, save 1d20 GTET [34-Stamina]
41	Teleporting Tent	3	Grey 4-person tent: when occupied teleports itself 2d20 miles in random direction
42	Tent of Marvels	4	Red leather tent, interior is 6 bedroom Inn, 6 servants, baths, cellar, banquet hall
43	Vessel of Endless Fog	2	Sliver Flask, when opened releases thick fog, 8 FT across/round, 45 minutes/day
44	Skeleton Doorknob	1	When touched to locked/barred door, opens on 1d20 roll GTET 8, check 10 mins
45	Sky Hook	1	Metal 10-inch brass hook, stays where placed (levitates), supports 1000 pounds
46	Smee's Hogtie Rope	2	30 FT hemp/glass rope, hog-tie enemy, range 50 FT, save 1d20 GTET [35-Agility]
47	Daylight Lantern	3	1 FT bronze/glass lantern, glow affects Undead like daylight, 75 FT, 6 hours/day
48	Levith's Lock Picks	2	Adamantine lock pick, +10% pick locks, +20% for dwarf, 3 open lock spell/day

## RINGS

4d12	Name	PTS	Description
4	Ring of Parkellcus	5	Ring's wearer regenerates hp/round, 1d20: (01-13) hp1, (14-19) hp2, (20) hp3
5	Ring of Storm Control	3	Wearer summons and controls severe weather, 30 minutes, range 1 mile, 2/day
6	Spell Eating Ring	4	Nullifies spells 1d100: (01-65) Basic, (65-92) Lesser, (93-99) Greater, (100) All
7	Capalle's Ring	5	Found 4d8 spells, each on 1d20: (01-14) Basic, (15-18) Lesser, (19-20) Greater
8	Ring of Shape Changing	4	Wearer changes to named creature's form (no special/magic powers), 1 hour/day
9	Ring of Flying	3	Ring's wearer flies 50 FT/round, 30 minutes/day
10	Ring of Fiery Breath	4	Wearer has Fire Breath Weapon, hp1d10, range 15 FT, 3/day, +5 save roll vs fire
11	Ring of Frosty Breath	4	Wearer has Cold Breath Weapon, hp1d10, range 15 FT, 3/day, +5 save vs cold
12	Ring of Invisibility	3	While the Ring is worn can become invisible, 30 minutes/day (not silent, scent)
13	Nergod's Ring	2	While the Ring is worn, the wearer is invisible to Undead, save 1d20 [42-Will-HD]
14	Ring of Disease Immunity	1	While the Ring is worn the wearer is immune to natural/magical diseases
15	Antidote Ring	1	While the Ring is worn the wearer is immune to alchemical poison and venoms
16	Taylan's Ring	2	Wearer has Magic Arrow, hp1d8, range 25 FT, found with 2d100 charges
17	Ring of Many Escapes	2	Found 1d100 charges, short range teleportation spell, range 25 FT, self only
18	Telekinesis Ring	1	While the Ring is worn, wearer lifts to 50 pounds, range 50 FT, 5 minutes, 10/day
19	Ring of Levitation	1	While the Ring is worn, wearer levitates 8 vertical FT/round, 30 minutes/day
20	Mind Speak Ring	1	While the Ring is worn, wearer gains telepathy/mind speech, range 250 FT
21	Haelor's Ring	3	Wearer is compelled to fulfill all oaths sworn, save 1d20 GTET [38-Will] (cursed)
22	Ring of the Invisible	1	While the Ring is worn, the wearer sees all invisible creatures, 125 FT
23	Ring of Hidden Doors	1	While the Ring is worn, the wearer immediately sees/recognizes hidden doors
24	Ring of Agility	2	Wearer's Agility is increased while worn, 1d20: (01-12) +1, (13-18) +2, (19-20) +3
25	Ring of Hardiness	2	Wearer's Stamina increased while worn, 1d20: (01-12) +1, (13-18) +2, (19-20) +3
26	Ring of Discernment	2	Wearer's Intelligence increased by, 1d20: (01-12) +1, (13-18) +2, (19-20) +3
27	Ring of Strength	2	Wearer's Strength increased by, worn, 1d20: (01-12) +1, (13-18) +2, (19-20) +3
28	Quiet Ring	1	While Ring worn the wearer is surrounded by zone of silence, range 3 FT
29	Ring of Mounts	2	Wearer summons a mount, 6 hours/day; 1d20: (01-15) Horse, (16-20) Warhorse
30	Bishoff's Ring	2	Wearer applies a -10 roll penalty against any form of mental attack (cursed)

31	Ring of Joth	2	Wearer sees through any illusions including audible, range 100 FT
32	Ring of Truth	3	Wearer is compelled to only speak literal truth, save 1d20 GTET [39-Will]
33	Ring of Amnesia	3	Wearer cannot remember past 5 minutes; save 1d20 GTET [38-Will] (cursed)
34	Gibbering Ring	3	Wearer is insane while worn (idiocy), save 1d20 GTET [38-Will] (cursed)
35	Vanor's Ring	3	Wearer loses 1d100 XP/day when Ring worn, save 1d20 GTET [38-Will] (cursed)
36	Ring of Beasts	1	Wearer speaks/understands all beasts, range 500 FT
37	Ring of Will	2	Wearer's Will is increased while worn, 1d20: (01-12) +1, (13-18) +2, (19-20) +3
38	Ring of Teleportation	4	Wearer has teleportation spell, range 200 miles, self+3; 1d100 charges
39	Water Breathing Ring	2	Wearer capable of breathing under water
40	Ring of Weakness	2	Wearer's Strength decreased by Ring, 1d20: (01-12) +1, (13-18) +2, (19-20) +3
41	Ring of Priest Biting	3	HP1d12 damage to Priest/Crusader, 1d6/day, save 1d20 GTET [38-Will] (cursed)
42	Ring of Mage Biting	3	HP1d12 damage to Mage/Warlock, 1d6/day, save 1d20 GTET [38-Will] (cursed)
43	Ring of Stoning	4	Wearer immediately turned to solid stone; save 1d20 GTET [38-Stamina]
44	Dimensional Trap Ring	4	Wearer placed into remote Dimension (time passes); save 1d20 GTET [40-Will]
45	Stasis Ring	4	Wearer placed into stasis (no time passes); save 1d20 GTET [40-Will]
46	Reincarnation Ring	5	Wearer reincarnated 1d12 days after death if killed with this ring on, 1d6 charges
47	Life Bringing Ring	5	Wearer returned to life if killed with ring on, 1d6 charges, lose 1 point Stamina
48	Reality Ring	5	3 charges alter reality spell; used Ring teleports 10d100 miles random direction

## SCROLLS

When scrolls are found determine, first the category of the scroll, second the number of spells or prayers written on the scroll, third for each individual spell its associated element (only when spells are found), fourth for each individual spell or prayer its category, then fifth assign a spell or prayer to each item written on the scroll. Scroll Category 1d100: (01-40) spell only, (41-82) prayer only, (83-92) mixed spell and prayer scroll, (93-100) Ritual. Number of spells/prayers 1d100: (01-06) one, (07-19) two, (20-50) three, (51-68) four, (69-79) five, (80-95) six, (96-98) seven, (99-100) eight. Spell Element 1d100: (01-19) Air element, (20-38) Earth element, (39-57) Fire element, (58-76) Shaman spell, (77-100) Water element. Category Type, 1d100: (01-55) Basic Magic or Devotion Prayer, (56-85) Lesser Magic or Mystery Prayer, (86-100) Greater Magic or Majesty Prayer.

Rituals (not more than two per scroll) 1d100: (01-11) commune with the dead, (12-13) create creature or monster, (14-16) earthquakes, (17) eclipses, (18-29) enchant an item, (30-31) golem animation, (32-38) greater scrying, (39-45) hallowing or unhallowing ground, (46-48) mass healing, (49) mass heroism, (50-55) mass illusion, (56-58) group teleportation [single trip], (59) mind transference, (60-61) mystic knowledge, (62-66) opening inter-planar gate, (67-69) spell permanency, (70-74) summon demon/devil/angel, (75-77) summon object or person to the circle, (78-81) teleportation portal or gate [permanent], (82-87) terrain manipulation, (88) time travel, (89) view the past, (90-96) weather summoning/control, (97-100) special Games Master-defined ritual.

