



Dungeon Questing

Fantasy Roleplaying Game

Swords & Wizardry White Box Variant Rules
By *Mikael Hassel*

Dungeon Questing

Fantasy Roleplaying Game

Credits

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To the Dungeon Questing community for additional proofreading, support and suggestions on how to improve the game.

DEDICATIONS:

To my wife and son, with love.



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Introduction



WELCOME TO DUNGEON QUESTING - The Fantasy Adventure Game! This is a roleplaying game based on *Swords & Wizardry WhiteBox*, a light and simple game designed to be fast and loose, with a lot of room for improvising and customizing the game to fit your gaming style.

Dungeon Questing is however heavily modified - after reading about topics about using other dice than the typical twenty-sided die I found the idea of only using six-sided dice for everything in the game - attack rolls, damage rolls and action checks, to be intriguing and a fun idea. And since I'm the kind of person who doesn't sit idly and talk about doing things - I'm the kind of person who makes things happen and I never leave things unfinished.

So here it is - a *WhiteBox* hack that only uses six-sided dice to handle action resolution, damage rolling, and so on. There are some other changes as well; playing non-human characters are a bit different from what you probably are used with, the attribute scores are different, rules for generating previous experience before embarking on your adventuring career, a simple skill system, and no levels! Yes, that's right, no levels, now there's more freedom for players to develop their characters in unorthodox ways instead having a rigid class- and level system. The only class available is the Adventurer class, but there's also archetypes inspired by the original classes for those who still wants some form of class system.

These changes have been implemented because I felt that the current rules didn't fit with my idea on how things should be in this game, so I changed it!

So what's left from the original game then? Well, things like AC, the "To-Hit" mechanics, most of the spells and monsters are still there, only slightly adjusted to fit the d6 mechanics, but apart from that it's pretty much still the same game as the original, so grab your sword and shield and start your adventures in the world of *Dungeon Questing*!

CHAPTER 1: *Getting Started*

THE FIRST STEP IN PLAYING THE GAME *is to create a character. This is a simple matter of rolling some dice to determine your character's strength and other basic attributes, picking a character class, using your game money to buy some equipment, and then playing.*

If you're the Referee, you've got a bit more preparation to do - that's covered later in a section especially for the Referee.

Rule Number One

THE MOST IMPORTANT RULE is that the Referee always has the right to modify the rules. In fact, it's encouraged. There are gaps in the rules—holes which we did not fill on purpose because much of the fun of “old school” gaming is being able to make rules up as you need them.

This could be as simple as “um, grab some dice, roll them, and tell me the number” or more complex home-brew charts for the smallest of details. Along the way we'll be making suggestions, explanations, and giving ideas in textbox format; feel free to use them or discard them as you like.

This is *your* game, after all.

The Dice

DUNGEON QUESTING uses only six-sided dice, called d6, and if we're telling you to roll 3 of them, we say to roll 3d6. If you need to add a modifier, like rolling two dice and adding +2, it is shown as 2d6+2. Whenever you try to do something where the outcome is uncertain you roll 2d6; this is called an ACTION CHECK. Everything involving chance, like attacking someone in combat, or trying to sneak past a guard, or disarming a trap, is an ACTION CHECK.



Ability Scores

THE BASIC ATTRIBUTES are numbers which represent the *Strength, Intelligence, Wisdom, Constitution, Dexterity,* and *Charisma* of the character. The attributes are rated from -2 to +2, where -2 is the lowest and +2 is the highest.

The standard way to determine attribute scores is to assign the following scores: +2, +1, +1, 0, 0 and -1. It is allowed to lower one attribute in order to raise another one, but no attribute can be lower than -2 or higher than +2. Players may place the attribute scores in any order they want.

House Rule: Rolling Attributes

Some Referees and players prefer to roll their attributes. This is done in the following way: Roll 2d6; a roll of 2 becomes -2; 3-4 is -1; 5-8 is 0; 9-11 is +1; 12 is +2.

