

SURVIVE THIS!!

Santas



Game Master's Guide





A Bloat Games publication

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SURVIVE THIS!! Fantasy Game Master's Guide

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**SURVIVE
THIS!!**

Fantasy



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Please check out the other games in the
SURVIVE THIS!! game line:

**Zombies!, Dark Places & Demogorgons,
and Vigilante City.**



Games that inspired **SURTIDE THTS!! Fantasy:**

Dungeons & Dragons by TSR and Wizards of the Coast

Palladium Fantasy by Palladium Books

The Hero's Journey by Barrel Rider Games

Index Card RPG by Runehammer Games

Dungeon Crawl Classics by Goodman Games

Low Fantasy Gaming by Pickpocket Press

The Black Hack by David Black

Sharp Swords & Sinister Spells by Old Skull Publishing

Blades In The Dark by Evil Hat Productions

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How to use this book



So, you are ready to run a game of SURVIVE THIS!! Fantasy? Awesome! You have come to right the place. While SURVIVE THIS!! Fantasy Core Rules has all the rules and info needed for players to create characters and play the game, SURVIVE THIS!! Fantasy Game Master's Guide has everything a Game Master (GM) needs to run a game.

Firstly, let's look at how this book is organized. STF GMG is split into 4 separate Books: Essays, Random Tables, Monsters, and Treasure.

Book 1: Essays, you will find several essay-style advice articles on how to GM some of the more difficult situations that may arise in the course of gameplay, written by some of the best GMs and Game Designers in the business. This section will be most helpful to those new to Game Mastering.

Book 2: Random Tables, you will find a myriad of random tables to be used to create a campaign world, make a city, create an NPC, create a dungeon, fill the dungeon, etc. There are all kinds of useful tables with plenty of unique options to keep you busy for quite a while.

Book 3: Monsters is a complete Bestiary filled with familiar and unique monsters of all shapes and size. You will learn how to read their stats, alter them for taste and even create your own! There is also a series of random encounter tables separated by location for those on-the-fly in game session rolls.

Book 4: Treasure. Guess what you will find in this section? That's right, Treasures of all fashions. Gold, Gems, Magic Items, Potions, Rings, Weapons, and so much more! When your players defeat the big-bad of your gaming session, they will be begging for you to dive in and tell them what kind of reward they have earned!



BOOK 1: ESSAYS



Allowing Unbalanced Encounters

By Jodie Brandt

The campaign world should be a living breathing thing. It should change due to in-world passing of time, player character involvement and achievements. The best fantasy worlds should feel believable, even though they are places filled with magic and other unrealistic inhabitants. There should be places that are known to the characters, places they feel safe and welcome. There should be places that are wide open for exploration and discovery. And, with that being said, there should be place with a real sense of danger. If the notation on the map says, “Here there be dragons”, then the players should expect there to be a mighty danger present when traveling there.

It’s ok to run unbalanced encounters in your game. It gives the players agency to think creatively when a situation arises in which they find themselves outmatched. It also gives the world a real, lived in, feel. This should be something that is outlined for your players in Session Zero. Don’t be afraid to inform them that every encounter they experience, or every situation they come up against, should be approached with caution and care. All this encourages roleplaying, letting the characters flex their skills rather than their muscles. Let the players scout out areas of the world and come up with plans on how to tackle the things they find there.

Running unbalanced encounters also allows you, the Game Master, to develop the world as you see fit. Some games hamstring GM’s by having them design encounters at the level of the players party. While this gives the characters a sense of accomplishment and advancement, it also hampers their creativity. Imagine the stories that will be told, not if the party defeats the kobold king who was designed at or below character level, but if the party successfully sneaks into the dragon’s lair undiscovered and comes out relatively unscathed with the Jewel of Aristrom!

Character Death

By Jason Mabry

In role-playing games, character death can mean a lot of things to different people. Character death can be important for various reasons. Emotional attachment to a character you have been playing and have grown with can happen. Sometimes a game system can be such that character creation, especially a more advanced character, can be tedious, difficult and quite a hassle. Sometimes creating a new character after losing one that you are emotionally attached to can make it feel hollow, empty or shallow and you might need some time before plopping a new character into a game.

More, character death can be completely emotionless and unimportant. If you are playing a game where death is very common and you never have a chance to get attached to your characters then it's not too big a deal. On the other hand, if you are playing a game where death is extremely rare, due to mechanics, story, GM fiat, etc., then it might also not be a big deal. You should talk with your players and GM to see how everyone feels about characters dying. Some groups might not care at all how many characters they burn through in the course of a story. Some players might want death to mean something and prefer not to have resurrection magic, fate points to keep you alive, a GM fudging dice just to avoid death, etc.

Character death can also be more than just an emotional thing. Some players need a balance between bad dice rolls and poor decision making on the character's part. Maybe a character isn't as fun or engaging as it once was or you thought it would be. Perhaps you just need a change of pace from the type of character you are playing. Character death might be considered an option just in order to bring in a new type of character to the story (a new class, new archetype, etc.). Consider also that taking an undesired character out of the story for other personal story reasons rather than just retiring them or killing them off. You might be tired of that character and after a lengthy discussion with the GM and other players, you bring another character in. But down the road you might want to revisit that old character and see where his story has gone in the meantime.

Perhaps (like me) you have a character that you as a player just have the worst luck with and always make the worst dice rolls. You are being dragged down emotionally by your luck with this character and are in a desperate way to be rid of it. Get with your GM and secretly make a plan to have the character die at a very

story-driven and appropriately dramatic point in the game. So, the death means something to everyone, not just you so that you can bring in a new one. End that character's story on a high note instead of just tossing it away and bringing in a new one.

The important thing is, character death means something different to everyone, and knowing what that is among your group can help drive decision making and storytelling in a better direction. Get with your group and discuss what character death means and how you individually plan on dealing with it in your story. Your decisions may change from game to game depending on a number of different factors (game mechanics, storytelling, theme, etc.). Knowing what it means might also help drive how you, as a player (or GM), handle decision making as a character in-game.

Dealing with Difficult Players

By Brandon Aten

Tabletop RPGs serve multiple purposes, but most importantly, they are an avenue of entertainment. When you get together with your group, whether it is at home with a regular group, or around a table at a convention with people you barely know, the end result should be hours of enjoyment. Everyone around the table, including the GM is there to participate in a collective storytelling experience, and throwing a difficult player in the mix can often lead to awkward or uncomfortable interactions for other people at the table, leading to a loss of enjoyment for them.

There are a number of strategies you can implement around your table to deal with difficult players, or even proactively prepare for any instances should they arise.

Level-Setting: Level-setting your expectations at the beginning of the game or session is very important, if only to make sure people understand what will and will not be tolerated. Before you even pick up dice or roll up characters, everyone at the table should know if there are certain things which should be avoided, such as racism, sexism, graphic sexual depictions etc. If your group lays that out at the beginning, then that should be the guide for the rest of the sessions. Having them written up for continual groups can't hurt, especially as a reference if people can't use common sense.

The X Card (Safety Tools): The use of a safety tool in the game is a concept that may be new to many GMs. The X card is my safety tool of choice. It was first introduced to my table a few years ago, and is always present in any convention game I run. If at any point

in the game, if any player, including the GM is uncomfortable or uneasy with a certain direction the roleplaying or action is going, simply touch the X card (we use an actual physical card with a black X on it), and the players all agree to stop or change direction. It's a valuable tool to prevent certain topics being brought to the table, especially if a single player keeps trying to drive the direction of the game in certain directions. This is particularly valuable if something happens that wasn't considered during the initial level setting.

You know each other...: Sometimes a difficult player comes in the form of the one who is always trying to incite interparty conflict, or tries to fight other characters. A tool I use is starting each session by saying "You know each other, you like each other, and you trust each other." Whenever a player tries to do something that would purposefully harm another player character, I repeat the phrase and tell them they can't do that.

Ask them to leave: In all my years of gaming, I've only had to do this once. If someone continues to be offensive or inconsiderate to other people around the table, you should feel well within your rights by asking them to leave.

Defining Expectations

By Jason Mabry

In role-playing games, defining your expectations of the game are probably often overlooked. Figuring out what you and the other players' expectations are can help in many ways. From knowing how to guide the game, which is important for both GMs AND players, to deciding the tones and themes that are preferred to be/not to be included in the stories, to roles and responsibilities both in- and out-of-game. The list of expectations will be different for every group, and further unique by the game or genre played. Before you start a game, especially if you anticipate the game to be more than just a one-shot, it would benefit everyone involved to have a Session 0 in order to come up with a number of things, one being expectations for the game and players. Each person will probably bring a list of things to the table that are in common with other lists and things that are completely unique. Don't take for granted the things that are similar or the same. Address everything. Give everything on a list its due because perspectives on certain topics might be similar on the outside but significantly deeper and more varied than they appear to be at a glance. You may find that one thing important to you may not be as important as you thought after hearing someone's opinion on it.

Discuss the tone and themes of your game. Everyone might totally be OK with gore and guts and they might even be appropriate for the genre in the right circumstance. But what if as a group you decide to keep it to a minimum so it has more of an impact when they are part of the story rather than just being really loose with your descriptions of violence? Expectations don't have to be black and white, yes or no. They can also be about things that you might want but to varying degrees, or shades of gray. Sometimes you might not want certain themes or a certain tone, not because it makes someone uncomfortable, but because it's too common among your group. You might simply be tired of playing a certain genre, a certain tone, or story theme. Maybe you just need a change of pace, even if it's still in the same genre.

One thing you can do is make a list among yourselves and then talk about the contents of each list and take notes. Here are some basic things that can (and should be) important to your group.

- † What do you expect from the players?
- † What do you expect from the GM?
- † What do you expect from the characters?
- † What do you expect from the story?
- † What are the group's thoughts on character death in **this particular** game?
- † Are there certain themes you would like to try?
- † Themes you'd like to avoid?
- † What do you want the tone of the game to be?
- † What about food and/or cell phones at the table (these can be especially important if you are recording your session for YouTube or another medium)?

Another thing that is also important isn't just what you do or don't want, but what the consequences of this social contract being broken are. This is something that can make or break a game and should be taken seriously.

Finally, I think it would be wise to revisit your expectations, once every couple of sessions, or if something in particular comes to you that you feel important enough to bring to the table.

First Time GM

By Brandon Aten

Taking the leap into playing tabletop role-playing games can be somewhat intimidating. Making a character, learning rules, and trying to put yourself into the mindset of someone who may be completely different from yourself, culturally, physically, and living in a world which probably looks just as different. These all, combined with the fact that you have to think quickly, and are often put on the spot with the attention of others all focused on you, often lead people to avoid the hobby or approach it with a giant helping of caution. And that is just as a player without adding the added pressure of being the GM running the game!

Stepping up and running a game for your friends, or even a group of strangers at a convention might seem scary, but here are a few things to keep in mind which will make everything easier, and make the experience one of the most rewarding gaming experiences one can have.

Collective storytelling: One of the easiest traps to fall into as a new game master is believing that the game boils down the players vs. the GM. This adversarial perception happens mostly because the GM controls the world surrounding the players and guides the narrative, including all of the skill checks, challenges, and antagonists. However, it is always important to remember the GM is just as much a player of the game as the players with characters in the narrative. Instead of adversaries, all players (including the GM) should understand they are telling a story together with the intent of everyone around the table having a good time and seeing how the adventure unfolds.

You don't have to be right: This one is the biggest secret of game designers and longtime GMs. If you watch people who run games they've designed and published, one thing you'll see is that they occasionally won't play the rules as written. Sometimes that's just them running a game fast and loose, but often this is because a certain rule or obscure mechanic slips their mind during a session. As a GM, you should understand that will happen, and your players should be comfortable with it. You don't have to remember every rule all the time. That's what the books are for, and if we're being completely honest, players will always be there to help you.

You don't need permission: As you and your group are weaving the story around your characters and the events which are part of their tale, there will come a time where the rules as written don't address the exact situation which arises. These are the moments

where the GMs can shine. You control the direction and flow of the narrative and have every right just to have the player roll a check, or you can even create a house rule which addresses the situation in this instance. The writers and designers have done their best to give you a toolbox to explain how the game works, but they've already given you the keys, so you don't have to worry if it makes complete and total sense.

Roll with the punches: Every great GM has a plan until it is introduced to the players. Things won't always go according to your plan, and things will get messed up. Players will try new things and will astound you with their creativity in finding ways to solve problems. This has happened to every person who has ever run an RPG session. When this happens, unless it is something particularly damaging to the campaign, roll with it, and keep moving the story forward. Implementing a few rules at the start can allow story elements to continue to unfold, such as telling players, "they can't interrupt the cutscene" when the main antagonist is monologuing.

Rule of cool: This is by far the most important tip in this list. The "Rule of Cool" is simply if something a player wants to do is cool, fun, and doesn't disrupt the story, let it happen. It may not always be exactly according to the numbers on their character sheet, and it may not follow the rules as written, but if it adds to the fun of the group, where's the harm?

Fun is the Only Rule

By James M. Spahn

So, you've decided to run a *Survive This! Fantasy* game, to take up the role of Game Master. That implies that it's your job to learn and understand all the rules which apply to the players and their characters, but also everything outside that purview and understand all the nuances concerning monsters, treasure, underground exploration, and all the other tiny details found in a *Survive This! Fantasy* game. And that means rules. Lots and lots of rules.

Well, you know what?

Rules suck. Nobody likes being told what to do. I know, I know. Strange thing to see in a literal book of rules, right? But stay with me here. I'm going to let you in on a little secret: Every single rule in this book can be broken. In fact, most of them should be broken. Now, I'm not saying to set your copy of *Survive This! Fantasy* on fire and live in anarchy. Eric wrote this game, but it's not his game. Not really. *Survive This! Fantasy* is **your** game. You own it. You can do

whatever you want with it. Eric and the other contributors won't come to your place and be the Rules Police. I promise.

More important thing when you sit down with your friends to play *Survive This! Fantasy* (or any other game) is to have fun. I'm not talking just about you, dear reader. Yes, you should have fun. But it's not just your fun that matters. Roleplaying games are a cooperative social experience. Everyone coming to the table (virtual or physical) is there to have fun. And to be frank, everyone **should** have fun. That's the entire point, right?

Every single rule in every single game you ever play should be there to contribute opportunities for everyone playing the game to have fun. If a rule is present and its preventing gamers from having fun, it fails as a rule. I'm sure you're going to find a rule or two in *Survive This! Fantasy* that seems counter to that goal of having fun. That's going to happen because the creators of this game have a different vision of what is fun from your personal vision of fun. Yes, by this logic then every single game fails in its ability to contribute to the fun of everyone playing.

But I'm gonna let you in on a little secret: You can change the rules. You're as smart and creative as anyone who wrote for this game. More importantly, you know what fun is to you and your friends more than any of the creators of this game ever can. So, if the rules don't matter and you know how to have fun better than the creators of *Survive This! Fantasy*, then what's the point of this game? What's important?

If you're reading this and you purchased a copy of *Survive This! Fantasy* then it's like that while you and the game's creators have different definitions of the exact nature of fun, there are probably a lot of strong parallels between the two. You probably appreciate the pulp stylings of Robert E. Howard and Edgar Rice Burroughs and classic roleplaying games like *Dungeons and Dragons* and *Palladium Fantasy*. So, ask yourself what is it that you like about those pieces of fiction and those games? More importantly, what do you think would be even better than what you found in those games? Even of greater importance is what do you think would be fun for all your players at the table? What would leave them walking away from the table saying "Man, that was awesome - I can't wait to do that again?"

Is it an epic battle with a rampaging dragon amongst the blazing inferno of a once glorious city that ends with a trope of brave heroes raising blade and spell to save the day? Is it a strange encounter deep in a long-forgotten tome where among the dark and forgotten things of the world your players have discovered some unspeakable horror that must be laid to rest before it rises and destroys the fragile

peace of the surface world? Is it out-witting a clever troupe of rival swashbucklers and snatching unimaginable riches out from underneath them at the last instant? You know what I'm talking about. You can see it in your mind right now.

See it? Great. Do that.

Don't recall seeing rules for jumping down a dragon's throat and shoving a sword into the soft flesh of its mouth? Can't find an arbitration that deals with how exactly one's mind can be broken by unfathomable creatures? Unsure of what the exact rules would be for rival adventurers?

Well, guess what? It doesn't matter. By reading *Survive This! Fantasy* you've probably gotten a good sense of how such a rule would likely work - so yeah, do that. Because it's your game and your responsibility to make sure that everyone has fun. That is the most important thing - the fun always comes first.

Now, that's not to say the players should win with ease every time they sit down to play. Quite the contrary. Fights should be hard won and often with cost. An earned victory creates a memory that your players will carry with them for years to come. Most experienced gamers have loads of war stories where victory was snatched from the jaws of defeat. The trick here is to make sure that your players feel tension, stakes, and a sense of risk.

Tension comes from opposing forces both working towards the same end - often for opposing means. This is most often seen in combat, but it doesn't always have to be literal, physical battle. It can be a tense negotiation with an arrogant lord bent turning critical allies against the player characters, confronting some unforgiving hazard like brutal weather or a deadly trap, or even an internal conflict within a character where they must make some deep personal choice where there is no clear "right" option.

Stakes simply means that whatever choice the players make something or someone is at risk. If the player characters don't defeat the dragon, they can escape and save their own skins but that might mean everyone in the village is doomed and the beast will reign further savagery upon the land. If they don't disarm the trap which has caused the chamber to flood with piranha infested water then they'll all be devoured in seconds and their corpses will bloat and rot in a watery grave. If they can't overcome their own doubts and uncertainty then they'll not have the strength of will to see their epic quest through to the bitter bitter end.

Risk is simply a measure of how likely they are to succeed or fail. If there's no potential for success, then why bother with an endeavor?

What's the point? But conversely, if success is absolutely assured then things get boring. Even if you as the Game Master have an outcome already planned - which should only be done rarely and never at the expense of the sense of player agency - the players always need to feel that their actions carry a reasonable sense of risk and an appropriate reward for that risk.

None of these things are covered by any hard and fast rules in *Survive This! Fantasy*. There are many rules that help make it easier for Game Masters to create these elements in your game for your players - but in the end it's your knowledge of what your players enjoy and your ability to deliver that enjoyment. But don't forget about your own enjoyment either! Everyone, including you dear Game Master, is here to have fun. Don't let the rules get in the way of that.

Never ever be afraid to talk to your players about their level of enjoyment during your game. If you get an inkling that they're not engaged with and enjoying the game talk to them and ask them what they'd like to see to make the game more enjoyable. The easiest way to do this can even be done without ever talking to them at all! If one of your players is playing a Doppelganger, then they likely want opportunities to make clever use of their Shapeshift ability. Pirate characters are likely going to be looking for opportunities to swash their buckles! As Game Master you certainly can't create an adventure that highlights every character element of every player character at every session but you can give each character an opportunity to show off their stuff and feel like a valued member of the group.

Failing this, try talking directly to each of the players. It's best to do this during character creation to find out exactly what's going to be fun for them. If you don't ask, you won't know. And if you don't know, you've already lost half the battle. This isn't a weakness on your part as a Game Master. You're not a Psion Master in real life and you can't read anyone's mind. In fact, quite the opposite. By talking directly to your players you are showing them that you're invested in everyone having fun and not running off assumptions. That, as repeated previous, is the goal for everyone at the table and you're making that paramount.

So, now that you know what your players enjoy (and hopefully what you enjoy!), you're going to find rules in *Survive This! Fantasy* run counter to this. With fun as your paramount goal, you can now confidently change, alter, break, or ignore these rules in favor of what will create an excellent experience for everyone involved.

Because rules suck and you don't need 'em to have fun.

Hexcrawls and Pointcrawls

By Justin Isaac

Some gaming groups enjoy playing games that are organized in a linear structure. However, there are those that prefer the freedom, discovery, and creativity that comes from a sandbox style game. For games of this nature there are two typical structures the games take, hexcrawls and pointcrawls. In a hexcrawl, the characters are given total freedom to explore. They are placed in a hexagon on a map that they can explore. Once they complete their exploration, they can choose one of six ways to proceed. These new hexes may have easy or difficult terrain in them which can make certain paths more appealing. In contrast a pointcrawl has intentional paths. Instead of wandering through hexes and having several avenues to go, characters are placed in a specific location, which has specific routes to other locations.

Hexcrawls are ideal for campaigns that focus on wilderness exploration. All a gamemaster needs is a blank hex map and they can quickly populate it with different environments, terrain, and places to explore. This makes it the easiest sandbox style game to create. It also presents the players with many paths and increases player agency in deciding where the game will go. The style does have potential weaknesses gamemasters should be aware of. First, if you aren't careful then you have some hexes that are just boring and take up time. It makes sense that not every hex has a ton of options to do in it (otherwise your world is too busy), but this still can lead to dull exploration. The other potential problem is players being presented with too many options. If you have no overall goal as a party, then having six different choices to explore can be quite overwhelming.

Pointcrawls on the other hand are more linear. Designing a pointcrawl is much like designing a dungeon. While players can still explore, only certain routes take them to specific locations. This allows gamemasters to highlight certain areas they want players to see, but still give the players some agency in where they go. Exploration of this nature can seem more impactful than a hexcrawl, but also more limiting. It works well for site-based adventuring, but can feel lacking when it comes to wilderness exploration.

Both hexcrawls and pointcrawls have their strengths and disadvantages. This makes both types of adventuring a valuable part of a gamemaster's arsenal. They aren't mutually exclusive either. As a gamemaster, you are free to use both in your games as you see fit.

On Player Agency

By Michele Lee

Let me tell you about one of my worst gaming experiences. I was invited to join a group of friends who had introduced my partner at the time to role playing. I'd heard the stories of their games for years, held up as the pinnacle of gaming. They were restarting a Marvel Super Heroes game based in the same world they had played in as teens, with their former characters the legends shaping a new generation of heroes.

I was asked to play a specific hero, an alien general on the lamb, come to earth to escape...I can't remember. I imagined some juxtaposition of Kal El, a gray, and General Organa. It's a strong woman, the GM said, because I know you love strong women. And she was, strength and speed jacked up above most of the others, the accompanying character sketch modeled off of the wrestler Chyna. Cue the game itself and... well, I couldn't leave the crashed ship of course, because my imager was busted in the crash and I was an alien! I was going to freak people out! And there was a force field meant to protect me, since I was a royal, that I couldn't burst through or turn off. But hey, the GM's pet NPC could slip through and do all my interacting for me...

Running a game can be like trying to conduct an orchestra where everyone wants to be the lead singer. Herding cats, I believe the phrase is. However, it's really important to maintain player agency. Quite a lot of it, actually, because most of the worst experiences I heard of when I asked around involved GMs who weren't actually interested in a cooperative, interactive game. They had a story in their head and the players were just supposed to act through the plot. In order. The way the GM wanted. That isn't role playing, that's writing.

Player agency means the game, and the story, doesn't belong to just you. It belongs to the players as well. As GM you should check in with your players to make sure they feel included, that they feel they actually affect the way the story plays out. Sometimes--often--that means you have to be willing to let things go disastrously wrong. Sometimes you must absolutely let the players wreck all your carefully crafted plots.

As in the real world, your game worlds also can have lovely, heavy penalties and consequences. There's a meme going around calling for GMs to truly commit to those moments where their bard tries to seduce the dragon. To make a scene of it, rolling for performance, considering the, erm, physical incompatibilities, the dragon's

potential kinks, sexuality, and dominance level, and, of course, the repercussions should the bard fail to satisfy their conquest. I think of that often when trying to herd my own cats, err, players.

While it can also be useful to create a spaceship with a force field, or a system of more powerful elders, or a guild of stronger wizards to encourage players to play between (or be sneaky about going over) the lines, sometimes guaranteeing your players feel that they are connected to or included in the game just means letting them wreck the game, and you, rather than being the artist spinning out the grand vision, have to embrace a role as a cosmic principal.

Running a Sandbox Campaign

By Justin Isaac

In tabletop roleplaying games, a sandbox game is an open-world style campaign. Instead of having a linear plot story finding them, players will explore the world and discover the story themselves. While linear adventure gaming has its merits, the sandbox provides freedom and variety that some gaming groups desire.

For a sandbox game to work, the setting needs to feel alive truly. It needs to be a living, breathing thing that evolves with the actions of the players. While you can have an overarching plot, the most important thing to do is to give your players numerous smaller plots and adventure hooks. Examples include; jobs that need to be done by locals, factions to join, or exciting places to explore. Using NPCs is the key to implementing these hooks. These individuals can give background information on the world and local area, dangle quest hooks and rewards, and even give hints if your players aren't sure what to do next. Another way to make your sandbox come alive is to tie your characters' backgrounds to the setting. This gets them invested in the world and makes things more engaging.

There are challenges to running games of this nature. Any experienced game master will tell you that players can be unpredictable. However, you will still need to think about what is coming next. Players have the freedom to go in any direction, and you need to be prepared with different encounters and sites if they switch paths. Many system-neutral resources exist, such as random dungeon and town creators, that can help you in this manner. Still, occasionally you have to press pause when running sandbox games. If your characters decide they want to do something unexpected, such as explore an area or settlement that you've not fleshed out, then it's okay to address the group and let them know. Give them a chance to reconsider or let them know

that you can take a break and pick up with that course of action next game. Most players understand the work a game master puts in and shouldn't have an issue with this.

While they require serious preparation and considerable flexibility, sandbox games can be quite rewarding. They allow game masters to flex their creative muscles and give players the freedom to play the game that fits and adapts to their play style and interests.

Session Zero

By Jodie Brandt

The game before the game, Session Zero is a chance for you and your group to define the parameters of the upcoming campaign. Most often this is a full night in which the Game Master can describe the setting of the campaign to the players so that they can get a good idea for the types of characters they want to play. Character creation usually happens during this session as well, and is helpful so that if any questions come up, they can be tackled immediately. Session Zero is also the perfect time to discuss themes being represented in the campaign, and if any of those are outside the comfort zone of anyone at the table. Things like levels of violence, representation of political ideologies, or depth of adult topics. It's best if everyone involved is comfortable with the in-game world and knows where the boundaries of behavior lie. This can also be a great time to introduce each character and a little background into each, as well as to determine if the characters all know each other and how that came to be. Grounding the characters into the world makes the game feel a little more believable.

While normally no actual gameplay happens during Session Zero, I really enjoy giving my players a little teaser of what is to come. Once all characters are created and everyone is comfortable, I like to have had prepared a short (maybe 30 minutes) intro adventure hook. Something to just whet the appetites of the players. Most of these little teasers involve an encounter of some kind, whether social, combat, or exploration is determined by how I want to best represent the upcoming game, and ends with a cliffhanger. Something that will peek the players curiosity and get them excited for Session One.

Single Sessions and Campaigns

By Matthew McCloud

In designing your game, The GM will need to decide whether to have the game a single session (or two or three) versus a longer ongoing campaign. Here are some insights, tips, and ideas on both.

A single session scenario is a shorter game or small series of games; usually three sessions or less, that highlight a particular story in a flash of the character's lives, and usually center around one central antagonist and one crisis. This lends well to the “ordinary heroes” type of story where the stable hand finds a magic sword mucking out a barn and all of a sudden, joins up with some strangers to stop an immediate threat. This accidental adventure storyline is great at thrusting the players into the action *in media res* and have them figure out what to do with a definite clock on the play. Single sessions lend well to players and GMs with time constraints that want a brief adventure to get a small, but an intense taste of adventure. Players who find themselves in single session campaigns are encouraged to be more reckless and “drive their characters like rentals” as they do not have a substantial, vested interest in the story and know that the game will be over shortly. Instead, the players utilize their characters to their full potential in every circumstance. GMs are encouraged to “throw everything” at the players to test them thoroughly in the brief time they have, taking off the safeties and allowing character deaths to occur early in the game and replacing them with back-ups to keep the game tight and going toward a definite conclusion

A campaign involves a series of scenarios in one overarching epic tale of many sessions and can continue for years of actual playtime. Long narratives like those found in the high fantasy novels like *Lord of the Rings* and *Dragonlance* lend well to this type of storytelling. It can often branch off from a single session that players agree to continue.

In this type of tale, Pacing and character development take precedence over the action as the GMs take the players on a series of linked scenarios, with one large central plot divided into several chapters. This is a preferred option for those who have time to spare and work well together, and are interested in helping each other tell a grand narrative. The players are recommended to be more cautious with their characters, especially if they have spent a long time creating them with a colorful and developed backstory, and want to see them through to the end of the tale.

GMs are recommended to be easier on the players as well, nursing

the players through the character development as they weave a thorough and intricate story with many diverse and well fleshed-out NPCs, locations, and enemies.

Both types of adventures make for great storytelling and are dependent on the group's time and investment of responsibilities.

Using Miniatures and Crafting

By Matthew McCloud

When playing a game or running it as a GM, there is just something about using minis in combat along with terrain. There is a tactile and tactical feel to a game once the map is brought out, and the minis are placed on it. It is an immediate visual representation of the battlefield, with little to no argument about movement, proximity, line of sight, and so on.

How you approach using minis and terrain should be considered almost as important as playing the game itself because of the importance it plays in visually representing the game.

The first thing to consider is the type of minis and terrain to use. On the minimalist end, there are a plethora of battle mats with 2d tiles to slap down that can be bought or created by a crafty person for use. Coins can be used to represent characters on the field, or cardboard tile-type mins can be purchased for cheap.

Moving up in complexity are collectible miniatures that are pre-painted by many great gaming companies online—offering better visual representation without having to worry about painting skills. The detail is varied, but if the players are looking to pop some figs on the table quickly, this is the way to go.

Lastly, there is the world of painted miniatures and terrain. Again, many forms of 3D minis and terrain can be purchased or created by the crafty player. This is where the real art of miniatures and crafting begins. Although masses of minis and terrain are available for sale, they come primarily unpainted, so there are nearly infinite possibilities in modifying and painting them with the creative use of paint and modeling putty. For ease of instruction, we suggest watching Youtube videos like BlackMagicCraft, DungeonCraft, or Sorastro's painting for ideas on how to begin painting and making terrain. The complexity can be minimal or ultra-realistic and limited by the skill and imagination of the creators.

Here are some tips when considering using minis and terrain:

- † Make sure the scales of all the mini's and terrain are as

accurate as possible. Using oversized minis and out of scale terrain can be confusing to players and eliminate the functional ideal of using them at all.

† Suggest to players that they pick/craft/paint their own minis. This is an excellent wrap to a session 0, as the players have rolled up their characters then can spend an hour or so painting the mini that represents their character. Results may vary, but this can alleviate the workload on the GM in trying to pick minis themself and help the player fully realize their character.

† Utilize various types of terrain when possible. Although the primary idea of maps and terrain is to represent a dungeon, there are tons of opportunities to create outdoor and other indoor terrains to represent the world you wish to create! Taverns, palaces, ruins, enchanted forests await your brush.



BOOK 2: Random Tables



City Building

You can use this system to create a random city block or city for your adventure or campaign by using the dice drop, or simple dice rolling, method.

Dice Drops

Dice Drops can be a lot of fun and often a much-invited change from simply rolling on a random table. Here is how they work: First, print out all Dice Drop pages of this document or use the chart in the book. Second, grab the designated dice. Drop the dice on the printed page and pow! you have a random set of information you can use based on the boxes where the dice landed.

For those who find Dice Drops too tedious, they can also make a percentile roll (d00) for the numbers that are provided on the Dice Drops in parenthesis.

Random Tables

Each table will have either a set of instructions or simply a die listed and the number of times you roll that die.

Ex: 6d6 = Roll (6) six-sided dice and add for the total.

Build Your City or Town

Using the Dice Drop (p.27) or by rolling d00, build locations for a random city block by dropping or rolling at least 4 dice per block and recording your results. Do this to create as many blocks as needed to outline your city. You may repeat the process and create an entire city. Feel free to select your locations without rolling as well, or create unique features not listed below.

8.5 x 11" Dice Drop available for PDF purchasers. UNIQUE

Survive This!! Fantasy

| | | | |
|-----------------------------------|---------------------------------|--------------------------------------|-----------------------------------|
| NICE HOUSING (1-5) | LOW END HOUSING (6-10) | GLASSBLOWER OR POTTER (11-12) | ALCHEMIST (13-14) |
| GOODS MARKET (15-16) | BLACKSMITH (17-21) | MAGIC SHOP (22-23) | COBBLER (24-25) |
| DRUG DEN (26-27) | APPOTHACARY (28-29) | COOPER (30-31) | GUARD STATION (32-33) |
| BARN (34-35) | INN & TAVERN (36-40) | STABLES & LIVERY (41-44) | THEATER (45-46) |
| WAGONEER (47-48) | BUTCHER (49-50) | CARPENTER (51-52) | LEATHERSMITH (53-54) |
| ARMOREY OR WEAPONSMITH (55-56) | TIMBER YARD (57-58) | FARRIER (59-60) | WAREHOUSE (61-62) |
| CEMETERY (63-64) | BARRACKS (65-66) | MILL OR GRAINERY (67-68) | BROTHEL (69-70) |
| FOOD MARKET (71-72) | BREWERY (73-77) | SMOKEHOUSE (78-79) | BARBER (80-81) |
| TOWN HALL (82-84) | MAYOR'S RESIDENCE (85) | SLAVE OR LIVESTOCK MARKET (86-87) | GATE OR DEFENSE SYSTEM (88-89) |
| PARK (90-91) | SHRINE OR CATHERDRAL (92-93) | DOCK/ PIER (94-95) | ABANDONDED LOT (96) |
| FLETCHER (97) | LIBRARY (98) | WIZARD'S TOWER (99) | FOUNTAIN OR WELL (00) |

Physical City or Town Features

For each location or block, roll at least one d00 to determine a unique feature. Feel free to roll for more features to add more uniqueness to your area.

| Roll | Feature | Roll | Feature |
|------|--|------|--|
| 1 | Defaced Religious Statue | 51 | Burned Down Pub |
| 2 | Roving Wild Dogs | 52 | Insect Problem |
| 3 | Busted Windows | 53 | Secret Brothel |
| 4 | Rodent Problem | 54 | Aqueduct |
| 5 | Guarded by a Roof Bowman | 55 | Inspiring Local Hero Graffiti |
| 6 | Light Construction | 56 | Ditch |
| 7 | Impaled Enemies | 57 | Rusty Water Pipes |
| 8 | Home of a Famous Crime | 58 | Quarry |
| 9 | Ornamental Street Lamps | 59 | Often Raided by the Authority |
| 10 | Town Baths | 60 | Lots of Broken Glass |
| 11 | Textile Merchant | 61 | Jeweler |
| 12 | Food Cart | 62 | Garden |
| 13 | Inspiring Mural of Children | 63 | Front for Criminal Activity |
| 14 | For Sale Signs | 64 | Potter's Field |
| 15 | Open Market | 65 | Shrine |
| 16 | Windmill | 66 | Dilapidated Wall |
| 17 | No Trespassing Signs | 67 | Gambling House |
| 18 | Carriage Stop | 68 | Cottage |
| 19 | Fire Damage | 69 | Gothic Style Structure |
| 20 | Scribe's Office | 70 | Aviary |
| 21 | Illegal Street Vendor | 71 | Overgrown with Vegetation |
| 22 | Discarded Bloody Weapon | 72 | Gold for Magic Weapons Sign |
| 23 | Missing Person Sign | 73 | Area Floods a lot |
| 24 | Heavy Guard Presence | 74 | Full of Squatters |
| 25 | Adventurer's Wanted Sign | 75 | Livestock in the Street |
| 26 | Dry Well | 76 | Pornography Adverts |
| 27 | Sweets Dealer | 77 | Fenced Off Alley |
| 28 | Little Girl Selling Flowers | 78 | Exotic Animal Merchant |
| 29 | Orchard | 79 | Garbage Dump |
| 30 | Beggars Haven | 80 | Abandoned Lot |
| 31 | Crack in the Ground | 81 | Dark Alley |
| 32 | Watchtower | 82 | Almshouse |
| 33 | For Sale Sign | 83 | Heads on Pikes |
| 34 | Prostitute Corner | 84 | Large Pile of Horse Crap |
| 35 | Kilroy Was Here | 85 | Burning Barrel |
| 36 | Sign in an Unusual Language | 86 | Travelling Circus |
| 37 | Large Tree | 87 | Outhouse |
| 38 | Location is Immaculate in a Rundown Area | 88 | Active Crime Scene |
| 39 | Boarded Up | 89 | Vineyard |
| 40 | Heavy Construction | 90 | Homeless Sleeping on a Sewer Grate |
| 41 | Fishery | 91 | Barred Windows |
| 42 | Main Entrance Collapsed | 92 | Someone Selling Rugs on the Side of the Road |
| 43 | Open Sewage Pipes | 93 | Small Bridge |
| 44 | Smells of Urine | 94 | Stream |
| 45 | Racist Graffiti | 95 | Considered Haunted |
| 46 | Heavily Guarded Private Building | 96 | Sewer Entrance |
| 47 | Pond | 97 | Well Known Gang Hideout |
| 48 | Inspiring Mural of the Mayor | 98 | Mega-Pothole |
| 49 | Inspiring Mural of a Religious Leader | 99 | Heavy Squirrel Activity |
| 50 | Burned Down Church | 00 | Dead Body |

Unique People in the City or Town

For each location, roll at least d00 once to determine a unique person/group for that area.

| Roll | Feature | Roll | Feature |
|------|--------------------------------|------|--------------------------------------|
| 1 | Drunks | 51 | Wandering Wizard |
| 2 | Doomsday Prophet | 52 | Little Kids Playing |
| 3 | Sword Duel | 53 | Illusionist |
| 4 | Street Fight | 54 | Assassin |
| 5 | Drug Dealers | 55 | Fire Eater |
| 6 | Beloved Local Hobo | 56 | A Talented Bard with a Crowd |
| 7 | Wandering Philosopher | 57 | A Terrible Bard |
| 8 | Archer | 58 | Tax Collector |
| 9 | Mystic Dual | 59 | Juggler |
| 10 | Farmer | 60 | Cultist |
| 11 | Busty Lass | 61 | Nobleman |
| 12 | Kids Playing Marbles | 62 | Heavy Guard Presence |
| 13 | Foreign Dignitary | 63 | Barbarian |
| 14 | Beastmaster | 64 | Known Fence in Alley |
| 15 | Mystic | 65 | Cindertouched |
| 16 | Knight in Armor | 66 | Navigator or Sailor |
| 17 | Fortune Hunter | 67 | Street Rat |
| 18 | Pirate | 68 | Psion Master |
| 19 | Rug Vendor | 69 | Prostitutes |
| 20 | Giant Rat Dragging Some Bread | 70 | Cult Initiate Looking for Trouble |
| 21 | Flasher | 71 | Rat Catcher |
| 22 | Screaming Couple | 72 | Hurried Messenger |
| 23 | Ranger | 73 | Shunned Local |
| 24 | Orange/ Fruit Vendor | 74 | Someone Walking a Dog |
| 25 | Prince | 75 | Known Pick Pocket |
| 26 | Princess | 76 | A Bard Playing an Unusual Instrument |
| 27 | People Playing Chess | 77 | Obvious Lookout |
| 28 | Tinker | 78 | Fienakar |
| 29 | Arcwol | 79 | Hatchling Dragon |
| 30 | Foreign Merchant | 80 | Vagrants |
| 31 | Rambling Street Person | 81 | Vessamyrr |
| 32 | Gardener | 82 | Norgarm |
| 33 | Doppelganger | 83 | Anarchist Zealot |
| 34 | Person on the Brink of Madness | 84 | Ghoul (Living) |
| 35 | Trapper | 85 | Goblin |
| 36 | Hunter | 86 | Street Toughs |
| 37 | Miner | 87 | Fairy |
| 38 | A Crying Kid | 88 | Street Preacher |
| 39 | A Crying Person | 89 | Conclave of Pimps |
| 40 | Jester | 90 | Low Guard Presence |
| 41 | Warrior of the Empty Hand | 91 | Accused Pedophile |
| 42 | Street Performer | 92 | Minataun |
| 43 | Dwarf | 93 | Kobold |
| 44 | Witch in the Stocks | 94 | Escaped Prisoner |
| 45 | Aspimitte | 95 | Elf |
| 46 | Law Zealot | 96 | Evil Zealot |
| 47 | Mender | 97 | Monster Slayer |
| 48 | Necromancer | 98 | Gang Leader |
| 49 | Psion Warrior | 99 | Local Villain |
| 50 | Master of Arms | 00 | Local Vigilante Hero |

Random City Event

Here is a chart of unusual, unique events that could be affecting a town or your city. These should add unique flavor to your city creation and give you some ideas for adventures.

| Roll | Event | Roll | Event |
|-------------|--------------------------------------|-------------|---|
| 1 | High Crime Activity | 51 | Cemetery is Missing Bodies |
| 2 | Nobleman is Murdered in the Area | 52 | Dwarven Raids |
| 3 | Serial Killer on the Loose | 53 | Racial Tension |
| 4 | Curfew Enforced | 54 | Sewers Overflow |
| 5 | Block Fire | 55 | Swap Meet |
| 6 | Constant Guard Raids | 56 | Human Trafficking Rampant in Area |
| 7 | Street Festival | 57 | Goblin Raids |
| 8 | Music Festival | 58 | Mass Execution Scheduled for Tomorrow |
| 9 | Famous Local Hero is Killed | 59 | Homeless are Being Abducted |
| 10 | Stirge Invasion | 60 | Grand Ball or Banquet |
| 11 | Bridge Collapse | 61 | Rapist on the Loose |
| 12 | Something is Eating People at Night | 62 | Birds Start Attacking People |
| 13 | Suicide Rates Increase | 63 | Dragon Holds them to Tithe |
| 14 | Vampire Cult | 64 | Kidnappings on the Rise |
| 15 | Were-Cult | 65 | City Floods |
| 16 | Large Influx of non-Human Immigrants | 66 | Increased Vandalism |
| 17 | Prostitute Murderer on the Loose | 67 | Human Raids |
| 18 | Someone Buys the Entire Block | 68 | Kids are Disappearing |
| 19 | Mayor is Murdered in the Area | 69 | Sandstorm or Torrential Rains |
| 20 | Anti-King Uprising | 70 | Barbarian Raids |
| 21 | Gnoll Raids | 71 | Kobold Raids |
| 22 | Religious Leader has taken the Town | 72 | New Cult in Area |
| 23 | High Mercenary & Adventurer Presence | 73 | New Queen Rules. She is a Tyrant |
| 24 | Norgarm Raids | 74 | Heat Wave |
| 25 | Religious War in Town | 75 | Water Shortage |
| 26 | Tornado | 76 | Zealot Raids |
| 27 | Disease Outbreak | 77 | Blizzard |
| 28 | Bandits Control the Road into Town | 78 | Urban Treasure Hunt |
| 29 | Madness Outbreak | 79 | The Town is Empty |
| 30 | Overly Happy People | 80 | Area Quarantined |
| 31 | Assassin Terrifies City | 81 | Volcanic Eruption |
| 32 | Drought | 82 | Tsunami |
| 33 | High Prostitute Activity | 83 | Famous Bard & Warrior are in Town |
| 34 | Hurricane or Typhoon | 84 | Avalanche or Mudslide |
| 35 | Pick Pockets All About | 85 | Massive Religious Pilgrimage |
| 36 | Forest Fires in the Area | 86 | Food Shortage |
| 37 | Bounty on Psions is Posted | 87 | Large Ship Crashes into the Docks |
| 38 | Bounty on Mystics is Posted | 88 | Ice Storm |
| 39 | Economic Chaos | 89 | Wagon Attacked Outside of Town |
| 40 | Arsonist on the loose | 90 | Earthquake Strikes |
| 41 | New King Rules. He is a Tyrant. | 91 | Airship Crashes into Area |
| 42 | Arcwol Raids | 92 | Area has become Polluted |
| 43 | Aspimite Raids | 93 | Plague |
| 44 | Elven Raids | 94 | Full Scale Invasion (Attacking) |
| 45 | Area has been abandoned | 95 | City Under Siege |
| 46 | New Tax Hurts Area | 96 | Military Draft |
| 47 | Zombie Outbreak | 97 | Giant Activity |
| 48 | Pirate Activity | 98 | Dire Animal Problem |
| 49 | Thieves' Guild Taking over Town | 99 | A Psion Villain is Terrorizing the Area |
| 50 | Jousting Tournament | 00 | Re-roll Twice |

City/ Town/ Area at a Glance

Block: _____
Location/feature

Unique Person

Block: _____
Location/feature

Unique Person

Block: _____
Location/feature

Unique Person

Block: _____
Location/feature

Unique Person

Block: _____
Location/feature

Unique Person

Block: _____
Location/feature

Unique Person

Block: _____
Location/feature

Unique Person

Block: _____
Location/feature

Unique Person



Adventure Hooks (100)

These are quick ideas for starting an adventure.

