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THE SIEGE PERILOUS



GAME REFEREE'S GUIDE

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*An interpretation of the Ultima: Age of Darkness Games (1-3)
using Swords & Wizardry Whitebox and Swords & Wizardry Companion*

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These rules and settings use content from the first three Ultima CRPG games: Ultima I – The First Age of Darkness, Ultima II – Revenge of the Enchantress and Ultima III – Exodus. These three games were released from 1980 through 1983 and formed the basis for the wildly popular Ultima series and the Ultima On-line MMORPG.

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Monsters

The lands of Sosaria are filled with all sorts of dangerous beasts, hateful Men and evil creatures, bent on Chaos and destruction. Since the ascendance of Mondain, the depredations of monsters and Bestials have become a daily occurrence, adding much to the woe and misfortune of all who inhabit the lands. If an adventurer is to survive encounters with these creatures, they must use their wits and skills and know when it is time to fight, and when it is time to flee!

Some of the descriptions may not be complete with details. That's to allow you, the Ultima Game Referee, the flexibility in creating the Ultima that you have in your head.

DESIGN NOTES: An Ultima GM can use additional monsters from SW/WB or any source compatible with OD&D. These monsters are the ones present from the U1-3 setting. Some monsters from SW/WB are adapted to the setting, others are "as-is".

Monster "to-hit" Rolls

If you're using the Ascending System AC, monsters roll a d20 to attack, add their Hit Dice to the number (maximum bonus of +15), and if the result is equal to or higher than the defender's AC, the attack hits and does damage.

If you're using the Descending AC System, monsters roll a d20 to attack, add their hit dice to the number (maximum bonus of +15), and the die roll is compared to the table below. If the attack roll is equal to or higher than the number on the table, the attack hits and does damage.

Attack roll required to hit opponents using descending armor class (AC)¹

AC	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Required Roll	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

¹ The attack roll includes the BHB and other bonuses

Monster Saving Throws

Monster saving throws, like player saving throws, are a number rolled on a d20 to avoid a spell or effect. For monsters, the number needed is based on their Hit Dice. This number is found by taking 19 minus the hit dice of the monster.

Reading Monster Entries

Armor Class: Values given for both Descending and Ascending (in brackets) Armor Class methods.

Hit Dice: This is the number of dice (d6) rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once. For a creature with 4+1 hit dice, you'd roll 4d6, and then add one more HP.

Attacks: This entry shows you the number of attacks and the damage they inflict. Monsters have 1 attack and inflict 1d6 damage—but there are exceptions.

Special: This is just a "flag" for the Referee to remind him that the monster has a special ability.

Move: This number is the monster's movement rate, and it's handled just as movement rates are handled for characters.

Occurrence: Indicates how common or rare the monster is – serves as a guidance on how often they'll be found in Sosaria. Very Rare (VR), Rare (R), Uncommon (U), Common (C)

Hit Dice Equivalent (HDE): This is used to separate the monsters into “difficulty levels,” so that when you’re creating an adventure you’ve got some guidelines about what the characters can handle. XP tells you how many experience points the adventuring party gains as a result of killing the creature.

Some monsters have multiple HDE's listed. This is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

Monsters Entries

Bat, Giant

Armor Class: 7 [12]
Hit Dice: 4
Attacks: bite (1d6)
Special: 10% chance of disease
Move: 4 (18 when flying)
Occurrence: Uncommon
HDE/XP: 5/240

The Giant Bats of Sosaria are massive, man-sized cousins of the normal bat. They live on a diet of animal blood and count adventurers as a favorite meal. Their bite is deadly and one in ten bats carry disease.

Bear

Armor Class: 7 [12]
Hit Dice: 4+1
Attacks: claw (1d6)
Special: If the bear scores maximum damage with attack, it also hugs for additional 1d6 damage.
Move: 9
Occurrence: Common
HDE/XP: 4/120

The bears from the hills and forests of Sosaria originally were content to live on the slopes of the tallest mountains. Now with the evil malice of Mondain filling the air, these normally protective beasts have become extremely bad-tempered and liable to attack upon sight. These creatures are taller than any human and can rend the hardest warrior with its claws.

Bobbit

Armor Class: 8 [11]
Hit Dice: 1
Attacks: weapon (1d6)
Special: None
Move: 9
Occurrence: Common

HDE/XP: 1/15

Statistics above are for the common Bobbit with no particular unusual characteristics. Most Bobbits are peaceful and do not engage in the martial activities, but there might be the occasional bad apple. Do not bother to treat more powerful NPC Bobbits as character types; just assign the right number of hit dice and abilities (if any). If you need to generate a character type, determine the class and level, roll d12 +6 for the class's Primary Attribute and determine spell points, if needed.

Bradle

Armor Class: 4 [15]
Hit Dice: 4
Attacks: bite (1d6)
Special: Poison (save)
Move: 9
Occurrence: Very Rare
HDE/XP: 5/240

Once only the stuff of legends, creatures like the bradle have become a scourge in the dungeons beneath Sosaria. Bradles are the larger cousins to the pinchers, and smaller sibling to the snatch. Bradles have the appearance of large, leathery, balloon-like creatures with dwarf sized legs and arms. Their mouths contain hundreds of teeth. If poisoned, an adventurer loses 1d6 hp a turn until cured or dead. A saving throw avoids being poisoned.

Corpse Creeper

Armor Class: 3 [16] Head, 7[12] Body
Hit Dice: 3+1
Attacks: bite (0 – see special)
Special: Paralysis (save)
Move: 12
Occurrence: Common
HDE/XP: 4/240

The Corpse Creeper is a disgusting, segmented, worm-like scavenger found in most dungeons. They feed on the corpse of any creature they find. In times of desperation or hunger, they may attack living creatures, paralyzing them to feed upon them. A Corpse Creeper has a well armored head, making a face to face attack a difficult endeavor. Their less protected bodies are covered with numerous barbed legs, allows them to move quickly on walls and ceilings, as well as the floor. These creatures sometimes work in numbers.

Cyclops

Armor Class: 0 [20]
Hit Dice: 9+3
Attacks: hammer (2d6+2)
Special: Hurl boulders
Move: 12
Occurrence: Rare

HDE/XP: 10/1400

One-eyed giants, Cyclops dwell in caves and underground, isolated mountains or near rocky coastlines. They have existed in Sosaria long before the other races came to the lands. They wish to return in numbers and drive the races out, so they have allied with Mondain. They throw rocks for 3d6 points of damage, and can be quite crafty in setting up ambushes in their native terrain — travelers who wander into the territory of Cyclops seldom return.

Demon

Demons are creatures of the lower planes of existence. Once unknown to Sosaria, Demons have appeared since the advent of Mondain. The more intelligent varieties might also be interrupted while carrying out plots of their own.

Demon, Baalrog

Armor Class: -1 [20]

Hit Dice: 12

Attacks: sword (2d6+2) or whip (2d6)

Special: See Below

Move: 6 (15 when flying)

Occurrence: Very Rare

HDE/XP: 14/2600

These powerful demon lords somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. The spells of casters below 6th level do not affect them, and against higher-level spell casters they are yet 75% immune to all spells. In combat, a baalrog uses whip and sword; the whip can be used to reach great distances—on a successful hit the victim is pulled close to the baalrog and burned by the fires of the demon's body (3d6 hit points). Baalrogs are able to cast sleep and poisoned magic-missles as a 10th level magic-user with 18 INT (32 spell points). Those who do not save against the poison will die in 1d6 turns unless cured.

Demon, Daemon

Armor Class: 2 [17]

Hit Dice: 6

Attacks: Two handed trident (1d6+1)

Special: See Below

Move: 12 (24 when flying)

Occurrence: Rare

HDE/XP: 8/800

Daemons are fierce, bat-winged horrors. Their appearance is so terrible as to cause fear (saving throw). Daemons carry a trident, which, if it hits, causes paralysis (saving throw). Daemons are immune to fire and cold, and have a magic resistance of 25%.

Demon, Mane

Armor Class: 2 [17]

Hit Dice: 3

Attacks: claw (1d6)

Special: Regenerate (1 HP/round)

Move: 3

Occurrence: Uncommon

HDE/XP: 5/240

Manes are human-sized, vaguely humanoid demons with bat-wings, but their flesh is mud-like, shifting and soft upon their horrible bodies. These are lower forms of demons, the fleshly manifestations of damned souls. These demons can only be permanently destroyed by sprinkling their disgusting bodies with holy water. They can cast *magic missile* as a 5th level magic-user with 13 INT (11 spell points).

Dark Knight

Armor Class: 2 [17] (plate + shield)

Hit Dice: 3 to 5

Attacks: sword (1d6+1), two handed sword (1d6+2)

Special: See below

Move: 6

Occurrence: Uncommon

HDE/XP: 3/60, 4/120, 5/240

The evil influence of Mondain has worked its foul temptations on the virtuous knights and paladins of Sosaria and called them to his fold. These paladins have turned from their vows and now prowl the lands, stealing, looting and murdering all in the name of Evil and Chaos.

A Dark Knight has several opposite powers to a Paladin, as the evil has twisted the good things these men once did. Once per day, a Dark Knight can cause fear within 15' of him (saving throw negates). He can also cast the equivalent of *Insum* once per day and *Injux* for as many times as he has HD per day. Just like a paladin, they gain a +2 versus all non-melee (including missile) attacks. There is a 25% chance that a 4 or 5 HD Dark Knight has retained his mount, which is now as twisted as he is – War Horse: HD 4; AC 5[14]; Atk: hooves (1d6); Save 15; Move 18; CL/XP 5/240; Special: High intelligence, Trained for combat.

Devil

Devil, Acherai

Armor Class: 1 [18]

Hit Dice: 8

Attacks: talons (2d6)

Special: See below

Move: 12 (Fly 18)

Occurrence: Rare

HDE/XP: 10/1400

Acherai look like fifteen feet tall birds with four stilt like legs. They attack with their cruel talons. Three times a day, they can breathe a black cloud of gas, inflicting 1d6 points of damage and requiring a saving throw to prevent being affected as if by the *Exanman* spell. They are immune to fire. They are also immune to magic 50% of the time.

Devil

Armor Class: 3 [16]
Hit Dice: 6
Attacks: trident (1d6+1)
Special: See below
Move: 12 (Fly 18)
Occurrence: Rare
HDE/XP: 8/800

Resembling tall, feathered humans with vulture heads and dark-feathered wings, devils prowl the lands at the behest of Mondain. Devils are not very smart, but vain. They can paralyze with a successful hit of their trident (saving throw applies) and they are immune to fire. They are also immune to magic 25% of the time.

Devil, Orcus

Armor Class: -3 [22]
Hit Dice: 11
Attacks: staff (2d6+2)
Special: See below
Move: 9 (Fly 20)
Occurrence: Very Rare
HDE/XP: 14/2600

The devil princes, the Orcus have the body of an enormous gorilla, the head of a boar, and cloven hooves. These massive, brutish demons are extremely intelligent, despite their appearance, an incongruity that has deceived and doomed many who would attempt to control or enslave them. The Orcus can cast *Zxkuqyb* and *Ad Injux* as a 10th level cleric with 19 WIS (34 Spell Points). The Orcus is also 75% resistant to all magic spells, immune to fire and charms and can cause fear (save applies) within a 15 ft radius at will.

Dragon

All dragons have a breath weapon of some kind, which can be used three times in a day. The Referee chooses when a dragon will use the breath weapon, or may roll a 50% chance in any given round.

Do not roll hit points for dragons as normal. Instead, determine the age category of the dragon, and that will tell you both the dragon's hit points per die and how many points of damage per hit die the dragon's breath inflicts:

Very young dragon: 1 hit point per hit die, 1 hit point per die inflicted by breath weapon.

Young: 2 hit points per hit die, 2 hit points per die inflicted by breath weapon.

Immature: 3 hit points per hit die, 3 hit points per die inflicted by breath weapon.

Adult: 4 hit points per hit die, 4 hit points per die inflicted by breath weapon.

Old: 5 hit points per hit die, 5 hit points per die inflicted by breath weapon.

Very Old (100 years old): 6 hit points per hit die, 6 hit points per die inflicted by breath weapon.

Aged (100-400 years old): 7 hit points per die, 7 hit points per die inflicted by breath weapon.

Ancient (400+ years old): 8 hit points per die, 8 hit points per die inflicted by breath weapon.

Note that dragons, while they are dangerous opponents, are not by any means invincible.

Breath weapons come in three different types:

- A cloud-shape for gaseous exhalations.
- A cone shape for fiery-type breath.
- A line for spitting dragons.