Strength (STR)

A high strength can give your character bonuses when attacking with a sword or other hand-held weapon (called a “melee weapon”), and lets him carry more weight. Strength is the prime attribute for Fighters.

- All characters can use their Strength score to modify their “to-hit” number with hand-held (melee) weapons.
- All characters add Strength score to the damage dealt with melee weapons.



Intelligence (INT)

Intelligence represents IQ, reasoning, and the ability to solve puzzles or understand difficult concepts. Intelligence is the prime attribute for arcane caster characters.

- Arcane casters can use their Intelligence score to gain a bonus on “spell effectiveness” (i.e. target suffers a loss on his saving throw against the caster’s spells).

Wisdom (WIS)

Wisdom determines a character’s insight, perception, and good judgment. Wisdom is the prime attribute for divine caster characters, and any character with a wisdom score of +1 or higher gains a 5% bonus to all experience point awards.

- You can use your Wisdom score to gain a percent bonus on Experience Points (XP) earned.
- Divine casters can use their Wisdom score to gain a bonus on “spell effectiveness” (i.e. target suffers a loss on his saving throw against the caster’s spells).

Constitution (CON)

Constitution is the health and endurance of the character. A high constitution gives your character extra hit points.

- You can use your Constitution score to gain additional hit points on each rank of Body Development.



Dexterity (DEX)

Dexterity is a combination of coordination and quickness. A high dexterity score gives your character bonuses when attacking with a bow or other ranged weapon.

- You can use your Dexterity score to modify your “to-hit” number with ranged (also called “missile”) weapons.
- You can use your Dexterity score to modify your Armor Class (AC).

Charisma (CHA)

A highly charismatic character has a better chance to talk his way out of trouble, and can lead more special followers than characters with a low charisma. Any character with a charisma score of +1 or higher receives a bonus of 5% to all experience point awards.

- You can use your Charisma score to gain a percent bonus on Experience Points (XP) earned.

You can use your Charisma to modify the number of loyal NPC hirelings you can acquire. You can use your Charisma to modify the loyalty of those NPC hirelings. The Referee may want to make a “loyalty check” for an NPC put into a dangerous situation or one who is offered a bribe to change sides in a conflict.

Table 1: Charisma score

CHARISMA	HIRELINGS	LOYALTY
-2	2	-2
-1	3	-1
0	4	0
+1	5	+1
+2	6	+2

Experience Bonus

EACH CHARACTER GETS A BONUS PERCENTAGE to “experience points,” that will usually increase how much experience is gained in an adventure.

All characters get to add their percentage Wisdom Bonus to their percentage Charisma Bonus as XP Bonus.

Humans also have a 10% XP bonus as a racial trait.

Those numbers are added together to get the total experience bonus for the character. The maximum attainable XP Bonus would be 20% for humans and 10% for demi-humans

Table 2: Experience Bonus

WIS/CHA SCORE	DESCRIPTION	BONUS
-1 or lower	Below Average	-5%
0	Average	-
+1 or higher	Above Average	+5%

Starting Gold

YOUR CHARACTER STARTS WITH 250 GOLD PIECES (GP) that you can spend on equipment. See the Equipment section to see what you can buy for your money.

Alignment

JUST A QUICK NOTE ON ALIGNMENT - games are usually set up as “us” against “them” and you can use various names for each. Usually “us” is considered to be Law (or Good), while “them” would be the monsters who are Chaos (or Evil).

The Referee gets the final say on which options are for the protagonists and which ones are for the antagonists.

CHAPTER 2:

Characters

UNLIKE THE GAME THAT DUNGEON QUESTING IS BASED ON, there are only one class available: the Adventurer. This class is what you make of it; do you want to be a great warrior? Invest in Fighting and Body Development. Do you want to be a powerful wizard? Invest in Wizardry and Knowledge. Do you want to be a cunning thief? Invest in Thievery, Backstab and Scouting. Do you want to be a Jack-of-all-trades? Distribute your skill ranks to cover as much as possible when it comes to skills.