1. Test the fidelity of a royal suitor.
2. Collect several pieces of an ancient treasure map.
3. Map an abandoned sewer system.
4. Sink a pirate ship that has been raiding a local village.
5. Retake a castle from some bandits, without damaging it too badly.
6. Free a group of lost children from a Medusa.
7. Compete in a jousting tournament.
8. Compete in a fighting tournament.
9. Infiltrate a thieves' guild for information.
10. Completely clear a dungeon of all monsters & traps.
11. Join a naval fleet on maneuvers.
12. Lead a royal escort through a haunted forest.
13. Clear a cemetery of a zombie infestation.
14. Sink a rival village's merchant fleet.
15. Save a kidnapped princess or prince.
16. Steal a royal treasury.
17. Dispose of someone's unwanted thrash.
18. Exonerate a party member of a crime.
19. Frame an enemy for a crime.
20. Defend a caravan through a desert.
21. Break a friend out of jail.
22. Capture a rare animal.
23. Stop a human sacrifice.
24. Find an ancient library.
25. Climb a wizard's tower.
26. Locate a lost relic.
27. Poison, or purify, a well.
28. Free a group of slaves.
29. Recapture some runaway slaves.
30. Protect a rich merchant at a masquerade ball.
31. Search a castle for its Vampire master.
32. Gather some important information about a foe.
33. Spook a family away from a farm.
34. Destroy, or repair, a dam.
35. Compete in a race to a location against other parties.

36. Usurp a diabolical warlord.
37. Retrieve some plants for a rich alchemist.
38. Hunt down a serial killer.
39. Discover a lost monastery atop a high mountain.
40. Disrupt a cult's ritual.
41. Help exorcise a demon from a village.
42. Pose as pirates to frame them for wrong doings.
43. Discover who, or what, is poisoning the river.
44. Discover who, or what, is stealing the town's lobster traps.
45. Help arm a local village for an uprising.
46. Negotiate a truce between rival kingdoms.
47. A half-eaten villager is discovered in the sewers.
48. Assassinate a local politician.
49. Discover a Queen's lost pet.
50. Guard a jail from an angry mob.
51. Something is killing a farmer's livestock.
52. Map out a huge forest.
53. Return a chunk of still frozen ice from the tallest mountain.
54. Several dire beasts have taken a local forest.
55. Burn a rival port's dock.
56. Delve deep into a cavern to find a long-lost artifact.
57. Deliver a cargo safely through a pirate infested zone.
58. Liberate a village from bandits.
59. Discover a sunken ship and recover an item from it.
60. A portal to another realm has opened in the forest.
61. Fulfill a prophecy.
62. Restore an ancient artifact one piece at a time.
63. Avenge a local prostitute after she was harmed by some townsfolk.
64. Quickly take supplies to an isolated village.
65. Steal something important from a local, but without them discovering.
66. Investigate some recently discovered catacombs.
67. Find a cure to a deadly plague.
68. Discover a lost map from a pirate, then find the treasure.
69. Track down an evil Mystic.
70. Discover the recipe to ancient potion.
71. Locate some rare metal for a blacksmith to forge an armor.
72. Cure a local of lycanthropy.

73. You are hired to deliver grain to a village, but discover it has been tainted.
74. Investigate a town overrun with Madness.
75. Steal bodies for a local Necromancer.
76. Clear and destroy a toll road to the north.
77. A King receives a death threat and wishes for you to investigate.
78. You are hired by a Warlord to retrieve tribute from a small village.
79. Clear the hillside of the influence of a pair of Giants or Ogres.
80. Find a way off of a deserted island.
81. Find a lost child in the town's sewer system.
82. Escort a group of virgin maidens to convent.
83. Aid an Archeologist in an excavation.
84. A new island has arisen in a local lake.
85. Aid a clergyman in opening a new church.
86. Escape from a prison camp.
87. Traverse some frozen tundra looking for a lost traveling party.
88. Join a local leader at their side in a major battle.
89. Clear an orchard of giant insects.
90. Get rid of a cursed item.
91. Acquire a specific slave from a market, and return them home.
92. An earthquake unearths a lost cavern, you are hired to explore it.
93. Convince or force a group of fairies to leave the forest.
94. Destroy a Flesh Golem and bury it in consecrated ground.
95. Capture an exotic bird and return it safely.
96. Farms are failing to an unknown blight. Seek out its source and kill it.
97. The characters awaken chained in a ship among dozens of slaves.
98. You are dispatched to a mine, where several miners are being attacked by Kobolds.
99. Help replant several plants or crops after amid a bandit raid.
100. Trick a small town into believing that you are gods.

Random Fantasy Location Generator (d00)

- | | |
|----------------|----------------|
| 1. Abbey | 31. Desert |
| 2. Academy | 32. Dock |
| 3. Aerie | 33. Domain |
| 4. Agora | 34. Dungeon |
| 5. Archipelago | 35. Farm |
| 6. Asylum | 36. Field |
| 7. Barracks | 37. Forest |
| 8. Basement | 38. Fort |
| 9. Bazaar | 39. Fortress |
| 10. Beach | 40. Foundry |
| 11. Bridge | 41. Galleon |
| 12. Brothel | 42. Garden |
| 13. Camp | 43. Glade |
| 14. Carnival | 44. Graveyard |
| 15. Castle | 45. Halls |
| 16. Cathedral | 46. Harbor |
| 17. Cavern | 47. Haven |
| 18. Cemetery | 48. Hills |
| 19. Chamber | 49. Hostel |
| 20. Channel | 50. Hovel |
| 21. Chapel | 51. Hut |
| 22. Church | 52. Island |
| 23. Circle | 53. Jungle |
| 24. Citadel | 54. Keep |
| 25. City | 55. Kingdom |
| 26. Coliseum | 56. Laboratory |
| 27. Crag | 57. Labyrinth |
| 28. Crater | 58. Lair |
| 29. Crypt | 59. Lake |
| 30. Dale | 60. Library |

- | | |
|-----------------|---------------|
| 61. Lighthouse | 81. Prairie |
| 62. Manor | 82. Prison |
| 63. Marshes | 83. Pyramid |
| 64. Mausoleum | 84. Ruins |
| 65. Mines | 85. Sepulcher |
| 66. Monastery | 86. Shelter |
| 67. Mountain | 87. Ship |
| 68. Necropolis | 88. Shrine |
| 69. Oasis | 89. Spiral |
| 70. Obelisk | 90. Swamp |
| 71. Observatory | 91. Temple |
| 72. Outpost | 92. Tomb |
| 73. Palace | 93. Tower |
| 74. Pass | 94. Tunnels |
| 75. Pavilion | 95. Utopia |
| 76. Pits | 96. Valley |
| 77. Plains | 97. Wall |
| 78. Pond | 98. Warren |
| 79. Pool | 99. Windmill |
| 80. Port | 100. Woods |



Random Character/ Person Encounter (d00)

- | | |
|-------------------|-----------------------|
| 1. Alchemist | 31. Druid |
| 2. Amazon | 32. Elder |
| 3. Ambassador | 33. Emperor |
| 4. Archer | 34. Envoy |
| 5. Assassin | 35. Farmer |
| 6. Astrologer | 36. Foreign Dignitary |
| 7. Avenger | 37. Fortune Hunter |
| 8. Bandit | 38. Gardener |
| 9. Barbarian | 39. Giant |
| 10. Bard | 40. Guardian |
| 11. Baron | 41. Gypsy |
| 12. Beast | 42. Herald |
| 13. Beast Master | 43. Hermit |
| 14. Beggar | 44. Inquisitor |
| 15. Blacksmith | 45. Jeweler |
| 16. Bounty Hunter | 46. Judge |
| 17. Bride | 47. King |
| 18. Captain | 48. Knight |
| 19. Cave Man | 49. Lord |
| 20. Champion | 50. Man |
| 21. Child | 51. Marauder |
| 22. Cindertouched | 52. Master of Arms |
| 23. Clone | 53. Mayor |
| 24. Collector | 54. Mender |
| 25. Concubine | 55. Mercenary |
| 26. Cook | 56. Merchant |
| 27. Cultist | 57. Messenger |
| 28. Cult Leader | 58. Minstrel |
| 29. Destroyer | 59. Monk |
| 30. Diabolist | 60. Monster Slayer |

- | | |
|-------------------|-------------------------------|
| 61. Mystic | 81. Slave |
| 62. Necromancer | 82. Slaver |
| 63. Nobleman | 83. Soldier |
| 64. Oracle | 84. Sorcerer |
| 65. Orator | 85. Street Rat |
| 66. Pirate | 86. Tailor |
| 67. Priest | 87. Telepath |
| 68. Prince | 88. Thief |
| 69. Princess | 89. Traveler |
| 70. Prophet | 90. Trickster |
| 71. Prostitute | 91. Vagabond |
| 72. Psion Master | 92. Vampire |
| 73. Psion Warrior | 93. Wanderer |
| 74. Raider | 94. Warlock |
| 75. Ranger | 95. Warlord |
| 76. Scribe | 96. Warrior of the Empty Hand |
| 77. Sea Captain | 97. Wizard |
| 78. Seer | 98. Zealot, Anarchist |
| 79. Sentinel | 99. Zealot, Evil |
| 80. Shaman | 100. Zealot, Law |



Random NPC Characteristic/ Adjective Table (d00)

- | | |
|-------------------|-------------------|
| 1. Abyssal | 31. Fertile |
| 2. Alert | 32. Flying |
| 3. Ancient | 33. Foolish |
| 4. Arrogant | 34. Forgotten |
| 5. Awkward | 35. Fortunate |
| 6. Beautiful | 36. Generic |
| 7. Bewitched | 37. Gluttonous |
| 8. Big | 38. Golden |
| 9. Bizarre | 39. Gothic |
| 10. Black Hearted | 40. Greedy |
| 11. Bloody | 41. Guilty |
| 12. Bold | 42. Helpless |
| 13. Broken | 43. Heroic |
| 14. Cannibal | 44. Honest |
| 15. Chaotic | 45. Horny |
| 16. Colorful | 46. Howling |
| 17. Crawling | 47. Huge |
| 18. Creative | 48. Humorous |
| 19. Cruel | 49. Immortal |
| 20. Damned | 50. Immovable |
| 21. Dark | 51. Ineffable |
| 22. Depraved | 52. Inhuman |
| 23. Depressed | 53. Invisible |
| 24. Dying | 54. Large |
| 25. Eagle-Eyed | 55. Last of . . . |
| 26. Elderly | 56. Lawful |
| 27. Enigmatic | 57. Legendary |
| 28. Envious | 58. Loathsome |
| 29. Eternal | 59. Lost |
| 30. Feeble | 60. Macabre |

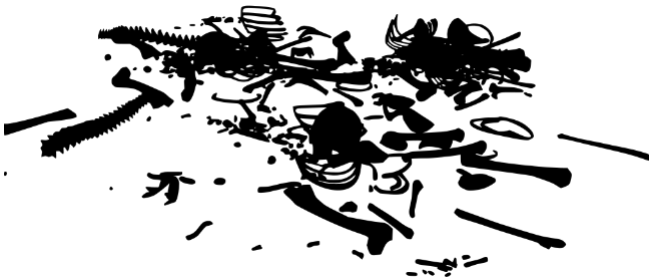
- | | |
|----------------|-------------------|
| 61. Malevolent | 81. Silent |
| 62. Mechanical | 82. Sluggish |
| 63. Muscular | 83. Space |
| 64. Mutant | 84. Starving |
| 65. Mysterious | 85. Strange |
| 66. Pretty | 86. Sweet |
| 67. Primeval | 87. Terrible |
| 68. Profane | 88. Tiny |
| 69. Psion | 89. Towering |
| 70. Pure | 90. Undead |
| 71. Relentless | 91. Unforgiving |
| 72. Reversed | 92. Unfortunate |
| 73. Righteous | 93. Unpredictable |
| 74. Romantic | 94. Vigorous |
| 75. Sadistic | 95. Weary |
| 76. Savage | 96. Weird |
| 77. Secretive | 97. Wild |
| 78. Selfish | 98. Witty |
| 79. Sentient | 99. Wrathful |
| 80. Shadowy | 100. Zany |



Random Event Table (d00)

- | | |
|----------------------------|--------------------------|
| 1. Abduction | 31. Defeat |
| 2. Accident | 32. Descent |
| 3. Arrival | 33. Desolation |
| 4. Ascension | 34. Destruction |
| 5. Assault | 35. Discovery |
| 6. Awakening | 36. Dive |
| 7. Ball | 37. Doom |
| 8. Battle | 38. Duel |
| 9. Birth | 39. Dusk |
| 10. Carnival | 40. Eclipse |
| 11. Cataclysm | 41. Equinox |
| 12. Ceremony | 42. Escape |
| 13. Choice | 43. Expedition |
| 14. Circus | 44. Extermination |
| 15. Cold Front | 45. Fall |
| 16. Cold Snap | 46. Festival |
| 17. Comet or Shooting Star | 47. Fire |
| 18. Conquest | 48. Flood |
| 19. Conspiracy | 49. Heresy |
| 20. Construction | 50. Hurricane or Typhoon |
| 21. Conversion | 51. Imprisonment |
| 22. Corruption | 52. Infestation |
| 23. Creation | 53. Invasion |
| 24. Crisis | 54. Journey |
| 25. Curse | 55. Joust |
| 26. Damnation | 56. Judgment |
| 27. Dance | 57. Lamentation |
| 28. Dawn | 58. Liberation |
| 29. Deal | 59. Massacre |
| 30. Death | 60. Murder |

- | | |
|------------------|--------------------|
| 61. Pilgrimage | 81. Siege |
| 62. Premonition | 82. Sinking |
| 63. Prophecy | 83. Storm |
| 64. Quest | 84. Summoning |
| 65. Raid | 85. Surrender |
| 66. Rape | 86. Theft |
| 67. Rebellion | 87. Tornado |
| 68. Recreation | 88. Tournament |
| 69. Rescue | 89. Transformation |
| 70. Restoration | 90. Travel |
| 71. Resurrection | 91. Treason |
| 72. Return | 92. Treaty |
| 73. Reunion | 93. Tribute |
| 74. Revelation | 94. Triumph |
| 75. Revenge | 95. Twilight |
| 76. Revolution | 96. Victory |
| 77. Ritual | 97. Vision |
| 78. Sandstorm | 98. War |
| 79. Separation | 99. Wedding |
| 80. Shattering | 100. Whispers |



Random Name Generator

For towns, geographical locations, pubs, organizations, etc. Roll Name 1, Roll Name 2a and/ or 2b (based on taste) and Name 3 (or Roll 2a or 2b with 3). Combine them for a random name. Re-roll duplicate results.

| # | Name 1 | Name 2a (creature) May or may not add 's | Name 2b (Item) | Name 3 (Endec) |
|----|----------|--|----------------|------------------|
| 1 | Red | Dragon | Sword | Meadows |
| 2 | Yellow | Lizard | Knife | Fields |
| 3 | Green | Fox | Tribe | Port |
| 4 | Blue | Bat | Spear | Cliffs |
| 5 | Black | Elf | Dagger | Shore |
| 6 | Grey | Ant | Shield | City |
| 7 | Purple | Dog | Wall | Mire |
| 8 | Teal | Cat | Clan | Village |
| 9 | Bronze | Mule | Pillars | Temple |
| 10 | Gold | Horse | Gate | Bay |
| 11 | Silver | Dolphin | Storm | Cove |
| 12 | Death | Dove | Hammer | Lake |
| 13 | Light | Mare or Stallion | Glaive | Town |
| 14 | Shadow | Angel | Pole | Heights |
| 15 | Sun | Dwarf | Wind | Glen |
| 16 | Moon | Gnome | Saber | Woods |
| 17 | Lost | Goblin | Arrow | Outpost |
| 18 | Joy | Snake | Stick | Fort (put first) |
| 19 | Opal | Wolf | Tree | Marsh |
| 20 | Lucky | Sheep | Crest | Vale |
| 21 | River | Goat | Leaf | Edge |
| 22 | Seaside | Ram | Twig | Pass |
| 23 | Briar | Cow | Moon | Rest |
| 24 | Platinum | Bull | Sun | Kingdom |
| 25 | Storm | Bird | Star | Springs |
| 26 | Stable | Eagle | Flail | Oasis |
| 27 | Good | Falcon | Wood | Pool |
| 28 | Harvest | Hawk | Iron | Keep |
| 29 | High | Owl | Oak | Haven |
| 30 | Low | Cardinal | Elm | Ville |
| 31 | North | Tiger | Claw | Burg |
| 32 | South | Lion | Fang | Warren |
| 33 | East | Bugbear | Tail | Plains |
| 34 | West | Orc | Rock | Utopia |
| 35 | Dry | Salamander | Blade | Aerie |
| 36 | Wet | Shark | Quiver | Cemetery |
| 37 | Fire | Crab | Well | Shrine |
| 38 | Ice | Fish | Horn | Township |
| 39 | Frost | Spider | Talons | Hollow |
| 40 | Ruby | Kobold | Beak | Market |
| 41 | Lazy | Stag | Cloak | Land(s) |
| 42 | Pleasant | Imp | Lance | Tower |
| 43 | Dark | Cobra | Lamp | Realm |
| 44 | Iron | King | Canyon | Camp |
| 45 | Oak | Queen | Diamond | Forest |
| 46 | Timber | Bee | Brew | Docks |
| 47 | Rock | Worm | Arms | Refuge |
| 48 | Castle | Rat | Cauldron | Carnival |
| 49 | Port | Wyvern | Chalice | Wonderland |
| 50 | Cold | Knight | Mirage | Caverns |

| # | Name 1 | Name 2a (Creature) May or may not add 's | Name 2b (Item) | Name 3 (Endic) |
|----|-----------|--|----------------|-------------------|
| 51 | Warm | Warrior | Curse | Waterfront |
| 52 | King | Priest | Dream | Center |
| 53 | Queen | Wizard | Scepter | Park |
| 54 | Royal | Bard | Crown | Preserve |
| 55 | Dirt | Pegasus | Request | Municipality |
| 56 | Fertile | Unicorn | Kettle | Dale |
| 57 | Quartz | Barbarian | Magic | Crossing |
| 58 | Diamond | Beast | Vice | Firth |
| 59 | Quick | Beauty | Anvil | Holm |
| 60 | Strong | Bride | Scroll | Loch |
| 61 | Curious | Groom | Talisman | Wick |
| 62 | Dancing | Prince | Wand | Shallows |
| 63 | Lucky | Princess | Staff | Place |
| 64 | Odd | Crow | Soul | Deep |
| 65 | Wise | Zombie | Wish | Weald |
| 66 | White | Medusa | Blood | Resort |
| 67 | Pale | Giant | Candle | Conclave |
| 68 | Charmed | Vulture | Torch | Hill |
| 69 | Thinking | Fairy | Ivy | Knobs |
| 70 | Tough | Sprite | Journey | Mount (put first) |
| 71 | Comely | Familiar | Roots | Settlement |
| 72 | Ugly | Fool | Zeal | Pond |
| 73 | Divine | Ghost | Stone | Creek |
| 74 | Hidden | Specter | Nest | Mine(s) |
| 75 | Old | Hag | Boat | Hilltop |
| 76 | New | Hero or Heroine | Nest | Acres |
| 77 | Holy | Ettin | Lair | Gate |
| 78 | War | Jester | Ruby | Paddock |
| 79 | Peace | Joker | Road | Farms |
| 80 | Empty | Paladin | Flower | Domain |
| 81 | Over | Lord | Bliss | Citadel |
| 82 | Under | Wanderer | Sapphire | Acropolis |
| 83 | Wandering | Magician | Jade | Necropolis |
| 84 | Twin | Sorcerer or Sorceress | Silk | Manor |
| 85 | Proud | Miner | Cloth | Estate |
| 86 | Sea | Newt | Emerald | Villa |
| 87 | Wild | Ogre | Glass | Palace |
| 88 | Tame | Oracle | Maze | Crossroads |
| 89 | Jade | Fey | Treasure | Expanse |
| 90 | Phantom | Bear | Whip | Grounds |
| 91 | Broken | Sage | Mug | Province |
| 92 | Sapphire | Troll | Rope | Range |
| 93 | Chained | Pixie | Tome | Reach |
| 94 | Drowned | Witch | Tongue | Commonwealth |
| 95 | Alabaster | Warlock | Eyes | Throne |
| 96 | Ebony | Brawler | Mouth | Sway |
| 97 | Rustic | Thief | Sister | Sweep |
| 98 | Brave | Assassin | Brother | Belt |
| 99 | Copper | Hermit | Daughter | Tract |
| 00 | Emerald | Halfling | Son | Run |

Random Animal & Critters Chart (D00)

- | | |
|---------------------|------------------|
| 1. Adder | 31. Falcon |
| 2. Alligator | 32. Ferret |
| 3. Ant | 33. Fly |
| 4. Anteater | 34. Fox |
| 5. Armadillo | 35. Frog |
| 6. Baboon | 36. Gecko |
| 7. Badger | 37. Giraffe |
| 8. Bat | 38. Goat |
| 9. Bear | 39. Goose |
| 10. Beetle | 40. Gorilla |
| 11. Bee | 41. Grasshopper |
| 12. Boa Constrictor | 42. Hedgehog |
| 13. Boar | 43. Heron |
| 14. Buffalo | 44. Hippopotamus |
| 15. Bull | 45. Horse |
| 16. Cat | 46. Hound |
| 17. Caterpillar | 47. Hyena |
| 18. Centipede | 48. Iguana |
| 19. Chameleon | 49. Jaguar |
| 20. Cockroach | 50. Jellyfish |
| 21. Crab | 51. Leopard |
| 22. Crocodile | 52. Lion |
| 23. Deer | 53. Lizard |
| 24. Dolphin | 54. Lobster |
| 25. Dragonfly | 55. Lynx |
| 26. Dromedary | 56. Maggot |
| 27. Duck | 57. Manta Ray |
| 28. Eagle | 58. Mole |
| 29. Earthworm | 59. Monkey |
| 30. Elephant | 60. Moose |

- | | |
|-----------------|---------------|
| 61. Moth | 81. Serpent |
| 62. Mule | 82. Shark |
| 63. Nightingale | 83. Sheep |
| 64. Octopus | 84. Sloth |
| 65. Owl | 85. Snail |
| 66. Oyster | 86. Snake |
| 67. Panther | 87. Squid |
| 68. Peacock | 88. Squirrel |
| 69. Penguin | 89. Spider |
| 70. Pig | 90. Starfish |
| 71. Pigeon | 91. Swordfish |
| 72. Piranha | 92. Tiger |
| 73. Protozoan | 93. Turtle |
| 74. Raccoon | 94. Urchin |
| 75. Rat | 95. Vulture |
| 76. Rhinoceros | 96. Wasp |
| 77. Rooster | 97. Whale |
| 78. Salamander | 98. Wolf |
| 79. Scorpion | 99. Worm |
| 80. Seal | 100. Zebra |



Random Dungeon Ideas and Dungeon Charts

This is a helpful tool to aid any GM in making a quick dungeon outline, or to add some flavor to an adventure. Adjust damages based on level of adventure.

NEAREST SETTLEMENT TO THE DUNGEON (d10)

1. Castle
2. Small Village
3. Port
4. Small Keep
5. Large City
6. Family Farm
7. Abbey
8. Large Port
9. Large Village
10. Wizard's Tower

ENTRANCE (d10)

1. Sewer grate
2. Open mouth cave
3. Cellar opening
4. Metal door in cave
5. Magical barrier in cave
6. Long stairwell with a metal door
7. Behind a waterfall
8. The trunk of an enchanted tree
9. Magic Portal
10. Hidden Entrance

IS THE ENTRANCE GUARDED? (d20)

- 1-8. No.
- 9-14. Monster Encounter (p.166).
- 15-16. Trapped (p.49)
- 17-18. Locked.
19. Magically locked or an illusion
20. Locked with a riddle.

TRAPS

Trap DC based on level.

1. Arrow Trap 20' area/ 1 arrow each/ d6 damage/ DEX check negates
2. Poison Arrow Trap 20' area/ 1 arrow each/ d6 + d4 Poison damage/ DEX check & Poison save negates
3. Pit Trap 10' area/ 30' fall + d8 spikes/ DEX check negates
4. Pit Trap 20' area/ 30' fall/ DEX check negates/ Rooms have spike walls that begin to close d6 rounds
5. Pit Trap 10' area/ 50' fall/ DEX check negates/ Monster in the pit
6. Pit Trap 10' area/ 50' fall/ DEX check negates/ Deep water (1/2 fall dmg) & animated skeletons
7. Poisonous Gas 30' area/ d6 Poison damage/ Poison save negates/ lasts d6 +1 rounds
8. Needle Trap Springs on the opener/ d6 Poison damage/ Poison save negates
9. Falling Tiles 10' area/ d10 damage/ DEX check halves (rounded up)
10. Acid Trap 20' area/ d6 Acid damage/ DEX check halves (rounded up)
11. Fire Trap 20' area/ d6 Fire damage/ DEX check halves (rounded up)
12. Light Trap 20' area/ d4 Light damage & Blinds for d6 rounds/ DEX check halves (rounded up)
13. Sonic Trap 20' area/ d4 Sonic damage & Deafens for d6 rounds/ DEX check halves (rounded up)
14. Lightning Trap 20' area/ d6 Electric damage/ DEX check halves (rounded up)
15. Fear Trap 30' area/ Each player rolls at Disadvantage on Terror for 1 hour/ Courage check negates
16. Explosive Trap 20' area/ d6 damage & Stuns for 3 rounds/ DEX check negates
17. Water Trap (Room) Begins to fill with water that will fill the area
18. Ceiling Spikes 20' area/ d8 damage/ DEX check halves (rounded up)
19. Blades 2 10' Blades swing back and forth/ d6 damage/ DEX check negates
20. Rolling Ball Falls from the back and rolls toward trap trigger/ 3d6 damage/ DEX check halves (rounded up) or if one can get above it

RANDOM DUNGEON ADVANCEMENT

- 1-3. Passage continues straight
4. Passage continues straight (secret door)
- 5-6. Passage veers right
- 7-8. Passage veers left
9. Passage forks
10. Passage splits 3 ways
11. Passage ends at a door
- 12-13. Passage encounter (p.166)
14. Passage trap (p.49)
15. Passage come to stairs going up
16. Passage comes to stairs going down
17. Passage comes to a cliff or chasm with bridge
18. Passage comes to cliff or chasm
19. Passage comes to an underground river
20. Passage dead ends

TYPE OF ROOM (D20)

Trapped Room 25%/ Guarded Room 35% (Unless Noted below)

- 1-3. Mundane Room
- 4-5. Catacombs
6. Kitchen
7. Abandoned Living Quarters
8. Natural Cave
9. Library
10. Bath or Well Room
11. Shrine
12. Torture Chamber
- 13-14. Barracks
15. Jail
16. Alchemist's Lab
17. Sewer System
18. Monster Lair (Guarded)
19. Treasure Room (Guarded)
20. Exit (see Exit Table p.51)

EXIT TABLE

Where the exit leads to . . .

- 1-3. Normal Cave
- 4-5. Normal Wilderness Area
- 6. River Cave
- 7-8. Secret Wall
- 9-10. Sewer Outlet
- 11. Cellar of Business
- 12. Cellar of a Farmhouse
- 13-15. Cellar of Castle or Keep
- 16. High on a Mountain Wall
- 17. Bottom of an Old Well
- 18. Portal to Nearest Town
- 19. Portal to Unknown Location
- 20. Portal Home

RANDOM MUNDANE DUNGEON OR ROOM ITEM (d00)

- | | |
|--------------|-------------------|
| 1. Abacus | 19. Chest |
| 2. Amulet | 20. Clamps |
| 3. Axe | 21. Cloak |
| 4. Bagpipes | 22. Clock |
| 5. Barrel | 23. Coin |
| 6. Bell | 24. Compass |
| 7. Blanket | 25. Corset |
| 8. Book | 26. Crown |
| 9. Boots | 27. Dagger |
| 10. Bottle | 28. Dice |
| 11. Bowl | 29. Drum |
| 12. Brooch | 30. Earrings |
| 13. Bucket | 31. Elixir |
| 14. Candle | 32. Eyes |
| 15. Cauldron | 33. Fishing Pole |
| 16. Censer | 34. Flint & Steel |
| 17. Chalice | 35. Flower |
| 18. Chalk | 36. Forge |

Survive This!! Fantasy

37. Fork
38. Fountain
39. Fruit
40. Gauntlet
41. Generator
42. Globe
43. Gloves
44. Hammer
45. Harp
46. Helm
47. Horn
48. Idol
49. Jewelry (Stage)
50. Jug
51. Key
52. Ladder
53. Lamp
54. Lens
55. Letter
56. Lock
57. Lyre
58. Map
59. Mask
60. Mirror
61. Mouse Trap
62. Necklace
63. Net
64. Oar
65. Orb
66. Perfume
67. Pike
68. Pole
69. Ring
70. Robe
71. Saddlebags
72. Sandals
73. Sarcophagus
74. Scale
75. Scarab
76. Scepter
77. Scroll
78. Sextant
79. Shield
80. Shovel
81. Silk
82. Skeleton
83. Skull
84. Soap
85. Spear
86. Spell Book
87. Spoon
88. Spyglass
89. Staff
90. Statue
91. String
92. Sword
93. Symbol
94. Throne
95. Tiara
96. Tome
97. Totem
98. Trumpet
99. Urn
100. Wooden Stake

What foods may be available at the pub?

Most pubs will have bread, nuts, garden vegetables & porridge. Many pubs will serve fruit if they are near an orchard or on a good trade route.

MAIN DISH (d20)

- | | |
|---------------|---------------------|
| 1. Meat Pie | 11. Eel |
| 2. Turkey Leg | 12. Cod |
| 3. Rabbit | 13. Venison |
| 4. Herring | 14. Sturgeon |
| 5. Trout | 15. Stew |
| 6. Bacon | 16. Horse |
| 7. Chicken | 17. Bass |
| 8. Roast | 18. Lamprey |
| 9. Ham | 19. Local Game Bird |
| 10. Cheese | 20. Exotic Game |

ON TAP (d10)

1. Goblin Wine (cheap low end)
2. Rot Gut Mead (cheap low end)
3. High Elf Ale (high end)
4. Ale or Mead
5. Wine
6. Ghoul's Blood (Black Ale)
7. Dragon's Steam Ale (Strong Dwarven drink)
8. Northland Ice Cauldron Beer (Arcwol Beer, served cold)
9. Dark Leaf Tea (Alcoholic Norgarm drink)
10. Moonshine

SHOP KEEPER/ BAR KEEP/ WENCH DISPOSITIONS (d20)

- | | |
|---------------|-----------------|
| 1. Respectful | 11. Irate |
| 2. Greedy | 12. Indifferent |
| 3. Subtle | 13. Meek |
| 4. Tricky | 14. Perverted |
| 5. Fair | 15. Crusty |
| 6. Greasy | 16. Cautious |
| 7. Honest | 17. Bashful |
| 8. Petty | 18. Reputable |
| 9. Thrifty | 19. Shrewd |
| 10. Pious | 20. Opulent |

RANDOM GEMS CHART (d20)

Average cost for a small uncut gem (1 lb.)

- | | |
|------------------------|----------------------------------|
| 1. Agate (10 gp) | 11. Tiger Eye (30 gp) |
| 2. Azurite (10 gp) | 12. Obsidian (35 gp) |
| 3. Bloodstone (10 gp) | 13. Turquoise (40 gp) |
| 4. Quartz (10 gp) | 14. Aquamarine (60 gp) |
| 5. Chalcedony (10 gp) | 15. Opal (80 gp) |
| 6. Citrine (10 gp) | 16. Black Pearl (100 gp) |
| 7. Malachite (10 gp) | 17. Topaz (200 gp) |
| 8. Jasper (15 gp) | 18. Sapphire or Emerald (300 gp) |
| 9. Moonstone (20 gp) | 19. Ruby (500 gp) |
| 10. Moss Agate (25 gp) | 20. Diamond (100 gp) |

RANDOM TRINKETS OR CHARMS (d20)

- | | |
|--------------|----------------------|
| 1. Ankh | 11. Coin |
| 2. Bell | 12. Dolphin |
| 3. Scarab | 13. Prism |
| 4. Shell | 14. Acorn |
| 5. Needle | 15. Key |
| 6. Heart | 16. Small Jar |
| 7. Small Box | 17. Claw |
| 8. Turtle | 18. Various Animal |
| 9. Star | 19. Religious Symbol |
| 10. Flower | 20. Eye |

Random Book Subjects (d00)

- | | |
|--------------------------|--|
| 1-6. Poetry | 57-58. Dragons |
| 7-12. Epic Tale | 59. Golems |
| 13-14. Children's Tales | 60. Wilderness Survival |
| 15. Alchemy | 61. Sex Stories |
| 16-17. Arcana | 62-63. Fantasy Stories |
| 18-19. Monsters | 64. Science |
| 20. Art | 65. Math |
| 21. After Life and Death | 66-67. General Knowledge |
| 22. Psions | 68-69. Puzzles |
| 23. Animals | 70-71. Travel Guides |
| 24. Music | 72. Travel Stories |
| 25-26. History- Local | 73. Meditation |
| 27-28. History- Ancient | 74. Linguistics |
| 29. History- Recent | 75-77. Philosophy |
| 30. History- General | 78. Prophecy |
| 31-33. Cooking | 79. Madness |
| 34-35. Medicine | 80. Law |
| 36. Plants | 81. Arcwols |
| 37. Sexuality | 82. Aspimitte |
| 38. Animal Training | 83. Doppelgangers |
| 39. Archelogy | 84. Dwarves |
| 40. Dungeoneering | 85-86. Elves |
| 41. Astrology | 87. Fienakar |
| 42-43. Athletic Training | 88. Ghouls |
| 44. Fortune Hunting | 89. Goblins |
| 45. Glassblowing | 90. Kobold |
| 46. Metalworking | 91. Minatauns |
| 47. Carpentry | 92. Norgarm |
| 48. Falconry | 93. Vessamyrrs |
| 49. Dancing | 94-95. Vampires |
| 50-51. Human Sacrifice | 96. Were-beasts |
| 52. Divination | 97. Necromancy |
| 53. Weapon Training | 98. The Void |
| 54-55. Brewing | 99-00. Re-roll twice and combine (i.e. Elven Medicine, History of Music, Birds in Art, etc.) |
| 56. Birds | |

“J Search the Body . . .” Mundane Items List (D20)

Sometimes when a character searches the body of a defeated humanoid enemy, they may discover something other than treasure.

- 1-2. A touching letter to their family
- 3-4. A loving letter to their significant other
- 5-6. Drawing of their family
- 7-8. Sexy Drawing
- 9-10. Trinket (p.54)
11. Mundane Object (p.51)
12. Small Book (p.55)
13. Important Clue
14. Map of current location
15. Map of another location
16. Pair of glasses
17. Some food
18. Flask of booze
19. Some copper
20. Soiled handkerchiefs

“Quest for the . . .” (D20)

Things that you can be sent on a quest for.

- | | |
|---------------------|--|
| 1. Gold | 11. Secret Location |
| 2. Prince | 12. Catch a live specimen |
| 3. Princess | 13. Collect an IOU |
| 4. Weapon | 14. Book |
| 5. Armor | 15. Lifesaving medicine or magic |
| 6. Magic item | 16. Break up a cult or religious group |
| 7. Kill a despot | 17. Enthroned the rightful ruler |
| 8. Free a prisoner | 18. Stop a conflict |
| 9. Religious object | 19. Prize animal |
| 10. Information | 20. Immortality |

Random Prophecies (D12)

Build your own prophecy. Fill in the blanks with the appropriate word.

1. Upon the day of (Event) & (Event), the (Adj.) shall bring forth a rise of the (Person).
2. When the (Person) comes, the world will (Action), the (Adj.) (Person) shall cause the fall of (Location).
3. The day (Location) is celebrated, the (Adj.) shall mark the destruction of (Thing) and (Person).
4. It shall be on the day that the (Adj.) (Person), a (Event) shall bring forth a time of (Action or Person).
5. On the day that (Thing) becomes (Thing), a (Adj.) (Event) shall usher forth a rise in (Event or Thing) and a decrease in (Event or Thing).
6. When the (Location) (Action) the (Thing), a (Event) shall bring an age of (Person).
7. Once (Event) turns to (Event), a (Adj.) (Person) shall mark a rise of a (Adj.) (Thing).
8. At the end of (Event), the (Location) will (Action) until saved by (Person).
9. The (Thing) will devour the (Location) when the (Event) (Action).
10. The day (Persons) clash, a (Thing) shall mark the rise of (Location or Person).
11. Once (Thing) rains from the sky, a (Adj.) woman shall bring forth an age of (Thing) vis (Event).
12. The (Adj.) (Location) will succumb to the (Event) on the last day of the (Adj.) (Thing).

Survive This!! Fantasy

| # | Event | Adjective | Person | Location | Thing | Action |
|----|-------------|-----------|-------------|------------|-----------|------------|
| 1 | Death | Poor | King | Plains | Time | Run |
| 2 | War | Rich | Queen | Mountain | Sword | Swim |
| 3 | Famine | Wise | Prince | Lake | Fire | Fly |
| 4 | Pestilence | Feeble | Princess | River | Shield | Die |
| 5 | Eruption | Strong | Child | Island | Crown | Live |
| 6 | Flood | Lost | Warrior | Keep | Throne | Cry |
| 7 | Marriage | Unborn | Wizard | Swamp | Eagle | Sink |
| 8 | Coronation | Immortal | Thief | Castle | Dragon | Rise |
| 9 | Birth | Holy | Jester | Wasteland | Vampire | Drown |
| 10 | Funeral | Black | Bard | Underwater | Truth | Win |
| 11 | Winter | Red | Priest | Space | Dog | Lose |
| 12 | Spring | Green | Zealot | Sun | Faith | Forfeit |
| 13 | Summer | Blue | Assassin | Moon | Cat | Grow |
| 14 | Autumn | Yellow | Squire | Village | Myth | Shrink |
| 15 | Equinox | Frozen | Knight | Shore | Love | Lie |
| 16 | Victory | Giant | Bowman | Graveyard | Treasure | Ascend |
| 17 | Defeat | Little | Fool | Catacombs | Hate | Crush |
| 18 | Invasion | Invisible | Philosopher | Kingdom | Anarchy | Defend |
| 19 | Catastrophe | Unholy | Liar | Sky | Lightning | Obliterate |
| 20 | Armageddon | Heroic | Hero | Road | Ice | Resurrect |



BOOK 3: Monsters



Monsters

Stat Block Explanation:

(Type): The type of creature. Important for some Toughness, ability and skill references.

Armor Class: Attack rolls must exceed this number to hit.

Hit Dice: d6 x this number to determine HP (unless the HP are given)

Move: Move per round

Actions: How many actions in a round.

Attack Damage: Damage & Weapon of their most common attacks

Special: Any special abilities or attacks noted.

Bonuses: Noted bonuses listed here.

Alignment: The morale bend of the monster. If it is an animal, it has a Neutral alignment.

Morale: Willingness to remain in a fight.

Terror: Target DC on Terror checks. Terror check: Roll d20 add your Level and any bonuses. If a Character fails, they must roll on the Failed Courage/ Terror chart (p.183 Book I)

Treasure Type: The level of treasure that this monster typically has in its possession (see p.178).

HDE: Hit Dice Equivalent gives the monsters total difficulty accounting for Hit Dice (HD), Armor Class (AC), Attacks, Attack Damage, Move, Special Abilities & Bonuses. A party of 4 adventures should have an even fight against a monster with a HDE equal to their level.

**Unless otherwise noted, Monsters start with 8 in each save stat +1 per Hit Dice.*

Morale (Optional)

A character, creature or monster's Morale represents their likelihood that they will remain in a fight or in a dangerous situation once things start going against them. Morale is rated from 1-10. The higher the number the better. Anything with a 10 Morale will never be forced to flee (and is not affected by Morale modifiers). Player characters are not subject to morale.

If something is made to make a Morale check they roll a d10. If they roll equal to or higher than their Morale they succeed and remain in the fray. If they roll below their Morale they brake and must roll on the Morale Effect Chart to see what they do.

When to roll Morale:

- † If they take a hit that takes at least ½ of their total HP.
- † If multiple teammates are captured in a round.
- † If a teammate falls in battle. Once per round.
- † If your leader flees, is captured or is defeated.
- † If a situation arises that the GM thinks requires a Morale check.

MORALE MODIFIERS (THEY ARE ACCUMULATIVE)

| Bonus | Reason |
|-------|---|
| +3 | Your Leader is within 100' |
| +2 | You outnumber your enemies. |
| +2 | The creature or person is starving or is desperate. |
| +1 | You have more Hit Dice than your current target. |
| +1 | You think what you are doing is righteous. |
| -1 | You think what you are doing is wrong. |
| -1 | You are outnumbered by 4 or less. |
| -1 | They are fighting against their will. |
| -1 | They have failed a Morale in this combat. |
| -1 | You are poisoned or Sickened. |
| -2 | You are outnumbered by 5 or more. |
| -3 | Your leader is defeated. |

MORALE EFFECT CHART (d10)

| Roll | Morale Effect |
|------|--|
| 1 | Surrender immediately if a person. An animal or monster will run away for d6 rounds. |
| 2 | Faint for 1 minute. |
| 3 | Faint for 2 rounds. |
| 4 | Scream & run away for d4 rounds. |
| 5 | Stunned for 1 round and are at -2 AC for the next d4 rounds. |
| 6 | Run & Hide in the nearest viable spot for d6 rounds |
| 7 | Urinate yourself. Lose all actions this round and then you are at -1 to all attack rolls and AC for the rest of the fight. |
| 8 | Fearful. Lose this round's action and you are at -2 to all damage for 1 minute. |
| 9 | Stay & Fight, but at -1 to all attack rolls and -1 to all damage dealt. |
| 10 | Shake it Off & Toughen Up. You stay & fight and gain +1 to your next attack roll. |

Monster Descriptions

Contained herein are all of the monsters presented in alphabetical order.

ALLIGATOR/CROCODILE (ANIMAL)

Powerful reptiles that love to grab their prey and drag it into the water.

Armor Class: 14

Hit Dice: 3

Move: 12/ 24 Swim

Actions: 1

Attack Damage: Bite d6, Tail Slap d4

Special: *Grapple/Drown, 18 STR, Toughness +1

Bonuses: +2 to Melee attacks, +3 to Melee damage, +1 to Initiative, +8 to Swim, +3 to Spot, +3 to Listen

Alignment: Neutral

Morale: 6

Terror: 6

Treasure Type: V

HDE: 1

***Grapple/Drown:** Alligators and Crocodiles will attempt to latch onto a victim when they bite (Grab attack) and if near water, attempt to pull the victim into the water until drowned.

ANGEL, CHERUB (OUTSIDER)

Appearing as small feather-winged children wearing white robes and carrying small bows, these are messengers of the higher planes. Though not combative by nature, they are skilled archers. They can cast Protection from Chaos as a cleric at will, and will often use this ability to bless the weak and innocent in times of danger. When a cherub is slain, their physical form and all their trappings disappear in a flash of light and their soul is returned to the heavenly realm.

Armor Class: 14

Hit Dice: 3

Move: 9/ 12 Flying

Actions: 1

Attack Damage: Short Bow (d6)

Special: Regeneration (1 HP/round), Toughness: Evil +4

Bonuses: +4 Range attacks, +5 to Spot & Listen, +2 to Initiative

Alignment: Righteous

Morale: 9

Terror: -

Treasure Type: V

HDE: 2

Items: Short Bow, 24 arrows, 12 arrows +1

ANGEL, SERAPH (OUTSIDER)

The Seraph, also known as avenging angels, are agents of war sent from the heavenly planes to combat great evil in the mortal world. They appear as beautiful mortal men and women, clad in plate armor and wielding a flaming sword which does 3d6 points of damage. Great white feathered wings spring from their backs. They can only be damaged by magical weapons. Seraphs are fierce foes who have no tolerance for evil acts or demonic foes. They slay with righteous certainty.