The dimensions of a dragon's breath differ according to the dragon's type.

Dragon, Black

Armor Class: 2 [17]

Hit Dice: 6–8

Attacks: bite (1d6)

Special: Spits acid

Move: 12 (24 when flying)

Occurrence: Rare

HDE/XP: 8/800, 9/1100, 10/1400

Black dragons spit a deadly, corrosive acid rather than breathing fire. The acid covers everything in a line 5 ft wide and 60 ft long.

Dragon, Blue

Armor Class: 2 [17]

Hit Dice: 8–10

Attacks: bite (1d6)

Special: Spits lightning

Move: 12 (24 when flying)

Occurrence: Rare

HDE/XP: 10/1400, 11/1700, 12/2000

Blue dragons spit a blast of electric lightning in a line 5 ft wide and 100 ft long, affecting everything in its path. A saving throw indicates half damage.

Dragon, Green

Armor Class: 2 [17]

Hit Dice: 7–9

Attacks: bite (1d6)

Special: Breathes poisonous gas

Move: 12 (24 when flying)

Occurrence: Uncommon

HDE/XP: 9/1100, 10/1400, 11/1700

Green dragons breathe a cloud of poisonous gas, 50 ft in diameter. A successful saving throw indicates half damage. A fail takes full damage, plus the loss of 1d6 hp a turn until cured or dead.

Dragon, Red

Armor Class: 2 [17]
Hit Dice: 9–11
Attacks: bite (1d6)
Special: Breathes fire
Move: 12 (24 when flying)
Occurrence: Uncommon
HDE/XP: 11/1700, 12/2000, 13/2300

Red dragons are the fire-breathing wyrms of legend. They breathe fire in a cone-shape 90 ft long and roughly 30 ft wide at the base.

Dragon, White

Armor Class: 2 [17]
Hit Dice: 5–7
Attacks: bite (1d6)
Special: Breathes cold
Move: 12 (24 when flying)
Occurrence: Rare
HDE/XP: 7/600, 8/800, 9/1100

White dragons are usually found in cold regions, where they can camouflage themselves in ice and snow, lying in wait for prey. They breathe a cone of intensely cold air and frost, with a length of 70 ft and a base of 30 ft.

Dragon Turtle

Armor Class: 0 [19]
Hit Dice: 12
Attacks: bite (1d6)
Special: Breathes steam
Move: 3 (Swim 12)
Occurrence: Rare
HDE/XP: 13/2300

These aquatic dragons live in the Sosaria oceans and are a great menace to ships and sailors. The dragon turtle cannot move fast on land, but is a good swimmer and is protected by an extremely tough shell. They can bite or breathe a cloud of scalding steam, 50 ft in diameter, inflicting damage equal to its own full hit points (save for half damage). Dragon turtles are extremely difficult to defeat in combat by a single ship.

Dwarf

Armor Class: 4 [15]
Hit Dice: 1+1
Attacks: warhammer (1d6)

Special: None
Move: 6
Occurrence: Common
HDE/XP: 1/15

Statistics above are for the common Dwarf with no particular unusual characteristics. A Dwarf-at-arms would usually have a full 7 hit points, reflecting skill and general toughness. Stronger Dwarves (sergeants-at-arms, for example) might have more hit dice or unusual bonuses to-hit. Do not bother to treat more powerful NPC Dwarfs as Fighters or character types; just assign the right number of hit dice and abilities (if any). If you need to generate a character type, determine the class and level, roll d12 +6 for the class's Primary Attribute and determine spell points, if needed.

Elf

Armor Class: 5 [14]
Hit Dice: 1
Attacks: sword or longbow (1d6)
Special: None
Move: 12
Occurrence: Common
HDE/XP: 1/15

The example above is for a typical Elf; trained warriors would likely have the maximum 6 hit points. Obviously, Elves encountered in the course of a party's adventuring will have a variety of powers and different attributes. The Referee will assign such powers as he sees fit, in accordance with the way he envisions elves. If you need to generate a character type, determine the class and level, roll d12 +6 for the class's Primary Attribute and determine spell points, if needed.

Ettin

Armor Class: 3 [16]
Hit Dice: 10
Attacks: weapon (2d6+2)
Special: Hard to surprise
Move: 12
Occurrence: Rare
HDE/XP: 10/1400

The arguments of the two-headed giant, known as an Ettin, has been known to fool the most careful of adventurer. Ettins are rarely surprised though, and are able to keep watch all around them when they are on guard. They use their powerful arms to smash weapons into foes.

Gargoyle

Armor Class: 5 [14]
Hit Dice: 4+4
Attacks: claw (1d6)

Special: Flight
Move: 9 (15 when flying)
Occurrence: Uncommon
HDE/XP: 6/400

Gargoyles are winged creatures resembling the carven monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They can be vicious predators.

Gelatinous Cube

Armor Class: 8 [11]
Hit Dice: 4
Attacks: attack (1d6)
Special: Paralysis, lightning and cold immunity
Move: 6
Occurrence: Uncommon
HDE/XP: 5/240

Gelatinous cubes are semi-transparent cubes that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic: if the cube hits successfully, the victim must make a saving throw or become paralyzed (6 turns) for the cube to devour. Most gelatinous cubes contain various metallic treasures or gems that they have engulfed but not yet digested.

Ghoul

Armor Class: 6 [13]
Hit Dice: 2
Attacks: claw (1d6+paralysis)
Special: Immunities, paralysis
Move: 9
Occurrence: Uncommon
HDE/XP: 3/60

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

Giant

Armor Class: 4 [15]
Hit Dice: 8+2
Attacks: club (2d6+2)
Special: Hurl boulders
Move: 12
Occurrence: Uncommon

HDE/XP: 9/1100

Most giants are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d8 points of damage. They have been known to throw their lot in with the various Bestial forces that march under the flag of Mondain.

Goblin

Armor Class: 7 [12]

Hit Dice: 1-1

Attacks: weapon (1d6)

Special: -1 "to-hit" in sunlight

Move: 9

Occurrence: Common

HDE/XP: < 1/10

Goblins are the product of twisted magic that mutated creatures of the known races into foul, small, brutish creatures. Goblins are the weakest of the Bestial creatures. Goblins can be turned or dispelled by the *Repond* spell. They attack at -1 in the full sunlight.

Golem

Armor Class: 5 [14]

Hit Dice: 12

Attacks: fist or hammer (2d6)

Special: See Below

Move: 6

Occurrence: Rare

HDE/XP: 16/3200

Golems are massive stone, iron or crystal statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, and damaged/healed by rock to mud spells and the reverse. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by +2 or better weapons.

Gremlin

Armor Class: 6 [13]

Hit Dice: ½ HD (1-3hp)

Attacks: None

Special: See Below

Move: 18

Occurrence: Uncommon

HDE/XP: 1/10

Gremlins are stealthy, mischievous and voracious pests, found mainly in packs in the dark underground. Gremlins are nearly invisible and can surprise on a 5 in 6. Gremlins do not pose a threat physically, but their stealth and speed

allow them gang up on a hapless victim to steal and eat their food in no time. A Gremlin that scores a successful hit on an adventurer (no DEX modifiers can apply to a victim's AC) will steal and consume 1 days worth of food. When a gremlin is killed, it dissolves into a paste that can be eaten – two gremlins can provide a day's worth of food for one being.

Griffon

Armor Class: 3 [16]
Hit Dice: 7
Attacks: bite (1d6)
Special: Flight
Move: 12 (27 when flying)
Occurrence: Very Rare
HDE/XP: 9/1100

Griffons have the body of a lion, with the wings, head, and fore-talons 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. Three times per day, they may cast *Mittar* as a 5th level magic-user.

Guards

Armor Class: 1[18]
Hit Dice: 4
Attacks: weapon (2d6)
Special: See Below
Move: 9
Occurrence: Common
HDE/XP: 5/240

Town and castle guards usually travel in groups of 3 to 8. They are the best and brawniest of the soldiers and militiamen of Sosaria, given special powers by the regents or towns that they serve. Guards are relentless in their pursuit of lawbreakers and murderers within the confines of the castle or town they serve in. At one time, guards were considered paragons of integrity, but dark rumors have arisen that Mondain's influence has led some guards to be less than honest in their dealings.

Due to the nature of their ensorcellment, guards are extremely difficult to face in battle and hit far harder than normal humans. It is said that once their term of service is up, the magics leave their bodies and they return to being simple citizens of their ruler's lands. Guards are not affected by charm type spells (such as *Juxman*).

Hobgoblin

Armor Class: 5 [14]
Hit Dice: 2
Attacks: weapon (1d6)
Special: None
Move: 9

Occurrence: Common

HDE/XP: 1/15

Hobgoblins are also the results of Mondain's Bestial mutation magic, worked on larger creatures than those that resulted in goblins. Hobgoblins are typically stronger and smarter than goblins or orcs and will often be in command of both in Mondain's armies. Hobgoblin leaders are great brutes with additional hit dice, and magic-using shamans may also be found within their ranks. Most goblins and orcs hate each other, and will fight savagely unless restrained by a powerful and feared hobgoblin.

Horse

Armor Class: 7 [12]

Hit Dice: Riding Horses 2, Warhorses 3

Attacks: Hooves (1d6)

Special: None

Move: 18

Occurrence: Common

HDE/XP: 2/30, 3/60

Horses are usually found in the care of civilized races, but there are places where some wild horses run free. Most domesticated horses are tame and will attack only as a last resort. Warhorses are more aggressive by nature, but found only with knights and other martially-minded beings.

Human

Armor Class: 7 [12]

Hit Dice: 1

Attacks: weapon (1d6)

Special: None

Move: 12

Occurrence: Common

HDE/XP: 1/15

Humans are the most common race of Sosaria, which means 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."

Mondain's influence has spread far and wide over the lands of Sosaria and it has lured many to his cause. You may encounter humans (as well as other races) who have turned against the rule of law and good.

The above stats can be set up humans as NPCs, wandering monsters or encounters. Rather than do a complete character generation, determine what class and level (HD) you wish these humans to be, and generate the primary attribute as $d12 + 6$. You can then use that to determine spell points, if necessary.

A good rule of thumb is to give magic-user based classes an AC of 9[10], clerics an AC of 5[14] (chain), fighters 4[15] (chain plus shield), thieves 7[12] (leather). Weapons would be by class, but an average of 1d6 is a good one. Movement is based on armor, AC9[10] to AC 4[15] is movement rate of 9, AC 3[16] and better is movement rate of 6.

Some different types of human "monsters" using the above stats are:

Hidden Archer - Hidden Archers are men well trained in the art of missile weapons, but living as foul assassins or snipers. They often work with bandits or other foul ilk, plying their trade of raining death upon the unsuspecting traveler. Attacks: Missile Weapons or Daggers

Bandits - Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice. Bandits may be armed with any sorts of weapons.

Brigands - Brigands man the pirate ships that ply the oceans of Sosaria with their foul trade. They are fierce fighters and give no quarter, expecting none in return.

Human, Hoods

Armor Class: 7 [12]
Hit Dice: 1+2
Attacks: weapon (1d6)
Special: Berserking
Move: 12
Occurrence: Common
HDE/XP: 2/30

Hoods are normal humans, warped by the corrupt influence of Mondain. They fight with astounding ferocity. A bonus of +2 is added to their attack rolls. They do not wear armor heavier than leather armor.

Human, Necromancer

Armor Class: 8 [11]
Hit Dice: 4
Attacks: weapon (1d6)
Special: Spells
Move: 9
Occurrence: Uncommon
HDE/XP: 5/240

As Mondain released his armies to ravage Sosaria, he also let forth his arcane students. Trained in foul magicks, these evil servants to Mondain specialize in wreaking havoc upon the peaceful races.

The starting point of 4 HD reflects a 4th level magic-user. For Intelligence and spell points, assume values of 14 and 10 respectively. These values should be changed if a more powerful necromancer is desired. When determining spells known, assume the more attack/death oriented spells are known.

Human, Sergeant-at-Arms

Armor Class: 5 [14]
Hit Dice: 3
Attacks: weapon (1d6)
Special: None
Move: 12
Occurrence: Uncommon

HDE/XP: 3/60

Human sergeants are normally found in command of 1d6+5 human fighters. These are the leaders of small military groups in castles and armies, or of bandits and brigands.

Invisible Seekers

Armor Class: 3 [16]

Hit Dice: 8

Attacks: bite (1d6)

Special: Invisible

Move: 12

Occurrence: Very Rare

HDE/XP: 9/1100

Invisible seekers are horrific assassins let loose upon the land by Mondain. They lurk the dark dungeons beneath the Sosarian land. Few can see these slayers until the wounds start opening up on the bodies of their victims. Once an invisible seeker has chosen prey, it is relentless in its pursuit of murder.