Your first decision though, is to pick a race for your character.

Races

IN A FANTASY WORLD, HUMANS OFTEN AREN'T ALONE. Elves may populate the great forests, Dwarves may carve their halls and mines into the heart of the earth, and Halflings may reside in the comfortable hill-houses of their bucolic shires.

By contrast, some fantasy worlds depict an isolated human race pitted against ancient pre-human evils and the grim, savage wilderness of worlds at the dawn (or dusk) of human civilization itself.

Some fantasy worlds, as a third example, accentuate the bizarre, with a wide variety of fantasy races available to the players - such worlds are filled with conflict and contradictions, always with a new wonder to be found beyond the next corner. The Referee determines what non-human races, if any, you can choose for your character. In fact, the Referee might permit races that aren't covered here.



Dwarves

DWARVES TEND TO GROW UP IN UNDERGROUND CITIES. As such, Dwarves easily take note of certain features of stonework: sloping corridors, traps made of stone (in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts), and moving walls. There is no established die roll or rule for using these abilities; exactly what the Dwarf does or does not perceive is up to the Referee.

Dwarf Race Abilities

Starting Hit Points: 8 + Constitution

Weapon/Armor Restrictions: Due to their short stature, dwarves are unable to handle two-handed swords, polearms and longbows.

Hereditary Foes: Dwarves gain an extra +1 when fighting orcs and goblins.

Keen Detection: Dwarves have Darkvision, effective up to a range of 60 feet. Dwarves are also good at spotting traps, slanting passages, and new construction while underground, as well as listening at doors. They have a +1 bonus to Scouting checks to detect these things.

Hard to Hit: Being small, Dwarves typically are awarded some defensive bonus in combat because they are hard to hit (-1 AC/+1 AAC against men-folk and -2 AC/+2 AAC against giants).

Saving Throw: Dwarves tend not to use magic and as such are somewhat immune to it; Dwarves get +2 on saving throws vs. magic. Since they are such hardy folk, Dwarves also get +1 on saving throws against death and poisons.

Languages: For campaigns that give each race its own dialect, Dwarves should be able to speak with gnomes, goblins, orcs, and kobolds.



Elves

REFEREES INTERPRET ELVES IN ALL KINDS OF DIFFERENT WAYS. Are they the faerie-folk of Irish legend, the Vanir of Norse legend, the human-like Wood Elves or powerful and alien Grey Elves of Tolkien, or something else defined by the Referee's own imagination? As a baseline, most Elves of folklore are associated with magic as well as being skilled with sword and bow. The nature of the Elven race as a whole is completely the province of the Referee, and it is entirely possible for the Referee to craft new Elven character classes if he so desires.

Elven adventurers are often skilled in both swordplay and magic (having skill ranks in both Fighting and Wizardry).

Height, Weight & Age

TABLE 3 below will give you a rough guideline when determining your height, weight and age.

Table 3: Height & Weight

RACE	HEIGHT*	STARTING AGE
Dwarf	4'3"-4'7"/4'1"-4'5"	30-125 YEARS
Elf	5'3"-5'10"/5'0"-5'7"	50-300 YEARS
Human	5'5"-6'6"/5'0"-6'0"	15-40 YEARS
Halfling	3'7"-4'0"/3'5"-3'10"	25-60 YEARS
RACE	WEIGHT*	LIFE SPAN
Dwarf	110-140 lbs./90-120 lbs.	300-400 YEARS
Elf	115-150 lbs./90-125 lbs.	800-1000 YEARS
Human	150-250 lbs./100-175 lbs.	80-100 YEARS
Halfling	50-75 lbs./40-65 lbs.	120-150 YEARS

* Height and weight shows Males/Females, respectively.