Armor Class: 18

Hit Dice: 6 + 6 HP

Move: 12/ 21 Flying

Actions: 2

Attack Damage: 3d6

Special: Cannot be harmed by normal weapons, Detect Evil 60', Toughness +5, Create Light 60' at will,

Bonuses: +9 to Melee attacks, +4 to Melee damage, +3 to Spot & Listen, +3 to Initiative, Seize the Moment +1

Alignment: Righteous

Morale: 9

Terror: -/ 12 against Evil

Treasure Type: F

HDE: 5

Items: Flaming Sword +1/ +3 against Evil, Plate Mail, Shield +1



ARCWOL (HUMANOID)

Arcwols are a race of anthropomorphic wolves that are much larger than humans. They are known as great hunters, strong warriors, clever woodsmen and despise slavery in any form.

Armor Class: 13

Hit Dice: 1

Move: 12

Actions: 1

Attack Damage: Bite (d4), Sword (d6), Bow (d6)

Special: Toughness: Cold +2, can Run at x3 your Move

Bonuses: +1 to Melee attacks, +1 to Melee damage, +1 to Range attacks, +2 to Spot & Listen, +3 to Track

Alignment: Neutral

Morale: 7

Terror: 8

Treasure Type: K (1-3), A (4+) **HDE:** ¼



ASPIMITTE (HUMANOID)

Aspimittes are snake-like humanoids that originated in the deepest jungles of the world. They have clawed hands and feet, a hooded head, a long tail and sharp, venomous fangs. Aspimitte culture is based on deep folklore and they are expert botanists, making them excellent cooks and medicine men.

Armor Class: 13**Hit Dice:** 1**Move:** 12**Actions:** 1**Attack Damage:** Bite (d4), Sword (d6), Bow (d6)**Special:** Dark Vision 40',**Bonuses:** +2 to Range attacks, +3 to Spot & Listen, +2 to Balance, +3 to Stealth**Alignment:** Neutral**Morale:** 6**Terror:** 9**Treasure Type:** K (1-3), A (4+) **HDE:** ¼**BANSHEE (FEY)**

Banshees are horrid fey creatures that are typically found in swamps and other desolate places. They look like gaunt humans (male or female) with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks and are found in all parts of the world and there are legends of such creatures in many cultures.

Armor Class: 17**Hit Dice:** 7 + 3 HP**Move:** 12/ 24 Flying**Actions:** 2**Attack Damage:** Claws (d6+2)**Special:** *Shriek, **Resistances**Bonuses:** +4 to Melee attacks, +4 to Initiative, +5 to Spot & Listen, Seize the Moment +1**Alignment:** Evil**Morale:** 9**Terror:** 16**Treasure Type:** V**HDE:** 6

***Shriek:** Their shriek (once per day) can affect a cone like area in front of them, 60 feet long and 15 feet wide at its end point, which necessitates a Magic saving throw from those who are in the targeted area. Those who fail the saving throw take 3d6 damage. Those who succeed in the save take 1d6+1 damage and are Stunned for 1d6 rounds

****Resistances:** A Banshee can only be damaged by magic, psionics, silver and cold iron.

BASILISK (BEAST)

Basilisks are great, horned lizards whose gaze turns to stone anyone meeting its eye. If the basilisk's own gaze is reflected back at it, it has a 10% chance to force the basilisk into a saving throw against being turned to stone itself.

Armor Class: 14

Hit Dice: 6 + 5 HP

Move: 12

Actions: 2

Attack Damage: Bite (d6), Horns (d6)

Special: Petrifying gaze 30' (Death save or turn to stone), Charge, Toughness +2

Bonuses: +5 to Melee attacks, +2 to Melee damage, +7 to Spot & Listen, +1 to Initiative

Alignment: Neutral

Morale: 6

Terror: 11

Treasure Type: V/ U in lair

HDE: 5



BEAR, BLACK (ANIMAL)

Smaller and less dangerous than the Grizzly Bear, the Black Bear can still harm or kill a party that under estimates them.

Armor Class: 13

Hit Dice: 3 + 3 HP

Move: 12

Actions: 1

Attack Damage: Claw d6, Bite d6, Charge

Special: *Keen Sense of Smell, **Roar, Toughness +2, 18 STR

Bonuses: +3 to Melee attacks, +3 to Melee damage, +4 to Spot, +2 to Listen, +4 to Climb

Alignment: Neutral

Morale: 5

Terror: 9

Treasure Type: V, A (in den)

HDE: 1

***Keen Sense of Smell:** Can re-roll a failed Spot or Listen check once if they can smell the target.

****Roar:** All enemies within 60' must make a Courage save or they are stunned with fear for d4 rounds.

BEAR, GRIZZLY (ANIMAL)

Large bears known for being great hunters in the far north. They are very aggressive.

Armor Class: 15

Hit Dice: 7 + 7 HP

Move: 12

Actions: 2

Attack Damage: Claw d6, Bite 2d4, Charge

Special: *Keen Sense of Smell, **Roar, Toughness +3, 20 STR

Bonuses: +4 to Melee attacks, +4 to Melee damage, +5 to Spot, +3 to Listen

Alignment: Neutral

Morale: 7

Terror: 11

Treasure Type: V, D (in den)

HDE: 4

***Keen Sense of Smell:** Can re-roll a failed Spot or Listen check once if they can smell the target.

****Roar:** All enemies within 60' must make a Courage save or they are stunned with fear for d4 rounds.

BEE, GIANT KILLER (ANIMAL)

These massive bees are anywhere between two and five feet long, with queens being as large as ten feet. They build massive hives on cliff walls and ancient trees. They are very aggressive and will attack in large swarms any creature who inadvertently disturbs their hive or their queen. Their sting is painful and contains a deadly poison. Anyone stung by a giant killer bee must make a saving throw or die. Giant killer bee queens are rarely leave their hives, but are massive and fearsome. They usually appear in swarms (3d10).

Armor Class: 13

Hit Dice: 1

Move: 15 Flying

Actions: 1

Attack Damage: Sting (d4)

Special: Poison sting (-2 to skill checks for 1 hour)

Bonuses: +1 to Melee attacks, +1 to Spot & Listen

Alignment: Neutral

Morale: 5

Terror: 8

Treasure Type: V/ U in lair

HDE: ¼

BEETLE, GIANT FIRE (ANIMAL)

Large, glowing beetles that shoot fire from their mouths. A giant fire beetle's oily light-glands glow red, and continue to give off light for 1d6 days after they are removed (shedding light in a 10-foot radius).

Armor Class: 15

Hit Dice: 1 + 3 HP

Move: 9

Actions: 1

Attack Damage: Bite (d4)

Special: Fire Breath 30' (d6+1 damage to 10' x 10' area),

Toughness: Fire +3

Bonuses: +1 to Melee attacks, -1 to Range attacks

Alignment: Neutral

Morale: 6

Terror: 8

Treasure Type: V/ U in lair

HDE: ½

BIGFOOT (HUMANOID)

Bigfoot is a peaceful guardian of the forest and will not become aggressive unless provoked or it feels threatened. They can stand up to 9' tall and travel alone or in small family groups.

Armor Class: 13

Hit Dice: 3 + 3 HP

Move: 12 (Ignoring forest & rocky hindering terrain)

Actions: 1

Attack Damage: Slam (d6), Punch (d6), Throw Stones (d4)

Special: *Howl, **Smell, can run x4 Move

Bonuses: +3 to Melee attacks, +4 to Melee damage, +8 to Spot & Listen, +8 to Stealth (Woods)

Alignment: Neutral

Morale: 5

Terror: 11

Treasure Type: V

HDE: 2

***Howl:** Before seen or noticed, Bigfoot may howl. Any non-Bigfoot must make a Courage check. If they fail, they are at -1 to all attack and skill rolls for 1 hour. The ability can stack 4 times.

****Smell:** All enemies within 60' are at -1 AC



BLACK PUDDING (OOZE)

Black puddings are amorphous, black pools with an acidic surface. They are subterranean predators and scavengers. Immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 10

Hit Dice: 4 + 4 HP

Move: 6

Actions: 1

Attack Damage: Strike (d6 Acid damage with a 5' Reach)

Special: Acidic, **Defenses

Bonuses: +5 to Melee attacks, +5 to Stealth

Alignment: Neutral

Morale: -

Terror: -

Treasure Type: V

HDE: 3

***Acidic:** Anything touching the Black Pudding will take a d6 Acid damage. Non-magic weapons that strike the ooze have a 25% of melting to the point of uselessness.

****Defenses:** Immunity to Cold & Acid. Any damage by Electricity will cause the Black Pudding to split in half and create a new one. They take ½ damage (rounded down) from non-magical weapons.

BLINK DOG (ANIMAL FEY)

Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can teleport short distances (without error) and attack in the same turn—in most cases a blink dog will be able to teleport behind an opponent and attack from the rear.

Armor Class: 15

Hit Dice: 2 + 2 HP

Move: 15

Actions: 1

Attack Damage: Bite (d4)

Special: *Teleport, Toughness +1

Bonuses: +4 to Melee Attacks, +6 Initiative, +2 Spot & Listen

Alignment: Neutral

Morale: 6

Terror: -

Treasure Type: V

HDE: 1

***Teleport:** Before or after they attack, a Blink Dog can teleport up to 40' (within line of sight). They can teleport and still attack. If they attack from behind, they gain a +2 to attack and deal an extra 1 damage.

BOAR, WILD (ANIMAL)

Large, wild pig with huge tusks they use to gore their enemies with a ferocious charge.

Armor Class: 11

Hit Dice: 2 + 2 HP

Move: 9

Actions: 1

Attack Damage: Tusk d6, Charge (+4 Move when charging & +1 damage)

Special: Toughness +1

Bonuses: +1 to Melee attacks, +1 to Melee damage, +4 to Critical & Death saves, +4 to Spot, +2 to Listen

Alignment: Neutral

Morale: 5

Terror: 6

Treasure Type: V

HDE: 1



BUGBEAR (HUMANOID)

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, known as powerful warriors that strike first and eat their opponents later.

Armor Class: 13

Hit Dice: 3

Move: 9

Actions: 1

Attack Damage: By weapon or bite (d4)

Special: Toughness +2, Toughness: Cold +3, *Overkill

Bonuses: +2 to Melee Attacks, +2 to Melee damage, +4 to Initiative, +3 to Spot & Listen

Alignment: Evil

Morale: 7

Terror: 8

Treasure Type: K/ B in group

HDE: 2

Items: Leather Armor, Shield, Mace (d6), Dagger (d6-1), Club (d6)

*Overkill: If they kill, or knock an enemy Out of Action, they gain an immediate free attack against an adjacent enemy (x2/day)



CAT, CHEETAH (ANIMAL)

Leanest and quickest of the large cats.

Armor Class: 14

Hit Dice: 2 + 3 HP

Move: 24

Actions: 1

Attack Damage: Bite d6, Claws d4, *Pounce

Special: Keen Senses, Stealth, can run at x6 Move, Seize the Moment +1

Bonuses: +2 to Melee attacks, +2 to Melee damage, +5 to Initiative, +7 to Spot, +5 to Listen, +8 to Track, +8 to Stealth, +6 to Jump, +6 to Climb

Alignment: Neutral

Morale: 5

Terror: 6

Treasure Type: V

HDE: 1

***Pounce:** If you Jump 10' and do a melee attack, it deals double damage if successful.

CAT, LION (ANIMAL)

Lions are a very muscular, large cat known for stalking grasslands.

Armor Class: 16

Hit Dice: 4

Move: 16

Actions: 1

Attack Damage: Bite d6, Claw d4, *Pounce

Special: Keen Senses, Toughness +1, **Roar, can run x4 Move

Bonuses: +3 to Melee attacks, +3 to Melee damage, +2 to Initiative, +6 to Spot, +3 to Listen, +6 to Track, +3 to Stealth, +8 to Jump, +8 to Climb

Alignment: Neutral

Morale: 6

Terror: 9

Treasure Type: V

HDE: 2

***Pounce:** If you Jump 10' and do a melee attack, it deals double damage if successful.

****Roar:** All enemies within 60' must make a Courage save or they are stunned with fear for d4 rounds.

CAT, TIGER (ANIMAL)

Strongest of the large cats, the Tiger is a master tracker and a vicious killer.

Armor Class: 16

Hit Dice: 5

Move: 18

Actions: 1

Attack Damage: Bite d6, Claw d4, *Pounce

Special: Keen Senses, Stealth, **Roar, can run x4 Move

Bonuses: +4 to Melee attacks, +3 to Melee damage, +3 to Initiative, +6 to Spot, +4 to Listen, +7 to Track, +6 to Stealth, +8 to Jump, +7 to Climb

Alignment: Neutral

Morale: 6

Terror: 9

Treasure Type: V

HDE: 3

***Pounce:** If you Jump 10' and do a melee attack, it deals double damage if successful.

****Roar:** All enemies within 60' must make a Courage save or they are stunned with fear for d4 rounds.

CENTAUR (HUMANOID)

Half man, half horse, centaurs are fierce warriors that are very territorial.

Armor Class: 12

Hit Dice: 3 + 3 HP

Move: 16

Actions: 1

Attack Damage: By weapon or kick (d6)

Special: Toughness +2, can Run x4 its Move, Charge, Advantage on Balance checks

Bonuses: +1 to Melee attacks, +1 to Melee damage, +3 to Ranged attacks, +4 to Spot & Listen, +2 to Initiative

Alignment: Neutral

Morale: 8

Terror: -

Treasure Type: K/ B in group

HDE: 2

Items: Shield, Long Bow, 24 Arrows (d6), Long Sword (d8)

CENTIPEDE, LARGE (ANIMAL)

Large centipedes are the size of a dog, but are not to be underestimated. They inflict a lethal poison with every bite. They usually hunt in packs (2d6).

Armor Class: 13

Hit Dice: 1

Move: 15

Actions: 1

Attack Damage: Bite (d4 + Poison)

Special: Poison does 1 damage per round & each round after (Poison save negates. Take one at the end of each round), Immunity to Poison, Toughness +1

Bonuses: +1 to Melee attack, +1 to Initiative, +2 to Stealth, +1 to Spot

Alignment: Neutral

Morale: 6

Terror: 7

Treasure Type: V

HDE: ¼

CENTIPEDE, GIANT (GIANT ANIMAL)

Giant centipedes are the size of a large horse, but three times as long. They have one of the strongest venoms known to the kingdoms.

Armor Class: 16

Hit Dice: 5 + 3 HP

Move: 18

Actions: 1

Attack Damage: Bite (d6)

Special: Poison does 2 damage per round & each round after (Poison save, adding +3 to the roll, negates. Take one at the end of each round), Immunity to Poison, Toughness +3

Bonuses: +5 to Melee attack, +3 to Initiative, +3 to Spot

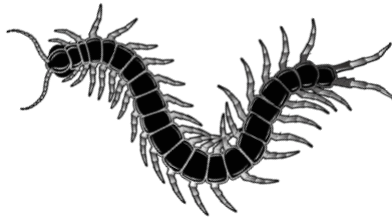
Alignment: Neutral

Morale: 8

Terror: 12

Treasure Type: K (inside)

HDE: 4



CERBERUS (MAGICAL BEAST)

Said to be the guardian to the gates of Hell itself, Cerberus is often depicted as a hellish three headed hound, that drools acidic spittle from its slaving jaws. He is the size of a large horse. He loves to eat living flesh and enjoys toying with his victims. If Cerberus is your kingdom, he must have escaped Hell or is guarding something important.

Armor Class: 17

Hit Dice: 80 HP

Move: 12

Actions: 3

Attack Damage: Bite (2d6 damage + d4 Acid damage), Claws (d8), *Pounce

Special: **Vicious, **** Fetid Breath, Toughness +3

Bonuses: +6 to Melee attack, +3 to Melee damage, +3 to Initiative, +12 to Spot, +15 to Listen, +13 to Jump, +8 to Swim, Seize the Moment +3

Alignment: Evil

Morale: 10

Terror: 16

HDE: 9

***Pounce:** Once per round, Cerberus may make a pounce attack on one creature. If successful the target is pinned to the ground unless they can make a successful STR check at the beginning of a round to escape.

****Vicious:** Once per round, if the Cerberus attacks the same target in a round with all three actions, it gets a Seize the Moment attack this round at Advantage.

*****Superior Hearing:** Can hear sounds from up to 5 miles away. Advantage on all Listen checks. All Blindness effects are halved (rounded down).

******Fetid Breath:** Anyone ending a turn with 5' of one of Cerberus' mouths must make a CON check or be at -1 to all attack and skill rolls for d4 rounds. This effect is cumulative. If one fails this save three times in a row within a day, they are at Disadvantage on all rolls for d4 hours.



CHIMERA (ABERRATION BEAST)

The chimera is a winged, three headed beast; one is the head of a goat, one the head of a lion, and one the head of a dragon. It is a fearsome foe that can take a party out in a round minutes if they take it too lightly.

Armor Class: 15

Hit Dice: 8 + 4 HP

Move: 12/18 Flying

Actions: 3

Attack Damage: Goat – Horns (d8), Lion – Bite (d8), Dragon- Bite (d8) or *Breath

Special: Toughness +3

Bonuses: +7 to Melee attack, +2 to Melee damage, +3 to Initiative, +8 to Spot

Alignment: Neutral

Morale: 9

Terror: 15

Treasure Type: V/ U in lair

HDE: 7

***Breath:** (x3/ day) It breathes a cone of flame (10' wide x 50' long) that does 3d6 Fire damage (DEX check halves the damage, rounded down).

COCKATRICE (ABERRATION BEAST)

Resembles a bat-winged rooster with a long, serpentine tail. This rare, monstrous chicken's bite turns enemies to stone unless a successful saving throw is made. Cockatrice often travel in packs (d6).

Armor Class: 13 **Hit Dice:** 3 + 2 HP

Move: 9/ 18 Flying **Actions:** 1

Attack Damage: Bite (d4 + *Petrification)

Special: Toughness +1

Bonuses: +5 to Attack. +1 to Toughness.

Alignment: Neutral

Morale: 7 **Terror:** 10

Treasure Type: U **HDE:** 2

***Petrification:** A successful bite will petrify a living creature, unless they make a Death save. Each time they are bitten within 1 hour, they must add +1 to their Death save roll.

DEATH KNIGHT (UNDEAD)

These terrible, intelligent undead knights are clad in black armor and wield terrible two-handed swords with their great strength. They appear as skeletal humanoids clad in heavy armor with a black aura around them. Undead are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 17/ 19 against Righteous & Good

Hit Dice: 8 + 3 HP

Move: 10 **Actions:** 2

Attack Damage: Two-Handed Sword (2d6 + Death Touch), Claw (d4 + Death Touch)

Special: Toughness +4, Toughness: Magic +3

Bonuses: +8 to Melee attacks, +5 to Melee damage, +3 to Spot & Listen

Alignment: Evil

Morale: 9 **Terror:** 16

Treasure Type: H **HDE:** 7

Items: Death Plate +1 (+3 against Righteous & Good), Two-Handed Sword +2

***Death Touch:** On a successful Melee attack, the target loses d4 CON for 1 hour (Death save negates).



DEMONS

Demons are creatures of the lower planes of existence, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful spell casters. The more intelligent varieties will attempt to interfere in the affairs of humanoids, to manipulate them into servitude.

DEMON, IMP (OUTSIDER)

These tiny devilish creatures are red or black in skin color with cat-like eyes, long pointed tails and bat wings. They are the lowliest of demons and often serve as slaves to greater demons or servants of powerful evil clerics and wizards. They often laugh and taunt their victims and roam in packs (d6).

Armor Class: 13**Hit Dice:** 1 + 1 HP**Move:** 9/ 12 Flying**Actions:** 1**Attack Damage:** Poison Tail Sting (1d6-1 + *Poison) or Fireblast (d4 Fire +2 Magic damage/ 40')**Special:** Immune to Fire, Toughness: Magic & Magic Weapons +3**Bonuses:** +1 to Range attacks, -1 to Melee attacks, +3 to Spot & Listen, +2 to Initiative, +3 to Arcana**Alignment:** Evil**Morale:** 6**Terror:** 8**Treasure Type:** K (1-3), A (4+) **HDE:** ½

DEMON, SUPREME BALASON (OUTSIDER)

The Demon lord known as the Supreme Balason is one of the most dreadful beings known to the world. He stands a menacing 10' tall, with jet black skin occasionally lit up by fiery veins running across his body. His head looks like a vulture, with the eyes of bright red fire. His arms are muscular, each wielding a 7' long sword (one fiery, one jet black dripping a green liquid). He has the legs of a giant bird, with razor sharp talons. His wings are jet black with red veins pulsating along the edges. Sometimes he is surrounded by lesser demons or worshippers.

Armor Class: 16

Hit Dice: 10 (100 HP)

Move: 15/ 24 Flying

Actions: 3

Attack Damage: Flame Sword (d12 + d6 Fire, 5' Reach), Jet Sword (d8 + *Poison, 5' Reach), Claws (d6), Bite (d6)

Special: Dark Vision 120', True Sight (See the Invisible, see through illusions, etc.), Toughness +5, Immune to normal weapons (Magic or silver are needed to hit), Immune to Telepathy and Mind Control, Immune to Shadow, Regenerates d4 HP at the end of each round

Bonuses: +11 to Melee attacks, +3 to Melee damage, +12 to Spot & Listen, +4 to Initiative

Alignment: Evil

Morale: 10

Terror: 18

Treasure Type: Y

HDE: 10

Items: Both swords may only be wielded by demons. They will return to the Abyss if Balason is defeated.

***Poison:** On a successful hit, the Poison causes 1 Madness point per round until a Mental save at Disadvantage has been made. They get a save attempt at the start of each round.

DEMON, LEMURE (OUTSIDER)

Lemures are vaguely humanoid—their flesh is mud-like, shifting and soft upon their horrible bodies. Lemures are a lower form of demons, the fleshly manifestations of damned souls. These demons can only be permanently destroyed by sprinkling their disgusting bodies with holy water or exposing them to magical Light.

Armor Class: 10**Hit Dice:** 1**Move:** 5**Actions:** 1**Attack Damage:** Claw (d4-1)**Special:** Regenerate (1 HP/round), cannot RUN**Bonuses:** -1 to Melee attacks & damage, -1 to Spot & Listen, -1 to Initiative**Alignment:** Evil**Morale:** 10**Terror:** 6 (in group)**Treasure Type:** K**HDE:** ¼

DEMON, SUCCUBUS (OUTSIDER)

A succubus is a demon of lust who appears as a scantily clad voluptuous human woman of great beauty, with a great pair of bat-wings sprouting from her shoulder blades. Though not effective in direct combat, she can charm with a word or a kiss and often surrounds herself with a horde of thralls bent to her will. This ability allows the Succubus to cast its charms at will. If slain, their physical body returns to the infernal planes to which they are native. Usually accompanied by Imps (d6) or Lemure (d10).

Armor Class: 15

Hit Dice: 6 + 2 HP

Move: 12/ 21 Flying

Actions: 1

Attack Damage: Claws (d6-1), *Charms, **Spells

Special: *Charms, Toughness +3

Bonuses: -1 to Melee attacks, -1 to Melee damage, +5 to Initiative, +7 to Spot & Listen, +6 to Stealth, +8 to Arcana

Alignment: Evil

Morale: 8

Terror: 12

Treasure Type: M

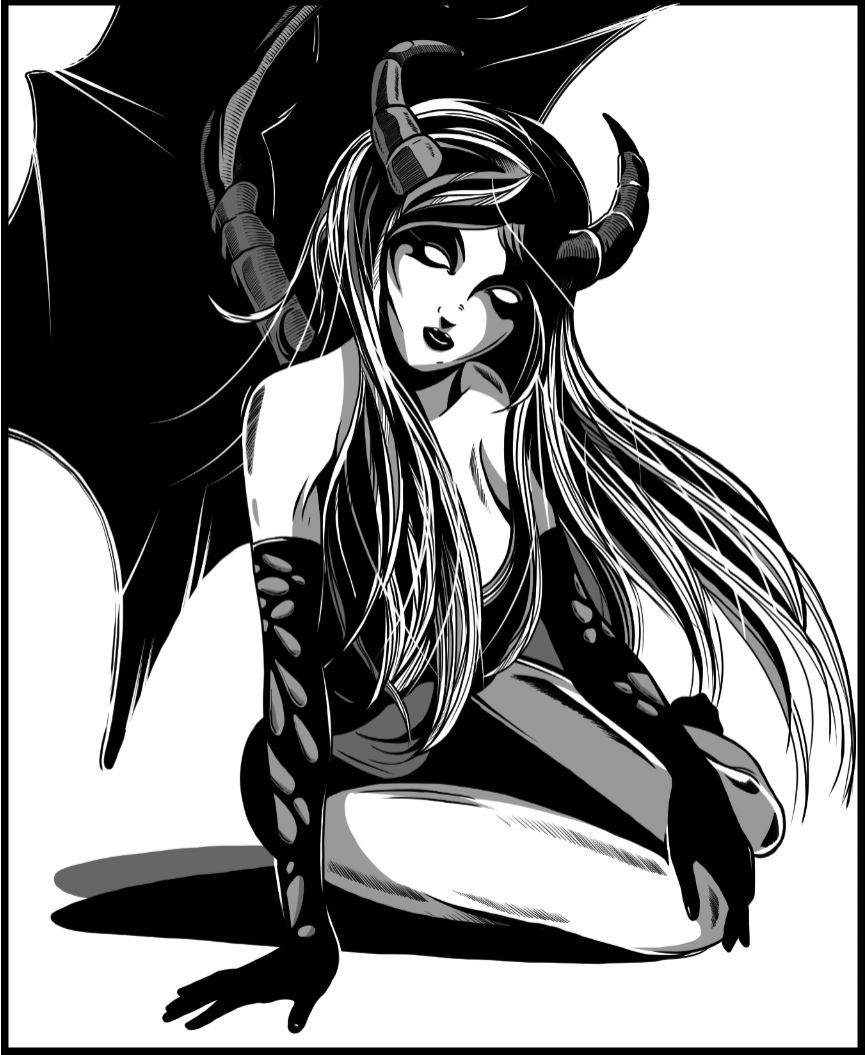
HDE: 5

***Charms:** When attacked by a living attacker, the attacker must make a WIS check or they must attack another target.

At will. The Succubus may attempt to Charm a humanoid within 100'. The target must make a WIS check or become controlled by the Succubus for d6+1 rounds. She can command the humanoid to do her bidding (if the order puts them in mortal danger, they may attempt another WIS check). She can control 3 humanoids.

****Spells:** 9 1st/ 7 2nd/ 5 3rd Spells per day (may Step into the Void to add a d6 damage to a spell or to double the range of the spell). Cast as a 6th level Mystic.

Favored spells: 1st- Charm Person, Counterspell, Heal, Mystic Armor, Sleep. 2nd – Darkness, Fear, Fireball, Mirror Self. 3rd – Chain Lightning, Fireball II, Heal III, Invisibility II, Touch of Weakness



DEVILS

Devils are evil entities from an outside plane that seek to destroy and enslave intelligent species. Although they are destructive and evil, Devils tend to follow some sort of rules code or laws they must observe.

DEVIL, BONE (OUTSIDER)

One of the lowest forms of devils, often used by henchmen by higher devils. They stand 4' tall and look like a typical, animated skeleton, except they have a long boney, barbed tail.

Armor Class: 11

Hit Dice: 1

Move: 12

Actions: 1

Attack Damage: Claw (d4-1), Tail (d4 + *Paralysis)

Special: Regenerate (1 HP/round), cannot RUN, Toughness +1, Dark Vision 60'

Bonuses: +1 to Melee attacks & damage, +1 to Spot & Listen, +1 to Initiative

Alignment: Evil

Morale: 16

Terror: 8

Treasure Type: K, S (4+)

HDE: ¼

***Paralysis:** Its sting will cause temporarily paralysis (d4 rounds). Magic save negates.



DEVIL, ICE (OUTSIDER)

One of the strongest devils one can encounter is the powerful Ice Devil. The stand 8'-10' tall, are covered with a thick armor of ice and carry a massive, two-handed axe. Ice Devils slow and freeze their adversaries and keep them for trophies.

Armor Class: 17**Hit Dice:** 8 + 6 HP**Move:** 15**Actions:** 2**Attack Damage:** Claws (d6), Bite (d6), Horns (d6), Tail (d6), Two Handed Axe (2d6 damage/ 5' Reach)**Special:** Tail Trip (+2 on Trip attempts), Toughness +2, Immune to Ice & Cold, Weakness Silver, *Ice Touch, Dark Vision 60'**Bonuses:** +8 to Melee attacks, +2 Melee damage, +8 to Spot, +2 to Initiative, +4 to Stealth, +9 to Jump**Alignment:** Evil**Morale:** 9**Terror:** 16**Treasure Type:** F, Y (3+)**HDE:** 7

***Ice Touch:** Any successful Melee attack by an Ice Devil does an additional 2 Ice damage and slows the target by 2 Move for 8 rounds (Magic save negates). If their Move goes to 0, they freeze in place (Remove Curse negates).

DEVIL, JERSIES-YON (OUTSIDER ABERRATION)

A rare devil that is encountered in deep woodlands. It looks like a terrible mix of a wild goat, a bat, a bear and a deformed human or elven child. It leaps from its hoven feet into the air before attacking. It carries a magic curse.

Armor Class: 16

Hit Dice: 4 + 3 HP

Move: 9/ 18 Flying

Actions: 1

Attack Damage: Claws (d6**), Bite (d6**), Horns (d6), Tail (d4-1)

Special: Tail Trip (+2 on Trip attempts), Toughness +1, Toughness: Cold & Ice +3, Weakness Silver, Weakness Light damage, *Roar

Bonuses: +5 to Melee attacks, +2 Melee damage, +8 to Spot, +2 to Initiative, +4 to Stealth, +6 to Jump, +5 to Track

Alignment: Evil

Morale: 6

Terror: 14

Treasure Type: K, C (3+)

HDE: 3

***Roar:** Once before combat, the Jersey Devil can roar to scare his prey. Each character within 500' must make a Courage save or become scarred. They are at -4 to Courage save stat, -1 to AC and -1 to attacks for d4 minutes.

****Magic Illness:** When successfully hit by a Claw or Bite, the target must make a Death or Magic save or become Sickened for d4 rounds. At the end of the Sickened period, they must re-roll the save or be Sickened again. If a Character fails three of these saves in a row, they lose 1 CON permanently.



DEVOURER OF MEMORIES (HUMANOID ABERRATION)

Originally humans who were transformed by the elder god they worshipped to be more akin to his image, these humanoids have, over the centuries, bred true and are a species unto themselves. They have cephalopodic heads from which dangle four tentacles, and a human-like body, typically bluish to purple in complexion. The only food source for these beings is brains and although they can survive on the brains of any lesser creature, they consider the one most like themselves to be a true delicacy and will savor a human or elven brain like an oenophile savors a fine wine.

Armor Class: 14**Hit Dice:** 6 + 4 HP**Move:** 12**Actions:** 2**Attack Damage:** *Tentacle Grab, Bite (d4), **Psi-Blast (d6 Mental)**Special:** ***Charm Person, Toughness +2, Dark Vision 60'**Bonuses:** +3 to Melee attacks, +4 to Initiative, +5 to Stealth, +4 to Spot & Listen, +6 to Subterfuge**Alignment:** Evil**Morale:** 8**Terror:** 12**Treasure Type:** F**HDE:** 5**Items:** Leather Armor, Silver Dagger

***Tentacle Grab:** Memory Devourers attack by striking out with two of their facial tentacles. Should even one of these manage to strike their target, it will begin to work itself in towards the victim's brain, yanking it out in d4+2 combat rounds, resulting in instant and irrevocable death.

****Psi-Blast:** A cone 60' long, 20' wide feet wide. This may be used twice per day and does ad 6 Psionic damage to all within the cone. Then all in the cone roll a Mental save. If they fail, they are Stunned next round.

*****Charm Person:** Target a living creature within 50'. They must make a Mental save or become Stunned for the next 2 rounds.

DJINN, MINOR (ELEMENTAL)

Evil spirits of the air that love tricking humanoids and leading them to a horrible death. Djinn appear in various colors and sizes and they can shape at will

Armor Class: 14

Hit Dice: 3 + 1 HP

Move: 10/ 18 Flying

Actions: 1

Attack Damage: Claws (d6), By weapon, Wind Blast (d6+1/ 50' Range)

Special: Toughness +1, Toughness: Air +5, Invisibility (x3/day/ breaks when you threaten something), Shape change (humanoid at will/ 1 action), Illusions (at will)

Bonuses: +5 to Melee attacks, +2 to Melee damage, +4 to Ranged attacks, +4 to Initiative, +5 to Spot & Listen

Alignment: Evil

Morale: 7

Terror: 11

Treasure Type: B

HDE: 2

DJINN, GENIE (ELEMENTAL)

Genies are Djinn that are bound to grant a wish, or wishes, to those that free them from their prison. They will attempt to trick their way to freedom or to make the person make a poorly worded wish. If encountered in the wild, while not in servitude, they will try to lead parties to a horrible death with illusions.

Armor Class: 18

Hit Dice: 8 + 7 HP

Move: 12/24 Flying

Actions: 2

Attack Damage: Claws (d6), Wind Blast (d8+1/ 75' Range)

Special: Toughness +4, Toughness: Air +10, Invisibility (x5/day/ breaks when you threaten something), Shape change (humanoid at will/ 1 action), Illusions (at will), create material (10 lbs. a round, lasts 1 hour)

Bonuses: +8 to Melee attacks, +3 to Melee damage, +6 to Ranged attacks, +7 to Initiative, +10 to Spot & Listen

Alignment: Evil

Morale: 7

Terror: 13

Treasure Type: G

HDE: 7



DOPPELGANGER (HUMANOID)

Doppelgangers are a very rare race that have been hated by almost every race & civilization they have encountered. They naturally appear as an androgynous, tall, thin albino human or elf that has the ability to change their shape and face at will.

Armor Class: 13

Hit Dice: 1

Move: 15

Actions: 1

Attack Damage: By weapon

Special: Dark Vision 60'

Bonuses: *Shapeshift

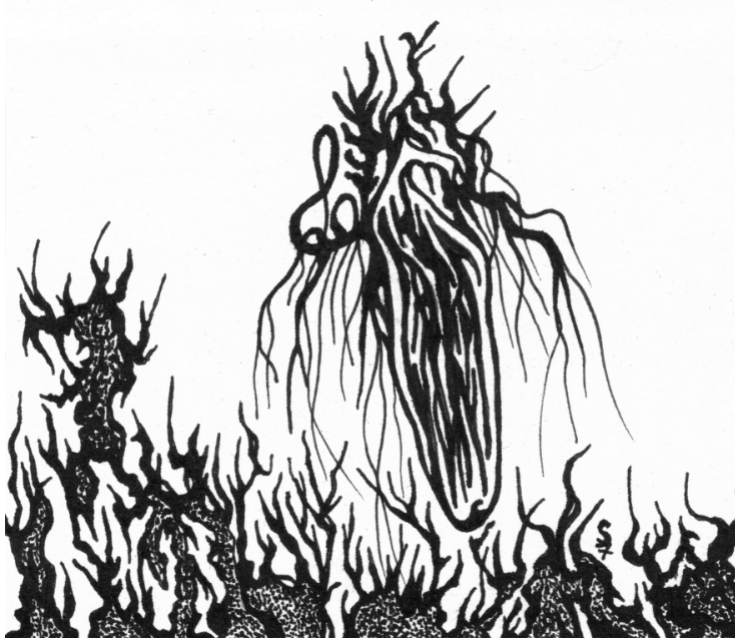
Alignment: Neutral

Morale: 6

Terror: -

Treasure Type: K (1-3), A (4+) **HDE:** ¼

***Shapeshift:** Doppelgangers can change their shape to any humanoid creature they have seen in person. It takes 2 actions to change, unless you have touched that person before (than it takes a free action). Those seeing this shapeshift, before it is complete & for the first time, must make a Courage check. If they fail, they roll on p. 183 Book I. It takes a d4 rounds to get the voice copied, once they have heard the voice. If they are familiar with the voice, it takes ½ the time (rounded down).





DRAGONS

Dragons are majestic creatures that are highly intelligent, magical wonders known the world over. They are respected as much as they are feared. Dragons, while dangerous opponents, are not by any means invincible. In a medieval-type fantasy world, dragons are a common problem rather than a godlike creature of legend—so the statistics for dragons reflect a deadly but not mythical foe.

BASIC GENERIC DRAGON (DRAGON)

Some dragons do not have powers based on a specific color. They look more reptilian, do not use magic and are more savage. They come in any color, but always have patches of green skin and smaller heads. These are the stats for an average young dragon, about 20+ years old.

Armor Class: 16

Hit Dice: 4 + 4 HP

Move: 18/30 (Flying)

Actions: 2

Attack Damage: Bite (d6), Claws (d6), Horns (d6), *Breath x3/day

Special: Toughness +3, Dark Vision 60'

Bonuses: +5 to Melee attacks, +3 to Melee damage, +3 to Initiative, +6 to Spot & Listen

Alignment: Neutral

Morale: 7

Terror: 11

Treasure Type: D

HDE: 3

***Breath:** Takes 2 actions. Does 4d6 Fire damage, 10' wide x 30' long. Can use x3/day, but never in back to back rounds. DEX check halves the damage (rounded up).

Dragons by Age Modifiers

Dragons become much more powerful as they age. Below are the modifiers that should be applied to the above stats.

***Bonus Modifiers:** Apply to Melee attacks, Melee Damage, Initiative, Spot & Listen. Also add or subtract that many d6 from the Breath Weapon damage.

| Age | AC Mod. | Hit Dice Mod. | *Bonus Mod. | Tough. Mod. | Morale Mod. | Terror Mod. | Treas. Type | HP |
|-------------|---------|---------------|----------------|-------------|-------------|-------------|--------------|----|
| Hatchling | -4 | -2 | -3 | -2 | -1 | -3 | K | ½ |
| Very Young | -3 | -1 | -3 | -2 | - | -2 | K | 1 |
| Young Adult | - | - | - | +1 | +1 | +1 | D | 3 |
| Adult | +1 | +1 | +1 | +1 | +2 | +2 | E | 5 |
| Mature | +2 | +2 | +1 | +2 | +2 | +3 | F | 6 |
| Old | +3 | +3 | +2/ +1 action | +2 | 10 | +4 | G | 7 |
| Very Old | +4 | +4 | +3/ +1 action | +3 | 10 | +5 | H/ Z in Lair | 8 |
| Elder | +5 | +5 | +4/ +2 actions | +3 | 10 | +6 | I/ Z in Lair | 9 |
| Ancient | +6 | +6 | +5/ +2 actions | +4 | 10 | +6 | J/ Z in Lair | 10 |

Dragons by Color

Some dragons have different powers and immunities based on the color of their scales. Replace Fire damage with the damage listed below. Many dragons of color have magical powers. The GM may give them spells as a Mystic and increase their HDE.

† **Aquatic Dragon:** Water Breath (10'x30' wave), Immunity to Water, Water Breathing, cannot fly (Swim 40)

† **Black Dragon:** Acidic Breath (5'x30' line), Immunity to Acid. Evil.

† **Blue Dragon:** Electric Breath (5'x30' line), Immunity to Electricity. Evil.

† **Desert Dragon:** Sand Breath/ Earth (10'x30' line), Slows anyone hit by its breath (d4 Move for d4 rounds, Critical save negates), Immunity to Earth & Heat (not Fire).

† **Gold Dragon:** Light Breath (10'x30' beam), Blinds anything hit for 4 rounds (DEX check negates), Immunity to Light, Toughness: Evil +5. Righteous alignment.

† **Green Dragon:** Poison Breath (20'x20' cloud), Immunity to Poison. Evil.

† **Red Dragon:** Fire Breath (10'x40' line), Immunity to Fire. Evil.

† **Shadow Dragon:** Shadow Breath (20'x20' cloud), Immunity to Shadow. Evil.

† **White Dragon:** Ice Breath (5'x30' line), Immunity to Cold. Evil.

DRYAD (FEY)

Dryads are beautiful female fey that do not venture far from their home trees. Dryads often avoid fights and try to lure enemies away from their tree. They can cast a strong charm that operates as a Charm Person spell.

Armor Class: 12

Hit Dice: 2

Move: 12 (avoid terrain in the woods)

Actions: 1

Attack Damage: Wooden Dagger (d6-1)

Special: Charm Person (as spell)

Bonuses: +5 to Stealth (woods), +1 to Initiative, +3 to Spot & Listen

Alignment: Neutral

Morale: 5

Terror: -

Treasure Type: V/ U at tree

HDE: 1

DWARF (HUMANOID)

Short, tough and hardy denizens of the underworld, Dwarves are natural warriors, miners and lovers of fine food and drink.

Armor Class: 13

Hit Dice: 1+1 HP

Move: 10

Actions: 1

Attack Damage: By weapon

Special: Dark Vision 60', Advantage on CON checks

Bonuses: +1 to Attack, +2 to attack w/ axes,

Morale: 8

Terror: -

HDE: ¼

ELEMENTALS

Elementals are living manifestations of the basic forms of matter; earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be "chained" within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

All Elementals are Immune to mind-affecting effects, Poisons, Stun, Sickened, Diseases & Critical Hits.



ELEMENTAL, AIR (ELEMENTAL)

Armor Class: 13/15/18

Hit Dice: 2/ 4/ 6

Move: 36 Flying

Actions: 1/1/2

Attack Damage: Strike (2d6)

Special: Whirlwind (all adjacent take d8 Air damage and get knocked back 5'/ DEX check negates the knockback), Toughness +1, Immunity to Air

Bonuses: +3/ +5/ +7 to Melee attack

Alignment: Neutral

Morale: 10

Terror: 7/ 9/ 11

Treasure Type: V

HDE: 2/4/6

ELEMENTAL, EARTH (ELEMENTAL)

Armor Class: 15/18/20 **Hit Dice:** 2/4/6
Move: 8 **Actions:** 1/1/2
Attack Damage: Fist (d8), Rock Throw (d10/ 50')
Special: Toughness +2/ Immunity to Earth
Bonuses: +4/ +6/ +8 to Melee attacks, +2 to Melee damage
Alignment: Neutral
Morale: 10 **Terror:** 7/9/11
Treasure Type: V/V/W **HDE:** 2/4/6

ELEMENTAL, FIRE (ELEMENTAL)

Armor Class: 14/16/18 **Hit Dice:** 2/4/6
Move: 12 **Actions:** 1/1/2
Attack Damage: Strike (d8), Blast (d10/ 50')
Special: Toughness +1, Immunity to Fire & Heat
Bonuses: +3/ +5/ +7 to Melee & Range attacks
Alignment: Neutral
Morale: 10 **Terror:** 7/9/11
Treasure Type: V **HDE:** 2/4/6

ELEMENTAL, WATER (ELEMENTAL)

Armor Class: 14/16/18 **Hit Dice:** 2/4/6
Move: 10/ 18 Swimming **Actions:** 1/1/2
Attack Damage: Strike (d8), Blast (d10/ 50')
Special: Toughness +1, Immunity to Water
Bonuses: +3/ +5/ +7 to Melee & Range attacks
Alignment: Neutral
Morale: 10 **Terror:** 7/9/11
Treasure Type: V **HDE:** 2/4/6

ELEPHANT (ANIMAL)

One of the largest of the land animals. It will generally leave most travelers alone, unless they get too close. Elephants make excellent battle mounts.

Armor Class: 15

Hit Dice: 5 + 5 HP

Move: 10

Actions: 1

Attack Damage: Tusks (d6), Trample (d10)

Special: Toughness +3, Prehensile Trunk, 21 STR

Bonuses: +6 to Melee attacks, +5 to Melee damage, +4 to Spot, +2 to Listen, +4 to Charge attack

Alignment: Neutral

Morale: 5

Terror: 6 (in combat)

Treasure Type: V

HDE: 3

ELF (HUMANOID)

Elves are a beautiful and graceful people that have spread across the many worlds, developing into a wide variety of clans. Although they have different attitudes and laws, all Elves share kinship and love of nature.

Armor Class: 13

Hit Dice: 1

Move: 13

Actions: 1

Attack Damage: Longbow (d6), Long Sword (d6)

Special: Darkvision 60', Immunity to Charm and Magical Sleep

Bonuses: +1 to Range attacks, +1 to Initiative, +4 to Spot & Listen

Alignment: Law

Morale: 8

Terror: -

Treasure Type: K (1-3), T (if 5 HD or more)

HDE: ¼

EYGUSH (ABERRATION BEAST)

Eygush are large creatures (6' long) that inhabit rocky areas and caves. They have dark, ashy skin that allows them to hide in ceilings and on walls, where they strike out and devour their targets. They prefer the taste of dwarf and kobold, usually attacking them first.