## STAVES AND WANDS

4d12	Name	PTS	Description
4	Frost Staff	4	1d100 charges, 2d8 cold damage, range 30 FT
5	Lightning Staff	4	1d100 charges, 2d8 electrical damage, range 30 FT
6	Stoning Wand	5	2d20 charges, touch turns opponent to stone, save 1d20 GTET [34-Stamina]
7	Be Gone Staff	5	2d20 charges, touch teleports random 1d100 miles, save 1d20 GTET [36-Will]
8	Vycelf's Staff	3	1d100 charges, creates Wall of Fire, 50 FT long by 8 FT tall, burns 1d6+6 rounds
10	Wall of Stone Staff	3	1d100 charges, creates Wall of Stone, 50 FT long by 8 FT tall, last 1d6+6 rounds
11	Armor Lessening Wand	2	Reduces opponent's armor class, AC-1d10, 1d6+10 minutes
12	Splinter Staff	3	Staff creates 1d4 splinter missiles/round, each hp1d4 at 1d25 FT, 10/day
13	Heston's Staff	4	1d100 charges, parts liquids to 250 FT by 20 FT, lasts 1d6+12 minutes
14	Blinding Wand	3	1d100 charges, blindness spell, 30 FT, 1 hour, save 1d20 GTET [35-Stamina]
15	Bridging Wand	3	1d100 charges, creates wood bridge, 75 FT, lasts 1d6+12 minutes, 2 tons
16	Serpent Wand	2	2d100 charge, wand become Coral Snake 5 min, fatal bite save 1d20 [38-STAM]
17	Wand of Spiderwebs	2	2d100 charge, 25 FT web, 2 inch diameter, holds half-ton; summon spider 1/day
18	Wand of Delithin	1	Wand glows white within 25 FT armed trap, green if inactive trap
19	Magic Bolt Staff	2	1d100 charges, 1d8 damage Magic Arrows, range 30 FT
20	Fire Parting Wand	3	1d100, parts fires to 50 FT deep by 15 FT high, lasts 1d6+12 minutes
21	Wand of Growth	2	1d100 charges, increases height +1d12 FT, 30 minutes
22	Healing Wand	2	1d100 charges, heals hp1d10 wounds, range 30 FT
23	Wand of Hares	2	1d100 charges, summons 1d10 Killer Hares (HD3, AC 12, bite 1d8), 10 minutes
24	Meuric's Staff	3	1d100 charges, levitation spell, range 30 FT, lasts 1d6+6 minutes
25	Light Rod	1	Rod lights on command, equal to 5 torches, 50 FT, 3 hours/day
26	Telekinesis Wand	1	Lifts 30 pounds, range 50 FT, 5 minutes, 10/day
27	Missile Targeting Wand	2	1d100 charges, touch gives TH+1d4 to missile attacks, 1d4+6 minutes
28	Wand of No Luck	3	While wand is carried, -20% luck rolls, save 1d20 GTET [37-Will] (cursed)
29	Opening Wand	1	2d100 charges, touch opens ordinary lock/enchanted locks 1d20 GTET 8
30	Ceoron's Wand	2	3d100 charges, glows white trap, green hidden door, blue enemy, 15 min, 25 FT
31	Surrender Rod	3	1d100 charges, opponent surrenders 1d10+20 minute, save 1d20 GTET [37-Will]

32	Wand of Sleep	3	1d100 charges, sleep spell, 1d20+30 minutes, save 1d20 GTET [37-Stamina]
33	Undead Barring Staff	4	1d100 charge, bars Undead in 30 FT, 10 minutes, save 1d20 GTET [38-Will-HD]
34	Beast Smiting Staff 3		1d100 charge, 3d8 damage to true beasts, 15 FT, save 1d20 GTET [23-HD]
35	Snake Master Staff 2		Commands ordinary snakes 50 FT, summon 1d8 giant snakes, 10 minute, 3/day
36	Incorporeal Staff	4	1d100 charges, wielder becomes/sees incorporeal 15 minutes, +3 vs incorporeal
37	Trap Springing Wand	2	All armed traps within 30 FT immediately discharge
38	Coel's Rod	2	2d100 charges, each charge negates sleep induced by magic/poison/venom
39	Joshua's Wand	4	1d100 charges, causes wall/structure 25 FT by 20 FT by 2 FT to collapse
40	Wand of Winds	3	2d100 charges, 50 FT, 5 min, 1 light winds, 2 strong winds, 3 hurricane winds
41	Wand of Summoning	3	Summons 1d4 named beasts, HD1d6, appear 20 FT, remains 1d6+10 minutes
42	Staff of Fire	4	1d100 charges, 3d8 damage in area 10 FT across, avoid 1d20 GTET [35-Agility]
43	Priest Zapping Wand	4	1d100 charge, Missile 1d20 Priest/Crusader, 50 FT, save 1d20 GTET [36-Agility]
44	Mage Zapping Wand	4	1d100 charge, Missile 1d20 v Mage/Warlock, 50 FT, save 1d20 GTET [36-Agility]
45	Wand of Dragon's Sleep	5	2d20 charges, dragon/wyvern sleep 1d12+10 minutes, save 1d20 GTET [35-Will]
46	Prayer Storing Staff	5	Found 3d12 prayers, 1d20: (01-12) Devotion, (13-18) Mystery, (19-20) Majesty
47	Resurrection Staff 5		2d20 charges, restores to life with hp1d6, touch required, fails 1d20 of 20
48	Wand of Death Rays	5	1d100 charges, range 30 FT, save 1d20 GTET [36-Stamina]

### SWORDS

3d12	Name	PTS	Description
3	(Race) Bane	5	TH+2, Named (intelligent) Race killed by hit, save 1d20 GTET [34-Stamina]
4	(Class) Scourge	5	TH+3, opponent of named Class suffers double damage, kills 1/day save 35-Will
5	(Beast) Slayer	4	TH+1, Named Beast killed by hit, save 1d20 GTET [32-Stamina-HD]
6	Spell Stealer	4	TH+1, Mage/Warlock hit drains remaining spells/day, save 1d20 GTET [35-Will]
7	Stoning Sword	4	TH+3, opponent transforms to stone on hit, save 1d20 GTET [32-Stamina], 3/day
8	Flying Sword	3	TH+2, wielder flies 50 FT/round holding unsheathed blade, 15 minutes, 3/day
9	Lord's Blade	2	TH+3, 1d100 charge dominate person, 50 FT, 4 hour, save 1d20 GTET [34-Will]
10	Incorporeal Blade	2	TH+3, blade is only effective against incorporeal creatures
11	Singing Sword	3	TH+4, sonic 30 FT hp1d12, stun 10 min, deafens, save 1d20 GTET [36-Stamina]
12	Diabolic Hunter	5	TH+4 and 3d20 versus Demon/Devil, TH+1 otherwise
13	Blade of the Dark	3	TH+3 underground, TH-2 above; infrared vision in hand, summon weasel 1/day
14	Door Breaker	2	TH+1, 1 hit shatters any ordinary door, 3 hit strong door, 6 enchanted door, 6/day
15	Shield Splitter	1	TH+3, any ordinary shield is destroyed on first hit
16	Sword of Protection	2	TH+1, increases wielder's armor by AC+2d12 when held (parry effect)
17	Weak Sister Blade	1	TH+2, wielder knows which opponent is weakest (lowest level, etc.), range 50 FT
18	Leather Ripper	1	TH+1, Opponent's leather/studded armor permanently reduced AC-1d8 per hit
19	Chain Mail Ripper	1	TH+1, Opponent's chain mail armor permanently reduced AC-1d8 per hit
20	Sword Breaker	1	TH+2, Opponent's ordinary weapon breaks 1d20 roll GTET 7
21	Shining Blade	1	TH+1, blade shines with the light of 3 torches when unsheathed, 50 FT
22	Gold Eater	2	TH+3, requires sacrifice 100 GP/week or becomes TH-3 (cursed)
23	Self Hitter	1	TH-2, hits wielder for 1d6 damage whenever opponent is missed (cursed)
24	Fumbling Blade	2	TH+1, on all misses is dropped, avoid 1d20 GTET [36-Agility] (cursed)
25	Fear Blade	2	TH+3, all intelligent opponents panic 20 minutes, save 1d20 GTET [36-Will]
26	Water Walker	2	TH+1, all water treated as solid while blade is held
27	Scimitar of Alledaen	3	TH+3, splits/separates breath weapon attacks 3/day, +10 save roll vs breath
28	Airman's Rapier	2	TH+3 when airborne, TH-2 on land; wielder summons 1d6 giant birds, 3/day
29	Seaman's Cutlass	2	TH+4 on water, TH-2 on land, wielder breathes water and floats
30	Fast Attack	1	TH+2, 1 extra attack every 1d20: (01-13) 3 round, (14-17) 2 round, (18-20) round
31	Spell Cleaving Blade	4	TH+2, nullify hostile spells, 1d20: (01-12) Basic, (13-17) Lesser, (18-20) Greater
32	Blade of Heroes	4	TH+2, all allies in 30 FT also gain TH+1, 30 minutes, 2/day
33	Paralysis Blade	4	TH+1, hit paralyzes opponent 1d20+10 rounds, save 1d20 GTET [36-Stamina]
34	Great Cleaver	5	TH+2, cleaves a limb/neck rolls GTET 12; avoid 1d20 GTET [37-Agility]
35	Lightning Blade	5	TH+1, Lightning surrounds blade, +1d10 damage, chain lightning 1/day
36	Flame Storm Blade 5	TH+2,	Flames surrounds blade, +1d12 damage, flame attack 15 FT 1/day