Elven Race Abilities

Starting Hit Points: 6 + Constitution

Weapon/Armor Restrictions: Elves have no particular restrictions on what weapons and armor they may use. One thing of note though; elves do not suffer any spell failure from using Wizardry while wearing light or medium armor.

Hereditary Foes: Elves gain an extra +1 when fighting goblins, orcs, intelligent undead, and lycanthropes. Elves are also immune to paralysis caused by undead such as ghouls.

Keen Detection: Elves have Darkvision, effective up to a range of 60 feet. Elves are also good at spotting hidden and concealed doors, and listening at doors. They have a +1 bonus on Scouting checks to detect these things.

Saving Throw: Elves get +1 on saving throws vs. magic.

Languages: For campaigns that give each race its own dialect, Elves should be able to speak with gnolls, goblins, orcs, and hobgoblins.



Halflings

THERE ARE MANY TYPES OF HALFLINGS which appear in literature, and this group could include gnomes, pixies or fairies, small folk from the shire-land, or any other of the “wee folk” which the Referee will allow in his campaign.

Halfling Race Abilities

Starting Hit Points: 6 + Constitution

Weapon/Armor Restrictions: Due to being small, halflings have to use medium weapons with two hands and they cannot use heavy weapons and longbows.

Hard to Hit: Being small, Halflings typically are awarded some defensive bonus in combat because they are hard to hit (-1 AC/+1 AAC against men-folk and -2 AC/+2 AAC against giants).

Deadly Accuracy with Missiles: Halflings receive +1 when firing missile weapons in combat.

Near Invisibility: When not engaged in combat, Halflings are hard to see and move with almost total silence. Creatures have a Scouting check number of 11 to detect a halfling outdoors and a Scouting check number of 9 indoors.

Keen Detection: Halflings are good at listening at doors. They have a +1 bonus on Scouting checks to hear sounds while listening at a door.

Saving Throw: Halflings are very small and nimble; Halflings get +2 on saving throws vs. area attacks, like a dragon’s breath or evading a fire ball. Since they are strong-willed, Halflings also get +1 on saving throws against fear and magic.

Languages: For campaigns that give each race its own dialect, Halflings have no special preference.

Humans

HUMANS ARE THE MOST COMMON RACE in most fantasy worlds, unless the referee decides something else.

Humans are flexible and quick to learn new things. This can be both a blessing and a curse; in their pursuit for knowledge and power it's easy to loose one's way and become corrupted.

Regardless, humans are the easiest race to roleplay and are an excellent choice to begin with for a new player.

Human Race Abilities

Starting Hit Points: 7 + Constitution

Weapon/Armor Restrictions: Humans have no particular restrictions on what weapons and armor they may use.

Versatile: Humans get one additional skill rank to invest in their skills.

Quick Learner: Humans have an additional 10% experience bonus.

Saving Throw: Humans get a +1 bonus against one of the following types: Death/Poison, Magic, or Devices (traps, magical wands or staffs).



THE SKILLS ARE THE ESSENCE of your character's capabilities, they show how good you are at succeeding with the actions you will perform during play.

There are 17 skills, most of them associated with one of the six attributes. In order to use a skill, you roll 2d6 and add your skill rank (and attribute score if the skill is associated with an attribute). If the result of your roll is equal to or higher than the target number set by the referee you have succeeded. Most of the time the target number will be set at 8, but if the action is easier or harder than usual to perform, the referee will adjust the target number accordingly.

The skills are measured in ranks, from 0 to 5, where a 0 represents a character who is untrained and a character with skill rank 5 is considered to be a master.

Table 4: Skills

SKILL	ATTRIBUTE
Athletics	Strength
Backstab	None
Body Development	Constitution
Channel Divinity	Wisdom
Combat Mastery	None
Fighting	Strength
Healing	Wisdom
Influence	Charisma
Language	None
Lore	Intelligence
Marksmanship	Dexterity
Saving Throw	None
Scouting	None
Survival	Constitution
Theurgy	Wisdom
Thievery	Dexterity
Wizardry	Intelligence

What about Untrained Skill Checks?