Armor Class: 14

Hit Dice: 6 + 5 HP

Move: 12 Flying

Actions: 2

Attack Damage: Tentacles (d6 damage), Bite (d6 damage),

*Swallow, **Eye Blast

Special: Darkvision 60', Toughness +2, Toughness: Earth +8

Bonuses: +8 to Melee attacks, +2 to Melee damage, +3 to Range attacks, +6 to Initiative, +4 to Spot & Listen, +10 to Stealth

Alignment: Neutral

Morale: 7

Terror: 11

Treasure Type: V, D (in lair)

HDE: 4

***Swallow:** When they attack with surprise, Eygush may attempt to swallow a target that is their size or smaller. If the attack is successful, it deals double damage and the target is partially swallowed and loses their next action. They take a d4 Acid damage at the end of any round if partially swallowed. If not freed and successfully attacked again, they are swallowed and take d6 Acid damage at the end of each round (or until freed).

****Eye Blast:** 50' Range The eye blast does d6 Electric damage and Stuns the target for d4+1 rounds (Critical save negates).

FAIRY DRAGON (FEY DRAGON)

These small gossamer-winged dragons are no larger than a house cat. They are playful and friendly, not typically seeking combat. Instead they breathe a cloud of gas. If cornered, they will use their ability to cast Invisibility once per day to hide themselves. They are fond of shiny objects and twinkling baubles.

Armor Class: 16

Hit Dice: 2 +1 HP

Move: 9/ 16 Flying

Actions: 1

Attack Damage: Bite (d6-1), Sleep Breath x3/ day (20'x20' cloud, knocks out anyone that fails a CON check for d6 rounds).

Special: Invisibility (as spell), Toughness +1, Immune to Sleep

Bonuses: +2 to Melee attacks, +2 to Initiative, +4 to Spot & Listen

Alignment: Neutral

Morale: 5

Terror: -

Treasure Type: V/ T (Lair)

HDE: 1



FAIRY, WISP (FEY)

Wisp Fairies dwell in all climates, but they have a greater population in woodland areas. They wish to be left alone and will avoid contact with non-fey unless forced to. A Wisp Fairy may try to trick a person into leaving their domain, but will do so at range. They are very small (4"-11"), have wings and come in many vibrant colors.

Armor Class: 17

Hit Dice: 2

Move: 24 Flying

Actions: 1

Attack Damage: *Light, **Color Wave

Special: Toughness: Magic +2, Weakness: Cold Iron, can fly at x5 Move, Empathy with Nature & Animals, Dark Vision 60'

Bonuses: +4 to Ranged attacks, +8 to Spot & Listen, +4 to Initiative, +3 to Arcana

Alignment: Neutral

Morale: 8

Terror: -

Treasure Type: V, L (in lair)

HDE: 1

***Light:** Fairies can cause Light at will (Self or 100' Range). They may cast Light on a person's face as a Range attack. If successful, the target takes 2 Light damage (if Evil or Chaotic Alignment) and they are Blinded for d4 minutes (DEX check negates).

****Color Wave:** A Fairy will shoot a rainbow of colors if it feels threatened. The wave hits every hostile in a 10' x 20' area. The effect is based on what color hits them. It is random each time. Magic or Death save adding +2 to the roll will negate the effect.

1. Stunned for d4 rounds
2. Feared. Run away for d6 rounds
3. Poison Ivy (Itchy) -4 AC & -4 to attacks for d6 rounds
4. Safely Teleports the target 500' away
5. Put to sleep for d6 rounds
6. Blinded for d6 rounds

FIENAKAR (HUMANOID)

The Fienakar are a race of humanoids that appear to have been mixed with a demonic race, resulting in ashen or red skin, horned heads and clawed fingers. They can hide their lineage if they wear head gear and gloves. are touched by a god-like power of evil or indifference. Fienakar can take most classes, but they have a gift for spell casting and trickery.

Armor Class: 13**Hit Dice:** 1**Move:** 13**Actions:** 1**Attack Damage:** Longbow (d6), Long Sword (d6), Retractable Claws (d4), Horns (d4)**Special:** Darkvision 60', Toughness +1**Bonuses:** +1 to Range attacks, +1 to Initiative, +4 to Spot & Listen, +2 to Arcana**Alignment:** Anarchist or Evil**Morale:** 7**Terror:** -**Treasure Type:** K, A (4+)**HDE:** ½**Items:** Leather armor, Long Sword**GARGOYLE (MAGICAL BEAST)**

Gargoyles are creatures that are made of organic stone that often act as guardians of buildings or lairs. They can come in many forms, such as cats, bats, humanoids, goblinoids, griffins, demons, devils, birds, etc. Their hard skin and strength make them dangerous opponents.

Armor Class: 16**Hit Dice:** 5 + 3 HP**Move:** 9/ 24 (Flying)**Actions:** 2**Attack Damage:** Claw (d6), Bite (d6), **Dive**Special:** Toughness +4, cannot be Critically Hit, Immune to Electricity, Regenerates 1 HP per round, *Harden**Bonuses:** +3 to Ranged attacks, +5 to Melee attacks, +5 to Melee damage, +6 to Spot & Listen, +2 to Initiative, +11 to Stealth**Alignment:** Evil**Morale:** 8**Terror:** 14**Treasure Type:** W**HDE:** 4

*Harden: As an Action, the Gargoyle can harden. They lose all actions and gain +5 to AC, Toughness +10, deflect ½ Energy & Magic they take to a random target within 50' (before Toughness is accounted for) & Regenerate 3 HP at the end of each round. They can unharden when their action comes up.

** Dive: Using all actions in a round, a Gargoyle can dive bomb a target. They gain +4 to attack and deals 2d6 damage. If hit, the target must make a STR check or be knocked down.

GHoul, UNDEAD (UNDEAD)

Ghouls are pack-hunting undead, corpse eaters. They are rotting humanoids with grey skin and jagged teeth. They smell like death. Undead are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 13

Hit Dice: 2 + 2 HP

Move: 9

Actions: 1

Attack Damage: Claw or Bite (d6 + paralysis for d4 rounds/ Death save negates)

Special: Toughness +1

Bonuses: +2 to Melee attack, +2 to Spot & Listen

Alignment: Evil

Morale: 8

Terror: 11

Treasure Type: K

HDE: 1

GIANTS

Giants are a staple of fantasy gaming, huge and dangerous creatures that often have a taste for human flesh. They stand 10'+ tall.

GIANT, CLOUD (GIANT)

Cloud giants are cunning, often living in cloud-castles in the sky (hence their name). They throw rocks from a distance and use their giant weapons up close. Cloud giants are famous for their ability to smell out food and enemies. They stand 20' tall.

Armor Class: 16

Hit Dice: 8 + 6 HP

Move: 15

Actions: 2

Attack Damage: By weapon (3d6 damage)

Special: Hurls boulders (50' / 5d6 damage), Wind Gust (Range attack, d8 Air damage & pushes target back 20' / DEX check negates), Immune to Air, Toughness +4

Bonuses: +9 to Melee attack, +6 to Range attack, +5 to Melee damage, +9 to Spot & Listen

Alignment: Evil

Morale: 9

Terror: 14

Treasure Type: X

HDE: 7

GIANT, FIRE (GIANT)

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They stand 15' tall.

Armor Class: 15

Hit Dice: 6 + 6 HP

Move: 12

Actions: 2

Attack Damage: By weapon (2d6 damage)

Special: Hurls boulders (40'/ 4d6 damage), Immune to Fire & Heat, *Fire touch, Weakness: Ice & Cold, Toughness +4

Bonuses: +8 to Melee attack, +4 to Range attack, +4 to Melee damage, +6 to Spot & Listen

Alignment: Evil

Morale: 8

Terror: 14

Treasure Type: F

HDE: 5

***Fire Touch:** If anyone is touched by, or touches/ hits with a Melee attack, a Fire Giant, they take d4 Fire damage.

GIANT, FROST (GIANT)

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They stand 15' tall.

Armor Class: 15

Hit Dice: 6 + 6 HP

Move: 12

Actions: 2

Attack Damage: By weapon (2d6 damage)

Special: Hurls boulders (40'/ 4d6 damage), Immune to Cold & Ice, *Ice touch, Weakness: Fire, Toughness +4

Bonuses: +8 to Melee attack, +4 to Range attack, +4 to Melee damage, +6 to Spot & Listen

Alignment: Evil

Morale: 8

Terror: 14

Treasure Type: F

HDE: 5

***Ice Touch:** If anyone is touched by, or touches/ hits with a Melee attack, an Ice Giant, they take d4 Ice damage.

GIANT, HILL (GIANT)

Hill giants are the least of the giant races; most are brutish cave-dwellers who dress in pelts and uncured hides. They stand 12' tall.

Armor Class: 13

Hit Dice: 5 + 3 HP

Move: 12

Actions: 2

Attack Damage: By weapon (2d6 damage)

Special: Hurls boulders (40' / 3d6 damage), Toughness +2

Bonuses: +6 to Melee attack, +3 to Range attack, +3 to Melee damage, +4 to Spot & Listen

Alignment: Evil

Morale: 6

Terror: 10

Treasure Type: D

HDE: 4



GIANT, STONE (GIANT)

Stone giants dwell in caves, isolated in the mountain fastness. They can be quite crafty in setting up ambushes in their native mountains—travelers who wander into the territory of stone giants seldom return.

Armor Class: 15**Hit Dice:** 6 + 3 HP**Move:** 12**Actions:** 2**Attack Damage:** By weapon (2d6 damage)**Special:** Hurls boulders (40' / 3d6 damage), Toughness +2, Immune to Earth, Dark Vision 60'**Bonuses:** +7 to Melee attack, +3 to Range attack, +4 to Melee damage, +4 to Spot & Listen**Alignment:** Evil**Morale:** 7**Terror:** 11**Treasure Type:** E**HDE:** 5**GIANT, STORM (GIANT)**

Storm giants are the largest of giants, the most intelligent, the most magical, and the most likely to talk with humans rather than simply devour them. Storm giants can live in underwater sea-castles as well as on the heights of mountains.

Armor Class: 18**Hit Dice:** 10 + 4 HP**Move:** 17/ 30 Swimming**Actions:** 2**Attack Damage:** By weapon (3d6 damage)**Special:** Hurls boulders (60' / 6d6 damage), Immune to Water, Toughness +4, Control the Weather (x1/day), Water Breathing**Bonuses:** +10 to Melee attack, +6 to Range attack, +5 to Melee damage, +12 to Spot & Listen**Alignment:** Evil**Morale:** 9**Terror:** 14**Treasure Type:** Y**HDE:** 9

GNOLL (HUMANOID)

Gnolls are tall humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home to steal and kill with rapacious ferocity.

Armor Class: 13

Hit Dice: 1 + 2 HP

Move: 12

Actions: 1

Attack Damage: Bite (d4), By weapon

Special: Toughness: Cold +2, Dark Vision 60'

Bonuses: +2 to Melee attacks, +1 to Melee damage, +1 to Initiative, +2 to Spot & Listen

Morale: 6

Terror: 6

HDE: ½

Items: Leather Armor, Flail, Dagger



GNOME (HUMANOID)

Gnomes are industrious, peaceful beings. They dwell mostly deep underground or in the deep woods. They rarely stand higher than 3' and have long beards and pointy noses. They are peaceful by nature, seeking only to mine for gems, build gadgets or engage in the occasional prank.

Armor Class: 12/ 13 against 7'+ Hit Dice: 1

Move: 10 Actions: 1

Attack Damage: Short Bow or Short Sword (1d6-1)

Special: Toughness +1 (Leather)

Bonuses: -1 to Melee attacks, -1 to Melee damage, +1 to Range attacks, +1 to Initiative

Alignment: Law

Morale: 6 Terror: -

HDE: ¼

Items: Leather Armor, short sword, dagger, short bow, 12 arrows

GOATMAN (HUMANOID ABERRATION)

Encountering a Goatman in the wilds is very rare, and those that do see one rarely are heard from again. Half man, half demonic-looking goat beast, a Goatman lives isolated in the forgotten corners of the world. They prefer to live in caves or under cliffs or abandoned bridges. Every region seems to have a legend of a Goatman-type creature. Roll on the chart below, or select one of the origins to create a specialized Goatman.

Roll (d6) For Origin

1. **Demonic:** Has a Magic Scythe (d10 Magic dmg), +3 to attack, can throw it 40' & it returns. Gains +1 Hit Dice, +3 to Terror, Toughness: +3 & Weakness: Light. +1 HDE
2. **Circus Freak:** +2 to AC, +4 Move, gain Drop Kick (2d6 dmg). + 1/2 HDE
3. **Guardian Spirit:** +2 AC. Will not attack unless attacked first. Will try to lead innocent people away from the area. Will attack otherwise. Law Alignment.
4. **Lovelorn Soul:** Will never attack a female, but may try to kidnap one. Gains ****Hypnotize**. +1 HDE
5. **Unholy Union:** Is more savage. Cannot be reasoned with. +1 to AC, +1 Hit Dice, +1 Melee attacks, +2 to Terror & Advantage on Initiative. +1 HDE
6. **Magical:** Can *****Teleport** and +1 HDE

Survive This!! Fantasy

Armor Class: 15

Hit Dice: 4 + 4 HP

Move: 12

Actions: 2

Attack Damage: Claw (d6), Back-Kick (d8), Slam (2d6), Axe (d8)

Special: *Supernatural Strength (STR 20), Dark Vision 60', Toughness +2

Bonuses: +6 to Melee attacks, +5 to Melee damage, +2 to Range attacks, +9 to Spot, +6 to Listen, +7 to Track, +10 to Jump, +8 to Balance, +3 to Initiative

Alignment: Evil

Morale: 8

Terror: 13

HDE: 3

***Supernatural Strength:** His STR is effectively a 20. He is strong enough to rip limbs from their sockets if he so desires. Even the strongest athletes pale in comparison.

Other Possible Abilities

****Hypnotize:** Once per round as an action, he can try to hypnotize a living creature making eye contact within 30'. The target must make a Mental save, adding +3 to their roll, or become hypnotized for 1 minute. While hypnotized, the target must follow the Goatman's command. The Goatman cannot attack while controlling a person, but can move. The Goatman can only control 1 person at a time.

*****Teleport:** Once per round, the Goatman can teleport himself or, himself and anyone he is touching to a destination of his choosing within 300'. An unwilling target can try to make a Critical or Magic save adding +3 to their roll to not teleport with him.

GOBLIN (HUMANOID)

Goblins are small creatures that inhabit dark woods, underground caverns, and the otherworldly realms of the fey. They almost always appear in packs.

Armor Class: 11

Hit Dice: 1 -1 HP

Move: 12

Actions: 1

Attack Damage: By weapon

Special: Dark Vision 60'

Bonuses: +3 to Stealth

Alignment: Evil

Morale: 4

Terror: -

Treasure Type: K, A (in large groups)

HDE: ¼

Items: Padded Armor, Sword, Dagger

GOLEMS

Golems are humanoid-shaped creatures built to serve their masters, usually powerful wizards or high priests. They are used as guardians that follow simple commands. They are made of various materials. All Golems are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

GOLEM, FLESH (CONSTRUCT)

A creation stitched together from human limbs and other parts, like Frankenstein's monster. They stand 8' tall.

Armor Class: 11**Hit Dice:** 4 + 3 HP**Move:** 8**Actions:** 1**Attack Damage:** Fist (d6 damage)**Special:** Immune to non-magic weapons, Immune to Electricity, Electricity damage heals, Toughness +2**Bonuses:** +4 to Melee attacks, +4 Melee damage, -2 to Initiative**Alignment:** Neutral**Morale:** 10**Terror:** 11**Treasure Type:** C**HDE:** 3**GOLEM, GLASS (CONSTRUCT)**

Whether crafted from animated stained glass, or massive piles of jagged shards, these behemoths are sometimes animated to protect churches and other holy sites. They come in various sizes.

Armor Class: 9**Hit Dice:** 3 + 3 HP**Move:** 12**Actions:** 1**Attack Damage:** Shard Fist (d4 Magic damage), Shard Throw (30' / d4 Magic damage)**Special:** Immune to non-magic weapons, Immune to bladed weapons, Toughness +2**Bonuses:** +2 to Melee attacks, +1 Melee damage, +1 to Initiative, +1 to Range attack**Alignment:** Neutral**Morale:** 10**Terror:** 8**Treasure Type:** B**HDE:** 2

GOLEM, IRON (CONSTRUCT)

Iron golems are huge moving statues of iron. They can breathe a 10-foot radius cloud of poison gas as well as attacking with great power. They average 12' tall.

Armor Class: 17

Hit Dice: 8 + 4 HP

Move: 6

Actions: 1

Attack Damage: Fist (2d6 damage), Giant Sword (3d6 damage), Breath Poison Cloud (20'x20', anyone that ends a round in the cloud takes 2d6 Poison damage/ CON check halves, rounded down)

Special: Immune to non-magic weapons, Immune to Fire & Heat, Toughness +5

Bonuses: +11 to Melee attacks, +5 to Melee damage, -1 to Initiative

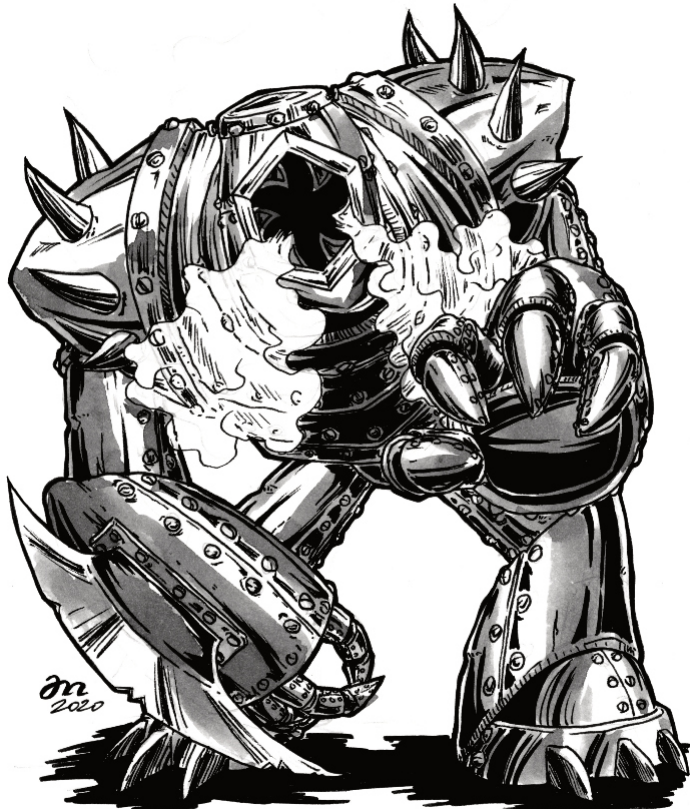
Alignment: Neutral

Morale: 10

Terror: 16

Treasure Type: H

HDE: 7



GOLEM, STONE (CONSTRUCT)

Stone golems are massive stone statues animated by very powerful magics. They average 10' tall.

Armor Class: 15

Hit Dice: 7 + 1 HP

Move: 8

Actions: 1

Attack Damage: Fist (2d6 damage), Rock Throw (2d4 damage)

Special: Immune to non-magic weapons, Immune to Earth, Toughness +3

Bonuses: +8 to Melee attacks, +4 to Melee damage, -1 to Initiative

Alignment: Neutral

Morale: 10

Terror: 13

Treasure Type: F

HDE: 6

GOLEM, WOOD (CONSTRUCT)

These lumbering constructs are often mistaken for treants and typically protect hidden groves and glens claimed by powerful spell casters. They are nearly invisible when in a forested area. They average 15' tall.

Armor Class: 15

Hit Dice: 6 + 4 HP

Move: 12

Actions: 1

Attack Damage: Fist (2d6 damage/ 10' Reach)

Special: Immune to non-magic weapons, Immune to Wood & Plants, Toughness +3, Weakness: Fire

Bonuses: +8 to Melee attacks, +4 to Melee damage, -1 to Initiative, +6 to Stealth (in woods)

Alignment: Neutral

Morale: 10

Terror: 11

Treasure Type: E, T (in larger group)

HDE: 5

GORILLA (ANIMAL)

The large, ground dwelling ape known for its powerful strength and terrifying charge.

Armor Class: 15

Hit Dice: 4 + 4 HP

Move: 12

Actions: 1

Attack Damage: Bite d6, Punch d6, Charge

Special: Keen Senses, Toughness +2, 20 STR

Bonuses: +4 to Melee damage, +4 to Melee damage, +6 to Intimidation, +3 to Spot, +3 to Listen, +5 to Climb

Alignment: Neutral

Morale: 8

Terror: 10

Treasure Type: V

HDE: 2

GREY OOZE (OOZE)

Grey ooze is almost identical to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 10

Hit Dice: 3 + 3 HP

Move: 4

Actions: 1

Attack Damage: Strike (d6 Acid damage/ 5' Reach)

Special: Immune to Magic & Cold. Immune to blunt damage.

*Acidic body

Bonuses: +3 to Melee attacks

Alignment: Neutral

Morale: 10

Terror: -

Treasure Type: V

HDE: 2

***Acidic Body:** Anything touching the Ooze takes 1 Acid damage.

Non-Magical metal & wood that strike the ooze are destroyed 33% of the time.

GREEN SLIME (OOZE)

Green slime is an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to disintegrate. It can be killed with fire or extreme cold, and it can be “Stunned” by the use of the spell Cure Disease. Immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 10**Hit Dice:** 4 + 2 HP**Move:** 7**Actions:** 1**Attack Damage:** Strike (d6 Acid damage/ 5' Reach)**Special:** Immune to Magic & Cold. Immune to blunt damage.

*Acidic body

Bonuses: +3 to Melee attacks**Alignment:** Neutral**Morale:** 10**Terror:** -**Treasure Type:** V**HDE:** 3***Acidic Body:** Anything touching the Slime takes 1 Acid damage.

Non-Magical metal & wood that strike the slime are destroyed 33% of the time.

GRIFFON (BEAST)

Griffons have the body of a lion, with the wings, head, and foretalons of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in the marketplaces of the great cities, or to barons and wizards.

Armor Class: 13**Hit Dice:** 6 + 3 HP**Move:** 12/36 Flying**Actions:** 1**Attack Damage:** Bite (d6), Claws (d6)**Special:** Toughness +2**Bonuses:** +7 to Melee Attack, +2 to Initiative, +9 to Spot & Listen**Alignment:** Neutral**Morale:** 9**Terror:** 9**Treasure Type:** V, E (in Nest)**HDE:** 5

HARPY (HUMANOID)

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy.

Armor Class: 13

Hit Dice: 2 + 2 HP

Move: 9/ 21 Flying

Actions: 1

Attack Damage: Talons (d6)

Special: *Siren song

Bonuses: +3 to Melee attacks, +2 to Initiative, +4 to Spot & Listen

Alignment: Evil

Morale: 6

Terror: 8

Treasure Type: K, A (4+)

HDE: 1

***Siren Song:** All non-Harpies within 60' must make a Mental save or lose their next action. Then their next action is to Move toward the nearest Harpy at normal Move. They are free afterwards. If you make the Mental save once, you gain Advantage on any further Siren Songs this encounter.

HELL HOUND (OUTSIDER BEAST)

Throughout time mankind has reported seeing horrific, dog-like beasts that can breathe fire. Many believe they come from the underworld or are servants of devils. Hellhounds usually travel in packs of 2-4, but may be occasionally encountered alone.

Hellhounds look like large dogs that have singed hair and fiery, red eyes. Many report the prominent smell of Sulphur when they approach.

Armor Class: 15

Hit Dice: 3 + 3 HP

Move: 12

Actions: 1

Attack Damage: Bite (d6), Claws (d4), *Fire Breathing

Special: Immune to Fire & Heat, Weakness to Cold & Ice, Toughness +2, True Sight (can see the Invisible and see through illusions), Dark Vision 60'

Bonuses: +3 to Melee attacks, +2 to Melee damage, +4 to Range attacks, +6 to Jump, +5 to Initiative, +8 to Spot & Listen, +5 to Climb, +12 to Dig

Alignment: Evil

Morale: 8

Terror: 14

Treasure Type: V, B (in lair)

HDE: 2

***Fire Breathing:** Once every other round, Hellhounds can breathe fire with a 10' Range (Range attack). The fire does a d4 Fire damage & a d4 Magic damage. The target can make a DEX check to take ½ damage.



HELL MARE (OUTSIDER BEAST)

The Hell Mare is a legendary, jet black horse that can move through the air with great speed. It has a fiery red mane, glowing red eyes and hooves that are set aflame. Although called a mare, it is unisex.

Armor Class: 14

Hit Dice: 5 + 5 HP

Move: 21/ 24 Flying

Actions: 2

Attack Damage: Kick (2d6), Bite (d6), Fire Breath (d8 Fire damage/ can use every other round/ 10' Range)

Special: Fear Aura (all enemies within 100' are at -3 to Terror checks & Courage checks), Toughness +3

Bonuses: +6 to Melee attacks, +1 to Melee damage, +3 to Range attacks, +6 to Spot & Listen

Alignment: Evil

Morale: 9

Terror: 16

Treasure Type: D, U (3+ more) **HDE:** 4

HIPPOGRIFF (BEAST)

The hippogriff is similar to a griffon, having the head, foreclaws, and wings of an eagle, but instead of the body of a lion, it has the body of a horse.

Armor Class: 11 **Hit Dice:** 3+1
Move: 12/23 Flying **Actions:** 1
Attack Damage: Claws (d6), Bite (d6)
Special: Toughness +1
Bonuses: +3 to Melee attacks, +1 to Initiative, +4 to Spot & Listen
Alignment: Neutral
Morale: 7 **Terror:** 7
Treasure Type: V, U (in nest) **HDE:** 2

HOBGOBLIN (HUMANOID)

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins. They are usually brutes that like to fight and raid in groups.

Armor Class: 13 **Hit Dice:** 1 + 3 HP
Move: 12 **Actions:** 1
Attack Damage: By weapon
Special: Dark Vision 60'
Bonuses: +1 to Melee attacks, +1 to Melee damage, +1 to Spot & Listen
Alignment: Evil
Morale: 6 **Terror:** 6
Treasure Type: K, S (4+) **HDE:** ½
Items: Leather Armor, Sword

HORSE (ANIMAL)

Large animal most often ridden by humanoids. They are smart and hardy animals. In the wilds, they travel in herds.

Armor Class: 11 **Hit Dice:** 1 + 3 HP
Move: 18 **Actions:** 1
Attack Damage: Bite (d4), Kick (d6)
Special: Toughness +1
Bonuses: +1 to Melee attacks, +1 to Initiative, +4 to Spot & Listen
Alignment: Neutral
Morale: 7 **Terror:** -
Treasure Type: V **HDE:** 1/3

HUMANS

Humans are such a versatile race that any number of “monsters” and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human “monsters.”

HUMAN, BANDIT (HUMANOID)

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice.

| | |
|---|-------------|
| Armor Class: 11 | Hit Dice: 1 |
| Move: 12 | Actions: 1 |
| Attack Damage: By weapon (d6) | |
| Special: None | |
| Bonuses: +1 Melee Attack, +1 to Spot & Listen | |
| Alignment: Usually Evil or Anarchist | |
| Morale: 6 | Terror: - |
| Treasure Type: K, R (in large groups) | |
| HDE: $\frac{1}{4}$ | |
| Items: Padded Armor, Sword | |

HUMAN, BY-STANDER (HUMANOID)

| | |
|-------------------------------|-------------------------|
| Armor Class: 11 | Hit Dice: $\frac{1}{2}$ |
| Move: 10 | Actions: 1 |
| Attack Damage: By weapon (d4) | |
| Special: None | |
| Bonuses: None | |
| Alignment: Usually Law | |
| Morale: 3 | Terror: - |
| Treasure Type: None | HDE: $\frac{1}{8}$ |
| Items: Shovel | |

HUMAN, PIRATE (HUMANOID)

Typical human pirate one would encounter at a port or on a ship.

Armor Class: 14

Hit Dice: 1 + 1 HP

Move: 13

Actions: 1

Attack Damage: By weapon (d6)

Special: None

Bonuses: +1 Melee Attack, +4 to Range attacks, +3 to Initiative, +3 to Spot & Listen, +2 to Stealth, +1 to Surprise attack damage, +6 to Swim, +4 to Climb

Alignment: Usually Evil or Anarchist

Morale: 7

Terror: -

Treasure Type: K, Q (Ship)

HDE: ¼

Items: Leather Armor, Sword, Short Bow, 24 Arrows

HUMAN, ROGUE (HUMANOID)

The sneaky thief that leads the way through the perilous dungeon.

Armor Class: 14

Hit Dice: 1

Move: 12

Actions: 1

Attack Damage: By weapon (d6)

Special: None

Bonuses: +1 Melee Attack, +4 to Range attacks, +3 to Initiative, +3 to Spot & Listen, +6 to Stealth, +4 to Subterfuge, +1 to Surprise attack damage

Alignment: Usually Evil or Anarchist

Morale: 6

Terror: -

Treasure Type: K, P (in Hideout) HDE: ¼

Items: Leather Armor, Sword, Short Bow, 24 Arrows

HUMAN, SERGEANT-AT-ARMS (HUMANOID)

Human sergeants are normally found in command of d6 human soldiers. These are the leaders of city guard units and other small military groups in castles and armies.

Armor Class: 16 **Hit Dice:** 3 + 3 HP

Move: 12 **Actions:** 1

Attack Damage: Weapon (d6)

Special: Toughness +2, Seize the Moment +1

Bonuses: +4 to Melee attacks, +2 to Melee damage, +1 to Initiative, +2 to Spot & Listen

Alignment: Neutral

Morale: 9 **Terror:** -

Treasure Type: K, N (in Barracks) **HDE:** 2

Items: Chain Mail, Shield, Sword

HUMAN, SOLDIER (HUMANOID)

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, or spear and carry a small shield. For every five guardsmen there is usually a sergeant.

Armor Class: 14 **Hit Dice:** 1

Move: 12 **Actions:** 1

Attack Damage: By weapon (d6)

Special: Toughness +1

Bonuses: +2 to Melee attack, +1 to Melee damage, +1 to Initiative

Morale: 7 **Terror:** -

Treasure Type: K **HDE:** ¼

Items: Chain Mail, Sword

HUMAN, WIZARD (HUMANOID)

Typical young wizard, just starting their quest for magic powers.

Armor Class: 11 **Hit Dice:** 1

Move: 12 **Actions:** 1

Attack Damage: Staff

Special: Spells (5 1st level)

Bonuses: +1 to Spot & Listen, +3 to Arcana

Alignment: Usually Neutral

Morale: 6 **Terror:** -

Treasure Type: K, M (in tower) **HDE:** ¼

Items: Staff

HYDRA (ABERRATION BEAST)

Hydrae are great lizard-like or snake-like creatures with 5–12 heads. Each head has one hit die of its own, and when the head is killed, that head dies. The body has as many hit dice as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads (when all the heads are dead the body dies) or killing the creature by attacking the body (in which case the heads die, too). Hydrae that breathe fire or regenerate their heads are known to exist.

Armor Class: 14

Hit Dice: 5–12 (equals # of heads)

Move: 12/ 24 Swimming

Actions: 1 per head

Attack Damage: Bites (d6 each)

Special: Toughness +2

Bonuses: +5 (5 HD), +6 (6 HD), +7 (7 HD), +8 (8 HD), +9 (9 HD), +10 (10 HD), +11 (11 HD), or +12 (12 HD) to Attack.

Alignment: Neutral

Morale: 9

Terror: 15

Treasure Type: V, X (in lair)

HDE: 4-10

INVISIBLE STALKER (OUTSIDER)

Invisible stalkers are generally only found as a result of the spell Invisible Stalker. They are invisible flying beings created to follow a single command made by the caster.

Armor Class: 16

Hit Dice: 5

Move: 12/ 16 Flying

Actions: 2

Attack Damage: Strike (d6)

Special: Invisibility (always)

Bonuses: +5 to Melee attacks, +6 to Initiative, +6 to Spot & Listen, +13 to Stealth

Alignment: Neutral

Morale: 8

Terror: -

Treasure Type: V, D (in lair)

HDE: 4

Items: Weapon



KOBOLD (HUMANOID)

Kobolds are subterranean, vaguely goblin & lizard-like humanoids. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat. They usually come in groups.

Armor Class: 13

Hit Dice: 1/2

Move: 12

Actions: 1

Attack Damage: By weapon (d6)

Special: Dark Vision 60', can Run x3 Move

Bonuses: +2 to Range attacks, +2 to Initiative, +4 to Spot & Listen, +4 to Crafting Traps

Alignment: Anarchist

Morale: 6

Terror: -

Treasure Type: K, R (in Lair)

HDE: ¼

Items: Leather Armor, Sword, Traps

KRAKEN (BEAST)

Krakens are gigantic denizens of the deep ocean. They will occasionally rise to the surface, or raid boats near a shore, if they are hungry enough. They often grow to 50' long.

Armor Class: 17

Hit Dice: 12 + 8 HP

Move: 6/42 (Swimming)

Actions: 4

Attack Damage: Bite (2d6 damage), Tail Flip (d6 damage), Tentacle (d10 damage)

Special: *Capsize Boats, Dive (will dive to flee if it takes more than 40 damage at once), Toughness +4, Immune to Water damage

Bonuses: +9 to Melee attacks, +7 to Melee damage, +30 to Swim, +9 to Spot

Alignment: Neutral

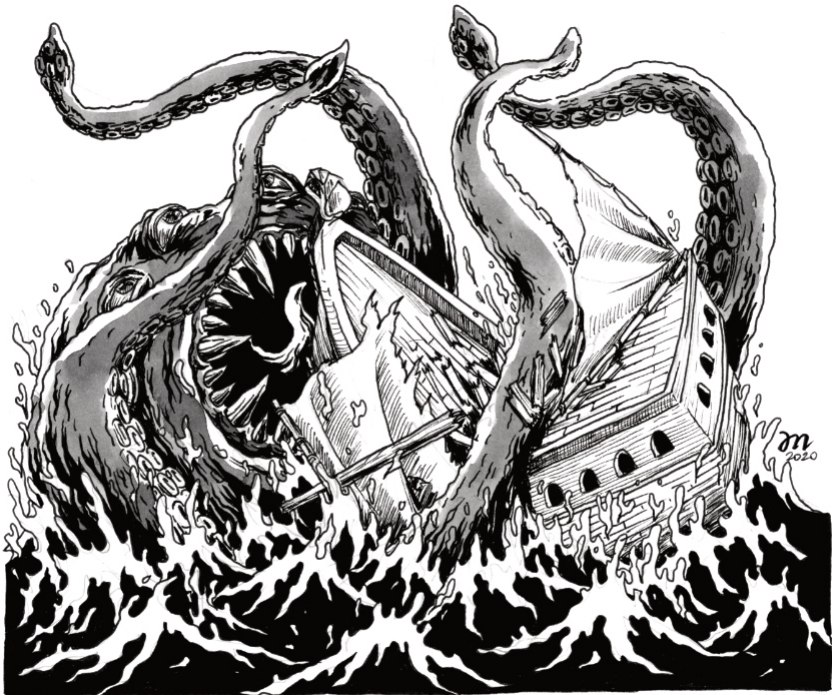
Morale: 9

Terror: 19

Treasure Type: V, Y (70% at the water's bottom)

HDE: 10

***Capsize:** They can capsize any ship or boat with a Melee attack roll of 11, 14 for medium boats and 18 for large boats. Any boat larger than the Monster cannot be capsized by the monster.



LEECH, GIANT (ANIMAL)

Massive gray-green leeches are found in swamps and stagnant waters of extraordinary size. They grow as large as a horse and will attack living creatures that draw close with their terrible bite.

Armor Class: 13**Hit Dice:** 2 + 2 HP**Move:** 9**Actions:** 1**Attack Damage:** Bite (d6)**Special:** *Suck Blood, Toughness +1**Bonuses:** +2 to Melee attack, +4 to Stealth**Alignment:** Neutral**Morale:** 7**Terror:** 8**Treasure Type:** V, U (in lair)**HDE:** 1

***Suck Blood:** Once a giant leech has made a successful attack it remains attached to its target, sucking blood. Each round, they automatically inflict d6 points of damage in this way. A successful STR check breaks the grasp.

LICH (UNDEAD)

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life or as the result of other magical forces (possibly including their own magics gone awry). Liches are almost always malevolent and very intelligent. Often has an undead army to defend them. Undead are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 15**Hit Dice:** 11 + 6 HP**Move:** 12**Actions:** 2**Attack Damage:** Touch (d6 + Stunned for d6 rounds/ Death save negates) or spell**Special:** Spells & Step into the Void as a 10th level Mystic w/ 24 INT. Toughness +5. Immune to normal weapons. Magic weapons deal ½ damage (rounded down). Outsmart x9**Bonuses:** +5 to Range attacks, +5 to Outsmart, +21 to Arcana, +8 to Spot & Listen, +4 to Initiative**Alignment:** Evil**Morale:** 10**Terror:** 20**Treasure Type:** Y**HDE:** 10

LIZARDMAN (HUMANOID)

Lizardmen are large, reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for a long duration (an hour or more), while others can actually breathe underwater.

Armor Class: 15

Hit Dice: 2 + 4 HP

Move: 12/ 24 Swimming

Actions: 1

Attack Damage: Claw or sword (1d6), Tail (trip & d4 damage)

Special: Toughness +1, Breathe underwater, Dark Vision 60'

Bonuses: +2 Melee attacks, +2 to Melee damage, +4 to Spot & Listen, +4 to Stealth

Alignment: Evil

Morale: 7

Terror: 7

Treasure Type: K, N (in lair)

HDE: 1

MANTICORE (ABERRATION BEAST)

A horrid monster with bat wings, the face of a feral human, the body of a lion, and a scorpion tail.

Armor Class: 16

Hit Dice: 6 + 4 HP

Move: 12/12 Flying

Actions: 2

Attack Damage: Bite (d4), Claws (d6), Tail (d6 + Poison/ target becomes Sickened for d6 rounds/ Poison save negates)

Special: Toughness +3, Dark Vision, Advantage on Poison saves

Bonuses: +7 to Melee attacks, +2 to Melee damage, +5 to Spot & Listen

Alignment: Evil

Morale: 8

Terror: 14

Treasure Type: E

HDE: 5



**MEDUSA
(HUMANOID)**

Medusa are horrid creatures from ancient mythology with a female face but hair of writhing snakes; they have no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round.



Armor Class: 15
Hit Dice: 5 + 2 HP
Move: 12

Actions: 2 (+1 for Hair an enemy is adjacent)

Attack Damage: By weapon or Gaze / Hair Bite (no damage, but Poison causes a loss in d4 from the Death save stat for 10 round)

Special: *Gaze, Toughness +1

Bonuses: +1 to Melee attacks, +7 to Ranged attacks, +7 to Spot & Listen, +5 to Stealth

Alignment: Usually Evil

Morale: 8

Terror: 12

Treasure Type: E, R (2+ in lair) **HDE:** 4

Items: Leather Armor, Long Bow +1, 24 Arrows, 6 Silver Arrows, Long Sword

***Gaze:** Anyone that attacks the Medusa face to face, must do so Blind, or they must make a Death save each round they look at the Medusa. If they fail, they turn to stone. If reflected back upon them, Medusa have Advantage on any save against Petrification.

MIMIC (OOZE)

Mimics are a bizarre creature that has adapted to dungeon dwelling by transforming itself into the shape of objects commonly found there such as treasure chests, doors, or even pieces of flooring. When transformed in this fashion mimics are undetectable as monsters. When they come in contact with any living foe, they instinctively lash out with a pseudopod-like limb.

Armor Class: 12**Hit Dice:** 4 + 2 HP**Move:** 6**Actions:** 1**Attack Damage:** Slam (d6/ 5' Reach)**Special:** Surprise Attack (Always has Initiative unless detected early), Toughness +1**Bonuses:** +6 to Melee attacks, +10 to Stealth**Alignment:** Neutral**Morale:** 9**Terror:** 11**Treasure Type:** V**HDE:** 3**MINATAUNS (HUMANOID)**

A race of miniature humanoids that resemble small Elven or Human children. They stand 2' tall.

They are known for riding dogs, giant weasels, boars and other animals into combat.

Armor Class: 14**Hit Dice:** ½**Move:** 12**Actions:** 1**Attack Damage:** By weapon (d6)**Special:** Empathy with animals (Advantage on interactions with uncontrolled animals, until you make a threatening action toward them)**Bonuses:** +3 to Range attacks, +3 to Initiative, +4 to Spot & Listen, +4 to Persuasion**Alignment:** Law**Morale:** 6**Terror:** -**Treasure Type:** K, A (4+)**HDE:** ½**Items:** Leather Armor, Sword, Dagger

MINOTAUR (HUMANOID)

The minotaur is a man-eating predator from Greek mythology, with the head of a bull and the body of a massive human, covered in shaggy hair. Sometimes they wield large axes and most are not particularly intelligent.

Armor Class: 14

Hit Dice: 4 + 4 HP

Move: 12

Actions: 1

Attack Damage: Huge Axe (d10), Horns (d6)

Special: Perfect sense of direction, Toughness +4, Ignore terrain on Charges

Bonuses: +5 to Melee attacks, +3 to Melee damage, +4 to Spot & Listen, +3 to Stealth

Alignment: Evil

Morale: 9

Terror: 12

Treasure Type: K, N (in Lair)

HDE: 3

MOTHPMAN (HUMANOID)

Mothman is a humanoid race that generally stands 7', are covered with feathers, have sharp talons and beak and have bright red eyes. They live in isolated societies deep in the woods or on rocky cliffs.

Armor Class: 12/ 16 (flying)

Hit Dice: 3 + 1 HP

Move: 6/ 18 Flying

Actions: 1

Attack Damage: Claw (d6), Bite (d6), **Dive

Special: *Hypnotize

Bonuses: +2 to Melee attacks, +1 to Melee damage, Toughness +1, +10 to Spot, +6 to Listen, +2 to Initiative, +8 to Stealth (at night)

Morale: 7

Terror: 14

HDE: 2

***Hypnotize:** Any target looking at The Mothman's eyes for the first time must make a WIS check. If passed, no ill effects. If failed, the target is Stunned d4 rounds.

**** Dive:** Using all actions in a round, Mothman can dive bomb a target. Mothman gains +4 to attack and deals 2d6 damage. If hit, the target must make a STR check or be knocked down.

MUMMY (UNDEAD)

Mummies are undead creatures that were wrapped in cloth at their death, and mummified in a secret ceremony. They are powerfully strong and resilient in combat. Their very touch can cause a healthy adventurer to wither away in mere day. Some Mummies are trained in the mystic arts. Undead are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 13**Hit Dice:** 6 + 4 HP**Move:** 9**Actions:** 2**Attack Damage:** *Rotting Touch, Slam (d6 damage), Wraps (d4 + Trip/ 5' Reach)**Special:** Toughness +3, Weakness: Fire, Spells as 6th level Mystic. Step into the Void.**Bonuses:** +5 to Melee attack, +4 to Spot & Check**Alignment:** Usually Evil**Morale:** 9**Terror:** 15**Treasure Type:** M**HDE:** 5

***Rotting Touch:** Anyone that touches, or is touched by, a Mummy, must make a Death save or become infected by Mummy Rot. Mummy Rot makes a living creature weaken and wither. At the end of any round, those with Mummy Rot take a d4 damage and they become Immune to Healing spells! Only a Remove Curse or Cure Disease can end the Rot.



NORGARM (HUMANOID)

The Norgarm are a race of bear-like humanoids that originate in the frozen wastelands of the north. They are aggressive and war-like people that hate magic with a great fervor. No Norgarm are able to cast spells or use scrolls, but they can use magical items.

Armor Class: 14

Hit Dice: 1 + 3 HP

Move: 12

Actions: 1

Attack Damage: By weapon (d6), Claws (d4), Bite (d4)

Special: Toughness +1, Toughness: Cold +2, Toughness: Magic +1, Dark Vision 40'

Bonuses: +2 to Melee attacks, +2 to Melee damage, +2 to the Magic save stat

Alignment: Usually Anarchist

Morale: 9

Terror: -

Treasure Type: K

HDE: ½

Items: Leather Armor, axe, silver dagger

OGRE (HUMANOID)

Ogres are large humanoids that size between humans and giants. Ogres are normally quite stupid, but more intelligent versions might be encountered here and there. Sometimes ogres are mistaken for trolls.

Armor Class: 14

Hit Dice: 4 + 4 HP

Move: 12

Actions: 1

Attack Damage: By weapon (d10)

Special: Toughness +3

Bonuses: +4 to Melee Attack, +3 to Melee damage, +4 to Spot & Listen

Alignment: Evil

Morale: 7

Terror: 8

Treasure Type: K, N (in lair)

HDE: 3

OGRE MAGE (HUMANOID)

The Ogre Magi are the more intelligent Ogres that have learned to use magic. They generally have a high place in Ogre society. They are usually accompanied by several Ogres.