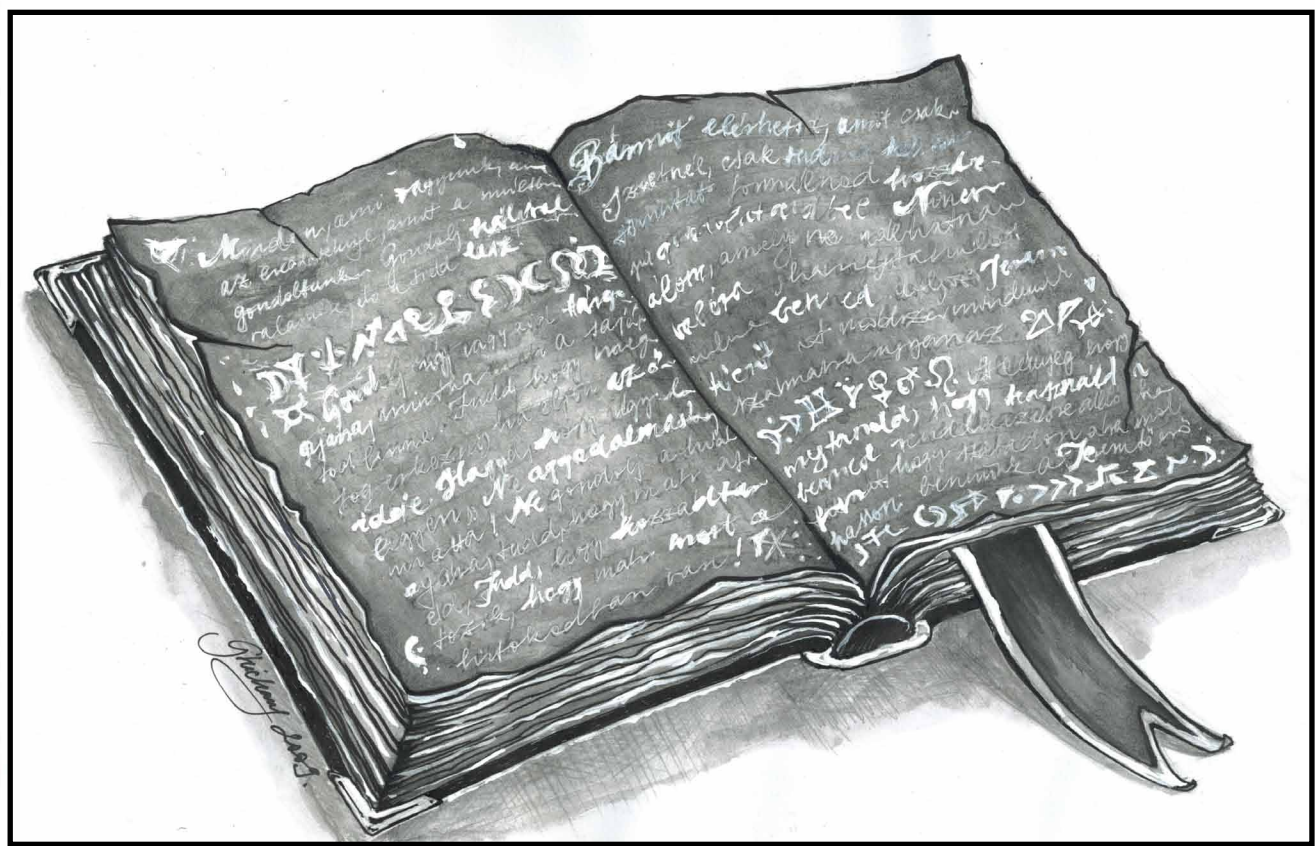
### OTHER WEAPONS (NON-SWORD)

3d12	Name	PTS	Description
3	Arrow of Slaying	4	TH+2, Arrow kills designated creature-type; save 1d20 GTET [35-Stamina]
4	Goblin Cleaving Axe	4	TH+2/+4 versus Goblins, cleaves goblin necks 1d20 GTET 12
5	Whip of Strangulation	4	TH+3, hp1d8, wraps neck 1d20 GTET 15, 3d6 neck, 1d20 GTET [28-Strength]
6	Endless Arrow Quiver	3	1d6 war arrows are always found in this red leather quiver with red chest strap
7	Endless Bag of Shot	3	1d4 iron sling bullets are always found in this small leather bag
8	Boulder Arrow	1	TH+1, Arrow transforms into 250 pound boulder, crush 2d8 damage

9	Double Fire Bow	3	TH+1, doubles natural rate of fire, 2 hours/day
10	Knightly Lance	2	TH+2, 2d8 damage, AC+12, horse +10 FT/round speed
11	Bucher's Cleaver	2	TH+3 versus Beasts, hp1d8 beast hp1d4 other, kills beast 1d20 GTET 16
12	Three Hit Throwing Star	3	TH+2, 1d8, 50 FT, after making 1 hit attempts two more hits near targets at TH-2
13	Sniper's Bow	2	TH+2, +25% ranges, critical hit 1d20 rolls GTET 14
14	Stunning Shot	1	TH+2, 2d20 found, stuns on hit, 1d8 rounds, save 1d20 GTET [36-Stamina]
15	Exploding Arrow	1	TH+1, Arrow explodes 1d8, explosion range 5 FT diameter, 1d12 arrows found
16	Backstab Arrows	1	TH+3, arrow hits the user's back on missed shots, avoid 1d20 GTET [38-Agility]
17	Hornet Dart	2	TH+1, transforms into swarm of hornets, hp1d6/round, 1d10 rounds
18	Ice Dart	2	TH+2, 1d12 damage, triple damage versus fire-using creatures
19	Arrow of Freezing	3	TH+1, 1d10 cold damage, encases ice 1d6 rounds, save 1d20 GTET [32-Stam]
20	Arrow of Paralysis	2	TH+2, opponent paralyzed 1d12+20 minutes, save 1d20 GTET [35-Stamina]
21	Bow Destructor Arrow	1	TH+1, any bow this arrow is fired from immediately disintegrates
22	Knockout Shot	2	TH+2, opponent unconscious 1d20 minutes/hit, save 1d20 GTET [38-Stamina]
23	Bone Dust Hammer	2	TH+1, TH+5 versus Skeleton/Zombie, 3d8 versus corporeal Undead
24	Whirling Axe	3	TH+2, rotating above head allows wielder to fly to 500 FT, airborne +6 damage
25	Lightning Spear	4	TH+3, 1d10 + 1d12 electrical damage, save 1d20 GTET [36-Stamina], 5/day
26	Pirate's Dirk	2	TH+1, wielder breathes water, 1d12 damage sea creatures
27	Disabling Staff	2	TH+3, opponent disabled 1d20 round on roll GTET 12, save 1d20 GTET [38-Will]
28	Great Pike	3	TH+3, 1d12+2, triple damage versus creatures GTET 25 FT
29	Dirk of Spiders	3	TH+2, cuts all webs, climb as spider, speak spiders, spider shape 1/day 15 min
30	Moljord's Hammer	w3	TH+2, 1d8, returns to thrower's hand after each cast, 75 FT
31	Returning Javelin	3	TH+2, 1d10, returns to thrower's hand after each cast, 50 FT
32	Incorporeal Mace	2	TH+5 versus Incorporeal, hp 1d12, TH+1 versus corporeal, detect Undead 50 FT
33	Hame's Bow	3	Hickory Long Bow, creates hp1d6 arrow when drawn, requires Strength GTET 18
34	Cleaving Axe	4	TH+2, cleaves limbs on 1d20 rolls GTET 16, save 1d20 GTET [36-Agility]
35	Sling of Giants	4	TH+2, TH+4 Giants, kills Giants on single hit, save 1d20 GTET 19, 3/day
36	Dragon Bane Axe	5	TH+1, TH+4 Reptiles, kills Dragons on single hit, save 1d20 GTET 19, 1/day