Liche

Armor Class: 0 [20]

Hit Dice: 12

Attacks: touch (1d6+paralysis)

Special: See Below

Move: 6

Occurrence: Very Rare

HDE/XP: 15/2900

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). To determine the INT of the liche, roll d6+12 and assume 10th level magic-user for spell points. A liche's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 4 HD or below. Liches are highly malign and intelligent.

Lizardmen

Armor Class: 5 [14]

Hit Dice: 2+1

Attacks: claws or sword (1d6)

Special: Underwater

Move: 6 (12 when swimming)

Occurrence: Uncommon

HDE/XP: 2/30

Mondain has performed many unspeakable experiments on his followers to breed the perfect soldier. Lizardmen are a result of one of those experiments in crossing humans with fierce reptiles. Lizardmen are usually found living in

tribal villages in the depths of fetid swamps when they are not campaigning for Mondain. Some can hold their breath for long durations (an hour or more), while other can actually breathe underwater. Some lizardmen wield a wicked sword made of sharp bone.

Man-o-war

Armor Class: 3 [16]
Hit Dice: 20
Attacks: tentacles (3d6)
Special: Poison
Move: 18 (Swim)
Occurrence: Very Rare
HDE/XP: 22/8400

Of all the creatures that mariners encounter, none are more feared than the Man-o-War. Swimming in large groups, these creatures can take vast amounts of damage without dying. Fleets have been known to go out of their way for many days to avoid these creatures. A lone ship attacked by these beasts has little chance of survival.

A Man-o-war will attack with its long giant tentacles or its ability to project magic. Three times a day, a Man-o-War can cast *Dag Mentar* (no INT bonus) or *Noxum*. If a Man-o-War hits, the victim must save versus poison or die within 1d6 turns, unless cured.

Mimic

Armor Class: 6 [13]
Hit Dice: 7
Attacks: tentacle (1d6)
Special: Glue
Move: 2
Occurrence: Rare
HDE/XP: 8/800

Mimics are formless creatures that imitate surrounding features they have seen, luring in unsuspecting dungeon delvers. In subterranean settings, they might be disguised as an archway, treasure chest, door, etc. When touched, they glue themselves to the victim with a strong adhesive, while striking with a suddenly-formed tentacle.

Mind Whipper

Armor Class: 5 [14]
Hit Dice: 8
Attacks: tentacle (2hp)
Special: See below
Move: 12
Occurrence: Very Rare
HDE/XP: 12/2000

Mind whippers are a deep-dwelling, chthonic race of ancient and very evil beings, awoken from their slumber by Mondain's evil. They have a tentacled, cephalopodic head upon a tall but human-like body coated in protective slime. This race considers all other intelligent races as nothing more than a source of slaves and of the mind eaters' food source – brains. Mind whippers attack with their face-tentacles. If even one of these hits, it worms its way toward the victim's brain, yanking it forth from the skull in 1d4 rounds. In addition, the mind whipper uses a version of *Dag Mentar*: a 60ft cone 5ft wide at the point of emanation and 20ft wide at the end (see below for effects). This power can be used once per day. Mind whippers have magic resistance of 90%, and their mental powers allow them to evoke the effects of the following spells: *Hurus*, *Juxen*, *Kalwis*, and *Dag Acron*.

Effect of Mental Blast:

1-2 creatures in area: Natural 1 on saving throw = death, Failed save = stunned 3d6 turns, Successful save = panic for 2d6 rounds.

3-4 creatures in area: Natural 1 on saving throw = stunned 3d6 turns, Failed save = panic for 3d6 turns, Successful save = confused for 2d6 rounds.

5+ creatures in area: Natural 1 on saving throw = panicked for 3d6 turns, Failed save = confused for 1d6 turns, Successful save = confused for 1d6 rounds.

Minotaur

Armor Class: 6 [13]
Hit Dice: 6+4
Attacks: weapon (1d6)
Special: Never lost in labyrinths
Move: 12
Occurrence: Uncommon
HDE/XP: 6/400

The minotaur is another result of Mondain's experiments, this time by crossbreeding humans and the famed Baratarian fighting bull. The result is a creature with the head of a bull and the body of a massive human, covered in shaggy hair. Sometimes they wield large axes. Most are not particularly intelligent.

Orc

Armor Class: 6 [13]
Hit Dice: 1+1
Attacks: weapon (1d6)
Special: None
Move: 12
Occurrence: Common
HDE/XP: 2/30

Orcs are stupid, brutish humanoids, some of the first mutated creatures as the result of Mondain's experiments with the *In Xenort* spell. Orcs are subterranean dwellers, and fight with a penalty of -1 in sunlight. Mondain has created great numbers of these creatures: war-bands or even entire tribes that issue forth from the underground or tunnels of Mt. Drash to raid and pillage by night. It is said that orcs, more than the other bestial, relish the taste of human flesh.

Pincher

Armor Class: 7 [12]

Hit Dice: 2
Attacks: bite (1d6)
Special: Poison (save +2)
Move: 12
Occurrence: Uncommon
HDE/XP: 3/60

Pinchers are the smaller cousin to the bradle and snatch. Pinchers have the appearance of small, leathery, balloon-like creatures with tiny legs. Their mouths contain many tiny teeth. If poisoned by a pincher's bite, an adventurer loses 1d6 hp a turn until cured or dead. A saving throw avoids being poisoned.

Rat, Giant

Armor Class: 7 [12]
Hit Dice: 1-1
Attacks: bite (1d6)
Special: 5% are diseased
Move: 12
Occurrence: Common
HDE/XP: < 1/10

Giant rats are often found in dungeons, and are about the size of a cat or a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw vs. poison is allowed. The effects of the disease are decided by the Referee.

Sea Serpent

Armor Class: 2 [17]
Hit Dice: 30
Attacks: bite (4d6)
Special: Swallow
Move: 18 (Swim)
Occurrence: Very Rare
HDE/XP: 30/8400

These huge beasts were once thought to be nothing but the tales of drunken mariners. The attacks by these sea-faring behemoths upon our frigates and merchant vessels have shown that they do indeed exist. An average serpent is roughly 60 feet in length and able to destroy an entire ship if provoked. A sea serpent is capable of swallowing a human whole on a natural attack roll of no more than 14. A character swallowed whole is digested within, perhaps, three hours.

Skeletons

Armor Class: 8 [11], 7 [12] with shield
Hit Dice: 1
Attacks: weapon or strike (1d6)
Special: None

Move: 12
Occurrence: Common
HDE/XP: 1/15

Skeletons are animated bones of the dead, usually under the control of an evil necromancer or undead lich.

Snatch

Armor Class: 3 [16]
Hit Dice: 6
Attacks: bite (1d6)
Special: Poison (save at -2)
Move: 12
Occurrence: Very Rare
HDE/XP: 7/600

A snatch is the largest and most deadly of creatures similar to the bradle and pincher. Snatches have the appearance of very large, leathery, balloon-like creatures with stout legs and arms. Their huge mouths contain a fearsome amount of teeth. If poisoned by a snatch's deadly bite, an adventurer loses 1d6 hp a turn until cured or dead. A save prevents the poison from affecting the victim, but the poison is so deadly, the save is at -2.

Spiders, Giant

Armor Class: 6 [13]
Hit Dice: 2+2, 4+2
Attacks: bite (1d6+poison)
Special: See Below
Move: 18
Occurrence: Common
HDE/XP: 4/120, 7/600

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Giant spider webs require a saving throw to avoid becoming stuck. **Those who make their saving throw can fight and move (5 ft per round) in the webs.** Giant spiders surprise on a roll of 1-5, being able to hide well in shadows. A spider's bite is very poisonous, -2 to the roll to save vs. poison or lose hp a turn until cured or dead (for 2+2 spider: 1hp/turn, for 4+2: 1d6hp/turn)

Squid, Giant

Armor Class: 7 [12] head/tentacles, 3[16] body
Hit Dice: 12
Attacks: tentacles (1d6), bite (2d6)
Special: See Below
Move: 0 (Swim 20)
Occurrence: Rare
HDE/XP: 13/2300

Long have tales of the Giant Squid or Kraken been traded in Sosarian pubs, but every now and again, such beasts do rise from the depths. Woe to the ship that is caught in their huge tentacles and dragged beneath the waves.

Upon a successful hit, the squid's tentacles continue to constrict for 1d6 damage, and they pull food to the creature's deadly beak, which it keeps below the water. When a tentacle hits, roll 1d6: 1= both arms pinned, 2= right arm pinned, 3= left arm pinned, 4-6= arms are not pinned.

A giant squid's tentacles can take 10hp of damage before being severed, but attacking tentacles does not affect the squid's actual hit point total – only attacks to the body and head affect the squid's true hit points.

Tangler

Armor Class: 5[14]
Hit Dice: 3 to 7
Attacks: vines (1d6)
Special: See Below
Move: 0
Occurrence: Uncommon
HDE/XP: 3/60 to 7/600

Tanglers make their home in dirty, earth covered areas of subterranean chambers, growing among various fungi, plants and molds. They look like tree stumps, but any adventurer daring to walk through such areas may be attacked by the tangler's vines. They ensnare adventures with a successful hit, causing 1d6 constriction damage until the victim ceases struggling. The monstrous creature then feeds on the corpse. A tangler can vary in size.

Titan

Armor Class: 2[17]
Hit Dice: 16
Attacks: weapon (4d6)
Special: See Below
Move: 0
Occurrence: Very Rare
HDE/XP: 18/3800

Rarely seen, but fearsome in legend, Titans are incredibly powerful beings – some say they are true descendants of Sosarian's first race. Titans have immense strength and stature and wield huge weapons able to crush men in single blows. Titans also can cast either magic-user or cleric spells as a 7th level magic-user. To determine spell points, roll 1d6+12 to calculate INT and WIS, then grant spell points on the larger of the attribute. Each Titan has its unique personality and traits and should be treated with extreme respect.

Trent

Armor Class: 2 [17]
Hit Dice: 7–12
Attacks: strike (2d6, 3d6, 4d6)
Special: Control trees
Move: 12

Occurrence: Uncommon

HDE/XP: 7/600, 8/800, 9/1100, 10/1400, 11/1700, 12/2000

Trents are tree-like protectors and “shepherds” of Sosarian trees. As the depredations of Mondain’s Bestials lay waste to the woods and trees, the trentts have reacted with anger and now are hostile to almost all who dare to enter the dark forests. Druids have maintained an alliance with the trentts and are allowed free passage still.

Depending upon their size, they have different hit dice and damage; treants of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, treants of 9–10 hit dice inflict 3d6 points, and treants of 11–12 hit dice inflict 4d6 points. All treants can “wake” trees within 60 ft, allowing them to walk at a rate of 3, and possibly to attack (no more than two trees at a time can be awake at the behest of a single treant).

Trolls

Armor Class: 4 [15]

Hit Dice: 6+3

Attacks: claw/teeth (1d6)

Special: Regenerates

Move: 12

Occurrence: Uncommon

HDE/XP: 8/800

Trolls are the largest Bestial creature to be made by Mondain’s evil mutations. Trolls attack with claws and teeth instead of weapons. Trolls regenerate; damage inflicted upon them heals within minutes (3 hit points per round). 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. Trolls can be turned or dispelled by the *Repond* spell, but it requires the strongest of mages to do this.

Viper

Armor Class: 5 [14]

Hit Dice: 1

Attacks: bite (1hp)

Special: Poison (save at +2)

Move: 18

Occurrence: Common

HDE/XP: 2/30

The viper is not particularly big, but has a nasty habit of striking suddenly at any who venture too close. Its venom is not particularly powerful, but can still be deadly. Those bit by the snake must make their saving throw or lose 1d6 hp a turn until cured or dead.

Viper, Giant

Armor Class: 5 [14]

Hit Dice: 4

Attacks: bite (1d6-1)

Special: Poison (save)

Move: 12

Occurrence: Uncommon

HDE/XP: 6/400

The giant viper is 10' long and extremely deadly. Aquatic varieties of the giant viper can swim at 27. Those bit by the snake must make their saving throw or lose 1d6 hp a turn until cured or dead.