Armor Class: 13 **Hit Dice:** 5 + 4 HP
Move: 12/18 Flying **Actions:** 2
Attack Damage: By weapon (d6+1) or spell
Special: Magic (5th level Mystic), Step into the Void, Shapeshifting
Bonuses: +4 to Melee attack, +1 to Melee damage, +2 to Initiative, +5 to Spot & Listen
Alignment: Neutral
Morale: 9 **Terror:** 10
Treasure Type: K, L (3+) **HDE:** 4

ORC (HUMANOID)

Orcs are brutish humanoids that gather in large tribes. Most are subterranean dwellers, that leave their caves to raid humanoid villages. Orcish leaders are great brutes with additional HD, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a mystic sorcerer.

Armor Class: 13 **Hit Dice:** 1 + 3 HP
Move: 12 **Actions:** 1
Attack Damage: By weapon (d6)
Special: Toughness +1, Dark Vision 60'
Bonuses: +2 to Melee attacks, +2 to Melee damage
Alignment: Usually Evil
Morale: 7 **Terror:** 8
Treasure Type: K **HDE:** ½
Items: Leather Armor, Club, Dagger

PEGASUS (MAGICAL BEAST)

Pegasus is a graceful white horse with angelic wings. In the wild, a Pegasus will attempt to flee and avoid combat unless they have no other choice.

Armor Class: 12 **Hit Dice:** 3 + 3 HP
Move: 24/48 (when flying) **Actions:** 1
Attack Damage: Hooves or Bite (d6)
Special: Toughness +2
Bonuses: +3 to Melee attacks, +2 to Initiative, +4 to Spot & Listen
Alignment: Usually Righteous
Morale: 5 **Terror:** -
Treasure Type: V **HDE:** 2

PLANAR BLADESMEN (HUMANOID OUTSIDER)

Gaunt humanoid warriors wielding mercurial silver swords, these creatures are said to travel the planes in flight from their former slave-masters. They are highly resistant to magic and teleport once a day.

Armor Class: 14 **Hit Dice:** 5 + 3 HP
Move: 12 **Actions:** 2
Attack Damage: Silver Blade +1 (2d4)
Special: Teleport (x1/ day, within 60' in sight as a Free Action), Toughness +2, Toughness: Magic +5
Bonuses: +7 to Melee attacks, +5 to the Magic save stat, +4 to Initiative, +4 to Spot & Listen
Alignment: Usually Anarchist
Morale: 9 **Terror:** -
Treasure Type: K, D (3+) **HDE:** 4
Items: Studded Leather, Silver Sword +1, Short Sword

POLTERGEIST (UNDEAD)

Poltergeists are incorporeal spirits animated by anger. They often seek to take out their rage on the living by hurling objects with their telekinetic powers. Undead are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 10

Hit Dice: 1

Move: 12 Flying

Actions: 1

Attack Damage: Telekinesis (throw items for d6 damage)

Special: Immune to normal weapons. Silver does ½ damage.

Bonuses: +1 to Range attacks, +3 to Initiative, +3 to Spot & Listen

Alignment: Evil

Morale: 5

Terror: 8

Treasure Type: V

HDE: ½

PSI-RATS (ABERRATION ANIMAL)

The abomination known as a Psi-Rat is rarely encountered anywhere in nature. Some wizards believe they are escaped experiments from horrible labs, while others think they may be natural mutations. The rats are sometimes found in sewers in large cities or in the wild. They tend to dominate any rats they encounter. Psi-Rats are double the size of a normal rat and have part of their brains exposed in their heads. They usually are in packs of 4-12.

Armor Class: 14

Hit Dice: ½

Move: 12

Actions: 1

Attack Damage: Bite 1 damage

Special: *Psi-blast, Advantage on Disease & Poison saves

Bonuses: +3 to Spot & Listen, +5 to Swim, +5 to Dig, +2 to Track

Morale: 5

Terror: 8 (in a pack)

HDE: ¼

***Psi-Blast:** As an action, target must make a Mental save or take 1 Psychic damage and are at -1 to Mental save stat for 5 minutes. (40' Range) There is a 1% chance with each Mental save failure that the target will gain 1 Madness point.

PURPLE WORM (BEAST)

Purple worms are massive annelids that grow 40+ feet in length and sometimes exceed 10 feet in width. They are subterranean, chewing tunnels in rock. These beasts swallow anything the size of a horse or smaller.

In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly even from the piercing wound it inflicts. What prey the purple worms once hunted (or perhaps still do, in deep places) with such natural weapons must have been terrifying indeed. Aquatic versions of the purple worm might also exist.

Armor Class: 15

Hit Dice: 11 + 6 HP

Move: 12/ 18 Underground

Actions: 2

Attack Damage: Bite (3d6 + *Swallow Whole), Tail (2d6 + **Poison)

Special: Toughness +5, Immune to Earth, Ignores terrain

Bonuses: +12 to Melee attack, +4 to Melee damage, +5 to Spot & Listen

Alignment: Neutral

Morale: 9

Terror: 18

Treasure Type: W

HDE: 10

***Swallow Whole:** If the worm hits a target the size of a horse or smaller on a natural 20, they swallow the target whole. Once swallowed the creature will take a d6 Acid damage each round and will suffocate. They may act while swallowed (the worm's Toughness does not apply on the inside).

****Poison:** On a successful hit, the Poison infects the target if they fail a Poison save, adding +2 to their roll. At the end of a round, the poisoned takes a d4 Acid damage and may try the Poison save again, but at +3, then +4, and so on (caps at +10).





RAT, GIANT (ANIMAL)

Giant rats are often found in dungeons, and are about the size of a cat or a lynx. They are known for spreading diseases. They are usually found in packs of 10+.

Armor Class: 11

Hit Dice: ½

Move: 9

Actions: 1

Attack Damage: Bite (d4-1 + *Disease)

Special: Dark Vision 60'

Bonuses: +1 to Initiative, +3 to Spot & Listen, +3 to Stealth, +4 to Tracking

Alignment: Neutral

Morale: 4

Terror: -

Treasure Type: V

HDE: 1/6

***Disease:** On a successful bite, make a Poison save at Advantage, or take 1 point of Poison damage.

RAT, HUGE (ANIMAL)

Huge Rats are usually the size of a horse. They are often accompanied by a dozen Giant Rats.

Armor Class: 13

Hit Dice: 2 + 3 HP

Move: 14

Actions: 1

Attack Damage: Bite (d6 + *Disease)

Special: Dark Vision 60'

Bonuses: +2 to Melee attacks, +1 to Melee damage, +2 to Initiative, +5 to Spot & Listen, +2 to Stealth, +7 to Tracking

Alignment: Neutral

Morale: 6

Terror: 8

Treasure Type: V

HDE: 1

***Disease:** On a successful bite, make a Poison save, or take 1 point of Poison damage.

ROC (BEAST)

Rocs are the mythological great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or fledglings would be a prize indeed, worth great sums of gold.

Armor Class: 16

Hit Dice: 9 + 5 HP

Move: 6/ 28 Flying

Actions: 2

Attack Damage: Claw (d10), Bite (d8)

Special: Swoop (Move 20+ in a turn & attack to do double damage)

Bonuses: +9 to Melee attacks, +4 to Melee damage, +5 to Initiative, +6 to Spot & Listen

Alignment: Neutral

Morale: 9

Terror: 17

Treasure Type: V, I (in nest)

HDE: 8

RUST MONSTER (MAGICAL BEAST)

These armadillo-like creatures appear to have plated hides of yellow or brown and two large, feathery antennae as well as a long beak. They feed on metal, which rusts at the touch of their antennae. When they succeed in an attack the rust monster strikes at a metal weapon, armor, or shield and his touch immediately causes that object to crumble to rust.

Armor Class: 14**Hit Dice:** 3 + 2 HP**Move:** 12**Actions:** 1**Attack Damage:** Bite (d4 + *Rust)**Special:** Toughness +1**Bonuses:** +3 to Melee attacks, +3 to Spot & Listen**Morale:** 6**Terror:** 7**HDE:** 2

***Rust:** When a Rust Monster is struck by a non-magical, metal weapon, it disintegrates. When a Rust Monster successfully hits someone wearing non-magical, metal armor, the armor disintegrates.

SALAMANDER, FIRE (ELEMENTAL)

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human and the lower body of a snake and give off tremendous, intense heat. They often stand 8' +.

Armor Class: 14**Hit Dice:** 4 + 3 HP**Move:** 12**Actions:** 1**Attack Damage:** Constrict (d6 Crushing & d6 Fire damage), Touch (d6 Fire damage), Trident (d8)**Special:** Constriction (Grab attack at +2), Heat (anything ending a round adjacent to the Salamander takes 2 Heat damage).**Bonuses:** +6 to Melee attacks, +1 to Melee damage, +4 to Spot & Listen**Alignment:** Neutral**Morale:** 8**Terror:** 9**Treasure Type:** C, W (in lair)**HDE:** 3

SANGUINE FOG (UNDEAD)

This mysterious sentient fog appears blood red in color and drifts towards living targets. It typically fills a 10'x10'x10' area. Any who are caught in it suffers a pain sensation. Sanguine fog is not actually a fog – but a malicious, undead spirit. Undead are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 11

Hit Dice: 4 + 1

Move: 5

Actions: 1

Attack Damage: Expand (expand into an adjacent 5'x5' area)

Special: *Fog of Death, it is immune to normal, non-magical weapons. Silver does half damage (rounded up).

Bonuses: +4 to Stealth

Morale: 10

Terror: 10

HDE: 3

***Fog of Death:** At the end of any round, any living thing caught within the fog takes a d6 Acid damage. Any adjacent to this area takes a d4 Acid damage.

SERPENT, FRESH WATER (ANIMAL)

For millennia, travelers have reported giant serpent or dinosaur-like monsters in the lakes and rivers of the wilds. Some say they rarely cause intentional harm, but others claim that they have been known to capsize boats if they feel threatened. Lake Monsters average around 25' long, but can grow to larger sizes.



25' LAKE MONSTER (USE THE GIANT TEMPLATE FOR LARGER CREATURES)**Armor Class:** 15**Hit Dice:** 6 + 4 HP**Move:** 6/36 (Swimming)**Actions:** 2**Attack Damage:** Bite (2d6 damage), Tail Flip (d6 damage)**Special:** *Capsize Boats, Dive (will dive to flee if it takes more than 10 damage at once), Toughness +3**Bonuses:** +4 to Melee attacks, +2 to Melee damage, +20 to Swim, +5 to Spot**Alignment:** Neutral**Morale:** 6**Terror:** 13**Treasure Type:** V, Q (25% at the water's bottom)**HDE:** 5

***Capsize:** They can capsize any small boat with a Melee attack roll of 12, 15 for medium boats and 19 for large boats. Any boat larger than the Monster cannot be capsized by the monster. For every +6' of size, Lake Monsters gain +1 to their Capsize attack.

SERPENT, SEA (ANIMAL)

Huge denizens of the deep sea that usually go about their day without being bothered, or bothering, by humanoids. If threatened they will try to sink a ship, eat a few of the crew and swim away.

25' Sea Serpent (Use the Giant Template for larger creatures)

Armor Class: 16**Hit Dice:** 7 + 6 HP**Move:** 6/46 (Swimming)**Actions:** 3**Attack Damage:** Bite (2d6 damage), Tail Flip (d6 damage)**Special:** *Capsize Boats, Dive (will dive to flee if it takes more than 10 damage at once), Toughness +3**Bonuses:** +6 to Melee attacks, +3 to Melee damage, +20 to Swim, +5 to Spot**Alignment:** Neutral**Morale:** 7**Terror:** 15**Treasure Type:** V, Q (40% at the water's bottom)**HDE:** 6

***Capsize:** They can capsize any small boat with a Melee attack roll of 12, 15 for medium boats and 19 for large boats. Any boat larger than the Monster cannot be capsized by the monster. For every +6' of size, Lake Monsters gain +1 to their Capsize attack.

SHADOW (UNDEAD)

Shadows are incorporeal undead that hide in the darkness, waiting to drain the Strength out of their victims. Undead are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 11

Hit Dice: 3 + 3 HP

Move: 12 Flying

Actions: 1

Attack Damage: *Touch

Special: Immune to normal, non-magical weapons. Silver does half damage (rounded up).

Bonuses: +3 to Melee attack, +8 to Stealth, +3 to Spot & Listen, +3 to Initiative

Alignment: Evil

Morale: 6

Terror: 9

Treasure Type: V

HDE: 4

***Touch:** If a Shadow touches a living creature, they must make a Critical save or lose a d4 STR for 1 hour.

SHAMBLING MOUND (PLANT)

Shambling mounds are large humanoid plant creatures. They are all but invisible in wild areas, surprising their foes the majority of time.

Armor Class: 15

Hit Dice: 8 + 5 HP

Move: 9

Actions: 2

Attack Damage: Slam (d6 Plant damage + *Constrict)

Special: Toughness +1, Toughness: Water +5, Immune to Plant & Wood damage,

Bonuses: +4 to Melee attacks, +1 to Melee damage, +10 to Stealth (in swamps or woods), +4 to Spot & Listen

Alignment: Neutral

Morale: 9

Terror: 11

Treasure Type: V

HDE: 7

***Constrict:** When a shambling mound successfully attacks its foe with a slam attack it begins to constrict its foe for an additional d6+1 damage each round until it lets go or is slain. A DEX check, adding +2 to the roll, will avoid this initial constriction. Once constricted, you can attempt to break free with a STR check.

SHARK, GREAT WHITE (ANIMAL)

The largest shark, the Great White is a true menace of the high seas.

Armor Class: 14

Hit Dice: 5 + 6 HP

Move: 12/ 32 Swim

Actions: 2

Attack Damage: Bite 2d6, Charge underwater

Special: *Smell Blood, **Frenzy, Toughness +2

Bonuses: +4 to Melee attacks, +4 to Melee damage, +3 to Initiative, +10 to Swim, +5 to Spot

Alignment: Neutral

Morale: 7

Terror: 12

Treasure Type: V

HDE: 4

***Smell Blood:** Sharks can sense prey up to 1 mile away.

****Frenzy:** Sharks are driven into a frenzy at the smell of blood, giving them Advantage on all rolls but lowering their AC by 2 when they smell blood.

SIMINOK (HUMANOID)

The Siminok are a highly aggressive species of ape men that are territorial, and love to fight. They have some intelligence (use of tools, fire, etc.), but will test themselves by travelling past their domain to seek out physical challenges.

Armor Class: 13

Hit Dice: 3 + 3 HP

Move: 12

Actions: 1

Attack Damage: By weapon (d6), bite (d4)

Special: Toughness +2, Ignore terrain when Charging, Roar (Action, make your next attack at +10 and with +3 extra Melee damage)

Bonuses: +3 to Melee attacks, +3 to Melee damage

Alignment: Neutral

Morale: 9

Terror: 10

Treasure Type: K, U (3+)

HDE: 2

SKELETON (UNDEAD)

Skeletons are animated bones of the dead and are usually under the control of some evil master. Undead are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 12

Hit Dice: 1

Move: 12

Actions: 1

Attack Damage: Claws (d4 damage), By weapon (d6 damage)

Special: None

Bonuses: +1 to Melee attacks, +1 to Initiative

Alignment: Evil

Morale: 8

Terror: 6

Treasure Type: K, A (4+)

HDE: ¼

Items: Padded Armor, Sword

SKELETON, RED BLOOD (UNDEAD)

Red Blood Skeletons are infused with a powerful necromancy that allows them to reanimate when struck down. They look like normal skeletons, but they are coated in a scarlet liquid made from blood and other alchemical agents. Undead are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 12

Hit Dice: 2 +2 HP

Move: 12

Actions: 1

Attack Damage: Claws (d4 damage), Be weapon (d6)

Special: *Red Blood

Bonuses: +2 to Melee attacks, +1 to Initiative, +3 to Stealth

Alignment: Evil

Morale: 10

Terror: 10

HDE: 1

Items: Sword & Shield

***Red Blood:** When they are put to 0 HP, they collapse and reanimate at the end of the next round. They can be destroyed by Light damage of 20+ in a single round, or 50+ Acid in a single round.



SLUG, GIANT (GIANT ANIMAL)

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva (one target at a time).

Armor Class: 13

Hit Dice: 5 + 4 HP

Move: 6

Actions: 1

Attack Damage: Bite (d6), Spits acid (d10/ 40' Range/ will not spit if in Melee combat)

Special: Toughness +2, Immunity to Blunt & Crushing damage, *Trail of Slime

Bonuses: +7 to Melee attacks, +2 to Ranged attacks

Alignment: Neutral

Morale: 8

Terror: 8

Treasure Type: V, D (in lair)

HDE: 4

***Trail of Slime:** Anywhere a snail travels, it leaves a path of sticky goo. Stepping in that goo will make the character stick to the ground. A successful STR check will break you free.

SPIDER, GIANT (ANIMAL)

Giant spiders are aggressive hunters and great web builders. They can be found in deep caves or dense forests. They sometime roam in packs.

Armor Class: 13

Hit Dice: 2 + 4 HP

Move: 18/ 36 Climbing

Actions: 1

Attack Damage: Bite (d6 + Poison/ Poison causes -d4 Move for 10 rounds/ Poison save negates), *Web

Special: Toughness +1, Immune to Poison, Immune to Webs

Bonuses: +3 to Melee attacks, +1 to Range attacks, +4 to initiative, +5 to Stealth, +1 to Surprise attack damage. +5 to Spot & Listen

Alignment: Neutral

Morale: 8

Terror: 9

Treasure Type: V, A (in nest)

HDE: 1

***Web:** They can spit a web 30'. If it hits a target, they must make a STR check, adding +2, to break free. It requires an action to try to break free. Touching any web around the spider will end your Move for the round.

SPIDER, ICE (MAGICAL GIANT ANIMAL)

These massive spiders live in isolated caves in the frozen north, growing to 20'+ long. They are even more aggressive than their smaller cousins in the woodlands.

Armor Class: 18

Hit Dice: 8 + 4 HP

Move: 24/ 48 Climbing

Actions: 2

Attack Damage: Bite (d10 + Poison/ Poison causes -d6 Move for 10 rounds / Poison save negates), *Web

Special: Toughness +3, Immune to Poison, Immune to Webs, Immune to Cold & Ice, Weakness: Fire

Bonuses: +8 to Melee attacks, +2 to Range attacks, +6 to initiative, +10 to Stealth, +4 to Surprise attack damage. +8 to Spot & Listen

Alignment: Neutral

Morale: 9

Terror: 15

Treasure Type: V, G (in lair)

HDE: 7

***Web:** They can spit a web 50'. If it hits a target, they must make a STR check, adding +4, to break free. It requires an action to try to break free. Touching any web around the spider will end your Move for the round.

STIRGE (BEAST)

These tiny birds have needle-like beaks which they use to impale their victims and then drain them of blood. Whenever a Stirge makes a successful melee attack they remain attached to their target, continuing to suck.

Armor Class: 14**Hit Dice:** ½**Move:** 15 Flying**Actions:** 1**Attack Damage:** Sting (d6)**Special:** *Suck Blood**Bonuses:** +1 to Melee attacks, -1 to Melee damage, +4 to Stealth, +1 to Initiative, +3 to Spot & Listen**Alignment:** Neutral**Morale:** 5**Terror:** 8**Treasure Type:** V, A (in nest)**HDE:** 1/6

***Suck Blood:** Whenever a Stirge makes a successful melee attack they remain attached to their target, sucking a d4 damage and 1 CON from the victim. While attached, if one makes an attack at this Stirge and miss, there is a 50% chance the attack will hit the victim (if the hit roll is high enough).

TREANT (FEY ELEMENTAL)

Treants are large animated trees that can slowly walk and re-root themselves when needed. They are extremely protective of trees and the creatures of the forest.

Armor Class: 15**Hit Dice:** 7 + 5 HP**Move:** 6**Actions:** 2**Attack Damage:** Strike (2d6)**Special:** Control trees (they can awaken trees to aid them by grabbing or distracting enemies), Toughness: +3, Toughness: Wood and Plants +5, Weakness: Fire**Bonuses:** +7 to Melee attacks, +3 to Melee damage, +5 to Stealth, +5 to Spot & Listen**Alignment:** Neutral**Morale:** 9**Terror:** 9**Treasure Type:** V, U (in grove Lair)**HDE:** 6

TROLL, WILD (HUMANOID)

Wild Trolls are as tall as ogres and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes. The only way to utterly kill a troll is to submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

Armor Class: 12

Hit Dice: 4 + 4 HP

Move: 12

Actions: 1

Attack Damage: Claw (d8), Bite (d6)

Special: Regeneration (d4 at the end of each round), Toughness +2

Bonuses: +5 to Melee attacks, +2 to Melee damage, +4 to Stealth, +3 to Spot & Listen, +1 to Initiative

Alignment: Evil

Morale: 8

Terror: 11

Treasure Type: K, C (in lair)

HDE: 3

UNICORN (MAGICAL BEAST)

Unicorns are generally shy and benevolent creatures, who will only allow a chaste maiden, or the most Righteous heroes, to approach them.

Armor Class: 13/ 16 vs. Evil

Hit Dice: 4 + 2 HP

Move: 24

Actions: 1

Attack Damage: Hoof or horn (d6)

Special: Teleport (x2/ day, 100' as a Free Action)

Bonuses: +3 to Melee attacks, +1 to Melee damage, +3 to Spot & Listen, +2 to Initiative, +10 to Jump

Alignment: Righteous

Morale: 5

Terror: 12 (to Evil)

Treasure Type: K, C (in lair)

HDE: 3



VESSAMYRRS (HUMANOID)

Vessamyrrs are a race of humanoids that look like humans with angelic beauty, gold tinted skin & hair and an aura of calm about them. They can pass for human in most cases, if they attempt to obscure their face. Vessamyrrs are touched by a god-like power of goodness and they spend their lives attempting to defeat evil and right the wrongs of the world. They are unable to lie and cannot work with Evil, except in the most extreme situations.

Armor Class: 15

Hit Dice: 1 + 2 HP

Move: 12

Actions: 1

Attack Damage: By weapon

Special: Evil creatures are at -2 to attack you, you give off a 30' aura of calm (all allies within the 30' gain +1 to all save stats), Toughness +1 (armor)

Bonuses: +2 to Melee attacks, +1 to Melee damage, +3 to Spot & Listen, +1 to Initiative, +5 to Persuasion

Alignment: Righteous

Morale: 9

Terror: -

Treasure Type: K, A (4+)

HDE: ½

Items: Chain Mail, Sword

VISCOUS CRAWLER (OOZE)

Viscous Crawlers are semi-transparent cubes that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic. Most Viscous Crawlers contain various metallic treasures or gems that they have engulfed but not yet digested. Immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 11

Hit Dice: 5 + 3 HP

Move: 6

Actions: 1

Attack Damage: Strike (d6 Acid damage/ 5' Reach)

Special: Immunity to Lightning & Cold, *Acid Body, Weakness: Fire

Bonuses: +5 to Melee attack

Alignment: Neutral

Morale: 10

Terror: 10

Treasure Type: D (Magic items & coins only)

HDE: 4

***Acidic Body:** Anything that makes a successful Melee or Touch attack takes a d4 Acid damage. All damage from physical damage is halved (rounded down).



WATER WEIRD (OOZE)

Water Weirds are corrupted elementals that attack by slamming into their victim and then entering their lungs in an attempt to drown them. Once they have successfully attacked, they slide down a target's mouth and into their lungs, even if the attack does not inflict damage.

Armor Class: 13

Hit Dice: 3 + 2 HP

Move: 12

Actions: 1

Attack Damage: Slam (d6/ 5' Reach)

Special: *Drown, Toughness: Water +10

Bonuses: +4 to Melee attack, +7 to Stealth in water, +4 to Spot, +2 to Initiative

Alignment: Neutral

Morale: 8

Terror: 8

Treasure Type: V

HDE: 2

***Drown:** After a successful attack, the weird partially enters the lungs and does a d6 Water damage at the end of any round (ignore any Toughness, except Water).

WIGHT (UNDEAD)

Wights are undead that live in tombs, graveyards, and burial mounds (barrows). They resemble ghouls, but have a pale aura about them. Undead are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 13

Hit Dice: 3 + 1 HP

Move: 9

Actions: 1

Attack Damage: Claw (d6 + *Weakness)

Special: Toughness +2, **Aura of Ice, Normal, non-magical weapons do not harm Wights.

Bonuses: +3 to Melee attacks, +2 to Spot & Listen

Alignment: Evil

Morale: 8

Terror: 11

Treasure Type: K, B (in lair)

HDE: 2

***Weakness:** After a successful attack, the target must make a Death save or be at -1 to all attack, skill and damage rolls for the next 10 rounds (can stack).

****Aura of Ice:** Anything ending their round adjacent to a Wight, must make a Critical save or lose $\frac{1}{4}$ of their Move (rounded up) for 10 rounds (can stack).

WINDSCALE (HUMANOID)

The Windscale are a race of winged, dragon-like humanoids, that often stand 7'+ tall and weigh 400+ lbs. Their faces and wings are very draconic, while their skin is usually green or grey. They are known as vicious warriors; great blacksmiths and their Mystics are quick to learn the arcane arts. They tend to have a somewhat chaotic society, where the most powerful rules.

WINDSCALE WARRIOR

Armor Class: 15

Hit Dice: 2 + 3 HP

Move: 12/ 15 Flying

Actions: 1

Attack Damage: By weapon, Claws (d4), Bite (d4)

Special: Toughness +3

Bonuses: +4 to Melee attacks, +3 to Melee damage, +1 to Spot & Listen

Alignment: Anarchist

Morale: 9

Terror: 7

Treasure Type: K, N (3+)

HDE: 1

Items: Chain Mail, Two-Handed Sword, Mace.

WINDSCALE WIZARD**Armor Class:** 13**Hit Dice:** 2**Move:** 12/ 15 Flying**Actions:** 1**Attack Damage:** By weapon, Claws (d4), Bite (d4)**Special:** Toughness +1, Spells (5 1st Level), Step into the Void**Bonuses:** +2 to Melee attacks, +1 to Melee damage, +4 to Spot & Listen, +5 to Arcana**Alignment:** Anarchist**Morale:** 7**Terror:** 7**Treasure Type:** K, M (3+)**HDE:** 1**Items:** Padded Armor, Staff**WOLF (ANIMAL)**

These canine predators travel in packs and attack in groups. They usually avoid combat against larger foes unless starving or protecting their young. Packs of 10+ are common.

Armor Class: 12**Hit Dice:** 1 + 1 HP**Move:** 14**Actions:** 1**Attack Damage:** Bite (d6)**Special:** *Pack**Bonuses:** +1 to Melee attacks, +1 to Initiative, +3 to Spot & Listen, +2 to Stealth, +3 to Track**Alignment:** Neutral**Morale:** 7**Terror:** 8 (if 4+ are present)**Treasure Type:** V, U (in den)**HDE:** ½

***Pack:** If there are 4+ Wolves within 60', all Wolves get +1 to attacks, Morale & damage.



WORG (BEAST)

Worgs are large, intelligent, and evil wolves. They are sometimes ridden by orcs and other humanoids.

Armor Class: 14

Hit Dice: 3 + 2 HP

Move: 21

Actions: 1

Attack Damage: Bite (d8)

Special: Toughness +2, *Pack

Bonuses: +3 to Melee attacks, +1 to Melee damage, +2 to Initiative, +4 to Spot & Listen, +5 to Jump

Morale: 8

Terror: 11

Treasure Type: K, U (in den)

HDE: 2

***Pack:** If there are 4+ Wolves within 60', all Wolves get +1 to attacks, Morale & damage.

WRAITH (UNDEAD)

Powerful, spectral, intelligent undead that feed off of the life force of those that cross their path. Undead are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

Armor Class: 15

Hit Dice: 4

Move: 12/ 18 Flying

Actions: 1

Attack Damage: *Touch (d4 Shadow damage & the target must make a Death save or lose d4 CON)

Special: Immunity to non-magical or non-psionic attacks. They take ½ damage from silver and cold iron. Weakness: Light.
Toughness: Shadow +3

Bonuses: +3 to Melee attacks, +2 to Initiative, +5 to Spot & Listen, +5 to Stealth

Alignment: Evil

Morale: 8

Terror: 16

Treasure Type: K, P (in group)

HDE: 3

***Touch:** Anyone killed by a Wraith will arise as another Wraith in d10 rounds. The new Wraith will be under the control of the killing Wraith.

WYVERN (DRAGON)

A wyvern is the two-legged form of dragon, and these creatures are smaller and less intelligent than true four-legged dragons, not to mention that they do not have a breath weapon. Wyverns have a poisonous sting at the end of their tails, but they are not coordinated enough to attack with both bite and sting in a single round.

Armor Class: 14**Hit Dice:** 5 + 3 HP**Move:** 6/21 Flying**Actions:** 1**Attack Damage:** Bite or sting (d6)**Special:** Poison Sting: Blinds the target for d6 round (Poison save negates), Toughness +2**Bonuses:** +7 to Melee attacks, +5 to Melee damage, +2 to Initiative, +3 to Spot & Listen**Alignment:** Neutral**Morale:** 7**Terror:** 8**Treasure Type:** K, U (in nest)**HDE:** 4

YELLOW MOLD (PLANT)

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (50% chance) release a cloud of poisonous spores, roughly 10 feet in diameter.

Armor Class: - Hit Dice: 1

Move: - Actions: -

Attack Damage: -

Special: *Poisonous spores

Bonuses: -

Alignment: Neutral

Morale: - Terror: -

Treasure Type: V HDE: ½

*Poisonous Spores: Anyone within the 10' area must make a Poison save or pass out for 10 rounds. Touching yellow mold, or ending a turn within its cloud, causes d6 points of Acid damage. These growths can be destroyed with fire.

BASIC ANIMALS (ANIMALS)

These are common animals that are often encountered in the wilds, city streets and catacombs. Many spellcasters use these animals as familiars. Apply a Dire or Giant template to these to make them more formidable. **Treasure Type of V & a neutral alignment for each.**

Each animal gets 1 action per round. Animals have a Morale of 5.

FAMILIARS (OPTIONAL)

Some spellcasters have an animal companion that is linked to them, giving them extra abilities and allowing them to cast spells through their familiar. The familiar must be within 50' of the caster to channel the spell. They can also allow you cast touch spells. To select a familiar, you must permanently lose one of your 1st Level spells that you can cast each day. Select an animal from the Basic Animals chart that will become linked to you. It will remain loyal and linked as long as you wish. You may release the animal and select a new familiar at the cost of another 1st Level spell slot, but you must wait 2 weeks. **Familiars do not have a Morale. GMs may allow more powerful familiars for more powerful casters.**

Benefits

1st Level: The caster gains the Familiar Bonus and can communicate with their familiar. If your familiar goes more than 1000' away from you, it will immediately teleport to your side. The familiar also becomes virtually immortal. If it ever dies, it will teleport to your side and return to normal (alive with no templates) in d4 rounds.

3rd Level: You can see, hear, speak & smell through your familiar. Your Familiar gains Toughness +1.

5th Level: The Familiar takes no area damage. You may apply the Dire Template to your Familiar (x2/day) for 1 hour.

7th Level: You may use an Action to recall your Familiar to your side. You may apply the Giant Template to your familiar (x2/day) for 1 hour. Templates may stack.

9th Level: You may apply the Dire or Giant Template to your familiar once a day for 24 hours.

| Animal | HP | AC | Move | Dmg | SPD | Notes | Familiar Bonus |
|------------|------|----|-----------|-----------------|-----|--|--|
| Bat | 1 HP | 14 | 3/18 Fly | 1 bite | 1/6 | Dark Vision 60', +1 Listen | Advantage on Listen |
| Cat | ½ | 14 | 24 | 1 bite/ claw | 1/5 | +4 Stealth, Advantage on Critical saves | +1 or -1 to any SUR re-roll |
| Dog | ½ | 13 | 21 | 1-2 bite | 1/5 | Can see spirits, +2 to Courage to all allies 50' | - |
| Ferret | ½ | 14 | 15 | 1 bite | 1/6 | +2 to Sleight, +1 to escapes | +2 to Move |
| Fox | ½ | 15 | 21 | 1-2 bite | 1/5 | +2 to Initiative | +3 to Subterfuge |
| Frog | 1 HP | 14 | 12 | - | - | +6 to Swim | Advantage on Swim |
| Hawk | ½ | 14 | 24 Fly | 1-2 bite/ claws | 1/5 | +4 to Spot | +2 to Spot |
| Lizard | ½ | 13 | 12 | 1 bite | 1/5 | +3 to Jump, Climb & Swim | Regenerate 1 HP each hour |
| Monkey | ½ | 14 | 15 | 1 bite | 1/5 | +4 to Climb | +3 to Climb |
| Owl | ½ | 13 | 18 Fly | 1-2 bite/ claws | 1/5 | +2 to Spot/ Listen | Everything is at -2 to Stealth against you |
| Parrot | ½ | 13 | 18 Fly | 1 bite | 1/5 | +2 to Spot, mimic voice | You can Mimic voices |
| Porcupine | ½ | 14 | 9 | 1 claws | 1/5 | Toughness +1 | +2 HP |
| Raccoon | ½ | 13 | 12 | 1 bite/ claws | 1/5 | +3 to Climb & Dig | +2 to Stealth |
| Rat/ Mouse | 1 HP | 14 | 12 | - | - | Dark Vision 60', +6 to Stealth | +2 to Critical save stat |
| Raven | ½ | 13 | 6/ 18 Fly | 1-2 bite | 1/5 | +2 to Spot | +2 to Mental save stat |
| Snake | 1 HP | 13 | 12 | 1 bite | 1/6 | Some are poisonous | +1 to Initiative |
| Spider | 1 HP | 13 | 8 | - | - | Some are poisonous | +3 to Poison save stat |
| Squirrel | 1 HP | 16 | 24 | - | - | +2 to Climb, +1 to Initiative, +4 to Sleight of Hand | +2 to Climb & Jump |
| Toad | 1 HP | 11 | 8 | - | - | Adv on CON checks | +2 to Magic save stat |
| Wildcat | 1 | 14 | 15 | 1-2 bite/claw | ¼ | +3 to Jump & Climb, +1 Stealth | +1 HP, +1 to Climb & +1 to +1 to Melee attack damage |

Templates

Apply these templates to any animal, monster, race or NPC stats to make them a specialized type of creature (i.e. Dire, Zombie, Giant, etc.). They will gain additional abilities and modifiers. Unless noted, templates may not be duplicated on the same target, but different templates may stack.

DIRE TEMPLATE

Dire animals are slightly larger and far more ferocious than their normal counterparts. Some Dire beasts will gain additional traits beyond the basic stat increase. Any bonuses gained by an attribute increase will be accounted for below.

They gain:

- † +2 to AC, +1 Hit Dice, +2 to all Move stats
- † Toughness +1, +2 to STR, +2 to DEX
- † +1 to Initiative, +1 to Melee attacks, +1 to Melee damage (d4 minimum), +1 to Range attacks (if applicable)
- † +1 to Morale, +2 to Terror (if they have a Terror stat) & +1 to HDE.

GIANT TEMPLATE

Sometimes animals and people will grow to giant size for various reasons. These animals will continue their normal behavior, but may have a greater influence on the surroundings around them that will draw the attention of humans. This template will represent an animal's growth in +2' increments and may stack.

For each 2' they gain:

- † +1 STR, +1 to Melee attacks, +2 to Melee damage (d4 minimum)
- † Gain Giant type in addition to original types
- † Toughness +1, +1 Hit Dice and +1 HDE. They lose: -1 to AC
- † For every 10' above their normal size, they gain +10 to all Moves.
- † They also gain 5' Reach for every 10' they grow.

VAMPIRE TEMPLATE

This template can be added to animals, monsters or humans. Vampiric creatures are bestowed with supernatural strength, agility and endurance. Plus, they are effectively immortal. However, the cost immortality is high. They must constantly feed upon the blood of the living to sustain the power. While they have increased defensive abilities, they also gain several weaknesses.

They lose:

- † The ability to eat or drink anything, except living blood. If you do not drink blood once a week, you become ill.
- † They lose all-natural body & biological odors. Cannot be Tracked by scent.
- † They lose natural life, becoming Undead. Animals you are not empathic with will treat you as hostile and will tend to avoid you.

They gain:

- † +3 Hit Dice, +1 extra Action per round, +2 to HDE
- † Advantage on all Saving Throws.
- † Animals & Monsters gain Supernatural STR (Advantage on STR checks, can lift more weight than they should be able to, +2 to Melee attacks & +2 to Melee damage). Humans gain +4 STR (minimum of 14) and Advantage on STR checks.
- † Animals & Monsters gain Supernatural DEX (+8 to Move, +2 to AC, +2 to Initiative & Advantage on DEX checks). Humans gain +4 DEX, +8 to Move & Advantage on DEX checks.
- † Undead are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.
- † Toughness +4. After that they take ½ damage from all Physical & Energy damage.
- † Weakness to Light damage, Silver & Wood (these ignore Toughness).
- † Exposure to natural sunlight causes d4 damage per round.
- † Regenerates d4 HP at the end of each round!
- † Heals d6 HP for each full round of feeding.
- † Dark Vision 60'. +5 to Spot & Listen, +6 to Track (by blood), +6 to Stealth
- † +6 to Persuasion, +2 to Morale
- † Empathy with bats, cats, rats, wolves & vermin.
- † Terror: 12 (when using powers)

Optional Potential Vampiric Powers

† Flying at 24 Move (+3/4 HDE)

† Control Humanoids: Advantage on all Persuasion checks. Can control a Hit Dice worth of Humanoids equal to your Hit Dice. To try temporary control, roll a d20 and your Persuasion modifier (this does not count as a Persuasion attempt). The target rolls a d10 and adds their Mental save stat. If your number exceeds theirs, you control them for 1 hour. Psychics roll a d20 instead a d10 for the save. For permanent control, the vampire must drink the blood of a victim and then do as above. The victim cannot be a player character. (+1 HDE)

† As an Action, they can transform into a mist cloud that is immune to all Physical damage (even Silver & Wood). Their Move becomes 10 and they can travel through cracks, keyholes, etc. They cannot touch anything while in this form. (+1/2 to HDE)

† Control over bats, cats, rats, wolves & vermin. Range: 2 miles. Can control Hit Dice equal to your Hit Dice. (+1/2 to HDE)

† Animal Transformation: As an Action, you can transform into a bat, cat, rat or wolf. While in the animal form, you retain your Vampiric stats & attributes. Transforming back is a Free Action. (+1 to HDE)

WERE-BEAST TEMPLATES

Apply this to anything that has the misfortune of being bitten by a were-beast. Most were-beasts only transform during the full moon, but some have control of when they transform (x1-3/ a day). Also, most were-beasts lose control of themselves when they change. After years of training they can learn to control themselves. The GM can create a way to break the were-beast curse if they choose.

Below are the stats for a transformed were-beast. Transformation takes 1 round. If you hit 0 HP as a were-beast, you transform back into a human. **Were-beasts gain Magical Beast to their type, along with their original types. Non-magical, non-silver weapons do not harm were-beasts.**



WERE-BAT

† +1 to AC, +2 Hit Dice, Toughness +2, Toughness: Air +2, +2 HDE

† +1 STR, +5 DEX, Advantage on Initiative & DEX checks

† Claws (d4-1) & Bite (d6) Your bite has a chance to spread your curse. The target must attempt a Critical or Magic save at midnight for the next three days. If they fail all 3, they become a were-bat.

† Fly at 16 Move

† Terror: 13

† Dark Vision 60'

† Radar Sense (300'), cannot be Surprised or Blinded, Seize the Moment attacks on you are at Disadvantage, +10 to Listen

† Weakness: Silver

WERE-BEAR

- † +6 to AC, +6 Hit Dice, Toughness +4, +5 HDE
- † +6 STR, +5 CON
- † Claws (d8) & Bite (d8) Your bite has a chance to spread your curse. The target must attempt a Critical or Magic save at midnight for the next three days. If they fail all 3, they become a were-bear.
- † Terror: 16
- † Dark Vision 60', +5 to Spot, +5 to Track
- † +5 to Swim, +10 to Climb, +10 to Dig
- † Weakness: Silver

WERE-GATOR

- † +4 to AC, +4 Hit Dice, Toughness +4, Toughness: water +3, +3 HDE
- † +5 STR, +2 CON, +1 DEX
- † Claws (d4) & Bite (d8) Your bite has a chance to spread your curse. The target must attempt a Critical or Magic save at midnight for the next three days. If they fail all 3, they become a were-gator.
- † Terror: 15
- † Dark Vision 60', +5 to Spot
- † +20 to Swim, +10 to Dig, can hold breath for 20 minutes
- † Weakness: Silver

WERE-OTTER

- † +2 Hit Dice, Toughness +2, Toughness: Water +3, +2 HDE
- † Bite (d4) Your bite has a chance to spread your curse. The target must attempt a Critical or Magic save at midnight for the next three days. If they fail all 3, they become a were-otter.
- † Breathe underwater, gain 36 Swim Move
- † +15 to Swim, +1 to STR, +4 to DEX, +5 to Spot
- † Terror: 12 & Dark Vision 60'
- † Weakness: Silver

WERE-RAT

† +2 Hit Dice, Toughness +2, +2 HDE

† Claws (d4) & Bite (d4) Your bite has a chance to spread your curse. The target must attempt a Critical or Magic save at midnight for the next three days. If they fail all 3, they become a were-rat.

† Gain 24 Swim Move.

† Advantage on all disease, toxin & poison saves.

† +8 to Swim, +12 to Dig, +1 STR, +4 DEX, +1 CON, +5 to Spot, +5 to Listen, +5 to Track

† Terror: 12 & Dark Vision 60'

† Weakness: Silver



WERE-SHARK

† +5 to AC, +4 Hit Dice, Toughness +3, Toughness: Water +5, +4 HDE

† Bite (d6) Your bite has a chance to spread your curse. The target must attempt a Critical or Magic save at midnight for the next three days. If they fail all 3, they become a were-shark.

† Breathe underwater, gain 36 Swim Move

† Immune to all disease and normal illness (even in human form)

† +12 to Swim, +6 to STR, +6 to CON

† Terror: 15 & Dark Vision 60'

† Smell Blood (1 Mile)

† Weakness: Silver

WEREWOLF

† +3 Hit Dice, Toughness +5, +3 HDE

† +2 STR, +2 DEX & +2 CON

† Bite (d8) & Claws (d6). Your bite has a chance to spread your curse. The target must attempt a Critical or Magic save at midnight for the next three days. If they fail all 3, they become a werewolf.

† Terror: 15, +10 to Climb, Dig, Jump & Swim

† Regenerate 1 HP per round

† Dark Vision 60', +8 to Spot, +10 to Listen, +8 to Track

† +10 to Climb, +10 to Jump, +10 to Dig,

† Weakness: Silver

ZOMBIE TEMPLATE

This template can be added to animals, monsters or humans. These unfortunate beings have died and have come back as flesh eating zombies. Their current physical condition can be determined by the GM. Some a freshly risen, while others are rotting away with each step they take. For a typical Zombie, apply the template to a Human Bystander.

Undead are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits.

They lose:

† -2 to AC & -3 to Initiative

† They lose 1/3 of all of their Move (rounded up), they cannot run or use any range weapon or device & they lose all attacks (except bite, claw or slam).

† They also have no morale.

They gain:

† +1 Hit Dice, Toughness +1, +3 to Terror & +1/2 to HDE.

† Bite (d4-1 or higher if they had it before). If their bite or claws deal damage, the target must make a Poison save or they will become infected. If infected, they are at -2 to all attack & skill rolls, lose ½ their Move (rounded up) and lose 1 HP an hour until magically or psychically healed or until they make another Poison save attempt. They may try another Poison save every 3 hours. If they die while infected, they will become a zombie.

† They will continue to try to eat the living until they are reduced to HP and their brain is destroyed. If the brain remains intact, they will fight no matter how negative their HP gets. They can be incapacitated by destroying their legs or body.

Random Encounter Tables

Here are several Random Encounter Tables that GMs can use to fill out adventures with new tests for their adventuring parties. All of the monsters on these tables can be found in this book or STF Core book.

Party encounters should be equal to the adventuring party.