**SPELLBOOK**

First determine the book's spell element (all spells must be of the same element), second determine the number of Basic Spells in the book, third determine the number of Lesser Magic Spells in the book, fourth determine the number of Greater Magic Spells in the book. Spell Element 1d20: (01-03) Air, (04-07) Earth, (08-11) Fire, (12-13) Shaman, (14-20) Water. Number Basic Magic Spells 1d20: (01-02) three, (03-09) six, (10-16) ten, (17-19) twelve, (20) fifteen. Number Lesser Magic Spells 1d20: (01) one, (02-06) three, (07-11) five, (12-15) seven, (16-19) ten, (20) twelve. Number Greater Magic Spells 1d20: (01) one, (02-10) three, (11-16) five, (17-19) seven, (20) nine.



# Appendix F: Religion

## Polytheistic Deities

If the area of the campaign world where the Characters begin has a polytheistic religious system (e.g. many gods within the same religious system, the deities related to each other by stories and myths; the Games Master could design an area where polytheistic deities are in competition with a monotheistic deity), the following deities can be selected by Players:

- Anjea** (Goddess of Agriculture and Fertility)
- Ardra** (Goddess of Fortune, Fate, and Luck)
- Balarama** (Goddess of Knowledge, and Magic)
- Dergavi** (God of Dwarves)
- Dharo** (God of Earth and Stone)
- Haoma** (Goddess of Forests, Plants, and Wood)
- Julanna** (Goddess of Love and Emotions)
- Kheallo** (God of Time and Weather)
- Khurmo** (God of Animals and Herders)
- Kubero** (God of War and Metals)
- Lokaski** (God of Humans)
- Lucifer** (Great Deity of Evil)
- Lupanno** (God of Crafts and Making)
- Molarri** (God of Gnomes)
- Narada** (Goddess of Travelers and Hospitality)
- Nariglo** (God of Death and Revenge)
- Pralyo** (God of Rivers, Seas, and Water)
- Ravanna** (Goddess of Anarchy and Evil)
- Shesho** (God of Order and Evil)
- Shodassa** (Goddess of Justice, Oaths, Protection)
- Suryo** (God of Sky, Sun, and Moon)
- Tara** (Goddess of Life and Medicine)
- Vaettiri** (Goddess of Elves)
- Varatha** (Goddess of Merriment and Music)

The two pantheon leaders are the brothers Kheallo and Suryo. The Gods are whimsical and capricious, to be placated and implored and feared more than to be venerated. Most Gods are concerned with matters beyond mortal comprehension and spend relatively little time acting as deities (the racial deities are somewhat more concerned with mortals and are more available to them). At best, most Gods are neutral with occasional good impulses, although they can seem to have very short attention spans and be fickle and petty (especially towards one another). Other

major racial deities, not intended for selection by Players, include: Astarri (Minotaurs), Bolgi (Bugbears), Chluri (Leprechauns), Ergi (Ogres), Feywi (Kobolds), Gobni (Goblins), Jotanni (Giants), Kurklosi (Cyclops), Lheari (Trolls), Phindari (Centaur), Silleni (Satyrs), Strophii (Harpies), Vargri (Lycanthropes), and Ylfi (Orcs).

The worship of each God and Goddess is similar, each having a daily prayer requirement, meditations and supplications, a requirement for a monthly sacrifice to the deity, a semi-annual cleansing ritual, observing the annual Festival of the deity (usually 4 days), and a pilgrimage requirement twice in their adult lifetime to a designated holy site. Each deity has a sacred animal that worshippers are forbidden to injure, and a sacred plant and gemstone that must be used in their rituals. At any time each deity has one special Seer. A deity's followers are forbidden to associate with persons worshipping opposing deities.

In large cities stands a circular building called the Anacerreon, inside of which is a round domed chamber with altars to the 23 Gods and Goddesses (Lucifer is not represented). A separate chapel is dedicated to the Gods, another to the Goddesses, and a third to Kheallo and Suryo as the Pantheon Kings. A lower floor has a series of ritual baths, another floor has meditation and private worship cells, and two more lower floors have living quarters for the various clergy. An upper floor above one of the chapels is reserved for performing rituals associated with the Gods and Goddesses. Behind the Anacerreon is a large hostel (inn) and stable for visiting worshippers, and the building next to it houses 3 troops of the Anacerreon Guard, a private religious guard force (and army for Kubero). In addition to the Anacerreon, each large city supports 1d10 stand-alone Temples (determine deity using 2d12), and 1d12 small Shrines. In smaller cities are 1d12 moderately-sized stand-alone Temples (determine deity using 2d12) and 1d10 small Shrines. Each town has 1d4 small-sized Temples and 1d6 small Shrines. Villages have 1d3 small Temples on 1d20 rolls GTET 16 (determine the deity using 2d12), when a village does not have any Temples, it has 1d3 small Shrines.

When the Gods manifest on the Prime Material Plane, the following statistics can be used:

**Pantheon King**, Type: Greater Deity, HD55, AC200, Attacks: Punch 1d20+8, Kick 3d8+4, Stomp 3d10+5 x2, Crush (hands 2d10), weapon 3d12+1d8, S&A: 75, Description: stands 12-20 FT high, long black hair, bushy beard, glowing eyes, short-sleeve red tunic, cap, white legs and shoes, wears sword belt, Other: weapons enchanted GTET +9 required to injure, immune Devotions/Basic Magic/Mysteries/Lesser Magic, saves Majesties/Greater Magic 1d20 GTET 2, immune poisons/paralysis/stoning, Priest L40, Shaman L40, Wizard L30, casts 3 spell/round, minimum statistic 33, SPM = +20, aura of awe 500 FT, heroism 5 miles, invisible and shapechange at will, inclined to neutrality, Number: 1.

**God or Goddess**, Type: Greater Deity, HD45, AC150, Attacks: Punch 1d20, Kick 3d8, Stomp 3d10 x2, Crush (hands) 2d8, weapon 3d12, S&A: 68, Description: stands 10-18 FT high, long hair (gods brown, goddesses red worn in coil), pale eyes, gods short-sleeve knee-length tunic with gold belt, black pants, low black boots, goddesses knee-length gowns and sandals, Other: weapons enchanted GTET +7 required to injure, immune Devotions/Basic Magic/Mysteries/Lesser Magic, saves Majesties/Greater Magic 1d20 GTET 2, immune poisons/paralysis/stoning, Priest L30, Shaman L30, Wizard L25, casts 2 spells/round, minimum statistic 30, SPM = +15, aura of awe 350 FT, heroism 2 miles, invisible and shapechange at will, mostly inclined to neutrality (few Good, few Evil), Number: 1.

## Monotheistic Deity

When the campaign world where the Players start has a monotheistic deity (e.g. single deity, usually all-powerful, omnipotent, and inclined to good; the Games Master could design an area where polytheistic deities are in competition with a monotheistic deity), use Anuruck (Creator and Lord of the World). Anuruck is served by ten Archangels, each of whom is associated with a virtue –

**Addad** (Wisdom, East)  
**Belit** (Righteousness, North)  
**Dilmatar** (Mercy)  
**Ilnarri** (Courage, Earth)  
**Kishar** (Peace, South)  
**Meslam** (Healing, Water)  
**Ninlil** (Strength, West)  
**Perkons** (Creativity, Air)  
**Rahko** (Justice, Fire)  
**Tarapita** (Benevolence)

Below the Archangels are eight lower orders of Angels (for details about the lesser Angels, see *Inferno Bestiary* by Spellbook Games). Each Archangel also has a Crusader Order named after them.