Wandering Eyes

Armor Class: 0 [19] Body, 2 [17] Eye stalks, 7 [12] Eyes

Hit Dice: 12 + 3 (see below)

Attacks: No physical attacks

Special: Gaze/magic attacks

Move: 12

Occurrence: Very Rare

HDE/XP: 14/2600

The Wandering Eyes are a feared creature of the depths of Sosarian dungeons. Their nature isn't fully understood by even the most learned of sages, but the legends are clear in one thing. Should a dungeon delver find themselves before Wandering Eyes, they may soon find themselves at the mercy of the hypnotic spell from the main eye. They will be helpless then from the magical onslaught from the ten smaller eyes surrounding the being's body. It is highly intelligent and exists for its own purposes. It is said that Mondain himself may be held up short should more than one of these creatures face him.

This creature has a central spherical body of tough leathery skin. Within the center of the body is a great central eye, with ten smaller eyes spaced around the globe. A large mouth can be found near the bottom of this creature. This creature moves by floating above the ground.

Although this creature fights as a 12+ HD monster, it has a set number of hit points for each section of its body: 42 for the body, 18 for the central eye and 12 for each eyestalk/eye, for a hp total of 180.

Each of the ten eyes can cast a single spell. Up to 4 smaller eyes may cast their spells at any one time. The Central Eye can cast any of the ten spells, as long as one of the eyes is not casting the same spell:

1. Juxman (Charm Person)
2. Juxen (Charm Monster)
3. Zu (Sleep)
4. Kalleumus (Telekenesis)
5. Necorp (Cloudkill)
6. Decorp (Death – 1 person)
7. Mentar (Mental Attack)
8. Altair (Alter Time)
9. Anort (Dispel Magic)
10. Fulgar (Fireball)

Wraiths

Armor Class: 3 [16]

Hit Dice: 4

Attacks: touch (1d6+level drain)

Special: See Below
Move: 9
Occurrence: Rare
HDE/XP: 6/400

Wraiths are powerful undead, created from the souls of dead evil clerics. Wraiths are immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. They drain 1 level per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

Wyverns

Armor Class: 3 [16]
Hit Dice: 8
Attacks: bite or sting (1d6)
Special: Poison, sting, flight
Move: 6 (24 when flying)
Occurrence: Uncommon
HDE/XP: 9/1100

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. In any given round, the wyvern is 60% likely to use its tail, which can lash out to the creature's front even farther than its head can reach. Those stung must make a saving throw against the poison or lose 1d6 hp a turn until cured or dead.

Zombies

Armor Class: 8 [11], 7 [12] with shield
Hit Dice: 2
Attacks: weapon or strike (1d6)
Special: Immune to sleep, charm
Move: 6
Occurrence: Common
HDE/XP: 2/30

Zombies are mindless creatures, the walking dead. Zombies are slow, always losing initiative in a battle.

Zorn

Armor Class: -2 [21]
Hit Dice: 7
Attacks: bite (3d6)
Special: Immune to fire/cold, half damage from electrical, travel through stone
Move: 9
Occurrence: Very Rare

HDE/XP: 8/800

The Zorn seems to originate from a place that is far unlike our own Sosaria – some say that the creature’s bizarre nature breaks the law of nature as we understand it. It can burrow through solid rock as if it were swimming in water, and it will eat anything, including rock, precious stones and metals, as well as plant and flesh. The Zorn seems to have a rocklike structure, looking like a barrel with 3 arms, 3 legs, 3 sets of eyes and a mouth on it’s top. Once the Zorn is killed, it seems to quickly evaporate, leaving nothing behind.

These creatures are immune to fire and cold damage, and take only half damage from electrical attacks (no damage when saving throws are successful). Zorn are particularly vulnerable to spells that affect earth and stone. *Rel Terrylem* spells weaken the xorn’s elemental structure, increasing the creature’s AC to 8 until the xorn concentrates for a full round to readjust its composition. *Inlacun* spells inflict 1d10+10 points of damage with no saving throw.

Monster Occurrence and HD Equivalents

The following charts list the various monster types by their Hit Dice Equivalents and show their occurrence. This is meant to give some guidance to the Game Referee when attempting to stock their dungeons, plan out their encounters or create their wandering monster/random encounter tables. The HDE is not a hard and fast equivalent, but merely a guideline into how tough the monster is equivalent to character levels.

Animals and Monsters:

	HDE	Occurrence
Gremlin	1	U*
Rat, Giant	1	C
Lizardmen	2	U
Viper	2	C
Horse	2-3	C
Pincher	3	U
Tangler	3-7	U
Bear	4	C
Corpse Creeper	4	C*
Bat, Giant	5	U
Bradle	5	VR*
Gelatinous Cube	5	U*
Gargoyle	6	U*
Minotaur	6	U
Viper, Giant	6	U
Snatch	7	VR*
Trent	7-12	U
Mimic	8	R*
Giant	9	U
Griffon	9	VR
Invisible Seekers	9	VR*
Wyverns	9	U
Cyclops	10	R
Ettin	10	R
Spiders, Giant	4 and 7	C
Golem	16	R

* Indicates that the creature is found exclusively in dungeons or other underground locations.

Undead

	HDE	Occurrence
Skeletons	1	C
Zombies	2	C

Ghoul	3	U
Wraiths	6	R
Lich	15	VR

Men/NPCs

	HDE	Occurrence
Bobbit	1	C
Dwarf	1	C
Elf	1	C
Hidden Archer	1	C
Human, Hoods	2	C
Human, Sergeant-at-Arms	3	U
Dark Knight	3-5	U
Guards	5	C
Human, Necromancer	5	U

Special

	HDE	Occurrence
Demon, Mane	5	U
Dragon, White	7-9	R
Demon, Daemon	8	R
Devil	8	R
Zorn	8	VR*
Dragon, Black	8-10	R
Dragon, Green	9-11	U
Devil, Acherai	10	R
Dragon, Blue	10-12	R
Dragon, Red	11-13	U
Mind Whipper	12	VR*
Demon, Baalrog	14	VR
Devil, Orcus	14	VR
Wandering Eyes	14	VR*
Titan	18	VR

* Indicates that the creature is found exclusively in dungeons or other underground locations.

Bestials:

	HDE	Occurrence
Goblin	1	C
Hobgoblin	1	C
Orc	2	C
Trolls	8	U

Sea Creatures:

	HDE	Occurrence
Dragon Turtle	13	R
Squid, Giant	13	R
Man-o-war	22	VR
Sea Serpent	30	VR

Treasure

How Much Treasure?

The amount of treasure a monster owns or guards is usually related to the monster's HDE. That's not necessarily realistic, but keep in mind that treasure is one of the ways the game reflects what a character has done: it's used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. Too many monsters with small treasures and the characters won't gain levels to reflect their achievements.

As a general guideline, the monetary value of a treasure ought to be about 2–3 times the monster's value in experience points, and keep in mind that hunting and patrolling monsters likely won't be carting their treasure around with them. Here is a table a Referee can use as a guideline to help them create treasure:

Treasure Values

Roll d6	Possible Value for Treasure (in gold crowns)
1	1x HP value of the monsters (50% cp, 30% sp, 20% gc)
2–3	2x XP value of the monsters (20% cp, 50% sp, 30% gc)
4–5	3x XP value of the monsters (10%cp, 40% sp, 50% gc)
6	4x XP value of the monsters (25% sp, 75% gc)

If the characters can't find the monster's lair, they may get none of the treasure. Also, it obviously doesn't make sense for every wild boar and wolf to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the goblin treasure hoard contains some "extra" treasure to account for the wolves in the area. If the characters avoid the wolves and kill the goblins, so much the better. If they have to fight the wolves and never find the goblins, then the treasure is there for them to find next time.

Also remember that coins found are not always gold crowns – there might be a mixture of copper pence (cp) and silver pieces (sp) in the treasure as well. The treasure breakdown given in the Treasure Values table is a suggested guideline to how you might consider breaking up the treasure. Remember that 1 *gold crown* (gc) is worth 10 *silver pieces* (sp) or 100 *copper pence* (cp).

Treasure Items

In addition to coins, treasures might contain gems, jewelry, and magical items. Treasures should be interesting: endless series of "another treasure worth 100 gc in total" is a surefire recipe for boring your players.

- For every 100 gc in value, there is a 10% chance of a minor item being part of the treasure. If present, reduce the total coin value by 100 gc.
- For every 1,000 gc in value, there is a 10% chance of a medium item being part of the treasure. If present, reduce the total coin value by 1,000 gc.
- For every 5,000 gc in value, there is a 10% chance of a major item being part of the treasure. If present, reduce the total coin value by 5,000 gc.

Calculate the total percentage and roll d100 (percentage) to see if there are items. Remember to check for lesser items, even if you roll the presence of a major item. Any % chance over 100% means there is the automatic presence of that item. For each 100% chance, there are that many items. Reduce the total value of coins by the appropriate number.

Example: You populate an area with 5 skeletons. Their total XP value is 75. You roll against the treasure values table and dice a 4. The treasure value is 225. That means there is a 20% chance of a minor item ($225 / 100 = 2 * 10\% = 20\%$). If you dice under 20%, then reduce the treasure value by 100gc to 125gc.

Example 2: You place a fearsome minotaur in a locked dungeon room. Its total XP is 400. You dice against the Treasure Values table and get a 6. The treasure value is 2400. There is a 20% chance of a medium item, and a 200% chance of a minor item. Based on those chances, there are automatically 2 minor items in the minotaur's treasure horde. Reduce the 2400 treasure value to 2200. If you roll and do get a medium item, reduce the 2200 gc treasure value by 1000 coins. If the players defeat the minotaur, they will gain 2 minor items, a medium item and 1200gc in coins.

Always remember that these charts are merely guidelines – if you desire the placement of a particular item or type of treasure, then make it so! If you don't wish the inclusion of magic, then just leave the treasure horde at coins. These charts are merely here to help if you wish it.

DESIGN NOTES: I like the S&W Whitebox approach, but I didn't like the way it was explained, and I didn't like the way it tried to do the miscellaneous items as strange dice rolls with modifiers to separate the item tables. I just made them different tables. I came up with the automatic lesser items concept based on just reasoning that after 1,000 gp, there's automatically a minor item, by the buyout logic. Of course, all this stuff is optional. Hopefully the examples help.

Minor Items

If you roll indicates a minor item, or you have automatic placement of one or more items, roll a d20. A roll of 2–19 on a d20 means a roll on the Minor Gem/Jewelry table. A roll of 20 results in rolling on the Minor Magic Item table. A roll of 1 indicates a treasure map has been found. Roll as many times as you have minor items.

Minor Gem/Jewelry

Roll d6	Treasure
1	Gem or jewelry worth 1d6 gc
2–3	Gem or jewelry worth 1d100 + 25 gc
4–5	Gem or jewelry worth 1d100 + 75 gc
6	Gem or jewelry worth 1d100 * 10 gc

Minor Magic Item

Roll d6	Treasure
1-2	Roll once on the potions table
3-4	Roll once on the scrolls table
5	Roll once on the weapons and armor table ¹
6	Roll once on the miscellaneous minor table

¹Excluded from rolling Exotics.

Medium Items

If you roll indicates a medium item, or you have automatic placement of one or more items, roll a d20. A roll of 2–18 on a d20 means a roll on the Medium Gem/Jewelry table. A roll of 19–20 results in rolling on the Medium Magic Item table. A roll of 1 indicates a treasure map has been found. Roll as many times as you have medium items.

Medium Gem/Jewelry

Roll d6	Treasure
1	Gem or jewelry worth 1d100 * 10 gc
2–3	Gem or jewelry worth 1d100 * 10 + 250 gc
4–5	Gem or jewelry worth 1d100 * 10 + 750 gc

6	Gem or jewelry worth 1d100 * 100 gc
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Medium Magic Item

Roll d6	Treasure
1	Roll 1d4 on the potions table
2	Roll 1d4 on the scrolls table
3	Roll 1d4 on scrolls table and 1d4 on potions table
4	Roll 1d4 on the weapons and armor table ¹
5	Roll on the miscellaneous medium table
6	Roll once on each table: potions, scrolls, weapons/armor, medium miscellaneous

¹ Excluded from rolling Exotics.

Major Items

If you roll indicates a major item, or you have automatic placement of one or more items, roll a d20. A roll of 2–17 on a d20 means a roll on the Major Gem/Jewelry table. A roll of 18–20 results in rolling on the Major Magic Item table. A roll of 1 indicates a treasure map has been found. Roll as many times as you have major items.