WOODLAND ENCOUNTERS

| Roll | 1st - 2nd | 3rd - 5th | 6th - 8th | 9th - 10th |
|------|--------------------------|---------------------------|---|---|
| 1 | Elven Party | Elven Party | Elven Party | Elven Party |
| 2 | Cockatrice | 2 Tigers | Hydra | 2 Giant Fire Elementals |
| 3 | 2 Centaurs | d6 Centaurs | 2 Giant Were-Bats | 2 Giant Water Elementals |
| 4 | Fairy Dragon | Unicorn | Treant | 4 Treants |
| 5 | d6 Orcs | Giant Slug | 3 Zombie Hill Giants | Vampiric Green Dragon (Very Old) |
| 6 | Bigfoot | Ogre | Ogre Party w/ Magi | Vampiric Green Dragon (Old) |
| 7 | 2 Gnolls | Ogre Magi | 2 Werebears | 2 Giant Air Elementals |
| 8 | d6 Bandits | Hill Giant | 2 Vampiric Giant Slugs | 2 Giant Earth Elementals |
| 9 | 4 Large Centipedes | Giant Centipede | Shambling Mound | Giant Shambling Mound |
| 10 | Black Bear | Shadow | d6 Giant Centipedes | 2 10th Level Vampiric Psion Warrior |
| 11 | d8 Skeletons | 2 Dragons (Basic) | d4 Wood Golems | Hydra |
| 12 | d4 Zombies | Wraith | d4 Werewolves | 2 Shambling Mounds |
| 13 | 2 Boars | 2 Dire Boars | d4 Wraiths | 2 Death Knights |
| 14 | Wisp Fairy | d6 Wisp Fairy | d8 Wisp Fairy | Gold Dragon, Elder |
| 15 | d4 Wolves | Wood Golem | Vampiric Grizzly Bear | Purple Worm |
| 16 | Dryad | 4 Gorillas | 8th Level Mystic & Giant Fire Elemental | 10th Level Mystic & Giant Water Elemental |
| 17 | d6 Stirge | Goatman | Death Knight | Lich |
| 18 | 2 Hobgoblins | Grizzly Bear | 2 Treants | Identical Party |
| 19 | Minataun Party | d6 Hobgoblins | Green Dragon, Old | Green Dragon, Elder |
| 20 | Green Dragon, Very Young | Green Dragon, Young Adult | Green Dragon, Very Old | Green Dragon, Ancient |

FROZEN LANDS

| Roll | 1st - 2nd | 3rd - 5th | 6th - 8th | 9th - 10th |
|------|--------------------------|---------------------------|------------------------|----------------------------|
| 1 | Arcwol Party | Arcwol Party | Arcwol Party | Arcwol Party |
| 2 | Hippogriff | Wyvern | Vampiric Wyvern | Purple Worm |
| 3 | Bugbear | 2-4 Bugbears | 2 Werebears | Giant Vampiric Wyvern |
| 4 | Norgarm Party | Norgarm Party | Norgarm Party | Norgarm Party |
| 5 | d6 Bandits | Grizzly Bear | Vampiric Stone Giant | 2 Vampiric Stone Giants |
| 6 | d8 Skeletons | Stone Giant | 2-4 Gargoyles | 2 Giant Air Elementals |
| 7 | d6 Orcs | Gargoyle | Ice Devil | Giant Ice Devil |
| 8 | Glass Golem | 2 Tigers | 2 Vampiric Dire Tigers | 2 Ice Devils |
| 9 | Black Bear | Wraith | d4 Wraiths | Vampiric White Dragon, Old |
| 10 | 2 Gnolls | 2-4 Wild Trolls | Ice Spider | 2 Ice Spiders |
| 11 | 2-4 Windscale | Siminok | 2 Zombie Frost Giants | 6 Zombie Frost Giants |
| 12 | 2 Hobgoblins | d20 Skeletons | Death Knight | 2 Death Knights |
| 13 | Tiger | 4-6 Windscale | 2 Dire Grizzly Bears | White Dragon, Very Old |
| 14 | Worg | d4 Worgs | Air Elemental 6 HD | Identical Party |
| 15 | Air Elemental 2 HD | Ogre | d4 Werewolves | Gold Dragon, Elder |
| 16 | d4 Wolves | Ogre Magi | Dire Ice Spider | Lich |
| 17 | Werebat | Frost Giant | 2-4 Frost Giants | 2 Vampiric Frost Giants |
| 18 | Wild Troll | Werewolf | Ogre Magi w/ Party | 2 Old White Dragons |
| 19 | Elven Party | Air Elemental 4 HD | White Dragon, Old | White Dragon, Elder |
| 20 | White Dragon, Very Young | White Dragon, Young Adult | White Dragon, Very Old | White Dragon, Ancient |

MOUNTAINOUS

| Roll | 1st - 2nd | 3rd - 5th | 6th - 8th | 9th - 10th |
|------|------------------------|-------------------------|------------------------|--------------------------|
| 1 | Dwarf Party | Dwarf Party | Dwarf Party | Dwarf Party |
| 2 | d4 Giant Fire Beetles | Manticore | d20 Kobolds | Hydra |
| 3 | d6 Kobolds | Hill Giant | Chimera | Identical Party |
| 4 | 2 Hobgoblins | Basilisk | 2 Manticores | 2 Roc |
| 5 | Earth Elemental 2HD | Earth Elemental 4HD | Earth Elemental 6HD | 2 Giant Earth Elementals |
| 6 | 2-4 Windscale | 3 Zombie Minotaur | 2 Basilisk | 2-4 Griffons |
| 7 | d6 Skeletons | Gargoyle | 2-4 Gargoyles | 2 Death Knights |
| 8 | Wisp Fairy | d12 Kobolds | Griffon | Storm Giant |
| 9 | Cockatrice | Stone Giant | 2 Stone Giants | 2 Chimera |
| 10 | Black Bear | 2 Minotaur | 2 Hell Mares | Vampiric Cloud Giant |
| 11 | Djinn | Dragon (Basic) | Ice Devil | 2 Ice Devils |
| 12 | Fire Salamander | Fire Giant | 2 Zombie Fire Giants | 6 Zombie Fire Giants |
| 13 | d6 Bandits | Wyvern | Roc | Purple Worm |
| 14 | Fire Elemental 2HD | Fire Elemental 4HD | Fire Elemental 6HD | 2 Giant Fire Elementals |
| 15 | Minotaur | Grizzly Bear | Death Knight | Giant Vampiric Roc |
| 16 | d6 Goblins | Devourer of Memories | 2 Devourer of Memories | Red Dragon, Very Old |
| 17 | d4 Zombies | 4-8 Giant Fire Beetles | Cloud Giant | 2 Cloud Giants |
| 18 | Wild Troll | d4 Fire Salamander | Zombie Roc | Vampiric Storm Giant |
| 19 | d4 Wolves | 2-4 Wild Trolls | Red Dragon, Old | Red Dragon, Elder |
| 20 | Red Dragon, Very Young | Red Dragon, Young Adult | Red Dragon, Very Old | Red Dragon, Ancient |

SWAMP

| Roll | 1st - 2nd | 3rd - 5th | 6th - 8th | 9th - 10th |
|------|--------------------------|---------------------------|---------------------------|-----------------------------|
| 1 | Lizardman Party | Lizardman Party | Lizardman Party | Lizardman Party |
| 2 | Alligator | Goatman | Death Knight | Lich |
| 3 | 2 Giant Leeches | d4 Alligators | Zombie Black Dragon Adult | Zombie Black Dragon Elder |
| 4 | d8 Skeletons | Shadow | 2-3 Shadows | 2-3 Treants |
| 5 | 4 Bone Devils | Basic Dragon | 2 Basic Dragon | 2 Chimera |
| 6 | d4 Zombies | Wood Golem | 2 Wood Golems | 2 Death Knights |
| 7 | 4 Large Centipedes | Giant Slug | 2-3 Giant Slugs | Shadow Dragon, Ancient |
| 8 | Black Bear | 8 Bone Devils | 4-6 Wild Trolls | Purple Worm |
| 9 | Cockatrice | Hydra | Chimera | Identical Party |
| 10 | Fienakar Party | Medusa | 2-4 Medusa | 2 Shambling Mounds |
| 11 | Bigfoot | Viscous Crawler | Shambling Mound | Giant Shambling Mound |
| 12 | 2 Ghouls | 3-6 Ghouls | d4 Wraiths | Zombie Purple Worm |
| 13 | 2 Gnolls | Wraith | Iron Golem | Hydra |
| 14 | Dryad | Hill Giant | Hydra | 2 Iron Golems |
| 15 | Water Elemental 2HD | Water Elemental 4HD | Water Elemental 6HD | 2 Water Water Elementals |
| 16 | Flesh Golem | Ogre | Treant | Death Knight & d6 Wraiths |
| 17 | 4-6 Giant Rats | Sanguine Fog | Shadow Dragon, Old | Shadow Dragon, Elder |
| 18 | 2 Zombie Lizardmen | Ogre Magi | Shadow Dragon, VO | Vampiric Black Dragon (Old) |
| 19 | Shadow Dragon, Young | Shadow Dragon, YA | Black Dragon, Old | Black Dragon, Elder |
| 20 | Black Dragon, Very Young | Black Dragon, Young Adult | Black Dragon, Very Old | Black Dragon, Ancient |

Survive This!! Fantasy

URBAN/ SEWERS

| Roll | 1st - 2nd | 3rd - 5th | 6th - 8th | 9th - 10th |
|------|---------------------|------------------------------|-------------------------------|----------------------------|
| 1 | Adventuring Party | Adventuring Party | Adventuring Party | Adventuring Party |
| 2 | Town Guard | Town Guard | Town Guard | Town Guard |
| 3 | Zealot Party | Zealot Party | Zealot Party | Zealot Party |
| 4 | d8 Skeletons | Mimic | 2-3 Medusa | Zombie Hydra |
| 5 | 2 Giant Leeches | 4-6 Giant Leeches | 2-3 Zombie Gargoyles | 2 Death Knights |
| 6 | Alligator | 2-4 Alligators | 3-4 Werewolves | Vampiric Death Knight |
| 7 | Wererat | Gargoyle | 2-3 Gargoyles | 3-4 Stone Golems |
| 8 | 2 Poltergeist | 2-4 Planar Bladesmen | 3-4 Elven Vampires | 2 Giant Vampiric Gargoyles |
| 9 | Planar Bladesmen | Flesh Golem | 2-4 Flesh Golems | 5-6 Viscous Crawlers |
| 10 | d10 Giant Rats | 3 Huge Rats & d10 Giant Rats | 2-3 Viscous Crawlers | Death Knight & d6 Wraiths |
| 11 | d4 Zombies | Viscous Crawler | Death Knight | Assassin Party |
| 12 | Street Rat Party | Street Rat Party | Street Rat Party | Street Rat Party |
| 13 | 4-6 Psi-Rats | 6-12 Psi-Rats | Iron Golem | 2 Iron Golems |
| 14 | 2 Huge Rats | 6-8 Huge Rats | 2 Succubus | Hydra |
| 15 | d6 Bandits | Shadow | 2-3 Shadows | Giant Hydra |
| 16 | d6 Soldiers | 2-3 Water Weird | 3-4 Weresharks | 2 Shambling Mounds |
| 17 | Water Weird | 4-6 Poltergeist | Hydra | Lich |
| 18 | Werebat | 2-3 Red Blood Skeletons | Mummy & 3 Red Blood Skeletons | 2 Giant Water Elementals |
| 19 | Water Elemental 2HD | Water Elemental 4HD | Water Elemental 6HD | Random Dragon, Elder |
| 20 | Gray Ooze | Wraith | 2-3 Wraiths | Random Dragon, Ancient |

DUNGEON/ CAVERNS

| Roll | 1st - 2nd | 3rd - 5th | 6th - 8th | 9th - 10th |
|------|--------------------|-----------------------|--------------------------|--------------------------------|
| 1 | Glass Golem | Seraph Angel | Genie | Purple Worm |
| 2 | Djinn | Viscous Crawler | 2 Viscous Crawlers | Identical Party |
| 3 | Hell Hound | Green Slime | 3-4 Giant Black Pudding | Cerberus |
| 4 | 4-6 Psi-Rats | 2 Minotaur | Iron Golem | 2 Iron Golems |
| 5 | Grey Ooze | Sanguine Fog | Chimera | 2 Chimera |
| 6 | d8 Skeletons | Black Pudding | Stone Golem | 5-6 Viscous Crawler |
| 7 | 4 Large Centipedes | Dragon (Basic) | Zombie Hydra | Vampiric Hydra |
| 8 | 2 Giant Spiders | Medusa | 2-3 Medusa | Zombie Purple Worm |
| 9 | Bugbear | Mimic | Ice Devil | 2 Ice Devils |
| 10 | Water Weird | Giant Centipede | 3-4 Dwarf Vampires | Random Vampiric Dragon (Elder) |
| 11 | 3-4 Imps | Stone Giant | 2 Mummy | 2 Shambling Mounds |
| 12 | 4-6 Lemure | Flash Golem | Hydra | Hydra |
| 13 | Rust Monster | 1-2 Hell Mares | Random Dragon (Very Old) | Balason Supreme Demon |
| 14 | d6 Kobolds | Succubus | 2 Succubus | Lich |
| 15 | 3-4 Bone Devils | Random Dragon (Adult) | Random Dragon (Old) | Random Dragon (Elder) |
| 16 | 2-4 Yellow Mold | Devourer of Memories | 2 Devourer of Memories | Random Dragon (Ancient) |
| 17 | 2 Huge Rats | Mummy | Death Knight | 2 Death Knights |
| 18 | Alligator | Shadow | 2-3 Wraiths | Random Zombie Dragon (Elder) |
| 19 | Adventuring Party | Adventuring Party | Adventuring Party | Adventuring Party |
| 20 | Elemental 2 HD | Elemental 4 HD | Elemental 6 HD | 2 Giant Elementals |

COASTAL/ SEA

MANY OF THESE ENCOUNTERS OCCUR SHIP TO SHIP.

| Roll | 1st - 2nd | 3rd - 5th | 6th - 8th | 9th - 10th |
|------|-----------------------------|----------------------------------|--------------------------|-----------------------------------|
| 1 | d6 Pirates | 4-8 Pirates | Genie | Full Pirate Ship |
| 2 | d8 Skeleton Pirates | 2-3 Windscale Pirates | Sea Serpent | 2-3 Sea Serpents |
| 3 | d6 Aspimitte Pirates | Merchant Ship w/ 4-5 Sgt of Arms | 2-3 Griffons | Zombie Storm Giant |
| 4 | Water Weird | Succubus | 2-3 Succubus | 2 Roc |
| 5 | Alligator | Wyvern | 3-4 Wyvern | Zombie Kraken |
| 6 | 2 Lizardmen Pirates | 2-3 Minotaur Pirates | 3 Zombie GW Sharks | 2-3 Zombie Sea Serpents |
| 7 | D4 Zombie Pirates | Hydra | Hydra | Hydra |
| 8 | 2 Gnoll Pirates | 4-5 Gnoll Pirates | Banshee | Vampiric Roc |
| 9 | Merchant Ship w/ 4 Soldiers | Great White Shark | 3-5 Great White Sharks | 2 Giant Vamp GW Sharks |
| 10 | 2-4 Poltergeist | Griffon | 1-2 Giant Wyvern | Giant Kraken |
| 11 | Water Elemental 2HD | Water Elemental 4HD | Water Elemental 6HD | 2 Giant Water Elementals |
| 12 | Air Elemental 2HD | Air Elemental 4HD | Air Elemental 6HD | 2 Giant Air Elementals |
| 13 | Vampiric Roc | Gargoyle | Roc | Storm Giant |
| 14 | Planar Bladesman | Ogre Pirate | Zombie Hydra | Vampiric Storm Giant |
| 15 | d6 Orc Pirates | Were-shark | Giant Sea Serpent | 2 Death Knights |
| 16 | Were-otter | Giant Were-Otter | Death Knight | Kraken |
| 17 | Zombie Lizardman | 4-6 Lizardmen Pirates | Aquatic Dragon, Very Old | Vampiric Aquatic Dragon, Very Old |
| 18 | Identical Party | Identical Party | Identical Party | Identical Party |
| 19 | Dire Alligator | Aquatic Dragon, Adult | Aquatic Dragon, Mature | Aquatic Dragon, Elder |
| 20 | Aquatic Dragon, VY | Aquatic Dragon, YA | Aquatic Dragon, Old | Aquatic Dragon, Ancient |

DESERT/ WASTELANDS

| Roll | 1st - 2nd | 3rd - 5th | 6th - 8th | 9th - 10th |
|------|---------------------------|----------------------------|-------------------------|-----------------------------|
| 1 | 2 Ghouls | 4-6 Ghouls | Roc | Lich |
| 2 | 2-10 Horses | Stone Giant | 2 Stone Giants | 2 Roc |
| 3 | Rust Monster | Hell Mare | 2-3 Hell Mares | Hydra |
| 4 | d4 Wolves | Minotaur | Chimera | 2 Death Knights |
| 5 | d6 Aspimittes | 6-9 Aspimittes | 2-3 Minotaur | Giant Purple Worm |
| 6 | d4 Giant Spiders | Mummy | 2 Mummy & 2 Ghouls | Zombie Purple Worm |
| 7 | d4 Zombies | Elephant | Genie | Purple Worm |
| 8 | Bugbear | Vampiric Rust Monster | Giant Vampiric Elephant | War Party w/ d4 Elephants |
| 9 | Djinn | d4 Djinn | 2-3 Wraiths | 2 Chimera |
| 10 | Were-bat | Fire Giant | 2 Fire Giants | 6 Zombie Fire Giants |
| 11 | 1-2 Dire Wolves | Hydra | Identical Party | Vampiric Desert Dragon, Old |
| 12 | Air Elemental 2HD | Air Elemental 4HD | Air Elemental 6HD | 2 Giant Air Elemental |
| 13 | Earth Elemental 2HD | Earth Elemental 4HD | Earth Elemental 6HD | 2 Giant Earth Elemental |
| 14 | Fire Elemental 2HD | Fire Elemental 4HD | Fire Elemental 6HD | 2 Giant Fire Elementals |
| 15 | Were-bat | Fire Salamander | Giant Mummy & d4 Ghouls | Giant Fire & Air Elementals |
| 16 | Glass Golem | Stone Golem | 2 Stone Golem | Red Dragon, Elder |
| 17 | Were-rat | Wraith | Death Knight | Red Dragon, Ancient |
| 18 | 4-6 Stirges | 2 Werewolves | Hydra | Identical Party |
| 19 | Merchant w/ 4 Soldiers | Desert Dragon, Young Adult | Desert Dragon, Mature | Desert Dragon, Elder |
| 20 | Desert Dragon, Very Young | Desert Dragon, Adult | Desert Dragon, Old | Desert Dragon, Ancient |

GRAVEYARD/ MAUSOLEUM

| Roll | 1st - 2nd | 3rd - 5th | 6th - 8th | 9th - 10th |
|------|----------------------|----------------------|-------------------------|-----------------------------|
| 1 | d4 Giant Spiders | Giant Slug | Vampiric Giant Slug | Vampiric Purple Worm |
| 2 | d8 Skeletons | Goatman | Identical Party | 2-3 Banshees |
| 3 | 2-6 Large Centipedes | 8-10 Zombies | 4-6 Wild Trolls | Random Zombie Dragon |
| 4 | 2 Poltergeist | Identical Party | Death Knight | 2 Death Knight |
| 5 | 2 Ghouls | 4-6 Ghouls | Iron Golem | 5-6 Zombie Giants |
| 6 | Giant Zombie | Wraith | 2-4 Wraiths | 2 Zombie Rocs |
| 7 | 4-6 Bone Devils | Hill Giant | 3 Hill Giants | 2-4 Wraiths & 3-4 Shadows |
| 8 | Grey Ooze | Gargoyle | 3-5 Giant Flesh Golems | Random Vampiric Dragon |
| 9 | 2 Giant Leeches | 4-6 Giant Leeches | Giant Vampiric Gargoyle | 2 Giant Mummies & d6 Ghouls |
| 10 | Hell Hound | Flesh Golem | Hydra | 2 Ice Devils |
| 11 | 6-10 Giant Rats | Green Slime | 2 Giant Slimes | Zombie Purple Worm |
| 12 | d4 Zombies | Medusa | 2-3 Medusa | Zombie Hydra |
| 13 | Cockatrice | 2-3 Cockatrice | 2-3 Stone Golems | 2 Zombie Shambling Mounds |
| 14 | 2 Huge Rats | 4-6 Huge Rats | Banshee | Lich |
| 15 | 2 Zombie Gnolls | Mummy | 2 Mummies | Giant Purple Worm |
| 16 | 4 Zombie Elves | Sanguine Fog | Vampiric Hydra | Hydra |
| 17 | Water Weird | Shadow | 2-3 Shadows | Identical Party |
| 18 | Wight | 2-3 Wights | Zombie Hydra | Purple Worm |
| 19 | 4 Goblins | Random Dragon, YA | Random Dragon, Mature | Random Dragon, Elder |
| 20 | Random Dragon, VY | Random Dragon, Adult | Random Dragon, VO | Random Dragon, Ancient |

PLAINS/ TRADE ROUTES

| Roll | 1st - 2nd | 3rd - 5th | 6th - 8th | 9th - 10th |
|------|------------------------|--------------------------------------|------------------------------------|------------------------------------|
| 1 | 3-5 Giant Bees | 6-10 Giant Bees | Vessamyr Party | Vessamyr Party |
| 2 | 2 Harpies | Goatman | Identical Party | 2-4 Griffons |
| 3 | Rust Monster | 3-4 Rust Monsters | Royal Guard (All Warriors) | Random Zombie Dragon |
| 4 | 2 Gnolls | 3-5 Harpies | Roc | 2 Roc |
| 5 | Blink Dog | Wyvern | 2-3 Wyvern | Vampiric Roc |
| 6 | Djinn | Unicorn | Banshee | 2-4 Treats |
| 7 | Lion | 2-4 Lions | 2 Giant Vampiric Lions | Identical Party |
| 8 | d8 Skeletons | 3-5 Blink Dogs | Merchant w/ Adventure Party Guards | Merchant w/ Adventure Party Guards |
| 9 | Worg | 2-4 Worgs | Chimera | Cerberus |
| 10 | 2-10 Horses | Ogre | 2 Wood Golems | Giant Purple Worm |
| 11 | 2 Cheetah | Ogre Magi | Random Elemental 6HD | Gold Dragon, Elder |
| 12 | Centaur | 2-3 Centaurs | Zombie Chimera | 2 Chimera |
| 13 | 4-6 Stirge | 2 Giant Cheetahs | Death Knight | 2 Death Knights |
| 14 | d6 Bandits | Hill Giant | 3 Hill Giants | Purple Worm |
| 15 | 2 Boars | 2-3 Dire Boars | Hydra | Hydra |
| 16 | Pegasus | Elephant | Genie | Giant Vampiric Chimera |
| 17 | d4 Wolves | Merchant w/ 6 Soldiers & an Elephant | 4-6 Wild Trolls | Random Vampiric Dragon |
| 18 | 2 Giant Spiders | 4-8 Soldiers | 3-4 Giant Elephants | Royal Guard (All Warriors) |
| 19 | Merchant w/ 4 Soldiers | Random Dragon, YA | Random Dragon, Mature | Random Dragon, Elder |
| 20 | Random Dragon, VY | Random Dragon, Adult | Random Dragon, VO | Random Dragon, Ancient |

Random Monster Generator

Monsters can come in all shapes and sizes. Use the charts below to create brand new curiosities, abominations and oddities to test your player's mettle. HDE modifiers can be adjusted by the GM as they see fit (they are just suggestions). Roll on the tables below to create a new monster.

RANDOM MONSTER GENERATION TABLES

HIT DICE (d10)

Select a HD or roll a d10 (3/4 HDE per 1 Hit Dice)

ARMOR CLASS (d4)

10+d4 Starting Armor Class

MOVE (D6)

1. Slow 9 Move
- 2-4. Medium 12 Move
5. Quick 15 Move (+1 AC, +1 to Initiative, + ¼ HDE)
6. Fast 18 Move (+2 AC, +3 to Initiative, +1/2 HDE)

MORALE (d10)

Roll a d10

ALIGNMENT (d12)

None if an animal.

1. Righteous
- 2-3. Law
- 4-9. Neutral
10. Anarchist
- 11-12. Evil

TERROR (D8)

- 1-3. Non-Threatening (No Terror)
4. Slight Presence (5 Terror)
- 5-6. Scary (10 Terror + $\frac{1}{4}$ HDE)
7. Frightening (12 Terror + $\frac{1}{4}$ HDE)
8. Horrific (15 Terror + $\frac{1}{2}$ HDE)

BODY TYPE (d12)

- 1-3. Humanoid
4. Equine (+2 HP)
5. Aquatic (+5 Swim Move)
6. Reptilian/ Dragon (+1 AC, +1 HP)
7. Feline
8. Insect/Arachnid
9. Gaseous
10. Earthen (Toughness +1)
11. Flower
12. Blob (Toughness: Physical Damage +2)

BODY COVERING (d10)

1. Full Hair Coat (Toughness: Cold +2)
2. Partial Hair Coat
3. Snake Scales (+2 AC)
4. Carapace (+1 AC, +1 Toughness)
5. Thick Skin (+1 AC)
6. Feathered (Toughness: Water +1)
7. Fish Scales (+5 to Swim Move)
8. Partial Mechanical (Toughness: Electrical +2)
9. Slime (anything that deals Melee damage, or touches you, loses d4 Move for d4 rounds. Poison save negates)
10. Spiked (anything that deals Melee damage, or touches you, takes 1 damage)

HEAD TYPE (d12)

1. Headless (Sense Movement within 60', cannot be Blinded, cannot be Surprised by things on the ground)
- 2-3. Humanoid
4. Canine
5. Cephalopod
6. Avian
7. Feline
8. Reptile
9. Insect/Arachnid (+3 to Spot)
10. Shark
11. Dragon (d6 bite)
12. Multiple Heads (Roll 2 or more times ignoring this result).

ARMS (d6)

Number of Arms (d6)

1. 1 arm (-2 STR)
- 2-4. 2 arms
5. 4 arms (+4 STR, +1 extra action, + ½ HDE)
6. 0 arms (-2 STR)

TYPE OF ARMS (d6)

- 1-2. Same as body type
3. Clawed (d4 damage, +5 to Climbing)
4. Pincered (d6 damage)
5. Tentacles (+2 to Grab attacks)
6. Hybrid (Roll 2 times ignoring this result)

NUMBER OF LEGS (d6)

1. Insect legs (+2 DEX, Advantage on Balance checks) Do not roll type.
- 2-4. 2 legs
5. 4 legs (+2 DEX, +5 to Jumping, + ¼ HDE)
6. 0 legs

TYPES OF LEGS (d6)

- 1-2. Same as body type
- 3-4. Clawed (+10 Climbing)
5. Spider Legs (Walk on walls)
6. Serpentine or Blob (Advantage on Balance checks, ignore hindering terrain)

TAIL (d6)

- 1-4. No
- 5-6. Yes

TAIL TYPE (d6)

1. Scorpion (d4 damage + 1 CON loss for 6 rounds/ Poison save negates/+ ¼ HDE)
2. Lobster (+10 to Swim)
3. Rattle (+1 Terror)
4. Clubbed (d6 damage)
5. Spike Club (d8 damage)
6. Long (+5 on Balance checks)

WINGS (d6)

- 1-4. No
- 5-6. Yes (+ ½ HDE)

WING TYPE (d6)

1. Fairy Style (9 Flying/ +1 AC)
2. Leathery Bat Style (12 Flying/ +1 AC)
3. Angel Wings (15 Flying/ +1 AC)
4. Demonic Wings (15 Flying/ +1 AC)
5. Dragon Wings (18 Flying/ +2 AC)
6. Ghostly Wings (12 Flying/ Invisible unless in use/ +1 Terror)

EYES (d8)

1. None (Sense Movement within 60', cannot be Blinded, cannot be Surprised by things on the ground)
2. Cyclopean (-2 to Spot)
3. Bulging (Large and veiny, +1 Terror)
4. Eye Stalks (Can see behind you)
- 5-6. Normal
7. Giant Eyes (+3 to Spot, +1 to Terror)
8. Multiple Eyes (+4 to Spot, cannot be Surprised if you can see)

MOUTH (d8)

1. None (ingests nutrients from the air or skin)
2. Snouted
3. Normal (with long, 10' retractable tongue)
4. Large, Jagged Teeth (d6 damage)
5. Large, Crushing Teeth (d4 damage)
6. Normal, Vampire Fangs (d4 damage)
- 7-8. Normal Humanoid

HORNS (d6)

- 1-4. No
- 5-6. Yes (d4 damage)



SPECIAL ABILITIES (d20) (+3/4 HDE EACH)

1. Invisibility (x3/day) Lasts 10 rounds or until you threaten something
2. Shapeshifter (x3/day) Change shape for 1 hour
3. Healing (heals 1 HP at the end of any round)
4. Extra Strength (+4 STR)
5. Extra Intelligent (Gain Outsmart x4/day)
6. Extra Wisdom (Advantage on Spot & Listen, +1 AC)
7. Extra Dexterity (+1 AC, +1 to Initiative, +1 to attacks)
8. Extra Constitution (Max HP)
9. Extra Charisma (Has followers)
10. Wingless Flight (21 Move)
11. Telekinesis (20 lbs./ throw things 40' for d8 damage)
12. Immunity (Roll on Type Table p.175)
13. Breath Weapon (Roll on Type Table p.93) does 3d6 damage
14. Resistance (Roll on Type Table p.175) Toughness +5
15. Psionic Blast (x4/day) Shoot a blast for 4d6 Psionic damage (Mental save halves, rounded down)
16. Spellcaster (5 1st Level/ 3 2nd Level per day/ Step into the Void)
17. Fearless & Fear Scream (x2/day, everything within 60' must make a Courage save or run away for d4 rounds)
18. Undead (Undead are immune to mind-affecting effects, Poisons, Stuns, being Sickened, Diseases & Critical Hits)
19. Teleport (x2/day, 100' Free Action, within line of sight)
20. Charger (+2 to attack & damage on charge, ignore terrain on charge, can Run x3 Move)

WEAKNESS (d6) (SUBTRACT 1/2 HDE FOR EACH)

1-4 None

5-6 Roll on the Type Table p.175

TYPE TABLE (d20)

(for Immunity, Breath Weapon & Resistance)

- 1-3. Fire & Heat
- 4-5. Ice & Cold
- 6-7. Electricity
- 8. Sonic
- 9. Shadow
- 10. Light
- 11. Evil
- 12. Righteous & Good
- 13. Acid
- 14-15. Poison
- 16. Water
- 17. Earth (Sand Breath)
- 18. Magic
- 19. Psionic Energy
- 20. Metal (Shards of Metal Breath)

DIET (d20)

- 1-5. Carnivore
- 6-8. Omnivore
- 9-11. Herbivore
- 12. Salt
- 13. Soul Eater (Your Melee attack damage cannot be healed for d4 rounds, + ½ HDE)
- 14-15. Blood (Melee attacks drain 1 CON for 1 hour, Death save negates, + ¼ HDE)
- 16. Brains
- 17. Earth & Stone (Toughness +1)
- 18. Self-Sustaining (+ ½ HDE)
- 19-20. Specific Race or Creature (GM's choice)

HOME TERRAIN (d20)

The creature gains +3 to Move in that Terrain and Toughness +3 against the type listed.

- 1-2. Frozen Wastelands (Ice & Cold)
- 3-4. Desert (Fire & Heat)
- 5-6. Plains
- 7-8. Swampland (Water)
- 9. Coastal (Water)
- 10. Volcanic Region (Fire & Heat)
- 11-12. Jungle (Heat)
- 13-14. Woodlands
- 15. Shadow World (Shadow)
- 16. Light World (Light)
- 17. Fetid Marsh (Poison)
- 18. Windy Peaks (Sonic)
- 19. Untraversable Bog (Acid)
- 20. Depths of the Earth (Earth)

TREASURE TYPE

By HDE (A-J)



BOOK 4: Treasure



Treasure and Magical Items

Riches uncounted and arcane artifacts with power beyond imagination lay waiting for heroes and fortune seekers brave enough to travel into the dangerous places of the world. Monsters often hoard larger treasures in their lairs, while adventuring parties usually carry their valuables with them.

MAGIC ITEM LIMITS

Each character can wear a limited number of magic items. This number is also limited by what type of item they wear. Below is a list of the maximum number of items they can wear by body part.

- † 1 Suit of Armor
- † 1 Head item (helmet, circlet, cowl, etc.)
- † 1 Ear item
- † 2 Rings
- † 1 Hand item (gloves, gauntlets, etc.)
- † 1 Foot item (boots, sandals, etc.)
- † 1 Waist. (belt)
- † 1 Neck (necklace, charm, etc.)
- † 1 Back (cape, cloak, robe, etc.)
- † 1 Shield

**Other magical items that have no slot are carried do not count towards the limit.*

**Full sets of armor (with helmets, boots & gloves) cannot have those pieces swapped out for another helmet, gloves or boots. If swapped, they temporarily lose their enchantments, acting as a normal suit of armor, until put back to normal.*

TREASURE TYPE

Treasure Type is the level of treasure a creature typically has with them when encountered in the location listed in the Reference section. If the party defeats the monster, they are rewarded with the treasure listed.

Type: The creature's Treasure Type.

Reference: The general type of location that this treasure is often found. More of a guideline, not an absolute.

Coins & Gems: Coins & gems discovered. Roll the d00 for each type of coin or gem to see if they are present in the treasure. If so, roll the quantity listed to see how much is there.

Items: What to roll of the Treasure Chart (p.181). Roll the d00 for each type of item to see if they are present in the treasure. If so, roll on the corresponding treasure chart to see what item is discovered.

**Party refers to a group 4 humanoids of that HDE level. GMs may adjust treasure if the party is slightly smaller or larger, or has a mixed HDE level of members. GMs may wish to add mundane items and simply weaponry in the treasure discovered.*

***GMs may re-roll, or alter, an item that is rolled that is too powerful for the current state of the campaign. The GM may allow a character to keep an overpowered weapon, but make life more challenging for them.*



| Type | Reference | Coins & Gems | Items |
|------|--------------------------------|---|---|
| A | 1st level party | Copper: d6x100 50% Silver: d4x10 25% Gold: d4X6 15% Gems: d20 gp worth 20% | 1 Potion 80%/ 1 Scroll 60%/ 1 Ring 30%/ Random Item 25% |
| B | 2nd level party | Copper: d6x100 85% Silver: d4x10 70% Gold: d4x10 50% Gems: d20 gp worth 50% | 1 Potion/ 1 Scroll 85%/ 1 Ring 65%/ Random Item 65% |
| C | 3rd level party | Copper: d8x100 Silver: d4x10 95% Gold: d6x10 80% Gems: d20x2 gp worth 50% | d4 Potions 80%/ d4 Scrolls 75%/ 1 Ring/ 1 Random Item/ 2nd Random Item 25% |
| D | 4th level party | Silver: d6x10 90% Gold: d8x10 99% Gems: d10x6 gp worth 50% | d4 Potions/ d4 Scrolls/ 1 Ring/ 1 Random Item/ 2nd Random Item 65% |
| E | 5th level party | Gold: d12x10 99% Gems: d10x8 gp worth 70% | d6 Potions/ d4 Scrolls/ 1 Ring/ 1 Random Item/ 2nd Random Item 95%/ 3rd Random Item 50% |
| F | 6th level party | Gold: d20X10 90% Gems: d10x8 gp worth 90% | d6 Potions/ d4 Scrolls/ 2 Rings/ 2 Random Items/ 3rd Random Item 65%/ 4th Random Items 40% |
| G | 7th level party | Gold: d20X20 80% Gems: d12x10 gp worth 90% | d6 Potions/ d6 Scrolls/ 2 Rings/ 3 Random Items/ 4th Random Item 85%/ 1 Major Magic Item 15% |
| H | 8th level party | Gold: d6x100 90% Platinum: d4x10 65% Gems: d6x20 gp worth 85% | d8 Potions/ d6 Scrolls/ 2 Rings/ 4 Random Items/ 5th Random Item 45%/ 1 Major Magic Item 45% |
| I | 9th level party | Gold: d10x100 90% Platinum: d8x10 75% Gems: d8x20 gp worth 75% | d8 Potions/ d6 Scrolls/ 3 Rings/ 4 Random Items/ 5th Random Item 85%/ 1 Major Magic Item 75% |
| J | 10th level party | Gold: d12x100 90% Platinum: d10x10 75% Gems: d10x20 gp worth 75% | d8 Potions/ d6 Scrolls/ 3 Rings/ 5 Random Items/ 6th Random Item 35%/ 1 Major Magic Item 99% |
| K | One or two low level humanoids | Copper: d00 50% Silver: d20 65% Gold: d10 75% Gems: d10 40% | 1 Potion 50%/ 1 Scroll 35%/ 1 Random Item 10% |
| L | Alchemy Lab | Copper: d00 per HDE 60% Silver: d20 per HDE 55% Gold: d10 per HDE 90% Gems: 2d10 per HDE 60% | 1 Potion per HDE/ 2nd Potion per HDE 50%/ 3rd Potion per HDE 15% |
| M | Library | Copper: d00 per HDE 50% Gold: d4 per HDE 65% | 1 Scroll per HDE/ 2nd Scroll per HDE 60%/ 3rd Scroll per HDE 25% |
| N | Armory | Copper: d00 per HDE 50% Silver: d20 per HDE 25% Gold: d20 per HDE 70% | 1 Armor per HDE/ 1 Weapon per HDE/ 1 Glove set 50%/ 1 Boot set 50%/ 1 Random Item per HDE 20%/ 1 Minor Magic Item per 2 HDE 30%/ 1 Major Magic Item per 4 HDE 12% |
| O | Royal Treasury | Copper: 4d00 per HDE 90% Silver: d00 per HDE 75% Electrum: d00 per HDE 45% Gold: d00 per HDE 80% Platinum: d20 per HDE 60% Gems: d00 per HDE 80% | 1 Potion per HDE 75%/ 1 Scroll per HDE 65%/ 1 Ring per 2 HDE 90%/ 1 Weapon per 2 HDE 85%/ 1 Armor per 2 HDE 70%/ 1 Random Item per 2 HDE 40% |

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| Type | Reference | Coins & Gems | Items |
|------|-----------------------------|---|---|
| P | Jeweler | Copper: d00 per HDE 70% Silver: d00 per HDE 75% Gold: d00 per HDE 60% Platinum: d20 per HDE 40% Gems: 2d00 per HDE 90% | 1 Ring per HDE/ 2nd Ring per HDE 80%/ 1 Weapon per HDE 35%/ 1 Random Magic Item 2 per HDE 35% |
| Q | Merchant/ Store/ Caravan | Copper: 2d00 per HDE 90% Silver: d00 per HDE 85% Electrum: d00 per HDE 50% Gold: d00 per HDE 90% Platinum: 2 d20 per HDE 30% Gems: d00 per HDE 90% | 1 Potion per HDE 95%/ 1 Scroll per HDE 65%/ 1 Ring per HDE 90%/ 1 Glove set 60%/ 1 Boot set 45%/ 1 Weapon 85%/ 1 Armor 80%/ 1 Minor Magic Item 55%/ 1 Random Item 70% |
| R | Chief's Lair | Copper: 3d00 per HDE 90% Silver: d00 per HDE 65% Gold: d00 per HDE 50% Platinum: d10 per HDE 20% Gems: d00 per HDE 60% | 1 Potion per HDE 85%/ 1 Weapon 75%/ 1 Armor 45%/ 1 Random Item 80% |
| S | Barracks | Copper: 3d00 per HDE 90% Silver: d00 per HDE 65% Gold: d00 per HDE 50% Platinum: d10 per HDE 20% Gems: d00 per HDE 60% | 1 Potion per HDE 35%/ 1 Ring 65%/ 1 Weapon 95%/ 1 Armor 85%/ 1 Minor Magic Item 70%/ 1 Random Item 60% |
| T | Elven/ Magic Cache | Copper: d00 per HDE 70% Silver: d00 per HDE 45% Gold: d00 per HDE 50% Platinum: d20 per HDE 60% Gems: d00 per HDE 90% | 1 of each category 80% each, except 2 Major which is 50% if 4+ HDE |
| U | Beast Lair | Copper: d00 per HDE 40% Silver: d00 per HDE 25% Gold: d00 per HDE 40% Gems: d00 per HDE 70% | 1 Weapon 85%/ 1 Armor 80%/ 1 Random Item 40% |
| V | No pockets | None | None |
| W | Earthen Trove | Gems: 2d00 per HDE 85% | None |
| X | Dungeon Vault | Copper: 2d00 per HDE 95% Silver: d00 per HDE 85% Electrum: d00 per HDE 70% Gold: d00 per HDE 95% Platinum: 3d20 per HDE 50% Gems: d00 per HDE 90% | 1 of each category 90% each, except 2 Major which is 60% if 4+ HDE |
| Y | Wizard's Tower | Silver: d00 per HDE 45% Electrum: d00 per HDE 30% Gold: d00 per HDE 70% Platinum: 2d20 per HDE 40% Gems: d00 per HDE 75% | 2 Potions per HDE 95%/ 2 Scrolls per HDE 90%/ 1 Random Item 90% |
| Z | Dragon's Lair | Copper: 2d00 per HDE 90% Silver: d00 per HDE 80% Electrum: d00 per HDE 60% Gold: d00 per HDE 90% Platinum: 3d20 per HDE 50% Gems: 2d00 per HDE 90% | 1 of each category 90% each, except 2 Major which is 70% if 4+ HDE |

Appendix J Treasure Items

RANDOM MAGIC ITEM TABLES

- 1-10. Potions
- 11-20. Scrolls
- 21-27. Rings
- 28-34. Gloves
- 35-41. Boots
- 42-60. Weapons
- 61-75. Armor
- 76-91. Minor Magic Items
- 92-99. Major Magic Items (Re-roll if the party of monster had an HDE of 4 or less)
- 00. Cursed Items

MAGIC ITEMS

Magical items are treated quite differently in each campaign. Some campaigns will have many magical items, while others will treat them as extremely rare and more valuable. The choice is up to the Game Master.

Identifying items of magical origin, make a skill check in the relative field (Alchemy for potions, Arcana for any magic item, etc.) to gain information about the object. The DC for a simple item is 10, for a somewhat more powerful item is 15 and 20+ for very powerful items. The GM may alter these based on items. A passing check will result in some hint about the item being given, or a complete identification if the roll is high enough. Lesser hints can also be given for those that make a successful INT or WIS check after examining the item.

POTIONS

Potions are alchemical concoctions infused with secret magic spells. Drinking a potion can be done as an action. Any character can use a potion. Each potion has one usage, unless otherwise noted.

Potions can be brewed by anyone with Alchemy & an Alchemist's Kit or Lab. Each potion costs $\frac{1}{2}$ of its value to brew. Its Alchemy DC is listed below. A failed DC results in lost ingredients). A natural 20 on a DC results in 2 potions being created. Potions with continual effects last 1 hour, unless otherwise noted. Potion effects do not stack.