Anuruck is opposed by the Eight Demon Lords of Chaos (Arcomearco, Daeloc, Gibthass, Jhatways, Lagjaw, Polpi, Rothizee, Wulluzuru), the imprisoned Devil Lord Lucifer, and Samael, King of Devils (for details on Lucifer and Samael, see *Inferno Bestiary*, by Spellbook Games).

Anuruck primarily communicates with mortals through prophets and prophetesses, of which there have been 14 major ones; they appear about every 250 years or so, the most recent was Haena of Ravensburg, who died 283 years ago. The worship of Anuruck is divided into three major Sects, each one based in the teachings of one of the prophets. The Inramine Sect is based on the teachings of the Prophetess Inanna who lived about 1200 years ago; this Sect emphasizes the feminine aspects of Anuruck and the gifts of free will; they associate most strongly with Meslam, Perkons, and Dilmatar. The Rommany Sect is based on the teachings of the Prophet Ramman who lived about 500 years ago; this Sect emphasizes that Anuruck is deity of all and has no gender or humanity to diminish them; they associate most strongly with Addad and Belit. The Aernessam Sect is based on the teachings of the Prophet Erresk who lived about 2200 years ago; this Sect emphasizes male aspects of Anuruck and the benefits of order and structure in worship; they associate most strongly with Ninlil, Ilnarri, and Kishar. The Aernessam is largest, with about 50% of all worshipers, the Inramines are next with about 35% of worshipers, the Rom

manons have about 12% of worshipers, with 3% of worshipers associated with other Sects. All of the Sects are considered legitimate ways to worship Anuruck and direct competition between Sects is generally frowned upon. Members of the Sects can cooperate with one another, though Aereassamites and Inramines may have some challenges to overcome. There are four male monastic orders (Olphaline, Bredon, Gardaeus, and Tideon) associated with the Aereassamites, two female monastic orders (Aorethan and Wyvec) associated with the Inramines, and the Kessellon Order associated with the Rommanons.

Devout worshipers are expected to attend Temple services every 12 days, read the scripture scroll once every 30 days, have a ritual sin-cleaning bath twice per year, perform an abasement ritual at a Temple once/year, donate 5% of their income to the Church, and make a pilgrimage once in their life to Anu's Cave (the spot in Thesalean where tradition says Anuruck created the world).

Every city has a Cathedral, 1d8 smaller churches, and 1d10 simple shrines. A town has a major church, 1d6 smaller churches, and 1d12 simple shrines. A village has lesser church on 1d20 rolls GTET 12; when no church is present there will be a simple shrine. A town has a monastery on 1d20 rolls GTET 16, a village has a monastery on rolls GTET 13.

Although there have been periods when the Church was against the use of magic, the current period is more relaxed, since the teachings of Naleadin, a prophet who died 780 years ago. The Inramines are most tolerant of magic, while the Aereassamites are least tolerant. While Wizards are well tolerated, much of the Church thinks that Shaman magic is liable to result in evil and they are not so tolerated.

When Anuruck and the Archangels manifest on the Prime Material Plane, the following statistics can be used:

**Anuruck**, Type: Omnipotent Deity, HD100, AC300, Attacks: Punch 4d12, Kick 6d12, Stomp 4d10, Chock 4d10, Flaming Bladed Staff 6d12, Divine Spear 4d12+30, Description: highly

variable, as humanoid 25-40 FT, older man with white beard, tanned and fit, dressed in white hat, short-sleeved white shirt with colored vest (pockets), gold belt, dark-colored pants and black boots, Other: Priest L50, Shaman L32, Wizard L40, immune all Prayers, immune poisons/diseases/venoms/stoning, immune mental domination, immune Basic/Lesser Magic, save Greater Magic GTET 2, weapons GTET +8 required to injure, unlimited healing/regeneration/raise the dead, minimum statistic 35, aura of awe 2 miles, invisibility and shapechange at will, heroism 5 miles, regenerates hp3d12/round, strong inclination to good, Number Appearing: 1.



**Archangel**, Type: Divine Being, HD40, AC125, Attacks: Punch 3d6, Kick 1d12, Stomp 2d10, Choke 2d10, Flaming Scimitar 2d12, Crozier 1d12+3; S&A: 56; Description: stands 15-20 FT, dark hair, classic long-nosed face, dark skin, pair dark-colored eagle's wings on shoulders, dressed in miter, light-colored short-sleeved knee-length toga, silver belt, sandals; Other: Priest L25, Shaman L22, Wizard L20, immune all Prayers, immune poisons/diseases/venoms/stoning, immune mental domination, immune Basic/Lesser Magic, save Greater Magic GTET 5, weapons GTET +5 required to injure, healing touch hp1d20 (25/day), minimum statistic 25, aura of awe 50 FT, invisibility and shapechange at will, heroism quarter-mile, regenerates hp1d12/round, strong inclination to good, Number Appearing: 1.

## Minor Powers of Priests and Crusaders by Deity

The following examples are provided to illustrate the concept of a Deity granting powers to their Priests and Crusaders, as discussed in Character Classes. This list is not complete or exhaustive or intended to limit the Games Master in any way. It should be the basis for understanding the nature of powers, and for individual Games Masters deciding the powers they grant to individual Characters.

A Games Master can use the following 1d20 roll to decide the powers a Character gain: (01-04) no powers at this time, (05-16) one power, (17-18) two powers, (19) three powers, (20) 1d3 powers now plus another power after 1d3 Levels are attained. The Games Master is not restricted from giving, or taking, powers from a Character at any time during the campaign, based on their in-game actions.

**Anjea** identify poisonous plants (3/day), grow plant (1/day), pass through plant (1/day) **Anaruck** destroy HD1-2 undead (25 FT, 1/5 days), self heal hp1d4 (1/3 days), lay-on-hands+2 (1/day), summon minor angel (10 rounds, 1/100 days), AC+10 versus evil (10 rounds, 1/day), +2 save versus poisons (10 rounds, 1/day), negate one critical hit by evil (1/day) **Ardra** +10% luck bonus when called (1/day), repeat 1 round (time reversal, 1/10 days), **Balaramo** +1 SPM (10 rounds, called, 1/day), identify enchanted item (1/10 days), protect from cursed item (1/10 days) **Dergavi** locate gems/ore (50 FT, 1/day), +3 appraise gems/jewelry, summon hound (10 minutes, 1/day), **Dharo** stone to mud (6 FT, 15 minutes, 1/day), instant quicksand (10 FT, 15 minutes, 1/10 days), +2 save versus Earth magic (10 rounds, called, 1/day) **Haoma** move without trace in forests, protection from poisonous plants (15 minutes, 1/day), know plant (1/day) **Julanna** +1 negotiation roll (1/day), immunity to Love Potions, +1 save v dominate person (called, 10 round, 1/day) **Kheallo** 5 round time reversal (50 FT, 1/30 days), 3 round time travel (1/30 days), immunity natural lightning (1/day) **Khurmo** speak to animals (5 minutes, 15 FT, 1/day), know beast (50 FT, 1/day), summon goat (10 min, 1/day)