Major Gem/Jewelry

Roll d6	Treasure
1	Gem or jewelry worth 1d100 * 100 gc
2–3	Gem or jewelry worth 1d100 * 100 + 2500 gc
4–5	Gem or jewelry worth 1d100 * 100 + 7500 gc
6	Gem or jewelry worth 1d100 * 1000 gc

Major Magic Item

Roll d6	Treasure
1	Roll 1d4 on scrolls table and 1d4 on potions table
2	Use #1 above and reroll.
3	Roll 1d4 on the weapons and armor table ¹
4	Use #3 above and reroll. ¹
5	Roll on the miscellaneous major table
6	Use #1, #3 and #5 above, reroll. ¹

¹ May roll any/all items on weapons/armor table, including Exotics.

Potions

All potions have duration of 1d6+1 turns, unless they mimic a specific spell, then that spell's duration applies.

Roll d100	Magic Potion
1–3	Bestial Control
4–6	Know Thoughts
7–9	Eyes of the Wizard
10–12	Diminution
13–15	Monster Control

16–18	Ethereality
19–21	Fire Resistance
22–24	Flying
25–27	Gaseous Form
28–30	Giant Strength
31–33	Growth
34–36	Heroism
37–39	Invisibility
40–42	Invulnerability
43–45	Levitation
46–48	Plant Control
49–55	Poison
56–58	Slipperiness
59–61	Treasure Finding
62–64	Undead Control
65–75	Extra Healing
76–00	Healing

Potion Descriptions

Bestial Control: 1d3 bestials of a specific type (determined randomly by the Referee) are affected as per the arcane spell *Juxen*.

Know Thoughts: Results as per the arcane spell *Kalwis*.

Know All: Results as per the divine spell *Vieda*.

Diminution: Imbiber shrinks to 6 inches tall.

Monster Control: 1d3 monsters of a specific type (determined randomly by the Referee) are affected as per the arcane spell *Juxen*.

Ethereality: The imbiber of this potion can move through solid objects but cannot attack. Equipment also becomes ethereal.

Extra Healing: Cures 3d6+3 HP of damage.

Fire Resistance: Grants immunity to normal fire, +2 saving throws against fire attacks, half damage to magic fire attacks that do not permit saving throws.

Flying: Results as per the arcane spell *Vas Hurus*.

Gaseous Form: The user's body turns to a mist that he controls, allowing him to access any place that isn't airtight. Equipment is left behind; only the body becomes gaseous.

Giant Strength: Character gains strength above and beyond 18. Gains an additional 1d6 to damage rolls and +4 to-hit.

Growth: Character grows to 30 ft in height.

Healing: Cures 1d6+1 HP of damage.

Heroism: +2 to attacks and damage.

Invisibility: Results as per the arcane spell *Relquas*.

Invulnerability: +2 saving throws, opponents attack at -2.

Levitation: Results as per the spell *Hurus*.

Plant Control: Plants within a 30' radius fall under the control of the imbiber. They may animate and attempt to hold persons or creatures similar to the arcane spells *Exanmen* or *Exanxen*. Effect lasts for 2 hours.

Poison: Save or die. This potion will initially taste like another potion, but if carefully questioned or investigated, its true nature will be discerned.

Slipperiness: Except for the soles of the feet and the palms of the hands, the character has a virtually frictionless surface.

Treasure Finding: Character can detect hoards of treasure within 400 ft.

Undead Control: 2d4 undead of fewer than 4 HD and 1d4 undead of 4+ hit dice fall under the imbiber's control as per the *Juxen* spell.

Scrolls

Roll 1d6 for type (1-3 is Arcane, 4-6 is Clerical); re-roll any results that indicate spell levels above 5.

Roll d20	Scroll
1	1 spell, level 1
2	1 spell, level 1d3
3	2 spells, level 1d2 each
4	3 spells, level 1 each
5	Cursed Scroll
6-7	Protection Scroll (normal duration)
8	2 spells, level 1d4
9	2 spells, level 1d6 each
10	1 spell level 1d4+2
11	5 spells, level 1d3 each
12	Cursed scroll
13-14	Protection Scroll (double duration)
15	5 spells, level 1d6 each
16	6 spells, level 1d6 each
17	7 spells, level 1d6 each
18	8 spells, level 1d6 each
19	Cursed scroll
20	Protection Scroll (triple duration and double effect if applicable, will include most powerful of type as well.)

Cursed Scrolls

A cursed scroll takes effect immediately upon reading the scroll, even the title. The nature of the curse is up to the Game Referee, some examples are given on the random table below. Any and all effects can be reversed via the arcane spell *Anort Jux* or divine spell *Al Deprecu*.

Roll d6	Curse
1-2	Wandering/Random Monster immediately appears. Referee's choice or use appropriate random table.
3-4	Reader suffers from deadly disease. Death in 1d6

	turns unless cured.
5	Reader is transformed into another creature similar to <i>Rel Xenylem</i> . Referee's choice or use appropriate random table. Effects last until dispelled.
6	Those within 60' radius of reader are immediately teleported in random direction for random distance.

DESIGN NOTES: These were inspired from OD&D Book II: Monsters & Treasure.

Protection Scrolls

Roll d8	Scroll
1	Demons
2	Drowning
3	Bestials
4	Magic
5	Metal
6	Poison
7	Undead
8	Devils

Demons: All within a 10 ft radius around the reader are protected from the attacks of 1 demon per round for a period of 40 minutes, except the most powerful.

Drowning: All within a 10 ft radius of the reader gain the ability to breathe underwater for 1 full day.

Bestials: This scroll protects against a single bestial type (randomly determined by Referee), and lasts for a duration of 40 minutes.

Magic: Anti-magic shell surrounds and moves with the reader, having a radius of 10 ft. Spells cannot pass in or out of the shell. Duration: 1 hour.

Metal: Metal cannot harm the reader for duration of 1 hour.

Poison: Poison cannot harm the reader for a period of 6 hours, and any poison in his system is removed.

Undead: All within a 10 ft radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with HD fewer than 4, and 2d6 undead with hit dice 4–5, and 1d6 undead with hit dice of 6+ are foiled by the protection of the scroll. Thus, the scroll is effective against all but a true horde of undead.

Devils: All within a 10 ft radius around the reader are protected from the attacks of 1 devil per round for a period of 40 minutes, except the most powerful.

Magic Weapons and Armor

Note: If coming from the Minor Item table, roll 1d8. If from the Medium Item table roll 1d20, ignore Exotic results. If from Major table, roll 1d20, all results available.

Roll	Magical Weapon/Armor
1	Cursed armor or shield
2	+1 enchanted missile weapon(s)
3	+1 shield
4–6	+1 enchanted weapon

7-8	+1 armor
9	Cursed weapon
10	+2 enchanted missile weapon(s)
11	+2 shield
12	+2 enchanted weapon
13	+2 armor
14	Magical weapon
15	+3 enchanted missile weapon(s)
16	+3 enchanted weapon
17	+3 shield
18	+3 armor
19	Exotic weapon or re-roll
20	Exotic armor or re-roll

Enchanted Weapons

These are weapons who provide the extra ability to hit an opponent, providing a +1-3 bonus on the “to hit” roll. Game Referee may choose any weapon type at random to enchant.

Cursed Weapons

These weapons have been ‘tainted’ and make it more difficult for a wielder to strike an opponent, extracting a -1 to -3 penalty on the “to hit” roll. Roll d6 and divide by 2 to determine the penalty. Cursed weapons cannot be put down unless reversed via the arcane spell *Anort Jux* or divine spell *Al Deprecu*. Game Referee may choose any weapon type at random to curse.

Magical Weapons

These weapons have an unusual ability or they provide an additional enchantment against a specific type of foe.

Roll d12	Magical Weapon
1	+1 Blunt weapon that destroys undead
2	+1 thrown weapon returns to hand
3	+1 weapon, grants 1 additional attack once per day
4	+1, +2 vs. particular type of foe
5	+1, +4 vs. particular type of foe
6	+2, +3 vs. particular type of foe
7	Weapon flames
8	Weapon is cold
9	Battle Staff
10	Triangle
11	Dancing Weapon
12	Intelligent Sword

+1 *Blunt weapon* that destroys undead: Lesser types (under 4HD) don't get a saving throw, more powerful types do. (mace, hammer, sling, staff)

+1 *thrown weapon* returns to hand: Axe, javelin, or hammer

Weapon vs. particular type of foe: These weapons provide the extra "to hit" bonus for all creatures, but also provide a "to hit" and damage bonus to the named foe: Bestials, undead, giants, orcs, dragons, etc. Game Referee's choice as to type of weapon and named foe.

Weapon flames: Additional 1d6 fire damage. Roll 1d6 and divide by 2 for "to hit" bonus

Weapon is cold: Additional 1d6 cold damage. Roll 1d6 and divide by 2 for "to hit" bonus

Dancing weapon: Fights in the air for 3 rounds against specified target. Roll 1d6 and divide by 2 for "to hit" bonus.

Battle Staff: Used only by mages. Roll 1d6 and divide by 2 for "to hit" bonus. Does 1d6+1 damage

Triangle: A magical dagger only usable by mages. Roll 1d6 and divide by 2 for "to hit" bonus. Can be thrown 10' and will automatically return, does 1d6+1 damage when used for melee attack or as hurled weapon.

Intelligent sword: Roll 1d6 and divide by 2 for to-hit bonus. There is a 50% chance that the sword is the sworn enemy of a particular type of foe and has a 1d4-1 to-hit/damage bonus against such. There is a 10% chance that such a weapon may have the ability to cast a spell once per day. Such swords generally can communicate with their bearers, and often (25% chance) can speak audibly. Such swords will work to fight and defeat such foes. It is up to the Game Referee as to how the sword acts and who it is in league with.

Exotic Weapons

Exotics are weapons of ancient or otherworldly origin. They are available to use by all classes unless otherwise noted. These weapons are dangerous to use, often-times as dangerous to the wielder as they are to the opponent. Game Referees must be careful when and how to use them, and how much they allow such weapons to be part of the world. These weapons cannot be found for sale and only the most evil, curious or richest of collectors would consider buying them.

Roll d4	Exotic Weapon
1	Pistol
2	Light Sword
3	Phazor
4	Blaster

Pistol – a strange weapon that casts small pieces of hot metal at the target. It is shot as a missile weapon and has a firing rate of once per round. Its range is 50'. It does 1d6 damage (no strength bonus), if a six (6) is rolled, then reroll damage again, adding the new roll to the previous amount. If further sixes are rolled, the total continues to accumulate. This weapon has 1d6 shots and then is completely useless. The only way it can be reloaded is from another pistol's ammunition, or be reloaded (up to 6 shots) through a Wish.

Light Sword – usable by fighter based classes only. This sword casts a beam of light which negates Armor Class by 2 (add 2 to a target's AC if using Descending, or subtract 2 from the Ascending Armor Class). This effect is not applicable against exotic armors. It does 2d6 damage. Its powers last a total of only 2d6 rounds, at which point it is useless. If the wielder rolls a 1 on the "to hit" roll, the sword explodes, causing the wielder 1d6 points of damage.

Phazor – this weapon casts a beam of light like a missile weapon. The beam negates Armor Class by 2 (add 2 to a target's AC if using Descending, or subtract 2 from the Ascending Armor Class). This effect is not applicable against exotic armors. It does 2d6 damage. Its fires 1d6 times, at which point it is useless. If the wielder rolls a 1 on the "to hit" roll, the sword explodes, causing the wielder 1d6 points of damage.

Blaster – this legendary weapon is an extremely dangerous weapon to use. It acts like a missile weapon and can destroy targets on impact. It has a range of 100'. It ignores all armor except magical armor (apply the magical bonus to the base AC (9 or 10, for Descending/Ascending respectively) and exotic armor. It does 2d6 damage to the target

and 1d6 blast damage to any within 10' (saving throw negates collateral blast damage). However, each shot requires a saving throw or it explodes, causing the wielder 2d6 damage. It can be shot up to 1d6 times, at which point it is useless.

Magical Armor

Magical armor and shields confer protection against the “to-hit” throw of anyone attacking the wearer. The Armor Class is the same as non-magical armor of the same type, but the bonus (+1 to +3) is subtracted from the “to-hit” roll. Shields perform a similar function as magical armor.

Roll d4	Armor
1	Cloth
2	Leather
3	Chain
4	Plate
5	Gauntlets
6	Helmet

For cursed armor and or shields, roll for the type on the table. Cursed armor been ‘tainted’ and makes it easier for an opponent to hit the wearer, adding a +1 to +3 bonus on the opponent’s “to hit” roll. Roll d6 and divide by 2 to determine the curse. Cursed armor cannot be taken off unless reversed via the arcane spell *Anort Jux* or divine spell *Al Deprecu*.