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| Roll (d00) | Potion | Value | DC | Effects |
|------------|-----------------------------|---------|----|---|
| 1-3 | Animal Friendship | 200 gp | 13 | +10 to Animal Training, normal animals will not harm you unless you threaten them |
| 4-5 | Armor Skin | 400 gp | 15 | +1 to AC, Toughness +2 |
| 6-7 | Awareness | 350 gp | 14 | Advantage on Initiative |
| 8 | Berserk | 950 gp | 17 | Gain Toughness +2, +3 STR, 10 additional HP (you can exceed your max HP) and become Fearless. This lasts 2d6 rounds. Once it ends, you are at Disadvantage on all rolls for the next d6 rounds. |
| 9-11 | Bravery | 200 gp | 13 | Advantage on Courage and Terror checks |
| 12-14 | Charisma | 1000 gp | 18 | Gain d6 CHA |
| 15-16 | Communicate w/ Animals | 250 gp | 13 | You can speak with animals. |
| 17-18 | Communicate w/ Undead | 250 gp | 13 | You can speak with any undead. |
| 19-23 | Comprehend Languages | 400 gp | 15 | You can speak and read any language |
| 24-26 | Constitution | 1000 gp | 17 | Gain d6 CON |
| 27-28 | Dark Vision | 400 gp | 15 | Gain Dark Vision 60' |
| 29-31 | Detect Magic | 300 gp | 15 | 200' |
| 32-34 | Detect Secret Doors & Traps | 300 gp | 15 | 200' |
| 35-36 | Detect Undead | 250 gp | 14 | 200' |
| 37-39 | Dexterity | 1000 gp | 18 | Add d6 DEX |
| 40-41 | Digging | 300 gp | 14 | +10 Digging checks, d4 Claws damage |
| 42 | Dragon Control | 5000 gp | 24 | Any dragon with 100' is controlled by the drinker. INT check at Disadvantage negates. Can control d4 dragons with less starting HP than you. |
| 43-44 | Dragon Fire | 1000 gp | 18 | You can breathe fire (10' x 40' cone) d6 times. It does 2d6 Fire/ Magic damage. |
| 45-46 | Eagle's Eyes | 250 gp | 13 | Gain +10 to Spot checks |
| 47 | Ethereality | 1500 gp | 21 | Drinker becomes intangible at will. They can walk through walls and are immune to all non-Magic physical damage. |
| 48-49 | Fear | 500 gp | 16 | Gain Terror: 15 (or +d4 if you have Terror) |
| 50 | Flying | 1250 gp | 19 | Gain Fly 18 Move |
| 51 | Glamered | 250 gp | 14 | You may alter the appearance of your gear at will (illusion) |
| 52-53 | Growth | 500 gp | 16 | Grow 1'. Gain +2 STR, +d6 HP, -1 AC & Toughness +1. |
| 54-60 | Healing, Lesser | 200 gp | 13 | Heals d6+1 HP. Harms undead. |
| 61-64 | Healing, Major | 400 gp | 15 | Heals 2d6+2 HP. 50% chance it removes a non-magical disease. Harms undead. |
| 65-66 | Healing, Master's | 1000 gp | 18 | Heals 3d6+3 HP, removes any curse or disease. Harms undead. |
| 67 | Healing, Vampiric | 1300 gp | 19 | When you deal damage to a living creature, you heal d6 damage. |
| 68-70 | Intelligence | 1000 gp | 17 | Gain d6 INT |
| 71-73 | Invisibility | 500 gp | 16 | Turn Invisible at will. Threatening actions will turn you visible. It takes an action to turn back. |
| 74 | Invulnerability | 2500 gp | 20 | Gain Toughness +10. |
| 75-76 | Levitation | 250 gp | 13 | You can float up to 20' high. Gaining Fly 6 Move. |
| 77-78 | Monkey Climb | 300 gp | 14 | Gain +10 to Climbing. |
| 79-80 | Mystic Armor | 400 gp | 15 | Gain +2 AC & Toughness +1 |
| 81-82 | Quickness | 500 gp | 16 | Double your base Move |
| 83 | Regeneration | 600 gp | 17 | Heal 1 HP at the end of each round & regrow missing body parts. |
| 84-85 | Remove Madness | 1000 gp | 18 | Remove d4 Madness. Cannot be drank more than once per 30 days. |
| 86-89 | Resistance | 500 gp | 16 | Gain Toughness +5 Select 1: Fire/Heat, Ice/Cold, Electricity, Sonic, Poison, Water or Metal. |

| Roll (d00) | Potion | Value | DC | Effects |
|------------|-----------------------|---------|----|--|
| 90 | Resistance, Greater | 700 gp | 17 | Gain Toughness +5 to Magic or Psionics |
| 91 | Reverse Petrification | 400 gp | 15 | Restore a petrified person to life. |
| 92-93 | Strength | 1000 gp | 18 | Gain d6 STR |
| 94 | Survival | 300 gp | 14 | Gain +10 to Survival checks & Toughness +1 against weather. |
| 95-96 | Swimming | 300 gp | 14 | Gain +10 to Swimming. |
| 97 | Treasure Finding | 600 gp | 16 | You may re-roll once, any treasure you acquire from a table. |
| 98 | Water Breathing | 300 gp | 14 | You can breathe in and out of water. Ignore pressure underwater. |
| 99-00 | Wisdom | 1000 gp | 18 | Gain d6 WIS |

SCROLLS

Scrolls are delicately scribed magic spells that can be made, and used, by any spell caster or character with an Arcana skill of 5 per level of the spell. The components of the scroll cost $\frac{1}{2}$ of the scroll's value. The DC for the scroll's creation is listed (a failed check ruins the components). If the scroll is a spell that is higher level than the character can cast, nothing happens.

When a scroll is cast, it leaves runes in the air around the caster as if they are a Mystic. Once used, the scroll disintegrates.

Protection scrolls act as a 1st level unless otherwise noted.

Protection scrolls grant the caster the following against the item: +1 to AC against, Toughness +1 & +1 to each save stat against.

| Roll (d00) | Scroll | Value | DC | Effects |
|------------|---------------------|---------|----|----------------------------------|
| 1-10 | 1st Level Spell | 300 gp | 12 | Select or Random 1st level spell |
| 11-16 | 2nd Level Spell | 500 gp | 14 | Select or Random 2nd level spell |
| 17-22 | 3rd Level Spell | 1000 gp | 17 | Select or Random 3rd level spell |
| 23-25 | 4th Level Spell | 1300 gp | 19 | Select or Random 4th level spell |
| 26 | 5th Level Spell | 2000 gp | 23 | Select or Random 5th level spell |
| 27-30 | Protection from Law | 300 gp | 12 | |
| 31-35 | "Righteous | 300 gp | 12 | |
| 36-39 | "Anarchist | 300 gp | 12 | |
| 40-44 | "Evil | 300 gp | 12 | |
| 45-49 | "Fire/ Heat | 300 gp | 12 | |
| 50-53 | "Ice/ Cold | 300 gp | 12 | |
| 54-57 | "Poison | 300 gp | 12 | |
| 58-61 | "Electricity | 300 gp | 12 | |
| 62-65 | "Sonic | 300 gp | 12 | |
| 66-69 | "Water | 300 gp | 12 | |
| 70-73 | "Metal | 300 gp | 12 | |
| 74-77 | "Undead | 300 gp | 12 | |
| 78-81 | "Magic Weapons | 400 gp | 13 | |
| 82-84 | "Plants | 400 gp | 13 | |
| 85-91 | "Magic | 600 gp | 14 | |
| 92-95 | "Psionics | 600 gp | 14 | |
| 96-98 | "Dragons | 600 gp | 14 | |
| 99-00 | "Giants | 600 gp | 14 | |

RINGS

Magic rings are a wondrous item that all adventurers crave. They imbue their wearers with special powers and do not count towards encumbrance. Each character can wear 2 rings each. If they have a Wisdom of 19+, a character may wear another ring. When wearing the same ring twice, only 1 will work. Rings of the same attribute or AC bonuses do not stack. Magic rings will adjust to fit the wearer.

Forging a magic ring requires Crafting and Arcana with at least 5 ranks in each and access to a small forge. The cost of materials is $\frac{1}{2}$ of the ring's value. The DC for the ring's creation is listed (use your highest skill between Arcana and Crafting). If you fail, the materials are destroyed. It takes a week to craft a magic ring.

| Roll (d00) | Ring | Value | DC | Effects |
|------------|----------------------|---------|----|---|
| 1 | Alchemist's | 1000 gp | 18 | +5 on Alchemy checks |
| 2 | Angel's Charisma | 5000 gp | 22 | +1 to CHA |
| 3 | Assassin's | 6000 gp | 23 | +5 to Stealth, Toughness: Poison +2, +1 to Initiative, +5 to Climbing & +5 to Move |
| 4 | Blade Master | 4000 gp | 21 | +1 to attacks with edged weapons, Toughness: Edged Weapons +1 |
| 5 | Blurred Presence | 4000 gp | 21 | +2 to AC against Ranged attacks, +5 to Stealth |
| 6 | Bowman's Band | 3000 gp | 20 | +1 to attacks with ranged weapons, +10% to Range |
| 7 | Cat's Dexterity | 5000 gp | 22 | +1 to DEX |
| 8 | Climbing | 1500 gp | 19 | +5 to Climbing, Reduce fall damage by 3 |
| 9 | Counterspell | 2000 gp | 19 | Once a day you may attempt Counterspell II as a Free Action (must have Arcana 5) |
| 10 | Courage Band | 2000 gp | 20 | +2 to the Courage save stat |
| 11 | Critical Band | 2000 gp | 20 | +2 to the Critical save stat |
| 12 | Darkness | 1500 gp | 19 | Twice a day you can create Darkness 30' around you. It lasts up to 5 minutes. |
| 13 | Dark Vision | 1500 gp | 19 | Dark Vision 50' |
| 14 | Death's Reprieve | 2000 gp | 20 | +2 to the Death save stat |
| 15 | Dwarf's Constitution | 5000 gp | 22 | +1 to CON |
| 16 | Feathery Fall | 1750 gp | 20 | You fall at a slow speed & take no falling damage. |
| 17 | Fire | 1250 gp | 18 | You can create normal fire at will (20'). You may Ignite as an action (50'). You can snuff normal fire at will. Touch things for 1 dmg. |
| 18 | Flying | 10K gp | 30 | You gain Flying 16 |
| 19 | Free Action | 2000 gp | 19 | You may use an extra Free Action each round. You move as normal if slowed or underwater. |
| 20 | Giant's Strength | 5000 gp | 22 | +1 to STR |
| 21 | Goat's Constitution | 8500 gp | 29 | +2 to CON, you may eat and digest metal |
| 22 | Goddess' Wisdom | 8000 gp | 28 | +2 to WIS |
| 23 | Grapppler's Ring | 1000 gp | 18 | +2 to Grab checks |
| 24 | Huntsman's Survival | 5000 gp | 22 | +1 to SUR |
| 25 | Ice | 1250 gp | 18 | You can create ice at will (20'). You can make it snow in a 40' area. Your touch does 1 damage. |

| Roll (d00) | Ring | Value | DC | Effects |
|------------|--------------------------|---------|----|---|
| 26 | Illumination | 1000 gp | 17 | -2 to AC. You glow a bright light (40') round at will |
| 27 | Insect King's | 3000 gp | 20 | You can control all simple insects and spiders within 40'. You ignore webbing. You can climb walls. |
| 28 | Intimidation | 1000 gp | 18 | +5 to Intimidation |
| 29 | Investigator's | 1000 gp | 18 | +5 to Investigation |
| 30 | Invisibility | 4000 gp | 21 | You can turn invisible 3 times a day for 5 minutes. |
| 31 | Jumping | 1000 gp | 17 | +5 to Jumping checks |
| 32 | Know-it-all's | 1000 gp | 17 | +1 to all Knowledge checks & +2 to Knowledge: General. |
| 33 | Languages | 3000 gp | 20 | You can read and speak a language after 3 hours of exposure, as long as you wear the ring. |
| 34 | Lifeforce, Greater | 1000 gp | 17 | Gain +3 HP |
| 35 | Lifeforce, Lesser | 3000 gp | 20 | Gain +6 HP |
| 36 | Lightning Reflexes | 2500 gp | 19 | +2 to Initiative |
| 37 | Lucky Survival | 8000 gp | 22 | +2 to SUR |
| 38 | Master's Intelligence | 8000 gp | 22 | +2 to INT |
| 39 | Mender's | 3500 gp | 20 | Your healing spells heal 1 extra HP |
| 40 | Necromancer's | 5000 gp | 21 | Your reanimated dead gain +1 to AC, +3 HP & +1 to Initiative. You can control 1 extra undead. |
| 41 | Outwit | 2500 gp | 19 | +3 to your Outwit attempts & Outwit attempts against your attacks are at -3 |
| 42 | Owl's Wisdom | 5000 gp | 22 | +1 to WIS |
| 43 | Persuasion | 1000 gp | 18 | +5 to Persuasion |
| 44 | Poisoner's Band | 1500 gp | 19 | +3 to Skill checks involving Poisons. Toughness: Poison +1 |
| 45 | Protection +1 | 1000 gp | 18 | +1 to AC |
| 46 | Protection +2 | 2000 gp | 19 | +2 to AC |
| 47 | Protection +3 | 3500 gp | 21 | +3 to AC |
| 48 | Protection +4 | 6500 gp | 23 | +4 to AC |
| 49 | Protection +5 | 9000 gp | 26 | +5 to AC |
| 50 | Psion's Band | 4000 gp | 21 | Your Psion abilities deal 1 extra damage. +1 to the Mental save stat. |
| 51 | Psion's Intelligence | 5000 gp | 20 | +1 to INT |
| 52 | Queen's Charisma | 8000 gp | 22 | +2 to CHA |
| 53 | Regeneration | 6000 gp | 22 | You heal 1 HP at the end of each round. You heal missing body parts. |
| 54 | Resistance – Electricity | 5000 gp | 20 | Toughness: Electricity +3 |
| 55 | “Fire/ Heat | 5000 gp | 20 | Toughness: Fire/ Heat +3 |
| 56 | “Ice/ Cold | 5000 gp | 20 | Toughness: Ice/ Cold +3 |
| 56 | “Poison | 5000 gp | 20 | Toughness: Poison +3/ +3 to the Poison save stat. |
| 57 | “Sonic | 5000 gp | 20 | Toughness: Sonic +3 |
| 58 | “Water | 5000 gp | 20 | Toughness: Water +3 |
| 59 | “Undead | 5000 gp | 20 | +1 AC & Toughness +1 vs Undead |
| 60 | “Metal | 5000 gp | 20 | +1 AC & Toughness +1 vs Metal |
| 61 | “Magic | 7500 gp | 21 | Toughness: Magic +2, +2 to Magic save stat |
| 62 | “Psions | 7500 gp | 21 | Toughness: Psionics +2, =2 to Mental save stat |
| 63 | “Terror | 3500 gp | 20 | Gain Fearless. All allies within 50' gain +2 to the Courage save stat |
| 64 | “Evil | 6000 gp | 21 | Toughness: Evil +2 |

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| Roll (d00) | Ring | Value | DC | Effects |
|------------|-----------------------|---------|----|--|
| 65 | "Law | 6000 gp | 21 | Toughness: Law +2 |
| 66 | "Righteous | 6000 gp | 21 | Toughness: Righteous +2 |
| 67 | "Anarchists | 6000 gp | 21 | Toughness: Anarchists +2 |
| 68 | "Plants | 6000 gp | 21 | Toughness: Plants & Wood +2, You leave no trace in the wilderness |
| 69 | Runner's Band | 2500 gp | 19 | +10 to Move when Running |
| 70 | Sanity | 1000 gp | 17 | Advantage on Madness related rolls. |
| 71 | Shocker's | 1500 gp | 18 | Your touch deals 2 damage. |
| 72 | Slaughter | 6000 gp | 21 | Bypass 2 Toughness |
| 73 | Sustenance | 2000 gp | 19 | You do not need to eat or drink |
| 74 | Swim as Merfolk | 3000 gp | 20 | +10 to Swimming, Breathe underwater |
| 75 | Swimming | 1000 gp | 17 | +5 to Swimming |
| 76 | Telekinesis | 2000 gp | 19 | 10 lbs. of Telekinesis, +1 to Mental save stat. |
| 77 | Terror, Minor | 1500 gp | 17 | Gain Terror: 12 |
| 78 | Terror, Putrid | 3000 gp | 19 | Gain Terror: 13. Anything that fails your Terror is Sickened for 2 rounds. |
| 79 | Thieves' | 4000 gp | 21 | +5 to Subterfuge, +5 to Stealth |
| 80 | Titan's Strength | 8000 gp | 22 | +2 to STR |
| 81 | True Sight | 2000 gp | 19 | You can see through illusions and cannot be Blinded. |
| 82 | Valentine's Band | 1000 gp | 17 | +2 to all social interaction checks with the opposite sex. |
| 83 | Valor | 2000 gp | 19 | +2 to Courage save stat |
| 84 | Valor of the Chosen | 2000 gp | 19 | You gain 1 extra HP when you level up, or 2 extra HP if you roll a 1 for HP |
| 85 | Vampiric Regeneration | 8000 gp | 24 | When you deal damage in a round, you gain a d4 HP at the end of that round. |
| 86 | Vitality | 3000 gp | 20 | Gain +2 HP, you only need to sleep 4 hours |
| 87 | Warmth | 1000 gp | 17 | Keeps you warm in temperatures to -20 F |
| 88 | Warrior's Boon | 1500 gp | 18 | +1 to attacks |
| 89 | Warrior's Charge | 2500 gp | 20 | +1 to Charge attacks, ignore terrain when charging, +5 Move when charging |
| 90 | Warrior's Revenge | 4000 gp | 21 | When you are hit by a Melee attack, the attack takes 1 Magic damage |
| 91 | War Hardened | 2000 gp | 18 | Gain +2 to AC if you have more than 1 enemy adjacent to you. |
| 92 | Water Breathing | 2000 gp | 18 | Breathe under water |
| 93 | Water Ring | 1000 gp | 17 | Can create 1 pint of water a round. |
| 94 | Water Walking | 1000 gp | 17 | Can walk on water |
| 95 | Whisper's Winds | 1000 gp | 17 | +5 to Listen checks |
| 96 | Willpower's Boon | 2500 gp | 20 | -1 to Force of Will damage |
| 97 | Wind's Dexterity | 8000 gp | 22 | +2 to DEX |
| 98 | Wizard's Eye | 1000 gp | 17 | Your ring releases an invisible eye that you can see through its eyes. Range: 1000' Has 1 HP (can use 3 times a day) |
| 99 | Wizard's Touch | 4000 gp | 21 | Your Touch attacks now have a 5' range. |
| 00 | Wizard's Zeal | 4000 gp | 21 | Your damaging spells deal an extra 2 damage to anyone that has hit you with a Melee attack in the past hour. |

GLOVES

Each player may wear one set of gloves, gauntlets or bracers. Both pieces must be worn to benefit from the magic. However, a special piece could be forged for a one-handed character (same costs, just all of the magic would be fused into one glove). Magic gloves fit to the wearer.

Forging magic gloves requires Crafting and Arcana with at least 5 ranks in each and access to a small forge or leatherworking station. The cost of materials is ½ of the item’s value. The DC for the item’s creation is listed (use your highest skill between Arcana and Crafting). If you fail, the materials are destroyed. It takes a week to craft magic gloves.

| Roll (d00) | Gloves | Value | DC | Effects |
|------------|------------------------|---------|----|---|
| 1-2 | Alchemist's Gloves | 1000 gp | 19 | +5 to Alchemy |
| 3-4 | Animal Handlers | 1000 gp | 19 | +5 to Animal Handling |
| 5-6 | Arcane Touch Gloves | 2000 gp | 21 | +5 to Arcana, you can read Magic writing |
| 7-8 | Archelogy Gloves | 1000 gp | 19 | +5 to Archelogy |
| 9-10 | Archer's Bracers | 2000 gp | 21 | +1 to ranged attacks, +10% range |
| 11-12 | Archery Gloves | 5000 gp | 25 | Add +1 to ROF with bows/ crossbows |
| 13-14 | Bracers of Courage | 1500 gp | 20 | +2 to Courage save stat |
| 15-16 | Bracers of Defense +1 | 1000 gp | 19 | +1 to AC |
| 17-18 | Bracers of Defense +2 | 2000 gp | 20 | +2 to AC |
| 19-20 | Bracers of Defense +3 | 3500 gp | 22 | +3 to AC |
| 21-22 | Bracers of Defense +4 | 6500 gp | 26 | +4 to AC |
| 23-24 | Bracers of Defense +5 | 9000 gp | 30 | +5 to AC |
| 25-26 | Bracers of Obscuring | 4000 gp | 24 | +5 to Stealth & +1 to AC against Range |
| 27-28 | Bracers of Reach | 3000 gp | 21 | Your Melee attacks ha Reach 5' |
| 29-30 | Bracers of Telekinesis | 2000 gp | 20 | Gain 10 lbs. of Telekinesis |
| 31-32 | Bracers of the Hero | 7500 gp | 27 | Fearless & you may Defend an ally and still attack if the ally is adjacent to you. |
| 33-34 | Brawler's Gauntlets | 4500 gp | 23 | +1 to Melee attacks & +2 Magic damage with punches |
| 35-36 | Clawed Gloves | 2000 gp | 20 | You have claws (d6 damage) & +5 to Climb |
| 37-38 | Climbing Gloves | 1000 gp | 19 | +5 to Climbing |
| 39-40 | Crafting Gloves | 1000 gp | 19 | +5 to Crafting |
| 41-42 | Dragonscale Gauntlets | 9000 gp | 30 | +2 to Melee attacks, +1 to STR & your Melee attacks do 2 extra Fire damage |
| 43-44 | Fencer's Gloves | 2000 gp | 19 | +1 to Melee attacks if using DEX bonus |
| 45-46 | Flame Gauntlets | 6000 gp | 25 | Can create fire at will (10'), can Ignite, +1 extra Fire damage to Melee attacks, gain Toughness: Fire +2 |
| 47-48 | Gauntlets of Crushing | 5000 gp | 24 | +2 to Grab, anyone Grabbed by you takes a d4 + STR mod in damage at the end of a round. Escape attempts and STR checks against you are done at -2 |

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| Roll (000) | Gloves | Value | DC | Effects |
|------------|--------------------------|---------|----|---|
| 49-50 | Gauntlets of Strength +1 | 5000 gp | 24 | +1 to STR |
| 51-52 | Gauntlets of Strength +2 | 8000 gp | 28 | +2 to STR |
| 53-54 | Gauntlets of Strength +3 | 10K gp | 31 | +3 to STR |
| 55-56 | Gauntlets of Strength +4 | 12K gp | 33 | +4 to STR |
| 57-58 | Gauntlets of Strength +5 | 14K gp | 35 | +5 to STR |
| 59-60 | Gloves of Arrow Catching | 3000 gp | 21 | Use a Free action to catch (DC: The attacker's roll. Use your DEX mod &+ 3). Can use once a round. |
| 61-62 | Gloves of Magic Touch | 1000 gp | 19 | +5 to Arcana |
| 63-64 | Gloves of Speed | 5000 gp | 25 | +5 to Sleight of Hand, +1 to attacks, +1 to Initiative |
| 65-66 | Gloves of the Spider | 4000 gp | 24 | You can climb on walls and ceilings, +1 to Grab |
| 67-68 | Healer's Gloves | 3500 gp | 23 | Your healing heals 1 extra HP |
| 69-70 | Horseman's Gloves | 1000 gp | 19 | +5 to any skill attempt for riding an animal |
| 71-72 | Ice Gauntlets | 6000 gp | 25 | Can create Ice at will (10'), +1 extra Cold damage to Melee attacks, gain Toughness: Ice +2 |
| 73-74 | Illusionist's Bracers | 4000 gp | 24 | You can create an Illusion (10' or less) x5/ day. You can control it and it can move up to 50' away. It fades if touched by a living thing. |
| 75-76 | Light Gloves | 1000 gp | 19 | Your gloves can Light up at will (illuminates up to 50' area) |
| 77-78 | Magnetic Gauntlets | 1000 gp | 19 | Your gloves have small magnetic charge. If you are using a metal weapon, you cannot be Disarmed. |
| 79-80 | Marking Gloves | 1000 gp | 19 | You can create invisible runes at will. Others can try to read them with an Arcana DC: 16 check. |
| 81-82 | Poisoner's Gloves | 1500 gp | 20 | +3 to Skill checks involving Poisons. Toughness: Poison +1 |
| 83-84 | Resistance Bracers | 2500 gp | 22 | Toughness: +1 |
| 85-86 | Seizing Bracers | 5000 gp | 25 | Gain Seize the Moment +1 & +1 to Initiative |
| 87-88 | Shadow Gloves | 7500 gp | 27 | +2 to Sleight of Hand & you can turn your hands intangible for 10 seconds to reach into things. You can pull tangible things out (not living). |
| 89-90 | Spellcaster's Gloves | 7500 gp | 27 | +3 to Arcana, +1 to INT & +1 to the Magic save stat |
| 91-92 | Spellsnatcher's Gloves | 8000 gp | 28 | Use a Free action to catch a spell cast at you (DC: The attacker's roll, or they roll a d20 + INT mod if no roll is required. Use your DEX or INT mod). Can use once a round. |
| 93-94 | Striking Gauntlets | 4000 gp | 24 | +1 to Melee damage. If you score a Critical hit, you may roll at Advantage on the Critical chart. You may ignore 1 Critical miss per day. |
| 95-96 | Thieves' Gloves | 3000 gp | 23 | +3 to Sleight of Hand, +3 to Subterfuge, you may re-roll one failed, hand related skill check each day |
| 97-98 | Throwing Gloves | 1500 gp | 20 | +1 to Thrown attacks & +1 to any Thrown item damage |
| 99-00 | Titan's Gauntlets | 12K gp | 34 | +3 to STR, +5 HP & any attempt to Outsmart your attacks are at -2 |

BOOTS

Each player may wear one set of boots, sandals or anklets. Both pieces must be worn to benefit from the magic. However, a special piece could be forged for a one-footed character (same costs, just all of the magic would be fused into one boot). Magic boots fit to the wearer.

Forging magic boots requires Crafting and Arcana with at least 5 ranks in each and access to a small forge or leatherworking station. The cost of materials is ½ of the item's value. The DC for the item's creation is listed (use your highest skill between Arcana and Crafting). If you fail, the materials are destroyed. It takes a week to craft magic boots.

| Roll (d00) | Boots | Value | DC | Effects |
|------------|---------------------------|---------|----|---|
| 1-2 | Anklet of Flame Kicks | 1500 gp | 20 | Your kicks deal 1 extra 1 Fire damage. |
| 3-4 | Anklet of Ice Kicks | 1500 gp | 20 | Your kicks deal 1 extra Cold damage |
| 5-6 | Anklet of Leaping | 1000 gp | 19 | +5 to Jumping |
| 7-8 | Anklet of Lightning Kicks | 1500 gp | 20 | Your kicks deal 1 extra Electrical damage |
| 9-10 | Anklet of Poison Kicks | 1500 gp | 20 | Your kicks deal 1 extra Poison damage |
| 11-12 | Anklet of Sonic Kicks | 1500 gp | 20 | Your kicks deal 1 extra Sonic damage |
| 13-14 | Anklet of Watery Kicks | 1500 gp | 20 | Your kicks deal 1 extra Water damage |
| 15-16 | Boots of Courage | 1000 gp | 19 | +2 to Courage save stat |
| 17-18 | Boots of Defense | 8000 gp | 27 | +2 to AC. When you take area damage, you take 2 less damage (after saves) |
| 19-20 | Boots of Desecration | 3000 gp | 23 | At the end of any round, anything Righteous or Law aligned within 30' of these boots takes a d4 Magic damage. |
| 21-22 | Boots of Elvenkind | 1500 gp | 20 | +5 to Stealth, +5 Move in Woodlands |
| 23-24 | Boots of Injustice | 1500 gp | 20 | Detect (60') & +1 to attack Righteous & Law aligned |
| 25-26 | Boots of Justice | 1500 gp | 20 | Detect (60') & +1 to attack Evil aligned |
| 27-28 | Boots of Levitation | 3000 gp | 23 | You may Levitate 20' x3/ day for 6 rounds. You always ignore terrain when moving. |
| 29-30 | Boots of Power | 5000 gp | 25 | +2 to Melee damage, +5 to Jumping |
| 31-32 | Boots of Resolve | 1000 gp | 19 | +2 to the Critical save stat |
| 33-34 | Boots of Seas | 2000 gp | 21 | +5 to CON checks at sea, +10 to Swimming, can breathe underwater |
| 35-36 | Boots of Speed | 5000 gp | 25 | +10 to Move when Running, +2 to Initiative |
| 37-38 | Boots of Stomping | 1000 gp | 19 | 3x/ day you can stomp the ground to make all others within 50' to make a DEX check, or they fall down. |
| 39-40 | Boots of Strength | 8000 gp | 27 | +2 to STR |
| 41-42 | Boots of the Champion | 5000 gp | 25 | Fearless & +1 to Melee attacks |
| 43-44 | Boots of the Ever Anchor | 1000 gp | 19 | Whenever you are Tripped, knocked down, etc., you do not fall. Even if falling, if your feet touch a surface, they will stick |
| 45-46 | Boots of the Jungle | 2000 gp | 21 | When in a jungle or woods, you ignore terrain, leave no trace and gain +3 Move |

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| Roll (d00) | Boots | Value | DC | Effects |
|------------|------------------------|---------|----|--|
| 47-48 | Boots of the Kraken | 5000 gp | 25 | When underwater you gain +2 to STR & DEX, +10 Move, Dark Vision & you can breathe underwater. |
| 49-50 | Boots of the Mage | 4000 gp | 24 | Your damaging spells deal 1 extra Magic damage & you get a +1 to the Mental save stat. |
| 51-52 | Boots of the North | 2000 gp | 21 | When on snow or ice, you ignore terrain, leave no trace and gain +3 Move. |
| 53-54 | Boots of the Psion | 1500 gp | 20 | Gain +2 to the Mental save stat |
| 55-56 | Boots of the Sands | 2000 gp | 21 | When in a desert or on sand, you ignore terrain, leave no trace & gain +3 Move. |
| 57-58 | Boots of the Shadows | 5000 gp | 25 | X2/ day you can use a Free Action to disappear and reappear within sight (20') |
| 59-60 | Boots of the Sneak | 1500 gp | 20 | +5 to Stealth, you can Stealth and still move 1/3 your Move |
| 61-62 | Boots of the Swamps | 2000 gp | 21 | When in a swamp or wetlands you ignore terrain, leave no trace & gain +3 Move. |
| 63-64 | Boots of the Wilds | 3000 gp | 23 | When outdoors, you ignore terrain, leave no trace, gain +3 Move & +1 to Initiative. |
| 65-66 | Boots of Water Walking | 1500 gp | 19 | You can walk on water |
| 67-68 | Chameleon's Boots | 3000 gp | 23 | +10 to Stealth & you can blend into backgrounds |
| 69-70 | Dancer's Boots | 1000 gp | 19 | +5 to Dancing & +1 Move |
| 71-72 | Dragonscale Boots | 8000 gp | 28 | +3 to AC, Toughness: Fire +3 |
| 73-74 | Hunter's Folly | 1000 gp | 19 | You can leave no trace, or select to leave the tracks of any known monster. |
| 75-76 | Mender's Boots | 1500 gp | 20 | +5 to Medicine, your non-healing spells heal you 1 HP X times a day (X is your WIS modifier). |
| 77-78 | Necromancer's Boots | 3500 gp | 23 | +3 to Arcana, +2 Move, +1 to AC & your undead gain +3 to their Move |
| 79-80 | Pack Mule's Anklet | 2500 gp | 22 | You can carry double your Encumbrance allowance |
| 81-82 | Rider's High Boots | 2000 gp | 21 | +10 to any Piloting check |
| 83-84 | Roof Runner's Boots | 2500 gp | 22 | +3 to Climbing, +3 to Jumping, you take no damage from falls under 50' (1/2 from longer falls) |
| 85-86 | Slippers of Dashing | 2000 gp | 21 | You can Run at up to x5 your Move for 2d4 rounds (x3/ day) |
| 87-88 | Slippers of Jumping | 2000 gp | 21 | +10 to Jumping |
| 89-90 | Spider's Sandals | 2000 gp | 21 | You can walk on walls and the ceiling & you ignore webbing. |
| 91-92 | Surefooted Sandals | 2000 gp | 21 | +10 to Balance checks |
| 93-94 | Swimmer's Anklet | 1000 gp | 19 | +5 to Swimming |
| 95-96 | Trailblazers | 1000 gp | 19 | You leave a distinct path to follow on the ground in your wake. You may turn this off. |
| 97-98 | Winged Boots | 7000 gp | 27 | Wings allow you to Fly 10 |
| 99-00 | Wizard's Sandals | 3000 gp | 22 | +1 to AC, you may cast 1 extra 1st or 2nd level spell each day |

WEAPONS

Forging magic weapons requires Crafting and Arcana with at least 5 ranks in each and access to a forge, carpentry station or similar location. The cost of materials is $\frac{1}{2}$ of the item's & enchantments value. The DC for the item's creation is listed (use your highest skill between Arcana and Crafting). If you fail, the materials are destroyed. It takes 10 days to craft a magic weapon.

You may add enchantments to existing weapons, but the entire weapon is lost if the DC roll fails. Any +1, or better, weapon is considered magical unless otherwise noted (like Masterwork or Silver).

Roll d00 for a random weapon, then roll d00 on the Weapon Enchantment Table A. Re-roll enchantment if it does not match the weapon (i.e. a Keen Club, Crushing Dagger, etc.).

| Roll (d00) | Random Weapon |
|------------|--------------------|
| 1-3 | Arrows x12 |
| 4-5 | Axe, Heavy |
| 6-7 | Axe, Light |
| 8-9 | Bolts x12 |
| 10-11 | Bow, Long |
| 12-14 | Bow, Short |
| 15-16 | Chain 5' |
| 17-18 | Chain 10' |
| 19-23 | Club |
| 24-25 | Crossbow, Light |
| 26-27 | Crossbow, Heavy |
| 28-34 | Dagger |
| 35-37 | Darts x4 |
| 38-39 | Flail, Footman's |
| 40-41 | Flail, Knight's |
| 42-44 | Fork, Military |
| 45-48 | Hammer |
| 49 | Hammer, Two-Handed |
| 50-52 | Hammer, War |
| 53-54 | Javelins x2 |
| 55 | Kusari-Gama |
| 56-58 | Lance |
| 59-63 | Mace |
| 64 | Maul |
| 65-66 | Nunchaku |
| 67-68 | Pole Arm |
| 69-70 | Sai (Pair) |
| 71-72 | Sling |
| 73-75 | Spear |
| 76-79 | Staff |
| 80-81 | Sword, Katana |
| 82-86 | Sword, Long |
| 87-89 | Sword, Rapier |
| 90-96 | Sword, Short |
| 97 | Sword, Two-Handed |
| 98-99 | Trident |
| 00 | Whip |

WEAPON ENHANCEMENTS

Enhanced weapons start as a +1 weapon when created (excluding special material weapons). So, if you craft a +1 weapon, it is just a +1 weapon. If you craft a Sonic weapon, it is a +1 in addition to its Sonic power. If you attempt to upgrade it to a +2 Sonic Weapon, you must try to craft a +2 for 1500 gp. If the crafter passes the DC, then the weapon is upgraded. Then if crafter tries to upgrade to a Dwarf Slayer weapon for 1750 gp and passes the DC, the weapon becomes a +2 Sonic Dwarf Slayer. A weapon can only have enchantments equal to its +X bonus.

Arrows & Bolts come in 12s. Darts come in 4s. Javelins come in 2s.

WEAPON ENCHANTMENT TABLE A

| Roll (000) | Enchantment | Value | DC |
|------------|--|-------------------|----------------|
| 1-20 | +1 | 1000 gp | 16 |
| 21-26 | +2 | 3000 gp | 20 |
| 27-31 | +3 | 5000 gp | 22 |
| 32-35 | +4 | 10k gp | 26 |
| 36 | +5 | 15k gp | 31 |
| 37-72 | Roll on Enchantment Chart B | Enchantment value | Enchantment DC |
| 73-80 | +2 & Roll on Enchantment Chart B | 3000 gp + EV | Enchantment DC |
| 81-84 | +3 & Roll on Enchantment Chart B | 5000 gp + EV | Enchantment DC |
| 85-88 | +4 & Roll on Enchantment Chart B | 10k gp + EV | Enchantment DC |
| 89-90 | +5 & Roll on Enchantment Chart B | 15k gp + EV | Enchantment DC |
| 91-94 | +2 & Roll on Enchantment Chart B Twice | 3000 gp + EVs | Enchantment DC |
| 95-97 | +3 & Roll on Enchantment Chart B Twice | 5000 gp + EVs | Enchantment DC |
| 98-99 | +4 & Roll on Enchantment Chart B Twice | 10k gp + EVs | Enchantment DC |
| 00 | +5 & Roll on Enchantment Chart B Twice | 15k gp + EVs | Enchantment DC |



ENCHANTMENT CHART B (WEAPONS)

*Slayer weapon bonuses are in addition to their base bonus. Therefore, a +3 weapon with Dragon Slayer has a +3/ +6 to attack & damage Dragons.

| Roll (d00) | Enchantment/ Upgrade | Value | DC | Effects |
|------------|----------------------|------------------|----|---|
| 1-2 | Acidic | 3000 gp | 20 | +1/ +d4 Acid damage |
| 3-4 | Arcwol Slayer | 3500 gp | 21 | +1/ +4 to attack & damage Arcwol |
| 5-6 | Aspimitte Slayer | 3500 gp | 21 | +1/ +4 to attack & damage Aspimittes |
| 7-8 | Chaos | 5000 gp | 22 | +1/ When you make a successful attack, everything (including you) within 30' takes a d6 Magic damage (Magic save negates) |
| 9-11 | Cold Iron | 300 gp | 12 | +1, not magic/ does double damage to Fey |
| 12-13 | Crushing | 3000 gp | 20 | +1/ Your blunt weapon Critical hits on a natural 19-20 |
| 14-15 | Defensive | 3000 gp | 20 | +1/ +2 to AC & this cannot be Disarmed |
| 16-17 | Disruptive | 2000 gp | 19 | +1/ When you hit a target, they must make a Critical save or drop their weapon or shield |
| 18-19 | Distance | 1000 gp | 16 | +1/ Range only (per 12). Double Range. |
| 20-21 | Dragon Slayer | 3500 gp | 21 | +1/ +4 to attack & damage Dragons & Dragon kind |
| 22-23 | Dwarf Slayer | 3500 gp | 21 | +1/ +4 to attack & damage Dwarves |
| 24-25 | Elemental Slayer | 3500 gp | 21 | +1/ +4 to attack & damage Elementals |
| 26-27 | Elf Slayer | 3500 gp | 21 | +1/ +4 to attack & damage Elves |
| 28-29 | Fey Slayer | 3500 gp | 21 | +1/ +4 to attack & damage Fey |
| 30-31 | Fienakar Slayer | 3500 gp | 21 | +1/ +4 to attack & damage Fienakar |
| 32-33 | Flaming | 3000 gp | 20 | +1/ +d4 Fire damage |
| 34-35 | Frost | 3000 gp | 20 | +1/ +d4 Cold damage |
| 36-37 | Giant Slayer | 3500 gp | 21 | +1/ +4 to attack & damage Giants |
| 38-39 | Glowing | 1500 gp | 17 | +1/ The sword glows (40") when a specific race is nearby (select race when made) |
| 40-42 | Goblin Slayer | 3500 gp | 21 | +1/ +4 to attack & damage Goblins |
| 43-44 | Healing | 6000 gp | 25 | +1/ When you make a successful attack, you heal a d4 HP. |
| 45-46 | Holy | 3500 gp | 21 | +1/ +4 to attack & damage Evil |
| 47-48 | Human Slayer | 3500 gp | 21 | +1/ +4 to attack & damage Humans |
| 49-50 | Keen | 3000 gp | 20 | +1/ Your edged weapon Critical hits on a natural 19-20. |
| 51-52 | Kobold Slayer | 3500 gp | 21 | +1/ +4 to attack & damage Kobolds |
| 53-54 | Lucky | 3500 gp | 21 | +1/ After a successful attack, your next attack with this sword is at +1. This accumulates until you miss, or reach +10 (it resets to normal after the +10 attack). |
| 55-56 | Madness | 4500 gp | 22 | +1/ This weapon deals an additional 1 Shadow damage. Critical hits with this weapon also give the target a d4 Madness points. |
| 57-61 | Masterwork | Triple item cost | 13 | +1, but not Magic/ Well made, stronger than normal. |
| 62 | Merciful | 1250 gp | 16 | +1/ This weapon cannot take a target below 1 HP. |
| 63-65 | Obsidian | 6000 gp | 28 | +1/ Any damage dealt by this weapon is healed at half rate (rounded down) |
| 66-67 | Overkill | 5000 gp | 24 | +1/ When you kill a target, you get a free attack on an adjacent enemy (once a round) |
| 68-69 | Plant Slayer | 3500 gp | 21 | +1/ +4 to attack & damage Plants |

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| Roll (d00) | Enchantment/ Upgrade | Value | DC | Effects |
|------------|----------------------|---------|----|--|
| 70-72 | Poisoned | 3000 gp | 21 | +1/ +d4 Poison damage |
| 73--74 | Returning | 4000 gp | 22 | +1/ As a Free Action, you can return your weapon to you (100'). Beyond 100' it will Move toward you at 100' per round. |
| 75-76 | Rock | 3000 gp | 20 | +1/ +d4 Earth damage |
| 77-78 | Savage Thirst | 6000 gp | 25 | +1/ Deals an additional d6 damage & you take a d4 damage |
| 79-80 | Shocker | 3000 gp | 20 | +1/ +d4 Electric damage |
| 81-82 | Silver | 300 gp | 13 | +1, not Magic/ Harms werebeasts & some undead |
| 83 | Sonic | 3000 gp | 20 | +1/ +d4 Sonic damage |
| 84 | Soul Drinker | 9000 gp | 33 | +1/ Anytime you kill something with at least 1/3 of your base HP, you heal d10 HP and get a +3 to your next attack |
| 85 | Speed | 7500 gp | 28 | +1/ +1 extra action per round with this weapon. |
| 86-87 | Terror | 3000 gp | 21 | +1/ When you hit, the target must make a Courage save of roll on the p.183 Book I |
| 88-89 | Throwing | 1000 gp | 15 | +1/ You can throw this weapon without penalty & double the range |
| 90 | Trickster | 2000 gp | 18 | +1/ As a Free Action, you can transform this weapon into a weapon of another type (sword to hammer, hammer to bow, etc.) |
| 91 | Unbreakable | 8000 gp | 29 | +1/ This weapon cannot be destroyed. You gain +2 to the Courage save stat when held. |
| 92-93 | Undead Slayer | 3500 gp | 21 | +1/ +4 to attack & damage the Undead |
| 94-95 | Unholy | 3500 gp | 21 | +1/ +4 attack & damage the Righteous & Law aligned |
| 96 | Vampiric | 4000 gp | 22 | +1/ +3 to attack & damage Living creatures. When you Critical hit a living target, you gain (not heal) d6 HP. |
| 97-98 | Vessamyrr Slayer | 3500 gp | 21 | +1/ +4 attack & damage to Vessamyrr |
| 99 | Weakener | 3000 gp | 21 | +1/ When you hit, the target losses 1 in all Toughness for 6 rounds. |
| 00 | Woe | 1500 gp | 16 | +1/ When you hit, the target loses a d4 in the Courage save stat. |

ARMOR

Forging magic armor requires Crafting and Arcana with at least 5 ranks in each and access to a forge, or similar location. The cost of materials is ½ of the item's & enchantments value. The DC for the item's creation is listed (use your highest skill between Arcana and Crafting). If you fail, the materials are destroyed. It takes 2 weeks to craft magic armor.

Enchanted Armor creation is the same as weapon creation. (see above).

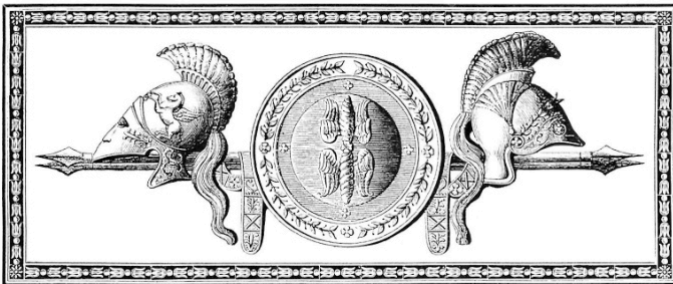
All magical armor count as Light for Encumbrance (only 1 item), but not for combat training.