**Kubero** +1 TH (10 rounds, called, 1/day), AC+10 (10 rounds, called, 1/day), know opponent (50 FT, 1/10 days) **Lokaski** +2 TH v Humans (10 rounds, 1/day), see true shape humans (50 FT, 5 minutes, 1/day), speak human language (5 minutes, 1/day), change human form (5 minutes, 1/10 days) **Molarri** +1 save v organic poisons (10 rounds, called, 1/day), +1 SPM (10 rounds, called, 1/day), blend into outdoor setting (5 minutes, 1/5 days) **Lucifer** cause hp1d4 wounds (1/day), cause -2 save (10 rounds, 25 FT, 1/5 days), +2 TH evil creature versus good (10 rounds, 1/5/days), +1 SPM Evil Priest (10 rounds, 1/10 days) **Lupanno** identify item value (1/day), +2 knowledge roll for machine (1/5 days), knowledge of machine manipulation (1/3 days), **Narada** eliminate one encounter check (called, 1/5 days), +3 reaction roll for hospitality (1/3 days), AC+20 on road (10 rounds, 1/3 days) **Nariglo** +1 save versus death spell (10 rounds, 1/day), -2 victim save versus poison (10 rounds, 1/day), +2 TH on mission of revenge (10 rounds, 1/day) **Pralyo** create water (2 gall, 1/5 days), breathe underwater (10 minutes, 1/10 days), walk on water (10 rounds, 1/day) **Ravanna** -2 opponent save versus poison (10 rounds, 1/day), +1 control undead (10 rounds, 1/3 days), summon Skeleton (10 rounds, 1/5 days) **Shesho** +2 TH versus good (10 rounds, 1/3 days), +1 damage versus good (10 rounds, 1/day), regenerate hp1/round versus good (10 rounds, 1/10 days), immunity to poisons (10 rounds, 1/day) **Shodassa** AC+10 (10 rounds, 1/day), +1 TH on oath mission (10 rounds, 1/day), +2 TH when fighting for justice (10 rounds, 1/3 days), +2 save versus poisons (10 rounds, called, 1/day) **Suryo** night vision (15 minutes, 1/10 days), create daylight (5 rounds, 25 FT, 1/day), walk on air (10 rounds, 1/day) **Tara** heal self hp1d4 (1/day), first-aid knowledge +1, detect living creatures 50 FT (10 minutes, 1/day) **Vaettiri** +1 TH Rapier (10 rounds, 1/day), navigation by stars, summon lynx (10 rounds, 1/3 days) **Varatha** proficiency with specified instrument, +1 save versus sound attacks (10 rounds, 1/day), immunity to alcohol (1 hour, 1/3 days)



# Appendix G: Tips for Games Masters

## Designing Campaigns and Encounters

The Games Master has tasks fundamentally different from those of the other Players in the Game – they are responsible for constructing and operating the game environment, a task frequently referred to as ‘world building.’ A key assumption is that the Game is intended, and designed, to last more than one game session. An extended series of game sessions that takes place in a common background setting with the same, or mostly the same, Players and Characters, is commonly called a ‘campaign’; some campaigns last years or even decades, while others mere months. A successful campaign often takes Characters from L1 to L10, or higher (extended campaigns may require rules and supplemental material beyond that presented in this rule set).

## Balanced Encounters

A ‘balanced’ encounter is generally taken to be a fight sufficient to inflict substantial damage against the Players and to stress their resources, but one that is unlikely to result in a Character’s death, the death of a man-at-arms, a companion animal, or a Familiar. There is no requirement that encounters be balanced against the combat capabilities of Characters. Good campaign design, and good design of adventuring sites (e.g. dungeons), should include many balanced encounters along with some very easy encounters, and some encounters that Characters should avoid or run from. When encounters are included beyond the Character’s current capabilities the Games Master will often want to provide clues that if interpreted correctly warn Players of the approximate strength of the encounter, allowing a strategic decision to avoid the opponent (for the moment); however; this is not a design requirement and it may be appropriate to occasionally allow Characters to blunder to encounters they have to retreat from. When Players only have encounters they are designed or destined to win, the game takes on a certain quality of sameness and suffers a lack of interesting

unpredictability. This is true whether the Characters are at L1 or they are at L10. The game world does not owe an particular Character a living or their life – there should always be more heroes waiting, ready to step up and replace the hallowed fallen.

Games Masters should be able to recognize when a particular encounter is likely to be very easy for their Players and when one is likely to require them to retreat, and use both kinds of encounters with intention, deliberation, and discretion; bad tactical decisions or poor die-rolling may always cause a particular encounter to be more difficult than expected. On the average each Character has the HP of a HD3 monster, an AC higher than most monsters, and the Guardian Classes do more damage than most monsters; this is particularly true of low-level Characters and low-HD monsters. The guidelines below are suggested when a balanced encounter is intended – two such encounters in succession without the Characters first having rested, healed, or resupplied, should result in some Character death(s).

For Guardians with armor class and weapons appropriate to their Experience Level, but lacking significant enchanted items and lacking the support of Priests and Mages, when fighting against ordinary monsters (e.g. lacking special attacks that require saving throws, lacking multiple simultaneous attacks, spells, or natural abilities similar to spells):

One L1 Guardian should win against one HD3 monster, one L3 Guardian against one HD4 monster (one-third chance to win versus one HD5), and one L5 Guardian against one HD5 monster (one-quarter chance to win versus one HD6).

Two L1 Guardians should win against one HD5 monster (one-third chance of one hero’s death), two L3 Guardians against one HD7 monster, and two L6 Guardians against one HD10 (two-thirds chance of one hero’s death).

Three L1 Guardians should win against one HD6 monster (one hero is likely to die), three L3 Guardians against one HD8 monster (one hero is likely to die), and three L6 Guardians against one HD10 monster (one hero is likely to die, second hero three-quarters chance to die).

Four L1 Guardians should win against one HD7 monster (two hero deaths are likely, one-quarter chance of third hero's death), four L3 Guardians against one HD9 monster (one-half chance for each hero to die), and four L6 Guardians against one HD11 monster (two hero deaths are likely, two-thirds chance for the third hero death).

When Guardians supported by a Mage with at least several spells available or a Priest with a full complement of healing prayers, the Adventurers should be able to survive opponents one to two Hit Die greater than those who are not supported. When supported by both a Mage and a Priest, they should be able to survive opponents two to three Hit Dice greater than those who are not supported. Some tactical situations may also allow Characters to survive against opponents or monsters they would not ordinarily survive in stand-up direct combat; even when such tactical advantages are provided the heroes in the encounter design, the Games Master should consider that Players may not always recognize or take advantage of the intended tactical situation.


Conversely, the survivable number of monsters is reduced by one to two Hit Die when monsters have special attacks that require saving throws, when the monsters have multiple simultaneous attacks (for example, bite, claw, and tail stinger), when the monsters have natural abilities similar to spells, when the opponents have natural or mechanical (e.g. bow or crossbow) missiles, or when the monsters have a significant tactical advantage (e.g. high probability of surprise and first blow, flying creatures diving on heroes on the ground). It is also reduced when the opponents or monsters are supported by Mages and Priests of their own. In general, also reduce the survivable number of opponents when the opponents are capable of casting Greater Magic spells and Majesty prayers while the Adventurers are not.

## Creating Adventuring Areas

An adventuring area is a complex designed as a destination for Adventurers to explore. It could be a ruin, a series of caves, a high tower, a series of interlocked underground tunnels, the layers of a city sewer system, an ice palace, a jungle ziggurat, a remote island, a weird building on a far-off Plane, or something else conceived by the Games Master. Some adventuring areas should be designed around a goal the Characters need to achieve – a person to rescue, an item to find, an altar to destroy, a major adversary to kill, a ritual to perform or a ritual to stop. Other areas are simply interesting old places where loot might be found, sidelights to the Character's current goals and projects. An extensive underground adventuring area is frequently called a 'dungeon,' even when its story does not include previous use as a prison or the lower parts of a castle or fortress (a detailed background story is not usually vital to designing the area). Each major elevation or independent area is usually referred to as a 'dungeon level'.

To create an adventuring area, the Games Master has several initial decisions to make. What is the primary challenge (traps or monsters) going to be? Will there be a major monster who rules all the others, or are most of the monsters nearly equal in strength? What kind of physical location is the area in? What kind of structure will it be? How many game sessions should it take for the Players to explore it? Even when the Games Master isn't going to write down a detailed story about the area, they should make at least a few notes about its origins, so that they know the sorts of rooms that should be found, even when its current uses are different, and the occupants have altered the original layout.

The characters have to travel to whatever area the Games Master designs – start with a blank piece of paper (or empty computer screen) and lay out the surface area near the area for a mile or so around the area. Sketch the major terrain features, keeping in mind how the Characters are likely to approach the area (this may depend on how much information about the place the Games Master makes available).



If defensive features, fortifications, or traps are part of the design, place them, and make a note to provide details later. Most encounter areas have at least minimal surface structures as points of entry, sketch them on a separate paper (or file) at a bigger scale. Start with the exterior walls first (if there are multiple surface building elevations, draw in all of the exterior walls first). Next, draw the boundaries for any underground section(s) of the complex; again, fix the boundaries for every underground elevation before drawing in any details. The orientation of underground levels may vary (e.g. one may not be directly below the other with the same centerline) so for a complicated structure a sketch showing the relative placement and orientations may be helpful.