Example: Dupre has found a suit of Leather +1. He wears it and faces a goblin shortly thereafter. The goblin still makes its attack against AC 7[12] but its roll is reduced by 1, the value of the armor. Had the leather been cursed at -1, then the goblins attack roll would have gained a bonus of 1.

Exotic Armor

Exotics are items of ancient or otherworldly origin. They are available to use by all fighter-based and cleric-based classes. The DM can choose which suit to use, but understand that these suits may make players almost invulnerable. Ensure that you know what you’re doing when you hand these out.

Reflect Suit – This suit provides -8[+8] to AC but weighs only 25lbs. It is effective against all weapons, including exotic. However, if an exotic weapon scores a critical hit (natural 20) or a magical attack/spell of flame or cold is used against a reflect suit, it loses 1 point of AC effectiveness.

Power Suit – This is an extremely rare suit of armor. It provides -8[+8] to AC. It weights over 200lbs, but to the wearer, it feels like 50lbs. It is effective against all weapons, including exotic weapons. It also provides either a +2 to STR or +2 to DEX every day (player’s choice). The power suit requires a White Diamond gem to operate.

If an exotic weapon scores a critical hit (natural 20) or a 5th level arcane or divine attack/spell such as *P* or *Excuum* is used against the wearer, they must make a saving throw or the suit ceases to function, effectively imprisoning the wearer inside a 200lb metal suit of armor. The gem powering the suit crumbles. The bearer suffers a 1d4 loss of CON (and suffers any negative effects to the attribute reduction). The wearer must recover CON with complete rest at 1 point a day.

Miscellaneous Magic Items

Roll d20	Minor Miscellaneous Item
1	Lesser Wand
2	Lesser Ring
3–20	Misc. Lesser Magical Item

Roll d20	Medium Miscellaneous Item
1 - 2	Lesser Wand
3	Greater Wand
4 - 5	Lesser Ring
6	Greater Ring
7-20	Misc. Medium Magical Item

Roll d20	Major Miscellaneous Item
1 - 2	Greater Wand
3 - 4	Greater Ring
5 - 6	Staff
7-20	Misc. Greater Magical Item

Lesser Wands

Roll d6	Lesser Wand
1-2	Spell, level 1, holds 10 charges
3-4	Spell, level 2, holds 5 charges
5-6	Spell, level 3, holds 2 charges

Wands are usable by magic-user based classes only. The Referee randomly chooses which arcane spell the wand contains.

Greater Wands

Roll d12	Greater Wand ¹
1	Spell, level 3, holds 1d10 * 10 charges ¹
2	Spell, level 4, holds 1d10 * 10charges ¹
3	Spell, level 5, holds 1d10 * 10charges ¹
4	Spell, level 6, holds 1d10 * 10charges ¹
5	Wand of Detection, enemies
6	Wand of Detection, metal
7	Wand of Detection, magic
8	Wand of Detection, traps and secret doors
9	Wand of Polymorph
10	Wand of Fear
11	Wand of Cold
12	Wand of Paralyzing
¹ Greater Spell Wands can be recharged by casting a spell into it. There is a 5% chance per wand recharge that the wand will be destroyed. The number of charges is 1d10 * 10	

Wands are usable by magic-user based classes only. The Referee randomly chooses which arcane spell that spell wands contain.

Wand of Detection, enemies: Detects enemies in a radius of 60 ft, provided that the enemies are actually thinking hostile thoughts. Always active when held, does not use charges.

Wand of Detection, metal: Detects large caches of metal, with a range of 20 ft. The wand's user also gets a vague sense of the metal's type. Always active when held, does not use charges.

Wand of Detection, magic: Functions as a *Wisort* spell with a range of 20 ft. The wand's user gets a vague sense of what sort of magic is being detected. Always active when held, does not use charges.

Wand of Detection, traps and secret doors: Detects traps and secret doors with a range of 20 ft. Always active when held, does not use charges.

Wand of Rel Xenylem: Casts *Rel Xenylem* on either self or others, carries 10 charges. (Cannot be recharged).

Wand of Fear: Causes creatures in a cone-shaped path to flee (saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 60 ft to a base 30 ft across. Holds 25 charges (cannot be recharged).

Wand of Cold: Casts a cone of cold 60 ft to a base 30 ft across. Creatures in the cone take 6d6 damage (saving throw for half damage). Holds 25 charges (cannot be recharged).

Wand of Paralyzing: Casts a cone of paralysis 60 ft to a base 30 ft across. Creatures in the cone are paralyzed for 3d6 turns. Holds 25 charges (cannot be recharged).

Lesser Rings

One magic ring can be worn on each hand, for a total of 2 Lesser, or 2 Greater, or one each.

Roll d6	Lesser Ring
1	Protection, +1
2	Protection, +2
3	Invisibility
4	Control
5	Fire Resistance
6	Poison Resistance

Protection: Provides bonus to AC and saving throws.

Invisibility: Works as the *Relquas* spell.

Control: Works as the *Juxman* spell, except against any HD 2 or less humanoid/bestial species.

Fire Resistance: +5 to saving throws versus magical fire, immune to normal fire

Poison Resistance: +5 to saving throws versus poison.

Greater Rings

One magic ring can be worn on each hand, for a total of 2 Lesser, or 2 Greater, or one each.

Roll d10	Greater Ring
1	Human Control
2	Three Wishes

3	Regeneration
4	Daemon Summoning
5	Shooting Stars
6	Passage
7	Telekinesis
8	Spell Turning
9	Spell Storing, Arcane
10	Spell Storing, Divine

Daemon Summoning: The wearer of the ring can summon a daemon, who will do his bidding for 1 task. The daemon will do everything in its power to usurp or warp the task to its favor, depending on the exact nature of the words used to describe the task. This power can be used no more than 3 times.

Human Control: Allows the wearer to cast Charm Person once per day, and maintain the charm on up to 3 individuals at a time.

Passage: This ring allows the wearer and any within 10' to pass through force fields, magical barriers or barriers such as doors, gates, bars or windows. This also includes magical walls created by the spells *Insirap* and *Val Insirap*.

Regeneration: The wearer regenerates one hit point per combat round, and thus cannot die unless the ring is removed or his body is burned.

Shooting Stars: Once per day this ring can summon d6 flaming meteors from the depths of space. Each meteor can target a separate enemy and does 3d6 damage. If used underground or indoors the meteors will strike whatever is directly above their target.

Spell Storing, arcane: The ring contains 1d6 magic-user spells. Roll 1d6 for each spell to determine the spell level. The wearer (if he is a magic-user) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the wearer has rested for 8 hours.

Spell Storing, divine: The ring contains 1d6 clerical spells. Roll 1d4 for each spell to determine the spell level. The wearer (if he is a cleric) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the wearer has rested for 8 hours.

Spell Turning: Any spell (other than from a wand or other item) directly aimed at the wearer of the ring is partially reflected back at the caster. Roll a percentile die to see how much of the spell's power bounces back; the exact determination of what happens is up to the referee.

Three Wishes: Grants the wearer three wishes. Beware of outrageous wishes; they backfire.

Telekinesis: Works as per the spell *Kallemus*.

Staffs

The number of charges in a staff is 1d20 * 10, unless otherwise given in description or not needed.

Roll d20	Staff
1-3	Healing
4-6	Striking
7-9	Command
10-11	Snake, the
12-13	Withering
14-15	Beguiling

16-17	Absorption
18	Power
19	Lordly Might
20	Wizardry

Absorption: Absorbs spells cast directly at the wielder, and allows the wielder to cast a spell from his own memory using that power (and thus not losing the spell from memory). Once the staff has absorbed 50 levels of spells (whether or not the power has been cast back out again), it no longer absorbs spells. Cleric based and magic-user based classes may use this staff.

Beguiling: Casts *Juxman* in a radius of 20ft from the wielder (uses one charge). The duration of the charm is one hour. Only magic-user based classes can use this staff

Command: A charge can be used to control humans (as per *Juxman*), plants (see Potion of Plant Control) or monsters (as per *Juxen*). Cleric based and magic-user based classes may use this staff.

Healing: Cures 1d6+1 hit points of damage per charge. Only cleric-based classes may use this staff.

Power: Can cast *Dag Lorem* (no charge used), *Fulgar* (4d6 damage – charge used), cold as a Wand of Cold (charge used), *Lorgar* (4d6 damage – charge used), *Kallemus* (charge used). If used as a weapon, it hits for 2d6 damage (no charge used). Only magic-user based classes can use this staff.

Lordly Might: These staffs only carry 10 charges, but a charge may be used to cast *Santu Mani*. Only cleric-based classes may use this staff.

Snake, the: When used as a weapon, the staff does +1 to hit and +1 damage. When commanded (by using a charge) the staff coils around the target with a successful hit and pinions the victim for 1d4 x10 minutes. The victim must be about the size of a human or smaller to use this power. The staff will slither back to its owner afterwards at a speed of 24. Only cleric-based classes can use this staff.

Striking: Inflicts 2d6 points of damage with a successful hit (does not use charges). Cleric based and magic-user based classes may use this staff.

Withering: Adds ten years of physical aging with a successful hit, using a charge. Victim must make a saving throw or lose 1 point of CON and 1 point of STR. Only magic-user based classes can use this staff.

Wizardry: The most powerful of staffs. It is a Staff of Power with additional abilities. At the cost of one charge each use, it casts *Val Relquas*, *Exanman*, *Insirap*, *Inlacun*, *Porjux*, *Vas Hurus* or works as a Ring of Daemon Summoning.

Miscellaneous Magic Items (Minor)

Roll d100	Minor Magic Item
1-5	Cursed Item
6-10	Bag of Holding
11-15	Boots of Elvenkind
16-20	Boots of Protection vs. Paralyzation
21-22	Boots of Speed
23	Boots of Leaping
24-25	Boots of Levitation
26-30	Bracers of Defense, AC 6 [13]
31-35	Cloak of Elvenkind
36-40	Cloak of Freedom

41-45	Cloak of Protection, +1
46-50	Decanter of Endless Water
51-53	Dust of Appearance
54-55	Dust of Disappearance
56-60	Dust of Sneezing and Choking
61-65	Gauntlets of Swimming and Climbing
66-70	Horseshoes of Speed
71-75	Key of Opening
76-80	Luckstone (+1 saving throws and attack rolls)
81-82	Magic Gem – Sun Ruby
83	Magic Gem –Forest Emerald
84	Magic Gem – Sapphire of the Sea
85	Magic Gem – Ethereal Diamond
86-90	Rope of Climbing
91-95	Rope of Entanglement
96-00	Spade of Excavation

Miscellaneous Magic Items (Medium)

Roll d100	Medium Magic Item
1-4	Cursed Item
5-8	Amulet Against Scrying
9-12	Armor of the Stars
13-16	Bracers of Defense AC 4[15]
17-20	Carpet of Flying
21-24	Cloak of Displacement
25-28	Cloak of Protection, +2 or +3 (50%)
29-32	Figurine of the Onyx Dog
33-36	Gauntlets of Ogre Power
37-40	Green Idol
41-44	Helm of Reading Magic and Languages
45-48	Helm of Seeing
49-52	Hole, Portable
53-54	Horn of Valhalla, Bronze
55-60	Horn of Valhalla, Silver
61-64	Jug of Alchemy
65-68	Manual of Quickness
69-72	Manual of Beneficial Exercise
73-76	Medallion of ESP
77-80	Mirror of Mental Scrying
81-84	Robe of Blending
85-88	Robe of Eyes
89-92	Robe of Wizardry

93-96	Strange Coins
97-00	Tent of Repose

Table 49: Misc. Magic Items (Greater Items)

Roll	Greater Magic Item
	Cursed Item
	Amulet of Demon Control
	Beaker of Potions
	Crystal Ball
	Deck of Many Things
	Efreeti Bottle
	Figurine of the Golden Lions
	Gauntlets of Dexterity
	Gem of Seeing
	Girdle of Giant Strength
	Helm of Fiery Brilliance
	Helm of Teleportation
	Horn of Blasting
	Horn of Valhalla, Iron
	Lenses of Charming
	Libram, Magical (level gain)
	Manual of Golems
	Manual of Intelligence
	Manual of Wisdom
	Necklace of Firebaubles
	Scarab of Death

The following descriptions are in alphabetical order:

Amulet Against Scrying: Protects the wearer from all scrying, such as *Kalwis* or *Vieda* or being viewed through a crystal ball. Usable by: All Classes.

Amulet of Demon Control: Functions as a *Nasxul* spell, and allows the wearer to attempt to cast *Juxen* upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. Usable by: Magic-users and Clerics.