Roll d00 for a random armor, then roll d00 on the Armor Enchantment Table A and then C. Re-roll enchantment if it does not match the armor.

| Roll (d00) | Random Armor |
|------------|-------------------|
| 1-6 | Chain Mail |
| 7-12 | Chain Shirt |
| 13-14 | Elven Chain |
| 15-17 | Half-Plate |
| 18-26 | Leather |
| 27-36 | Padded, Light |
| 37-45 | Padded, Heavy |
| 46-50 | Plate Mail |
| 51-52 | Plate Mail, Field |
| 53-59 | Ring Mail |
| 60-69 | Shield |
| 70-78 | Shield, Buckler |
| 79-83 | Shield, Large |
| 84-91 | Splint Mail |
| 92-00 | Studded Leather |

ARMOR ENCHANTMENT TABLE A

| Roll (d00) | Enchantment | Value | DC |
|------------|--|-------------------|----------------|
| 1-20 | +1 | 1000 gp | 16 |
| 21-26 | +2 | 3000 gp | 20 |
| 27-31 | +3 | 5000 gp | 22 |
| 32-35 | +4 | 10k gp | 26 |
| 36 | +5 | 15k gp | 31 |
| 37-72 | Roll on Enchantment Chart C | Enchantment value | Enchantment DC |
| 73-80 | +2 & Roll on Enchantment Chart C | 3000 gp + EV | Enchantment DC |
| 81-84 | +3 & Roll on Enchantment Chart C | 5000 gp + EV | Enchantment DC |
| 85-88 | +4 & Roll on Enchantment Chart C | 10k gp + EV | Enchantment DC |
| 89-90 | +5 & Roll on Enchantment Chart C | 15k gp + EV | Enchantment DC |
| 91-94 | +2 & Roll on Enchantment Chart C Twice | 3000 gp + EVs | Enchantment DC |
| 95-97 | +3 & Roll on Enchantment Chart C Twice | 5000 gp + EVs | Enchantment DC |
| 98-99 | +4 & Roll on Enchantment Chart C Twice | 10k gp + EVs | Enchantment DC |
| 00 | +5 & Roll on Enchantment Chart C Twice | 15k gp + EVs | Enchantment DC |



ENCHANTMENT TALE C (ARMOR)

| Roll (d00) | Enchantment/ Upgrade | Value | DC | Effects |
|------------|----------------------|------------------|----|---|
| 1-3 | Acid Resistant | 6000 gp | 25 | +1 AC/ Toughness: Acid +5 |
| 4-5 | Adaptive | 7000 gp | 27 | +1 AC/ You immediately adapt to any environment you enter (air, pressure, etc.) and have immunity to gases. |
| 6-8 | Air Resistant | 6000 gp | 25 | +1 AC/ Toughness: Air +5 & you are immune to knock backs |
| 9-11 | Angelic | 4000 gp | 22 | +1 AC/ +3 AC against Evil. You can cast Light (50') x3/ day (lasts 1 hour) |
| 12-14 | Blurred | 4000 gp | 22 | +1 AC/ +3 AC against Range attacks. -3 to Spot checks against you. |
| 15-17 | Chaos Resistant | 5000 gp | 24 | +1 AC/ +3 AC against Anarchists. +2 to the Mental save stat. |
| 18-19 | Crystal | 8000 gp | 29 | +1 AC/ Takes ½ damage (rounded down) against energy-based damage (fire, magic, sonic, etc.) |
| 20-22 | Demonic | 4000 gp | 22 | +1 AC/ +3 AC against Righteous & Law aligned. You can cast Darkness (50') x/3 a day (lasts 1 hour) |
| 23-24 | Dragonscale | 8000 gp | 29 | +1 AC/ Toughness: Fire +2, Toughness +2 (Heavy Armor only) |
| 25-27 | Earth Resistant | 6000 gp | 25 | +1 AC/ Toughness: Earth +5 |
| 28-30 | Earthen | 4000 gp | 22 | +1 AC/ Toughness: Earth +2, Toughness +1 |
| 31-38 | Fire Resistant | 6000 gp | 25 | +1 AC/ Toughness: Fire +5 |
| 39-43 | Glamered | 2000 gp | 20 | +1 AC/ You may alter your armor's appearance at will |
| 44-46 | Healer's | 2500 gp | 20 | +1 AC/ Your heal spells heal +1 HP |
| 47-49 | Holy Resistant | 6000 gp | 25 | +1 AC/ Toughness: Righteous & Law aligned +5 |
| 50-51 | Ice Resistant | 6000 gp | 25 | +1 AC/ Toughness: Ice +5 |
| 52 | Indestructible | 8500 gp | 32 | +1 AC/ This armor cannot be destroyed. Toughness: +2 (this Toughness can never be reduced). |
| 53-54 | Lightweight | 1500 gp | 19 | +1 AC/ This armor counts for 0 encumbrance and has no Stealth penalty. |
| 55 | Lion's Courage | 3500 gp | 22 | +1 AC/ Fearless |
| 56-57 | Luck | 5000 gp | 24 | +1 AC/ Any SUR re-roll you roll is done at Advantage. |
| 58 | Magic Resistant | 9000 gp | 31 | +1 AC/ Toughness: Magic +5 |
| 59-60 | Masterwork | Triple item cost | 13 | +1 AC/ Not magical |
| 61-62 | Metal Resistant | 6000 gp | 25 | +1 AC/ Toughness: Metal +5 |
| 63-64 | Plant Resistant | 6000 gp | 25 | +1 AC/ Toughness: Plants & Wood +5 |
| 65 | Psionic Resistant | 7000 gp | 26 | +1 AC/ Toughness: Psionics +5 |
| 66-68 | Shadow | 2000 gp | 19 | +1 AC/ +10 to Stealth |
| 69-70 | Shock Resistant | 6000 gp | 25 | +1 AC/ Toughness: Electric +5 |
| 71-73 | Silent | 1500 gp | 18 | +1 AC/ You make no noise. All Listen checks are done at Disadvantage |
| 74-76 | Sonic Resistant | 5000 gp | 23 | +1 AC/ Toughness: Sonic +5 |
| 77-78 | Speed | 6500 gp | 26 | +1 AC/ Advantage on Initiative |
| 79-81 | Spiked | 3000 gp | 21 | +1 AC/ Any Melee attack on this suit takes 2 damage (Heavy only) |
| 82-84 | Survivalist | 1000 gp | 18 | +1 AC/ +5 on all Survival check, you can produce 1 pint a water an hour |

| Roll (d00) | Enchantment/ Upgrade | Value | DC | Effects |
|------------|----------------------|---------|----|--|
| 85-86 | Toughness | 8500 gp | 30 | +1 AC/ Toughness: +3 |
| 87-89 | Unholy Resistant | 6000 gp | 25 | +1 AC/ Toughness: Evil +5 |
| 90-91 | Void | 7000 gp | 27 | +1 AC/ Advantage on Step into the Void rolls. +3 AC against Outsiders |
| 92-94 | Water Resistant | 6500 gp | 25 | +1/ Toughness: Water +5. Water Breathing. |
| 95-97 | Waterborn | 8000 gp | 29 | +1/ Toughness: Water +2. While underwater you gain: +2 to STR, +2 to DEX, +4 HP, +10 Move & +3 to Initiative. |
| 98-00 | Wizard's Blessing | 7000 gp | 26 | +1/ You heal 1 HP when you cast a spell. You heal an additional 1 HP when you cast a spell when adjacent to an enemy. (20 HP max per day). |

Magical Items

Below are lists of wondrous items of magic. Forging magical items requires Crafting and Arcana with at least 5 ranks in each and access to a forge, carpentry station or similar location. The cost of materials is 1/2 of the item's value. The DC for the item's creation is listed (use your highest skill between Arcana and Crafting). If you fail, the materials are destroyed. It takes 1 week to craft a Minor Magic Item and 2 weeks to craft a Major Magic Item.

Items with uses that are discovered as treasure might be missing charges. To recharge an item to full charges, it requires 1/3 of the item's material cost and the DC listed (Arcana or Crafting). A failed attempt drains all of the remaining charges. A consecutive second fail will destroy the item and the materials.

MINOR MAGICAL ITEMS

| Roll (d00) | Item | Value | DC | Effects |
|------------|------------------------|---------|----|--|
| 1 | Alchemist's Jug | 1500 gp | 16 | Alchemy attempts cost 10% less in materials. (20 charges) |
| 2 | Amulet Against Scrying | 1000 gp | 14 | Neck. You are immune to magical detection & have +2 to Stealth |
| 3 | Amulet of Darkness | 1500 gp | 16 | Neck. You have Dark Vision 60' and can cause Darkness 60' area (20 charges) |
| 4 | Bag of Holding, Minor | 1000 gp | 14 | Holds up to 200 lbs. and cause no Encumbrance. |
| 5 | Balm of the Healer | 2000 gp | 16 | Heals d4 HP upon touch. They cannot be healed by this balm more than once a day. (20 uses) |
| 6 | Bear's Cloak | 4000 gp | 20 | Back. +1 to AC / +1 to STR, +5 to Climb |
| 7 | Belt of Climbing | 1000 gp | 14 | Waist. +5 to Climb, Falls do 3 less damage |
| 8 | Belt of the Dwarves | 2500 gp | 17 | Waist. +1 to CON |
| 9 | Belt of the Elves | 2500 gp | 17 | Waist. +1 to INT |
| 10 | Belt of the Halflings | 2500 gp | 17 | Waist. +1 to DEX |

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| Roll (d00) | Item | Value | DC | Effects |
|------------|--------------------------|---------|----|---|
| 11 | Belt of the Lucky | 2500 gp | 17 | Waist. +1 to SUR |
| 12 | Belt of the Menders | 1500 gp | 15 | Waist. +5 to Crafting |
| 13 | Belt of the Orcs | 2500 gp | 17 | Waist. +1 to STR |
| 14 | Belt of the Swift | 2500 gp | 17 | Waist. +2 to Initiative |
| 15 | Belt of the Vessamyrrs | 2500 gp | 17 | Waist. +1 to CHA |
| 16 | Brawler's Belt | 3000 gp | 18 | Waist. +1 to Melee attacks & +1 to Melee damage |
| 17 | Canopy Bracers | 2500 gp | 17 | Hands. +5 to Climb, +5 to Jump, +10 to Stealth (in trees), Falls do 4 less damage |
| 18 | Chaos Wand | 1250 gp | 15 | The wand performs a random 1st level spell at the target. If you used Step into the Void for this spell, roll the spell at Advantage. |
| 19 | Chime of Opening | 1500 gp | 15 | The chime will open any locked, non-magic door or gate. (20 charges) |
| 20 | Circlet of Comprehension | 4000 gp | 20 | Head. You understand and speak any language. |
| 21 | Circlet of Knowledge | 1000 gp | 14 | Head. +3 to Knowledge: General & +1 to all other known Knowledges |
| 22 | Cloak of Elvenkind | 3000 gp | 18 | Back. +1 to AC/ You make no noise when moving. +5 to Stealth, Listen checks always fail against you |
| 23 | Cloak of Many Pockets | 1000 gp | 14 | You can carry 5 extra items before becoming Encumbered |
| 24 | Cloak of Protection +1 | 1000 gp | 14 | Back. +1 to AC |
| 25 | Cloak of Protection +2 | 2500 gp | 17 | Back. +2 to AC |
| 26 | Cloak of Protection +3 | 3500 gp | 19 | Back. +3 to AC |
| 27 | Cloak of Shadows | 3000 gp | 18 | Back. +5 to Stealth, +2 to Move & +1 Initiative |
| 28 | Cloak of the Arcwols | 2000 gp | 16 | Back. +1 to AC, +5 to Tracking |
| 29 | Cloak of the Wind | 3000 gp | 18 | Back. +1 to AC. When you are hit by an attack, you may instantly Move 20' without penalty |
| 30 | Cowl of the Scorpion | 1000 gp | 14 | Head. Your successful claw and bite attacks do an additional d4 Poison damage (Critical save negates) |
| 31 | Detection Medallion | 1500 gp | 15 | Neck. You may attempt a Spot check on any secret door or hidden item. |
| 32 | Dust of Disappearance | 2000 gp | 16 | Throw a pinch on the ground and you instantly move 20'. You gain +2 AC & +5 to Stealth for this round and next. (20 uses) |
| 33 | Earring of Bright | 2500 gp | 17 | Ear. +1 to INT |
| 34 | Earring of Might | 2500 gp | 17 | Ear. +1 to STR |
| 35 | Earring of the Darkness | 2500 gp | 17 | Ear. Dark Vision 60', Toughness: Evil +2, Language: Pitspeak |
| 36 | Earring of the Leader | 2500 gp | 17 | Ear. +1 to CHA |
| 37 | Earring of the Light | 2500 gp | 17 | Ear. Cannot be Blinded, Toughness: Righteous & Law aligned, Language: Angel's Whisper |
| 38 | Earring of the Nimble | 2500 gp | 17 | Ear. +1 to DEX |
| 39 | Earring of the Stout | 2500 gp | 17 | Ear. +1 to CON |
| 40 | Earring of the Survivor | 2500 gp | 17 | Ear. +1 to SUR |

| Roll (d00) | Item | Value | DC | Effects |
|------------|-------------------------------|---------|----|---|
| 41 | Earring of the Wise | 2500 gp | 17 | Ear. +1 to WIS |
| 42 | Earring of True Sight | 4000 gp | 20 | Ear. Can see through illusions, detect shape changers 40' & you cannot be Blinded |
| 43 | Endless Jug | 1500 gp | 15 | 2-gallon jug of endless, clean water |
| 44 | Figurine of the Asp | 2000 gp | 16 | Neck. +5 to the Poison save stat |
| 45 | Figurine of the Lion | 2000 gp | 16 | Neck. +5 to the Courage save stat |
| 46 | Figurine of the Third Eye | 2000 gp | 16 | Neck. +5 to the Mental save stat |
| 47 | Fins of Swimming | 1000 gp | 14 | Fits over any Boots. +5 to Swim |
| 48 | Folded Boat | 3000 gp | 18 | Folds out into a small boat w/ oars (4 person) |
| 49 | Gem of Seeing | 1500 gp | 15 | Neck. See the invisible and hidden objects (with a Spot check DC: 16 or more) |
| 50 | Glamered Robes | 1500 gp | 15 | Back. +1 to AC. You can make your clothes and armor look like other clothes |
| 51 | Helm of Battle | 5000 gp | 22 | Head. +2 to AC. All Surprise & Seize the Moment attacks against you are done at Disadvantage. |
| 52 | Helmet of Brilliance | 5000 gp | 22 | Head. +1 to AC. +1 to INT. Add 2 to any Counterspell attempt you make. |
| 53 | Helmet of Fear | 3000 gp | 18 | Head. +1 to AC. You have Terror: 13 |
| 54 | Horseshoes of Speed | 1000 gp | 14 | The animal gains +15 Move when Running (can Run for 5 minutes every 30 minutes). |
| 55 | Ice Wand | 2000 gp | 16 | Shoots a blast of Cold (100') that does 2d6 damage to the target and d6 damage to all adjacent (on a hit). 20 charges |
| 56 | Leafy Armor | 2500 gp | 17 | Can be worn over Light armor. +2 to AC, +5 to Stealth (in the woods), repels simple insects. |
| 57 | Luckstone | 3000 gp | 18 | Neck. When you roll a SUR re-roll, you do it at Advantage. |
| 58 | Manual of Beneficial Exercise | 6000 gp | 24 | Takes 1 week to read. Afterwards gain +1 to STR & the Manual disintegrates. Cannot read this book again. |
| 59 | Manual of Constitution | 6000 gp | 24 | Takes 1 week to read. Afterwards gain +1 to CON & the Manual disintegrates. Cannot read this book again. |
| 60 | Manual of Intelligence | 6000 gp | 24 | Takes 1 week to read. Afterwards gain +1 to INT & the Manual disintegrates. Cannot read this book again. |
| 61 | Manual of Quickness | 6000 gp | 24 | Takes 1 week to read. Afterwards gain +1 to DEX & the Manual disintegrates. Cannot read this book again. |
| 62 | Manual of Survival | 6000 gp | 24 | Takes 1 week to read. Afterwards gain +1 to SUR & the Manual disintegrates. Cannot read this book again. |
| 63 | Manual of Swordsmanship | 6000 gp | 24 | Takes 1 week to read. Afterwards gain +1 to Melee attacks & the Manual disintegrates. Cannot read this book again. |
| 64 | Manual of Willpower | 6000 gp | 24 | Takes 1 week to read. Afterwards gain +1 to WIS & the Manual disintegrates. Cannot read this book again. |
| 65 | Mask of Disguise | 4000 gp | 18 | Head. You can change the appearance of your face at will. +3 to Subterfuge. |
| 66 | Medusa's Medallion | 2000 gp | 16 | Neck. You have immunity to Poison and Petrification. |

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| Roll (d00) | Item | Value | DC | Effects |
|------------|------------------------------|---------|----|--|
| 67 | Musicajig | 1000 gp | 14 | Appears as a small lute, but can be commanded to change into any hand held instrument. |
| 68 | Necklace of Adaptation | 4000 gp | 20 | Neck. You can breathe in any atmosphere. Toughness +1. |
| 69 | Necklace of Fireballs | 5000 gp | 22 | Neck. You can shoot a fireball, 10' wide x 40' long. It does 4d6 damage to all within its path. DEX check halves the damage (rounded down). Takes 2 rounds to reuse. 20 charges. |
| 70 | Necklace of Miracle Missiles | 3500 gp | 19 | Neck. You can shoot a blast that does d6 damage to anything within 40' (automatically hits). 20 charges. |
| 71 | Necro-Flesh Armor | 6000 gp | 24 | Light. +2 to AC. Toughness: Shadow +2. +5 to Stealth. If one of your undead is destroyed, you heal d4 HP. |
| 72 | Portable Hole | 5000 gp | 22 | A small, flat item that opens up a door between solid material (10'x10') and up to 6' thick. 20 uses. |
| 73 | Rabbit's Foot | 3000 gp | 18 | Neck. +1 to SUR. You may re-roll a failed roll once per day. |
| 74 | Ribbon of Avoidance | 1000 gp | 14 | Counts as either Neck, Feet or Head. +1 to Critical save stat. |
| 75 | Ribbon of Courage | 1000 gp | 14 | Counts as either Neck, Feet or Head. +1 to Courage save stat. |
| 76 | Ribbon of the Fairies | 1000 gp | 14 | Counts as either Neck, Feet or Head. +1 to Magic save stat. |
| 77 | Ribbon of the Guarded Mind | 1000 gp | 14 | Counts as either Neck, Feet or Head. +1 to Mental save stat. |
| 78 | Ribbon of the Milked Snake | 1000 gp | 14 | Counts as either Neck, Feet or Head. +1 to Poison save stat. |
| 79 | Ribbon of the Survivor | 1000 gp | 14 | Counts as either Neck, Feet or Head. +1 to Death save stat. |
| 80 | Robe of Eyes | 5000 gp | 22 | Back. +1 to AC. +4 AC against Surprise Attacks. +5 to Spot. +2 to Initiative. Shoots Fire (10'x20'). All within take 2d6+1 Fire damage (DEX check halves damage). 20 uses. |
| 81 | Rod of Flame | 3500 gp | 19 | +5 to Climb, 10' of rope that expands to 150' |
| 82 | Rope of Climbing | 1000 gp | 14 | Neck. Your attacks against Righteous or Law do an additional d4 Fire damage. |
| 83 | Ruby of Smiting | 3000 gp | 18 | Neck. Your attacks against Evil do an additional d4 Ice damage. |
| 84 | Sapphire of Smiting | 3000 gp | 18 | Head. You can read magic and any language. |
| 85 | Scribe's Glasses | 1000 gp | 14 | Head. You can control snakes within 100'. Immunity to Poison. |
| 86 | Snake Cirlet | 5000 gp | 20 | +10 to Digging. |
| 87 | Spade of Digging | 1000 gp | 14 | Back. +1 to AC. You can walk on walls and ceilings. Fall damage is reduced by 4. Your spells deal an additional 1 Poison damage. |
| 88 | Spider Robes | 4000 gp | 18 | Does d6 damage + d4 Poison (CON check negates). Can shoot a web at a single target (50'). On a hit, the target's Move is halved for 6 rounds. |
| 89 | Spider Staff | 4000 gp | 18 | Does d6 damage (double damage to undead). Touch can heal d8 HP. (20 charges) |
| 90 | Staff of Healing | 5000 gp | 20 | |

| Roll (d00) | Item | Value | DC | Effects |
|------------|--------------------------|---------|----|--|
| 91 | Staff of Nature | 3000 gp | 18 | Does d6 damage. Everywhere you walk flowers and grass sprout. Immunity to Poisons. |
| 92 | Staff of Woe | 1500 gp | 15 | Does d6 damage. When your attacks or spells hit, the target loses 2 Courage for 1 hour. |
| 93 | Sustenance Necklace | 3000 gp | 18 | Neck. You do not need to eat & drink, and can tolerate cold to -20 and heat to 120. |
| 94 | Telepathy Circlet | 5000 gp | 20 | Head. You have Telepathy (100'). Mental save blocks you for 1 hour. |
| 95 | Throwing Shield | 1500 gp | 15 | Shield. +1 AC. Can throw it as a weapon. D6 damage. Returns at the end of the round. |
| 96 | Tome of Spells I | 4000 gp | 18 | Book of 12 1st level spells. GM's choice or random. |
| 97 | Tome of Spells II | 6000 gp | 22 | Book of 12 2nd level spells. GM's choice or random. |
| 98 | Wand of Miracle Missiles | 3500 gp | 19 | You can shoot a blast that does d6 damage to anything within 40' (automatically hits). 20 charges. |
| 99 | Wand of Truth | 1000 gp | 14 | Target within 100' cannot lie for 6 rounds. Magic save negates. |
| 00 | Winter Norgarm Furs | 5000 gp | 20 | Back. +1 to AC, Toughness: Magic +2 |

MAJOR MAGICAL ITEMS

| Roll (d00) | Item | Value | DC | Effects |
|------------|----------------------|---------|----|--|
| 1 | Angel's Helm | 8000 gp | 26 | Head. +2 to AC. +1 CHA. You have Terror: 16 to Evil. Righteous or Law only. |
| 2 | Arcane Utility Belt | 7000 gp | 24 | Waist. You may wear an extra Ring & Waist item. +3 to Magic save stat. |
| 3 | Aspimitte-skin Cloak | 8000 gp | 26 | Back. +1 to AC. Toughness +1. Toughness: Plants & Wood +3. +3 to Poison save stat. |
| 4 | Assassin's Jug | 10k gp | 30 | Produces Poison that does 2d6 damage if drank or hit by a weapon coated with it. A Poison save prevents half of the damage (rounded down). Coating lasts 6 hours. |
| 5 | Autumn Belt | 7000 gp | 24 | Belt. +1 to AC. It is always cool and windy within 10' of you (60 F). This area acts as a breathable bubble around you if underwater or in a hostile environment. |
| 6 | Bag of Infinity | 12k gp | 34 | Large sack that opens up to a huge storeroom (100'x100'). Creatures may enter the bag (has air). Mouth can open up to 10'x10'. |
| 7 | Balm of the Angels | 12k gp | 34 | Once applied, the wearer gains 2d6 HP, +3 to CHA and Toughness: Evil +5 for 1 hour. If applied to a recently deceased (6 hours) non-Evil creature it will revive them to 1 HP. Cannot be used to revive the same thing more than once. (10 uses) |
| 8 | Balm of the Mender | 12k gp | 34 | Once applied, the wearer regains full HP and is cured of any disease or curse. They gain Weakness: to the last type of damage they took, and Disadvantage on CON checks for 2 hours (10 uses). |

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| Roll (d00) | Item | Value | DC | Effects |
|------------|------------------------------------|---------|----|---|
| 9 | Belt of the Bloated | 8000 gp | 26 | Waist. +2 to AC. +1 to STR. +1 to CON. -4 to CHA. Anything that bites or touches you takes d6 Poison damage. The wearer buffs up several pounds and takes on the look of an anthropomorphic toad. |
| 10 | Belt of the Storms | 8000 gp | 26 | Waist. +1 to AC. Toughness: Electricity & Sonic +3. X3/day you can shoot a beam that does d6 Electric & d6 Sound (60'). |
| 11 | Black Dragon Shield | 12k gp | 34 | Shield. +4 to AC. Toughness: Acid +5 |
| 12 | Black Dragon Tooth | 7500 gp | 25 | Neck. Toughness: Acid +5. +1 to SUR. |
| 13 | Bloodstone | 8000 gp | 25 | Neck. As a Free Action, select a damage type. You gain Toughness +5 against that type for the next d10 rounds. (20 charges) |
| 14 | Blue Dragon Shield | 12k gp | 34 | Shield. +4 to AC. Toughness: Electricity +5 |
| 15 | Blue Dragon Tooth | 7500 gp | 25 | Neck. Toughness: Electricity +5. +1 to SUR. |
| 16 | Bone-Spiked Mail | 7000 gp | 24 | Medium. +5 to AC. +8 to AC against the undead. Toughness +2. -3 to Stealth. Undead that hit you take a d4 Magic damage. |
| 17 | Carpet of Flying | 8000 gp | 26 | Fly at 24 Move. Holds up 4 people. |
| 18 | Chaos Belt | 12k gp | 34 | Waist. +1 to AC. Damage you deal has no type. |
| 19 | Circlet of the Kings | 13 k gp | 36 | Head. +1 to CHA. When you apply your CHA modifier to a roll, double that modifier. |
| 20 | Cloak of Flying | 8000 gp | 25 | Back. +1 to AC. You Fly at 18. |
| 21 | Cloak of Protection +4 | 7000 gp | 24 | Ring. +4 to AC. +1 to all save stats. |
| 22 | Cloak of Protection +5 | 10k gp | 30 | Ring. +5 to AC. +1 to all save stats. |
| 23 | Cloak of the Sands | 7000 gp | 24 | Back. +2 to AC. Toughness: Heat +2. +10 to Stealth in the desert. Can produce 2 gallons of water per day. |
| 24 | Crown of the Architect | 8000 gp | 26 | Head. +5 to Crafting. +5 to Mathematics. +1 to all Knowledge skills you have. |
| 25 | Deck of Things Dreamed & Forgotten | 15k gp | 38 | *See below |
| 26 | Demon Tooth Necklace | 9000 gp | 28 | Neck. Toughness: Evil +5. +1 to SUR |
| 27 | Doppelganger's Earring | 10k gp | 30 | Ear. You can change shape to another humanoid for up to 6 hours. (20 charges) |
| 28 | Dragon Teeth Necklace | 9000 gp | 28 | Neck. Toughness: Dragons +5. +1 to SUR |
| 29 | Earrings of Beautiful | 7500 gp | 25 | Ear. +2 to CHA |
| 30 | Earrings of Dancer | 7500 gp | 25 | Ear. +2 to DEX |
| 31 | Earrings of Iron Stomach | 7500 gp | 25 | Ear. +2 to CON |
| 32 | Earrings of Power | 7500 gp | 25 | Ear. +2 to STR |
| 33 | Earrings of the Cliffhanger | 7500 gp | 25 | Ear. +2 to SUR |
| 34 | Earrings of the Genius | 7500 gp | 25 | Ear. +2 to INT |
| 35 | Earrings of the Gods | 7500 gp | 25 | Ear. +2 to WIS |
| 36 | Ever Candle | 8000 gp | 26 | When lit, the candle will burn forever. Magic word will snuff it. |

| Roll (d00) | Item | Value | DC | Effects |
|------------|--------------------------|---------|----|---|
| 37 | Ever Torch | 8000 gp | 26 | When lit, the torch will burn forever. Magic word will snuff it. |
| 38 | Flying Broom | 8000 gp | 26 | Fly at 24 Move |
| 39 | Forever Stone | 10k gp | 30 | Neck. +4 to the Death & Critical save stat. You age at 1/3 the normal rate. You need 1/3 the food, water & sleep to survive. |
| 40 | Full Dragon Plate- Black | 15k gp | 38 | Heavy. Includes Helmet, Gloves & Boots. +10 to AC. Toughness +5. Toughness: Acid +5. |
| 41 | Full Dragon Plate- Blue | 15k gp | 38 | Heavy. Includes Helmet, Gloves & Boots. +10 to AC. Toughness +5. Toughness: Electricity +5. |
| 42 | Full Dragon Plate- Gold | 15k gp | 38 | Heavy. Includes Helmet, Gloves & Boots. +10 to AC. Toughness +5. Toughness: Evil +5. |
| 43 | Full Dragon Plate- Green | 15k gp | 38 | Heavy. Includes Helmet, Gloves & Boots. +10 to AC. Toughness +5. Toughness: Poison +5. |
| 44 | Full Dragon Plate- Red | 15k gp | 38 | Heavy. Includes Helmet, Gloves & Boots. +10 to AC. Toughness +5. Toughness: Fire +5. |
| 45 | Full Dragon Plate- White | 15k gp | 38 | Heavy. Includes Helmet, Gloves & Boots. +10 to AC. Toughness +5. Toughness: Ice +5. |
| 46 | Ghoul's Heart | 8000 gp | 26 | Neck. +2 to CON. If a Ghoul, your Hunger can be held off for 48 hours. When you eat 10 lbs of humanoid flesh, you gain d6 HP and cure all diseases you have. |
| 47 | Glasses of Brilliance | 9000 gp | 28 | Head. +2 to INT. Your Outsmart attempts gain +3. |
| 48 | Glasses of Wizard | 9000 gp | 28 | Head. +2 to INT. Your Counterspell rolls are at +2 and your spells are countered at -2. |
| 49 | Gold Dragon Shield | 12k gp | 34 | Shield. +4 to AC. Toughness: Evil +5 |
| 50 | Gold Dragon Tooth | 7500 gp | 28 | Neck. Toughness: Evil +5, +1 to SUR |
| 51 | Green Dragon Shield | 12k gp | 34 | Shield. +4 to AC. Toughness: Poison +5 |
| 52 | Green Dragon Tooth | 7500 gp | 28 | Neck. Toughness: Poison +5, +1 to SUR |
| 53 | Heart Sword | 10 k gp | 31 | Medium. +3 to attack & damage. Deals d6 Magic damage. If you are at max HP or better, you may shoot a beam from your sword that does a d6 Magic damage. |
| 54 | Helm of the Sea | 9000 gp | 28 | Head. +2 to AC. +10 to Swimming. Water Breathing. While underwater, you gain: +10 Move, +4 to STR, +10 HP. Acts as a +2 Pole Arm. Plant on the ground as a Free Action. You and all allies within 100' gain +1 to AC, all save stats, HP, to attack, to Initiative & Move. Lasts 1 hour. (20 charges) |
| 55 | High Marshall's Banner | 7000 gp | 27 | Medium. +3/ +8 against Evil. Does d8 Magic damage & d8 Light damage. Detect Evil 60'. Speak Angel's Whisper. Light 60' (negates all types of darkness) at will. |
| 56 | Holy Avenger | 14k gp | 37 | Heavy. Includes Helmet, Boots & Gloves. +9 to AC. Toughness +4. Immunity to Ice & Cold. Ignore mountainous or icy terrain. All others that enter within 20' of you are at -5 Move & cannot Run for 10 rounds. |
| 57 | Ice King's Plate | 15k gp | 38 | |

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| Roll (d00) | Item | Value | DC | Effects |
|------------|--------------------------|---------|----|--|
| 58 | Library in a Bag | 7000 gp | 24 | Small ornate bag that when opened and you name a book or scroll you put in it, dispenses the book to you. Holds up to 500 tomes and 50 scrolls. Comes with d00 books. Weighs almost nothing. |
| 59 | Lightning Hammer | 10k gp | 30 | Heavy. +4 to attack & damage. Returning. Woe. Does d8 Electrical damage. Anyone hit by the hammer is knocked back 20' (Critical save negates). Can destroy 1 cursed item a day. |
| 60 | Manual of Healthy Life | 11k gp | 32 | Takes 1 week to read. Afterwards gain +2 to CON & the Manual disintegrates. Cannot read this book again. |
| 61 | Manual of Insight | 11k gp | 32 | Takes 1 week to read. Afterwards gain +2 to INT & the Manual disintegrates. Cannot read this book again. |
| 62 | Manual of Instinct | 9000 gp | 28 | Takes 1 week to read. Afterwards gain +2 to Initiative & the Manual disintegrates. Cannot read this book again. |
| 63 | Manual of Knowing | 11k gp | 32 | Takes 1 week to read. Afterwards gain +2 to WIS & the Manual disintegrates. Cannot read this book again. |
| 64 | Manual of Lifting | 11k gp | 32 | Takes 1 week to read. Afterwards gain +2 to STR & the Manual disintegrates. Cannot read this book again. |
| 65 | Manual of Quick Feet | 11k gp | 32 | Takes 1 week to read. Afterwards gain +2 to DEX & the Manual disintegrates. Cannot read this book again. |
| 66 | Manual of the Forever | 11k gp | 32 | Takes 1 week to read. Afterwards gain +2 to SUR & the Manual disintegrates. Cannot read this book again. |
| 67 | Manual of the Persuasive | 11k gp | 32 | Takes 1 week to read. Afterwards gain +2 to CHA & the Manual disintegrates. Cannot read this book again. |
| 68 | Necromancer's Shovel | 7000 gp | 24 | Medium as weapon. You can control 1 additional undead. Does d4 Magic damage. +10 to Digging. You can excavate, animate and control Skeletons with this. They must have less base HP than you. (20 charges) |
| 69 | Necromancer's Staff | 10k gp | 30 | Light. +3 to attack & damage. Does d4 Shadow & d4 Magic damage. Dark Vision 60'. You can control 1 additional undead. Turn the Undead: (x2/day) All undead you do not control within 100' must roll a d20, adding their HD to the roll. If they roll less than 8, they are destroyed. If they roll 11-16, they run away for d6 rounds. |
| 70 | Opal Necklace of Insight | 8000 gp | 26 | Neck. +1 to AC. +2 to Initiative. Seize the Moment +1. |
| 71 | Pitspeak Grimoire | 10k gp | 30 | Takes 1 week to read. Afterwards gain Language: Pitspeak, Toughness +1, +1 to a random attribute & you grow horns (d4 damage). The book disintegrates. Cannot read this book again. |
| 72 | Portable Forge | 8000 gp | 26 | Small metal box that opens into a full forge (40' radius, 10' tall) and workshop upon command. |
| 73 | Portable Hut | 8000 gp | 26 | Small wooden hut figurine that grows into a large hut (60' radius, 10' tall) upon command. |

| Roll (d00) | Item | Value | DC | Effects |
|------------|---------------------------|---------|----|--|
| 73 | Portable Hut | 8000 gp | 26 | Small wooden hut figurine that grows into a large hut (60' radius, 10' tall) upon command. |
| 74 | Portable Lab | 8000 gp | 26 | Small metal box that opens into a full lab (40' radius, 10' tall) and workshop upon command. |
| 75 | Portable Wardrobe | 7000 gp | 24 | Small wooden box that grows into a large wardrobe when commanded. Has clothing inside. Can store items. |
| 76 | Portable Workstation | 8000 gp | 26 | Small metal box that opens into a full workstation (40' radius, 10' tall) and workshop upon command. |
| 77 | Quiver of Infinite Arrows | 7000 gp | 24 | This is always filled with 20 normal arrows or bolts. |
| 78 | Quiver of Speed | 7000 gp | 24 | Your range attacks with bows have a +1 ROF. |
| 79 | Red Dragon Shield | 12k gp | 34 | Shield. +4 to AC. Toughness: Fire +5 |
| 80 | Red Dragon Tooth | 7500 gp | 28 | Neck. Toughness: Fire +5, +1 to SUR |
| 81 | Resurrection Potion | | | Returns a creature to life with full HP. They cannot have been dead for less than 1 week. (1 use) |
| 82 | Robe of Frog Demon | 9000 gp | 28 | Back. +2 to AC. When you are hit by a Melee attack, the attacker takes a d6 Poison & a d6 Magic damage. +10 to Jumping & Swimming. You can breathe in any environment. |
| 83 | Robe of the Cat | 8000 gp | 26 | Back. +1 to AC. +1 to DEX. +5 to Spot. +10 to Stealth. You have Advantage on SUR re-rolls. |
| 84 | Sanity Necklace | 8000 gp | 26 | Neck. Immunity to Madness. +3 to Mental save stat. Has no effect on previous Madness gained. Detect Curses 40'. |
| 85 | Snake Basket | 7000 gp | 25 | When placed on a surface and the command word is spoken, the basket begins to overflow with normal snakes. You command the snakes. |
| 86 | Spoon of Purification | 7000 gp | 24 | All food you eat with the spoon is purified. It cannot be poisoned, cause disease or any illness. All the food tastes ridiculously amazing. Gain +1 to all save stats for 1 hour after eating. |
| 87 | Staff of Power | 15 k gp | 38 | Light. +4 to attack & damage. +3 to Magic save stat. You gain 1 additional spell to cast per level each day. |
| 88 | Summer's Medallion | 7000 gp | 24 | Neck. The 20' area around you is always warm (80 F). This area acts as a breathable bubble around you if underwater or in a hostile environment. |
| 89 | The Ever Bow | 9000 gp | 28 | Ranged. Long Bow +4 to attack & damage. Needs no arrows. Shoots Magic arrows for d6 Magic damage. +1 ROF. |
| 90 | The Lamp | 15k gp | 50 | A genie appears and offers the opener a wish. After the wish, the lamp disappears. |
| 91 | Titan's Bone | 10k gp | 30 | Heavy. Two-Handed. +3 to attack & damage. Does 2d8 damage. Gain Overkill (x3/day). |
| 92 | Tome of Spells III | 8000 gp | 26 | Book of 10 3rd level spells. GM's choice or random. |

| Roll (d00) | Item | Value | DC | Effects |
|------------|---------------------|---------|----|--|
| 92 | Tome of Spells III | 8000 gp | 26 | Book of 10 3rd level spells. GM's choice or random. |
| 93 | Tome of Spells IV | 10k gp | 30 | Book of 8 4th level spells. GM's choice or random. |
| 94 | Tome of Spells V | 12k gp | 34 | Book of 8 5th level spells. GM's choice or random. |
| 95 | Unholy Avenger | 14k gp | 37 | Medium. +3/ +8 against Righteous & Law. Does d8 Magic damage & d8 Shadow damage. Detect Good 60'. Speak Pitspeak. Darkness 60' at will. |
| 96 | Vorpal Sword | 15k gp | 38 | Medium. +5 to attack & damage. Does d10 damage. On a successful attack with a natural 20, you decapitate the target (killing them unless they are immune to Critical hits, have no head or have multiple heads). |
| 97 | Wailing Flail | 13k gp | 35 | Medium. +3 to attack & damage. You may choose to have your attack strike everything adjacent to you (one roll to attack). |
| 98 | White Dragon Shield | 12k gp | 34 | Shield. +4 to AC. Toughness: Ice +5 |
| 99 | White Dragon Tooth | 7500 gp | 25 | Neck. Toughness: Ice +5. +1 to SUR |
| 00 | Withered Hand | 7000 gp | 24 | Neck. +1 to SUR. You can sense Curses (40'). You can negate 1 curse per day. |

***Deck of Things Dreamed of & Forgotten:** An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments. The deck contains all the cards from a normal deck of cards, plus one Joker (the Fool). A character may draw as many cards as they like (with the deck re-shuffled each time), but once everyone decides to stop drawing cards, the deck disappears in a sound of faintly malevolent laughter. Once a card is pulled, it disappears.

The results are as follows:

The Hearts (♥)

Ace: Gain 1 Level and gain 1 Madness.

King: Gain a magic item from the Minor Magic Items Table (p.197)

Queen: Gain 1 wish from a genie that looks like you.

Jack: Gain an item from the Magic Ring Table (p.184)

Any 2-10 Card: Heal 2d6 HP and you must draw again.

The Clubs (♣)

Ace: Gain d6 Madness.

King: The character's most powerful magic item is sucked into the void and disappears.

Queen: The character loses 1 Initiative and gains 1 Madness.

Jack: The character loses one point from their highest attribute.

Any 2-10 Card: Take 2d6 damage and you must draw again.

The Spades (♠)

Ace: The character receives an item from the Major Magic Items Table (p.201)

King: The character receives an armor from the Armor Table (p.194).

Queen: The character receives d4 different potions from the Potion table (p.181).

Jack: The character receives a set of boots from the Boots table (p.189).

Any 2-10 Card: You receive 2d6 gp and you must draw again.

The Diamonds (♦)

Ace: Gain +1 to each save stat.

King: The loses 2 from a save stat.

Queen: Roll a d4. Gain that many HP & Madness.

Jack: Add one point to a single attribute of the player's choice.

Any 2-10 Card: Gain 1 Madness and you must draw again.

The Joker: Draw 2 and select the one you want. The other card effects another party member.

Relics

These are exceptionally rare and powerful magic items that will listed in future books!



Cursed Items

Cursed items come in many shapes and forms—most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker's enemies, perhaps). The item begins to work when equipped by the character (unless noted). It cannot be removed until a Remove Curse spell or ability is cast upon it. Potions are one use only.

GMs may choose to tell their player's that the cursed items resemble a more favorable magic item.

| Roll (d00) | Cursed Item | Apparent Value | Effects |
|------------|--------------------------|----------------|--|
| 1-3 | Bag of Devouring | 1000 gp | Anything put in this bag disappears. |
| 4-5 | Boots of Dancing | 2000 gp | The wear will dance until they die. They can dance for 5 minutes per point of CON before tiring. Lose 1 HP per minute past that. |
| 6-8 | Charm of the Blade | 1000 gp | Gain Weakness: Blade Weapons +5 |
| 9-11 | Charm of the Boulder | 1000 gp | Gain Weakness: Blunt damage +5 |
| 12-14 | Charm of the Bow | 1000 gp | Gain Weakness: Ranged damage +5 |
| 15-17 | Charm of the Coward | 1000 gp | Gain Disadvantage on Courage saves |
| 18-20 | Charm of the Depths | 1000 gp | Gain Weakness: Water +5 |
| 21-23 | Charm of the Devil | 1000 gp | Gain Weakness: Evil +5 |
| 24-26 | Charm of the Fires | 1000 gp | Gain Weakness: Fire +5 |
| 27-29 | Charm of the Heavens | 1000 gp | Gain Weakness: Righteous & Law +5 |
| 30-32 | Charm of the Lightning | 1000 gp | Gain Weakness: Electricity +5 |
| 33-35 | Charm of the Mind Worms | 1000 gp | Gain Disadvantage on Mental saves |
| 36-38 | Charm of the North | 1000 gp | Gain Weakness: Cold +5 |
| 39-41 | Charm of the Serpent | 1000 gp | Gain Disadvantage on Poison saves |
| 42-44 | Charm of the Shadows | 1000 gp | Gain Weakness: Shadow +5 |
| 45-47 | Charm of the Sickly | 1000 gp | Gain Disadvantage on Death saves |
| 48-50 | Charm of the Sun | 1000 gp | Gain Weakness: Light +5 |
| 51-53 | Charm of the Thunder | 1000 gp | Gain Weakness: Sonic +5 |
| 54-55 | Charm of the Unaware | 1000 gp | -2 to Initiative. +1 to Surprise Attack damage to you. |
| 56-58 | Charm of the Unenchanted | 1000 gp | Gain Disadvantage on Magic saves |
| 59-60 | Charm of the Wizards | 1000 gp | Gain Weakness: Magic +5 |
| 61-66 | Cursed Armor | 2000 gp | Roll on the Random Armor Chart (p.194). The item is Cursed. -1 to AC. |
| 67-72 | Cursed Weapon | 2000 gp | Roll on the Random Weapon Chart (p.191). The item is Cursed. -1 to attack & damage. |
| 73 | Fish Head | 500 gp | Makes you the first target of any Monster or animal you encounter (not humanoids) |

| Roll (d00) | Cursed Item | Apparent Value | Effects |
|------------|----------------------------|----------------|--|
| 74-75 | Helm of Alignment Change | 3000 gp | Head. +1 to AC. Your Alignment changes to a random Alignment. |
| 76 | Helm of Sex Change | 3000 gp | Head. +1 to AC. Your sex changes. |
| 77-81 | Loadstone | 500 gp | A heavy rock that counts as 3 items for Encumbrance. |
| 82-83 | Map of the Lost Path | 2000 gp | Map with misleading information. |
| 84-85 | Medallion of Love | 2000 gp | Neck. You fall in love with the first humanoid you see that you would be attracted to. |
| 86-87 | Medallion of Truth | 2000 gp | Neck. You cannot lie. |
| 88-89 | Potion of Forgetfulness | 500 gp | Lose 1 INT |
| 90-91 | Potion of the Clumsy | 500 gp | Lose 1 DEX |
| 92 | Potion of the Failure | 500 gp | Lose 1 SUR |
| 93-94 | Potion of the Thin Blooded | 500 gp | Lose 1 CON |
| 95-96 | Potion of the Unliked | 500 gp | Lose 1 CHA |
| 97-98 | Potion of the Unwise | 500 gp | Lose 1 WIS |
| 99 | Ring of the Lunacy | 2000 gp | Ring. When you kill a creature with at least 5 HP, you gain 1 Madness. |
| 00 | Ring of the Undead | 2000 gp | Ring. Undead are drawn to attack you, unless commanded otherwise. |



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Name: Race: Class:

Level: xp: Alignment: Profession:

HP / AC

COMBAT

Initiative: Actions:

Move:

Attack Bonuses

Melee: Ranged:

ATTRIBUTES

STR:

INT:

WIS:

DEX:

CON:

CHA:

SUR:

SAVING THROWS

Courage:

Critical:

Death:

Magic:

Mental:

Poison:

Languages:

Special Abilities:

Description

Height:

Weight:

Hair:

Eyes:

Age:

Gender:

Other:

Money

gp: sp:

cp:

Other:

| Skills | Ranks | Bonuses | Total |
|--------|-------|---------|-------|
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Notes

| Weapons | Armor | Other |
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