The next task is to locate the means to move between elevations, the stairs, ladders, holes, wells, ramps, slides, teleportation portals, ropes, or any other means the Games Master designs to get Characters from one elevation to a higher or lower one (not all connections have to be between adjacent elevations, some can bypass one or more). Now the details of each elevation can be sketched in, starting with the surface level. Buildings need to have common walls, while underground complexes have relatively few ordinary walls, and more thick areas (5 FT to 15 FT) of earth or stone between rooms. Work from the surface to adjacent elevations, then to next-closest elevations. Players can fully explore 10 to 15 areas/rooms in a game session, a few more if some rooms are empty. The notes about the complex's origins inform the kinds of rooms placed in the elevations, when most of the rooms match the complex's known functions it provides a sense of foundation and reality which many Players find helpful (for some locations the design intention may be providing a sense of weirdness or unreality).

Continue this process until rooms and corridors are placed on all elevations. Change room sizes so there is some variety in the complex. Although above-ground buildings are mostly constrained to square or rectangular rooms, where possible, vary the room shapes, and add interesting architectural details like columns, buttresses, balconies, fireplaces, and the like. Because the path Adventurers will take in the complex is unpredictable, make the complex a bit bigger than you think you need.

After the rooms and corridors are sketched in, put in the doors; where are ordinary wood doors? Metal doors? Stone Doors? Broken or rotted doors? Locked doors? Hidden doors? Doors with associated traps? False doors? Trapdoors in the floor or ceiling? After the doors, place the traps – even when traps are not intended to be the focus of the adventuring area, there should be a few about, so the Player's don't make assumptions. Some common traps include pits, wall spikes, hidden bolt throwers, stone blocks dropping from the ceiling, Leyden jars (electric shocks), boiling oil, spring loaded knives, concealed pendulum blades, poison gas cylinders, and acid sprays.

After the traps are located, populate the complex with inhabitants and adversaries. Note any person or creature in the complex that may be friendly towards the Characters, helpful, or sympathetic towards their goal. Make notes about every static (not moving) adversary, then add adversaries that move about (for example, enemy patrols). The number of locations in which adversaries are found depends on the function of the encounter area – a long abandoned dungeon complex may have an adversary in one-third of the areas, while a camp of goblins might have adversaries in eight-tenths of them (there should always be a few empty rooms where Characters can hide or rest). There are no limitations on the kind and number of adversaries the Games Master chooses for each location; for less-important rooms, the random monster tables may speed up the design process. For every elevation in the complex that has random and wandering monsters, create an appropriate monster table (the random monster tables in this rule set may be sufficient).

After the adversaries are in, furnish the complex. Not every part of a complex requires furnishing, very old and long abandoned areas may not have any, but those parts in regular use by intelligent persons or creatures should have appropriate furnishings. Putting the occasional tapestry, chest, table, candlestick, or picture into rooms that have nothing else helps give Players a sense the complex once had a function. Furnishing could also include the occasional skeleton, broken pieces of armor or weapons, stains on walls, items of

dungeoneering gear, old fire, or other evidence that persons have passed through before the Characters.

The last task is to place treasures throughout the complex. Some treasure is found in chests, some in furniture such as desks, some in mattresses, some under floorboards, some hanging on walls, and some in the pockets or backpacks of adversaries. Some of the treasure should be in valuable good that have to be transported and sold to become ready cash. Some should be gems and jewelry. Some should be in enchanted items.

The adventuring area is complete when all the elements are placed and there is a workable Games Master key to the surface map(s), elevation map(s), rooms, doors, traps, locks, inhabitants, adversaries, furnishings, and treasures. Some rooms may have magical effects to make them interesting, spells such as silence or darkness. Other rooms may have environmental effects such as heat, cold, rain, fog, dust storms, or altered gravity. While some design attention to coherent and realistic building structures and adversaries that plausibly live together helps create a feeling of reality, Games Masters should understand that it's THEIR complex, and they can have some fun with it. Do not allow the constrictions of the possible prevent the inclusion of unexpected wild and weird areas that simply are, or adversaries that have no obvious relationship to each other. When magic exists, it can be the explanation for almost anything, so be willing to design anything. If the Players wanted to explore only highly realistic castles, fortresses, and caves, they would be playing some other game.

## Running a Scenario within the Game

A Games Master runs a specific scenario or encounter by describing and setting the scene from the Character's point of view, selecting the best decision mechanism for each Character action taken in response to the initial cue(s), adjusting the game environment to respond to Character actions, and providing the Players an updated set of descriptions, prompts, and cues based on their adjustments. The Character's point of view

includes everything visible from the Character's initial or entry position, everything they can hear, the odors they can smell, and anything else they can directly sense – the Games Master's task to provide accurate and sufficient cues that allow the Players to select plausible responses (in some cases, 'no action' is a plausible response) – the Games Master needs to always be objective, and should not provide biased or selective information intended to guide Players towards specific desired responses or goals. This feedback loop of informational cues to Players, Character responses, changes to the game environment, and updated Player cues continues until there are no more actions to be taken by either the Characters or the game environment.

The Games Master provides appropriate cues using their prepared game notes, maps, diagrams, and other materials as a guide; their notes could include commercially-available game material, such as from Spellbook Games, which are used as-is or are modified by the Games Master to fit their specific circumstances. The Games Master also reveals any additional information (if any) that would only be available to non-player characters in the employ of the Players, available to their companion beasts or Familiars, or detectable by the active enchanted items they are employing. In some cases the Games Master may have (paper or computer-based) visualizations to illustrate the available visual information. If the Games Master has appropriate miniatures and scale model terrain available they may elect to lay out the nearby geography using these tools. The Games Master must provide a sufficient level of detail to allow Players to recognize their options in the given situation then choose a possible response (each Character's response can differ). The Games Master evaluates each individual response and provided feedback to each, usually in the order of the Character with highest Agility statistic to the Character with lowest Agility, since that is the order in which physical actions are made. When the Character's action requires a decision roll (listening, looking, opening, negotiating, leaping, fighting, etc.), the Games Master assigns an appropriate success value (and if necessary, the statistic applied to it) and has the Player make the roll – guides for the most common decision rolls are given in these rules, in

other situations the Games Master will have to judge the best decision mechanism on-the-fly.

When the response involves fighting, the Games Master must order the Players and adversaries by their Agility statistics. If a Character has the highest Agility statistic, they make the appropriate to-hit roll and compares the roll (with modifiers) to the table given in the section on Fighting (rolling for damage as needed) – the Games Master then makes the appropriate damage adjustment based on the adversary's armor (which the Player's don't know). If the Character's action involves a spell or prayer then appropriate saving rolls and damage are rolled. When the adversary's Agility is higher, or if they have tactical surprise or other advantage then the Games Master makes the to-hit roll on behalf of the adversary and damage rolls as needed (these can be performed in private or in view of the Players, as the Games Master prefers).

An example: The Adventurers consist of Milo (dwarf, Warrior L4), Daltyn (human, Priest of Shodassa, L3), and Salmyn (human, Rascal L4). At the encounter's start they are walking down an underground corridor with Daltyn holding a lantern

(GM) {Looks on the dungeon map} Ahead, at the edge of the lantern's light on the right, you see a stone arch, and the corridor continues past it. {Looks in his notes and sees there is a room through the arch with an altar to an evil deity, another locked door, and a planned encounter with an evil Priestess and her two Ogre henchmen, rolls a 1d6 to see how ready the adversaries are for a 1, decides the Priestess is praying to her deity while the Ogres have her back watching the doors}.

(Players) {Marking their working map} We slow down and stay near the right wall, stopping just short of the arch.

(GM) You are now about 5 FT from the arch. You see the arch is lined with large old stones, a weathered and worn stone face is attached at the top. Looking past the arch the corridor turns to the left at the edge of your lantern's light. A groove is worn into the floor under the arch. You see a flickering red light reflected by the corridor wall to your left. You smell lantern oil and incense.

(Players) Salmyn and Milo move up and listen at the door, while trying to stay hidden from anyone inside. Do we recognize the stone face on the arch?

(GM) Roll d20's for listening {results are 05 and 18}, Milo hears a quiet muffled chanting in a language he can't identify, both of them smell a strong pungent unwashed odor. They can see a little bit into the room across the arch, there seems to be a crumbling white statue inside the room and at least one torch out their sight. {decides Daltyn knows the stone face on 1d20 rolls GTET [20-2\*LVL] or 14...1d20 roll 17} Daltyn recognizes the face as that of Demon Prince Corilix {rolls d20's for the Ogre's, results 11, 15, one Ogre hears the Adventurers and pokes the other one, they each stealthily pick up a rock and ready their spiked clubs, decides the Ogres don't bother their Mistress}.