Armor of the Stars: This armor is silvery and made of a strange material, usually accompanied by a helmet of clear material. It provides only a -2[+2] to Armor Class, but it is said to allow one to travel to the stars. Such things are merely of legend, of course. Usable by: All Classes.

Bag of Holding: The inside of this bag is larger than the outside. The inside dimensions are roughly 10x5x3 ft, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. Usable by: All Classes.

Beaker of Potions: This small jug fills itself with the requested potion, out of the 1d4+1 potions it knows how to produce. The jug can be used as many times per week as the number of different potions it can produce. Usable by: All Classes.

Boots of Elvenkind: The wearer moves with complete silence. Usable by: All Classes.

Boots of Freedom: Protects wearer by providing a +4 to save vs. paralyzation. Usable by: All Classes.

Boots of Levitation: These boots allow the wearer to levitate as per the spell *Hurus*, with unlimited duration. Usable by: All Classes.

Boots of Speed: Boots of speed double the wearer's movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. Usable by: All Classes.

Boots of Leaping: Boots of Leaping allow the wearer to make prodigious leaps 10 ft high and up to 30 ft horizontally. These boots also double movement rates, but outdoors only and for only 4 hours. They do not require the wearer to rest after using them. Usable by: All Classes.

Bracers of Defense: These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The armor class granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

Carpet of Flying: the carpet can carry as many as three people, and travels at a speed of 18 when it has more than one passenger. With only one rider, the carpet moves at a rate of 30. Usable by: All Classes.

Cloak of Displacement: The wearer appears to be in a slightly different location than he really is. His armor class improves by 2, and he gains a -2 saving throw against any targeted attack upon him. Usable by: All Classes.

Cloak of Elvenkind: The wearer is almost, but not quite, invisible. Usable by: All Classes.

Cloak of Freedom: Protects wearer by providing a +4 to save vs. paralyzation. Usable by: All Classes.

Cloak of Protection: This cloak improves the wearer's armor class by the amount stated (1, 2 or 3), and grants a bonus of the same amount on saving throws. Usable by: all but Fighters.

Crystal Ball: Allows the user to see what he desires to see, over a considerable distance. A crystal ball may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare. Usable by: Magic-users.

Cursed Item: (See next section)

Decanter of Endless Water: This jug pours out one gallon of water per minute when unstopped. Usable by: All Classes.

Deck of Many Things: An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per placard in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as he likes (with the deck re-shuffled each time), but once he stops drawing cards, the deck disappears in a sound of faintly malevolent laughter. Usable by all classes. The results of the cards are as follows:

The Hearts: Ace: Gain 50,000 XP; King: Gain magic item from the Misc. Greater Magical Items Table; Queen: Gain 1d3 wishes; Jack: Gain the ability to summon an 8 HD warrior with +3 weapon, shield, and sword, to serve for a total of 1 hour.

The Clubs: Ace: The character's alignment is changed. If the game does not use alignment, the character receives a dangerous Quest (per the spell); King: The character's most powerful magic item is sucked into the void and disappears; Queen: The character is instantly turned to stone, a look of great surprise upon his face; Jack: The character loses one point from his Prime Attribute.

The Spades: Ace: Lose a level of experience; King: A warrior with 9 HD, a +4 weapon, +4 shield, and +4 armor appears and attacks. When he is killed, his body and all his possessions disappear again; Queen: The character dies instantly; Jack: The party is attacked by a random monster, with 1d4+6 HD. The monster gains one round of surprise, for it appears from thin air.

The Diamonds: Ace: Gain a map to a significant treasure; King: Gain 5d6 items of jewelry; Queen: Gain a scroll of seven spells, all 2nd level or higher; Jack: Add one point to a single attribute of the player's choice.

The Joker: Gain 25,000 XP or choose to draw two more cards.

Dust of Appearance: Dust of Appearance is tossed in a radius of 10 ft around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. Usable by: All Classes.

Dust of Disappearance: When sprinkled in a 10 ft radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a *Wisqua* spell) are not strong enough to work against the dust's powerful enchantment. Usable by: All Classes.

Dust of Sneezing and Choking: Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of 10 ft, the dust causes all in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. Usable by: All Classes.

Devil's Bottle: Upon whispering the name of a specific devil into this bottle, the devil will appear and serve the bottle's owner for 1d6 weeks, upon which it will then be free. Usable by: Magic-users and Clerics.

Figurine of the Golden Lions: A small stone figurine that transforms into a lion when the command word is spoken, fighting at the owner's orders. If they are slain, they turn back into figurines, but may be used again. The figurine may be used once per week, and no more. Usable by: All Classes.

Figurine of the Onyx Dog: This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden (and of course its sense of smell detects invisible and hidden creatures with almost perfect success). For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. Usable by: All Classes.

Gauntlets of Dexterity: When worn, these gloves grant a bonus of +2 to the wearer's dexterity (to a maximum of 18). Usable by: All Classes.

Gauntlets of Ogre Power: These gauntlets raise the wearer's strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +6 (not cumulative with the wearer's existing strength bonus, if any). Usable by: all but Magic-users.

Gauntlets of Swimming and Climbing: These gloves permit the wearer to swim at a rate of 18, and climb sheer walls with a 95% chance of success per ten feet of climbing. Usable by: all but Magic-users.

Gem of Seeing: A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. If combined with an Ethereal Diamond or Helm of Seeing, the vision of the place seen is sharp and perfect, with all secrets revealed. Usable by: All Classes.

Girdle of Giant Strength: This wide belt grants the wearer the strength of a hill giant (+8 strength damage, not cumulative with any existing strength bonuses). The girdle does not increase to-hit probability. Usable by: All Classes.

Green Idol: The bearer of this idol can resist the effects of *Zu* up to 3 times, at which point the idol crumbles to dust.

Helm of Fiery Brilliance: This prodigiously powerful helm grants many benefits to the wearer. He gains a +6 on saving throws against fire damage. Fighter based classes wearing the helm may command a weapon in hand to flame (+1d6 damage) thrice per day. Magic-user based classes wearing the helm can add +1 to each die of damage inflicted by *Fulgar*. Cleric based classes wearing the helm can cast two *Luminae* or *Sominae* spells for each one actually prepared. Thieves do not gain any additional powers. Usable by: All Classes.

Helm of Reading Magic and Languages: The wearer can read all languages, including magic script. Upon reading, the wearer must rest 1d6 turns before attempting another reading. Usable by: All Classes.

Helm of Seeing – This helm allows the wearer to "see" a fuzzy, imperfect, but fairly accurate image of anyplace that the viewer wishes to see, whether it is a level of a dungeon or an area outside. The image is viewable for roughly 10 minutes, at which point the wearer must rest 1d6 turns before attempting another viewing. Usable by: All Classes.

Helm of Teleportation: When the wearer casts a teleportation (such as *Dag Acron* or *Tag Acron*) spell on himself, while wearing the helm, he may teleport himself without error, anywhere he desires. The helm does not permit the casting of a teleportation spell on anyone other than the wearer. Usable by: Magic-users.

Hole, Portable: A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10 ft deep—items and people can fall through it or climb down into it once it is placed on the ground. The piece

of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name “portable.” Usable by: All Classes.

Horn of Blasting: This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 ft long, and widens to a base of 20 ft (the “point” of the cone, at the horn’s mouth, is 10 ft wide). Usable by: All Classes.

Horn of Valhalla, Bronze: Summons 2d4 berserk warriors (3 HD) to assist the one who wined the horn. Usable by: Fighters and Clerics.

Horn of Valhalla, Iron: Summons 2d4 berserk warriors (4 HD) to assist the one who wined the horn. Usable by: Fighters.

Horn of Valhalla, Silver: Summons 2d4 berserk warriors (2 HD) to assist the one who wined the horn. Usable by: All Classes.

Horseshoes of Speed: These double a horse’s movement rate. Usable by: horses.

Jug of Alchemy: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than seven times per day, and will only produce the liquid first requested in that day. It does not produce magical liquids. Usable by: All Classes.

Key of Opening: Using this key opens any door, even if the door is barred or wizard locked. Usable by: All Classes.

Lenses of Charming: These lenses, when placed over the eyes, give the wearer the ability to charm those who look into his eyes (as per the spell *Juxman*). The saving throw against the power of the lenses is made at-2. Usable by: All Classes.

Libram, Magical (level gain): Magical librums grant a level of experience to the reader, if the reader is of the right class. Randomly determine the class for which the libram is written. Usable by: varies.

Luckstone: This stone grants +1 to saving throws and attack rolls. Usable by: All Classes.

Magic Gems: These special gems will appear as the finest gems for their color, worth at least 10,000 gc.

- Sun Ruby (Red), - cast *Ad Sanctu* 1x day, or *Santu Mani* once then gem crumbles
- Forest Emerald (Green), - cast *Repond* 1x day, or dispel same number as CON then gem crumbles
- Sapphire of the Sea (Blue) – cast *Pontori* 1x day or dispel same number as CON then gem crumbles
- Ethereal Diamond (White) – can view a fuzzy, imperfect but fairly accurate image of their surroundings or current level of the dungeon, then crumbles after 10 minutes of viewing. Can also be used to charge Power Armor

Manual of Beneficial Exercise: Reading this tome increases the reader’s strength by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Golems: This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded, by the original owner, from the touch of anyone not of the Magic-user class, enchanted to inflict damage or even the loss of a level. Usable by: Magic-users only.

Manual of Intelligence: Reading this tome increases the reader’s intelligence by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Quickness: Reading this tome increases the reader’s dexterity by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Wisdom: Reading this tome increases the reader’s wisdom by 1 point (to a maximum of 18). Usable by: All Classes.

Medallion of ESP: Allows the wearer to be able to read the thoughts of one creature within 30ft (75%), 60 ft (50%) or 90 ft (25%). The wearer can also use this to cast *Mentar* once per day. Usable by: All Classes.

Mirror of Mental Scrying: This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast the divine spell *Vieda*, with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be cryptic), but only one question per week is possible. Usable by: All Classes.

Necklace of Firebaubles: This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell *Fulgar*). Usable by: All Classes.

Robe of Blending: These robes make the wearer appear to be a part of his surroundings, including the ability to appear as another one of a group of nearby creatures. He will appear to be a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. Usable by: All Classes.

Robe of Eyes: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 ft, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives illusions, and his sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day. Usable by: Magic-users only.

Robe of Wizardry: This robe grants the wearer the ability to cast *Juxman*, *Rel Xenylem* and *Exanman* with a 95% chance of success. The robes may be tied to specific alignments. Usable by: Magic-users only.

Rope of Climbing: A 50 ft length of rope that leaps magically upward and can tie and untie itself upon command. Usable by: All Classes.

Rope of Entanglement: This rope, on command, twines itself around as many as 2d4+1 human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless. Usable by: All Classes.

Spade of Excavation: This ordinary-looking spade digs by itself when commanded, shoveling out one cubic yard (27 cu ft.) per ten minutes (1 turn). Usable by: Fighters only.

Strange Coins: Upon rubbing the coin, enabling the bearer to negate time. The effect is to speed the bearer up for a short period of time. (1d6 rounds) Anything that they do will have an instantaneous effect. Only instantaneous effect spells will work if cast while in negated time. The coin disappears as soon as rubbed.

Scarab of Death: This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, it is the same as casting *Decorp*. The scarab may be used 1d12 times, after which it crumbles to dust. At the option of the Referee, it might be recharged using a *Decorp* spell, but with a 5% chance per charge that the item will be destroyed. Usable by: All Classes.

Tent of Repose: Group of up to 10 people can rest inside undisturbed, even in the middle of an enemy infested area. Every character gets back all their hit points. The tent is susceptible to flame when not in use – if the person carrying it is subject to a flame attack, the tent will automatically be destroyed, unless magically protected.

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 items that follow are examples of cursed items – one can quickly create a cursed item by rolling on the same magic item table, looking at the result and reversing its intended effect into something disastrous for the user. Cursed items are usable by any class.

Cursed items cannot be removed or their power reversed unless through the use of the arcane spell *Anort Jux* or divine spell *Al Deprecu*.