(Players) We pull a few feet back down the corridor; Daltyn's Player – I whisper to the Guardians the face is bad news, a Demon Prince; Salmyn's Player – I pull my mirror-on-a-stick out of my pack and slowly slide it into the room by the floor; Milo's Player – do I recognize that strong odor? Could it be a creature a Dwarf would be familiar with? I tell the others that I heard chanting but I don't know what kind.

(DM) {rolls 1d6 to see if the Ogres see the mirror, result 1 so no, rolls 1d6 to see how much of the room the mirror sees, result 2} Daltyn sees in his mirror two lit torches stuck into the wall, a wood door with a padlock on it, two tall blue statues, a gold unholy symbol hanging on the wall, and a black altar; Salmyn's Player – are any creatures in there? DM – you didn't see any in your mirror; {decides the Dwarf recognizes Ogres on 1d6 rolls 4-6, rolls 5} Milo remembers an odor like the one you are smelling being associated with Ogres or Trolls, Milo's Player – I tell everyone we got trouble in there, Ogres or Trolls, but what's that chanting?

(Players) Milo's Player – I pull out two flasks of oil, Salmyn has an explosive grenade, so I'm going to step into the arch and toss the oil, followed by Salmyn who will throw his grenade on top of the oil to increase the fire damage. Then I'm going to get inside with my back to that white statue and get out my +1 War Hammer. Salmyn's Player – I have my +2 Scimitar in one hand, the grenade in the other hand, after I toss the grenade I'll roll past Milo and get to the other side of that statue. Dalytn's Player – as soon as Salmyn gets out of the way, I will step into the arch and pray God's Serpent at the other side of the room, next round I'll do Knockout against the Ogre.

(DM) {checks the Agility statistics, order is Salmyn, Priestess, Daltyn, Milo, Ogre-1, Ogre-2} Milo and Salmyn get to go, Dalytn will have to wait to next round; Milo throws his oil flasks... here's what the room looks like now that you are in it {sketches it quickly on some paper}, on the other side of the room Milo sees two Ogres in leather holding rocks and clubs, behind the Ogres on a kneeler facing away from Milo is a blonde girl in robes, a staff and a mace, a padlocked door is to Milo's left...Salmyn roll 1d20, 12 or better your grenade hits the oil {Salmyn's Player rolls 12}, ok, your grenade explodes {rolls 1d12 grenade damage for 9, rolls 1d6 each oil flask for 2 & 3} and does 14 {rolls 1d20 for each Ogre for 16 & 12}, one Ogre takes half-damage as it jumps out of the way {marks down the damage to the Ogres by 2 for armor reduction}. The girl is shielded by the Ogre bodies and is unaffected by the fire but she jumps up at the noise. Now the Ogres both throw rocks, low on 1d6 is at Milo and high at Salmyn {rolls 1d6 for 2 and 3}, its short range {checking chart} so they need a 10 to hit him {rolls two 1d20's for 10 and 17}, ouch he got it twice {rolls two 1d6's for damage, 1 and 5}, his hp6 damage gets modified by his AC24 down to 4 [Milo's Player reduces the hp for Milo by 4]...

## World-Building


The task of planning a campaign always has a planning phase, which takes place before the other Players pick up their die to roll Characters, and can have a campaign phase, depending on the temperament of the individual Games Master. The planning phase includes everything that has to be done before any game play can occur, and consists of the choices the Games Master must make, and their design decisions. The planning phase answers the following questions:

What standard rules (Character Classes, spells, enchanted items, monsters, etc.) will be disallowed, and what optional rules (Classes, spells, enchanted items) will be allowed or required, if any?

The Games Master is not required to include any rule or mechanic described in this rule set when it does not fit with their vision for the campaign they intend to run. However, when a Games Master deletes any standard rule, they should be prepared to substitute another, since this rule set covers the essential Character activities! The Games Master may also decide to include in their campaign rules that are not part of this rule set, whether created by the Games Master or imported from other published games. It is essential the Games Master inform their Players of all rule deviations which affect game play before game play begins.

How large is the initial operating area (setting) of the campaign?

The smallest possible campaign consists of a small village surrounded by a small wilderness which includes a ruin or two, and a small underground complex of some kind; such an area could be two or three days of travel wide, perhaps a square 50 to 100 miles across. The largest possible campaign consists of a complete set of world and continent maps, with numerous countries, empires, city-states, and uncivilized areas; the size limited only by the size of the postulated world. The worlds created by most Games Masters probably fall somewhere between these extremes. Any 'world' should provide a suitable



base of operations for the Characters, one where they can obtain the supplies they need, sell their loot, find friends and allies, make and pursue enemies, and have some freedom of action. While a minimal area may be suitable for beginning Characters, most require a larger area as they progress in levels, as small areas have an inherent limit on the number and kind of challenges they can contain. A Games Master may want to initially describe in detail only a small area, while making general maps and descriptions of areas further away, only adding details as the Characters venture further afield – a general map of distances 500 to 1000 miles across is sufficient to start. Prepared setting maps and information can be found on many role-playing game websites, or purchased from numerous game companies; these can be used as-is, or can be changed, adapted, or linked by the Games Master to create their own unique gaming environment.

Will the campaign have an over-arching plot or story, or will the story develop from the Player's choices and actions?

The Games Master are advised to consult their Players early in the process and find out if they are willing to work to some cosmic goal the Games Master establishes early in the campaign. In campaigns like this most of the Adventuring is guided by the Games Master to introduce the Players to NPC's important to the plot, acquire items required by the plot, acquire skills-abilities-knowledge required by the plot, or to resolve the plot. When the plot is finally solved, the campaign ends. The other sort of campaign has no pre-determined endpoint, and many smaller NPC's and shorter plots can come and go as the Player's interests change. Many campaigns blend aspects of both gaming styles. However, the plot or story centered campaign requires more up-front work on the part of the Games Master.

What level of detail am I willing to create to give the campaign a realistic or plausible feel?

The number of details a Games Master can create to support their 'world' is essentially infinite, limited only by the time they are willing to spend. There should be some sense that a wider world

exists even at the start...a few city, province, or nation names...the names of the closest or biggest mountain ranges or rivers or deserts...a feel for the direction and distance to major lakes, bays, oceans, islands...the destination of the road through town or the local caravan route...the name of a few famous or infamous dungeons, and the like. Details about the King's family, the names of every member of the aristocracy, the Guild structure of every town, the history of every province, and the languages and dialects spoken throughout the world may be interesting to create, but they rarely come into play in the Game. It may not be worth spending many hours of work on obscure background material in hopes that someday they will provide just the perfect detail when it is needed. A story centered campaign needs more details to support it than does a campaign that develops from Player actions.

What does the campaign world look like, at the continental, regional, provincial, or county level (as appropriate to the campaign scale)?

The answer to this question is usually the set of maps that define the initial campaign area, and when appropriate, the wider area available for the Characters to explore.

Where will the Characters start in this world, and what resources are available to them?

The answer to this question provides the details about the village, town, or city in which the Characters begin – a more complete level of detail about their starting location contributes greatly to a sense of immersion by the Players. Local Geography? Local terrain? Map of the town or area? Local Ruler(s)? Local churches and religious establishments? How many shops and of what kind? Taverns and Inns? Guilds? Prisons? Schools or Trainers? Money sources?

What common or shared information about the campaign world would the Characters have, simply because they live there?

A Character absorbs information about their area simply by living there, information about history, culture, language, races, religion, etc. Although

much of this information has no effect on the Game, the Games Master must decide what Characters need to know and communicate the essential information. This category also includes providing current rumors and plot hooks, giving the Players some reason to select their first adventure.

How many adventuring sites are available at the start of the campaign, where are they, and how do the Player's know about them?

A campaign is not ready to start until the Players have a fully-detailed destination to explore. While one such place is sufficient, it is better design practice to have several, giving Players some choices at the beginning. This speaks to providing them clues about their options. Often, the first adventuring site a new group of Players visits is because they have accepted some kind of commission or have a locally-inspired goal (save the town's Priest's daughter from goblins, arrest the robbers in the west woods, etc.).

You are now ready to begin your own adventures, grab your friends, get out there and have fun!







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