Roll d100	Cursed Item
1-4	Amulet of Insanity
5-8	Bag of Devouring

9-12	Boots of Stone
13-16	Cloak of Poison
17-20	Cloak of Vulnerability
21-24	Crystal Ball of Suggestion
25-28	Dancing Boots
29-32	Flask of Stopped Curses
33-36	Gremlin's Compass
37-40	Gauntlets of the Coward
41-44	Helm of Arrogance
45-48	Helm of Opposites
49-52	Horn of Collapse
53-56	Horn of Valhalla, Tainted
57-60	Manual of Weakness
61-64	Manual of Sickliness
65-68	Manual of Clumsiness
69-72	Manual of Stupidity
73-76	Manual of Foolishness
77-80	Manual of Vanity
81-84	Medallion of Projecting Thoughts
85-88	Mirror of Opposition
89-92	Necklace of Choking
93-96	Robe of Feeble-mindedness
97-00	Yellow Idol

Amulet of Insanity: Upon wearing this amulet, the wearer loses 1d4 in CHA and 1d6 divided by two of WIS and INT. The wearer also begins to suffer from a phobia, the nature of which is up to the Game Referee. Any activity or encounter will result in the wearer running away or becoming catatonic until the situation is resolved. Once the amulet is removed, the lost attributes are regained.

Bag of Devouring: Functions as a bag of holding, but devours any item placed into it within 1d4+1 hours.

Boots of Stone: These boots slow the user to half their former movement rate. The user is also unable to climb or jump unless assisted by another.

Cloak of Poison: Upon donning this cloak, the wearer's body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.

Cloak of Vulnerability: While appearing to be a Cloak of Protection, this cloak actually reduces the effectiveness of the wearer's Armor Class by 1 to 3 (add 1 to 3 for Descending, subtract 1 to 3 for Ascending Armor Classes. To determine amount, roll 1d6 and divide by 2). It also adds a penalty to the wearer's saving throws by the same amount.

Crystal Ball of Suggestion: Does not function as a crystal ball, but implants a suggestion in the viewer's mind. Powerful versions of this item might even implant a Quest.

Dancing Boots: These boots function as boots of Elvenkind or speed, until the wearer is in combat or fleeing. Suddenly at that point he will begin to dance a jig, or perhaps a stately waltz.

Flask of Stopped Curses: This flask releases a curse of some kind when its seal is broken.

Gremlin's Compass: When brought into a dungeon and used to tell direction, it attracts gremlins. Upon rolling a 6 for a normal wandering monster check (or 1 if using 6 to indicate wandering monster), indicates the presence of a gremlin.

Gauntlets of the Coward: While having the appearance of extremely finely made and strong gauntlets, they in fact cause the wearer to lose strength and become a weakling. -4 strength damage penalty (not offset by any existing strength bonuses).

Helm of Arrogance: This helm appears as a finely crafted helmet worthy of the most powerful warrior, but it takes away any “to-hit” bonuses for all attacks and any ability for multiple attacks per round. The wearer still performs the extra attacks but all of them automatically miss.

Helm of Opposites: The wearer of such a helm reverses their declared alignment (or becomes Chaotic or Lawful if formerly Neutral, whichever is reverse of their most recent moral action).

Horn of Collapse: When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

Horn of Valhalla, Tainted: Has the same appearance as other Horns of Valhalla, but instead of the summoned 2d4 berserk warriors (3 HD) helping, they attack the blower.

Manual of Weakness, Sickness, Clumsiness, Stupidity, Foolishness, Vanity: Upon reading one these texts, the reader loses 1 point of Strength, Constitution, Dexterity, Intelligence, Wisdom or Charisma, respectively.

Medallion of Projecting Thoughts: The wearer’s thoughts can be “heard” by all nearby.

Mirror of Opposition: All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

Necklace of Choking: Upon wearing the necklace, the victim must make a saving throw or die of asphyxiation in 4 minutes (4 rounds). If the victim makes their save, this necklace proves to be a hindrance to speaking (preventing the casting of spells or of yelling) and prevents extreme physical activity (no running at double movement, must “rest” every other combat round, etc.)

Robe of Feeble-mindedness: Anyone donning this cloak has his intelligence reduced to that of a garden snail.

Yellow Idol: Each idol has a unique feature of some particular creature. The person who has the idol in their possession suffers from an unreasonable fear of that creature and will run away from them as fast and as far as possible until the creature is out of sight.

Artifacts

Artifacts can be game changing in nature, therefore a Game Referee should approach them with caution and with understanding of the possible ramifications such powerful things can have on a campaign. Several artifacts are outlined here which legend and fact have combined into Sosarian mythology – only the most intrepid and astute of adventurers will be able to find these items, if they indeed exist.

Black Ruby - Gem of Immortality

The black Gem of Immortality is Mondain's source of power and his key to immortality. Mondain has his soul bound to it, and as long as the gem exists, he also exists, with unbelievable powers. However, this is also the biggest weakness of the Gem. The Gem came into being when Mondain turned his father's Sun Ruby Gem into it. With its help, he waged war against Sosaria, It is not known how to sunder Mondain from the Gem or what would happen if Mondain was somehow killed. (*Note to Game Referee – this is where you get to decide what happens!*)

The Marks

It is said that in ages past, Kings, Mages and Priests all strong in their craft delved into the dungeons and dark holes that Mondain now controls. In some places, the very Land itself rose up to oppose these strong adventurers, and was beaten back. Such places are now said to be marked by red hot metal rods sticking out of the wall or floor, surrounded by lava, the Earth’s blood, or present in shrines built on top of these ancient grounds – allowing only the most worthy inside to gain advantage of the Marks.

A brave adventurer, if worthy and strong enough, can reach out and be “marked” by the rod, imparting some power to the bearer of the brand left behind. Upon placing an arm or leg onto the rod, the character will suffer an immediate wound of an amount equivalent to $\frac{3}{4}$ of their maximum hit points. Note that if the damage forces the character below 0 hp, then they die. If they survive the damage, they will be in a coma from the shock of the burn for 1d6 hours and unable to perform strenuous activity for a week.

A Game Referee may also make it so that the Marks “move” after one use, requiring the characters to find it again for more characters to gain its benefits.

There are 4 Marks of Legend:

Mark of Fire: The bearer of this Mark is now a master of fire. Once per day, they may choose one of the following powers:

1. No fire or heat, including lava, will harm the bearer. When struck with fire or fire based spells, they regain 1d6 hit points.
2. They are able to create a wall of fire (as per the spell *Insirap*)
3. They may command a weapon in hand to flame (+1d6 damage).
4. They may also cast the spell *Fulgar* once per day or gain an extra casting of it for each time it is memorized. It will do at least 6d6 damage unless the caster is already of a magic-user based class of higher than 6th level.

Finally, they may cause things to ignite at command within 30' at will.

Mark of Kings: The bearer of this Mark becomes stronger and more regal in their class. They instantly gain the following effects:

1. Gains a level and enough XP to go 25% towards the following level.
2. For the new level, they gain a full 6 hp plus any appropriate bonus, instead of rolling the new HD. (If the Game Referee uses the houserule of rerolling all HD upon leveling up, then reroll all dice showing 1 or 2)
3. The bearer also gains +1 to two of the three attributes: Str, Wis, and/or Cha. (Roll 2d6, 1-2 Str, 3-4 Wis, 5-6 Cha – no repeats of same attribute)

It is rumored that this Mark, above all others, is the most difficult to obtain.

Mark of Snake: The bearer of this Mark will find the skin around the mark has a scaled appearance and gains the following abilities, of which they may perform one power once a day:

1. Cast *Virgla Certa*.
2. Can cast *Rec Su* and *Rec Du* 3 times each.
3. Able to neutralize poison on self or others
4. Can cause poison in an enemy by touching them, that enemy must save at -2 or die.
5. They may climb sheer surfaces or burrow in ground for up to 30', at will.

They also are ignored by any snakes, including snakes under control of others. They will never be attacked by snakes, even in defense.

Mark of Force: The bearer of this Mark can cast one of the following spells once per day, or gain an extra casting of it if already memorized:

1. *Fulgar* (6d6 damage),
2. Cold as a Wand of Cold (6d6 damage)
3. *Lorgar* (6d6)
4. *Kallemus*
5. *Dag Mentar* (6d6 damage)

The bearer and any within 10' may also pass through force fields or barriers created by magic. This also includes walls created by the spells *Insirap* and *Val Insirap*.

Quicksword

Legend of the Quicksword, the famed blade of the Master Thief Linone, has spread far and wide, especially the circles of thieves and pirate crews. It is said that only a thief of true ability and worth can command the blade and control it to have it do the bearer's bidding. Regardless of the legends, should anyone come into contact with the famed and powerful Quicksword, they are sure to become the focus of new legends – and many jealous thieves and pirates!

The Quicksword is an intelligent and vain long sword of Neutral alignment. It cares not for foes aside from the foes that will bring riches to the wielder and fame and notoriety to the legend of the sword. The sword will only respect and obey a thief who shows extraordinary abilities (judgement of the Game Referee) and be of a high enough level to command other thieves (at least level 7.)

It has the ability to:

- Detect Traps
- Locate Secret/Concealed Doors and Passages
- Boost the wielder's Dexterity to 1 to 4 times normal once per day
- Negate time similar to the effects of Strange Coins once per day.

None of these powers are accessible unless the wielder uses the command word: "Enilno". (or an appropriate word that the Game Referee decides upon, should eager players have read the Game Referee's Guide.) It should also be noted that if the sword decides to go into a snit or is angry at the player, it will work against the player until the sword is mollified.

The sword also provides a +2 to-hit versus all opponents at all times.

Skull of Mondain

The Skull of Mondain is a very evil Artifact.

If the one bearing it so desires, he or she may cast the spell of *P* at will – the victims are all destroyed by the sheer power of the evil within this skull. However, as it is with such evil, the price is high, as each casting of *P* reduces the Cha of the user by 1 if they fail a saving throw. Once the character's Charisma is reduced to 0, they die and their life force becomes tangled into the skull.

This skull also has the powers of a Staff of Wizardry and a Staff of Absorption. If the Skull absorbs 50 levels of spells, it will discharge a casting of the spell of *Decorp* at a random victim, including possibly the bearer of the skull!

(Note to DM: Obviously, Mondain must die, or be already dead in your campaign, for this artifact to come to light. According to what is known in Ultima 2, when Mondain died, other dark mages were greedy to get his remains, as the dark power within them was great. Minax was horrified, and in the last second saved the most powerful part from being defiled: her lover and mentor's skull, enshrining it in her fortress.)

Settings Information

[[To do – all of this]]

Towns

Cities

Castles

Dungeons

Shrines and Ancient Places

U1

Southern Sign Post

+10% Charisma
Sign Post

+10% Stamina
Grave of the Lost Soul

+10% Stamina
Pillars of Protection

+10% Agility
Tower of Knowledge

+10% Intelligence
Pillar of Ozymandias

+10% Wisdom
Pillars of the Argonauts

Weakest weapon you don't already have

Eastern Sign Post

Nothing

Mondain's Fortress in "Time of Legends"

U2

Moongates

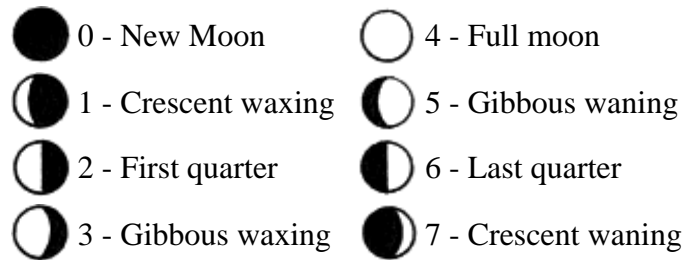
Shadowguard is the fortress of Minax in the “Time of Legends”. The castle has various rooms, like a museum of Minax' triumphs, but at the same time, it is full with the most horrible monsters, and protected by force fields, which instantly kill, if not having the Force Field Ring.

Sun	4	4	4	None
Mercury		5	4	5 Water, Swamp
Venus	3	3	4	Water, Swamp, Grass
Earth	6	6	6	All varieties
Mars	6	2	3	Mountains
Jupiter	1	3	4	Water, Grass
Saturn	2	8	5	Water, Grass
Uranus	9	4	6	Forest, Grass
Neptune		4	0	5 Grass
Pluto	0	1	4	Mountains
Planet X		9	9	All varieties

U3

Moongates

the phases of the twin moons, Trammel and Felucca are represented by numerals as follows:



Trammel takes 24 days to complete all phases, Felucca does it in 8.

0,0	0,1	0,2
1,3	1,4	1,5
2,6	2,7	2,0
3,1	3,2	3,3
4,4	4,5	4,6
5,7	5,0	5,1
6,2	6,3	6,4
7,5	7,6	7,7

Ambrosia – lost land – shrines of STR, INT, WIS, DEX

Devil's Gulch – pirates/thieves

Castle of Death – beyond the Great Earth Serpent in the Isle of Fire.