If you need to make a skill check but you don't have any skill ranks invested in the skill, you still make a skill check, but you only add the associated Attribute to the roll. In those cases where there are no associated Attribute you just roll 2d6 and hope for the best...

NOTE: Furthermore, Channel Divinity and Wizardry cannot be used untrained since these skills determines your spellcasting abilities - if you lack the training in these skills you cannot cast any spells or banish the undead.

Skill Descriptions

Athletics: Representing any feat of physical prowess, this skill covers acrobatics, climbing, feats of strength, jumping, swimming or any other activity that depends primarily on the physical performance of the character.

Backstab: When attacking with surprise, from behind, you gain +2 to hit (for attacking from behind, see page 36 for more information) and inflict +1d6 damage at rank 1. For each additional rank past rank 1 the damage increase by +1d6, up to a total of +5d6 at rank 5.

Body Development: This skill is a measure of how healthy your character is and your pool of Hit Points are calculated from Body Development. Each skill rank gives your character 4 plus your Constitution score Hit Points to add to the starting Hit Points you get from choosing a race to play. FOR EXAMPLE, if your character has Constitution +1 and Body Development rank 2, you would have +10 Hit Points to add to your starting Hit Points.

Channel Divinity: This skill is used for banishing the undead. For more information about banishing the undead, see The COMBAT section in CHAPTER 4: PLAYING THE GAME.

Combat Mastery: Against enemies with HD equal or lower to your skill rank, you can make an extra attack as long as the previous one felled the target. After each attack you may take a small step to come in contact with another enemy who's not immediately adjacent (like 5 feet or 2 yards, no more).

Fighting: This is used for attacking someone in melee combat. For more information about melee attacks, see The COMBAT section in CHAPTER 4: PLAYING THE GAME.





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Healing: A character with this skill is trained in first aid and medicine. It can be used to diagnose a character's health, as well as provide additional healing; on a successful Healing check, a recipient gains an additional +2 Hit Points.

Influence: This skill covers involving any interactions, including diplomacy, negotiation, bargaining, and intimidation. The character needs to be able to speak the language they are attempting to communicate in.

Language: A character's ability to speak other languages than their native language. A character know one new language for each skill rank.

Lore: A character's general knowledge of the world at large, including history, current events, local rumors and underworld secrets.

Marksmanship: This is used for attacking someone at range. For more information about ranged attacks, see The COMBAT section in CHAPTER 4: PLAYING THE GAME.

Saving Throw: This skill is used to resist or avoid harmful effects. There is no attribute related to this skill, you only add the skill rank to your $2d6$ roll whenever you use this skill. Saving Throws are usually made against a target number of 10. Each race has a bonus against some types of harmful effects.

Scouting: This skill is used for detecting hidden things, like secret doors, traps, hidden creatures, or for listen at doors. Scouting checks are usually made against a target number of 10.

Survival: Surviving and thriving in hostile environments, including everything from verdant forests to exotic and strange landscapes is covered by this skill. It can be used to find food, water, and shelter in these environments as well as provide knowledge about local flora and fauna.

Theurgy: This skill is used for casting divine spells. Characters with access to this skill are called DIVINE CASTERS. Each day, the caster prays for a certain set of spells, choosing any spells from the standard list. Divine casters who serves specific gods might have entirely different sets of spells as designed by the Referee, but the standard religious character has the standard list. See table 5 on page 22 regarding spell progression.

Thievery: This skill represents all acts of clandestine proficiency as well as a character's stealth training. It can be used to remain hidden as long as concealment is available as well, to pick pockets, disarm physical locks, and bypass mechanical traps.

Wizardry: This skill is used for casting arcane spells. A characters who use this skill are called ARCANES CASTERS. Unlike divine casters, an arcane caster owns a book of spells, which does not necessarily include all of the spells on the standard lists. Reading from the book, the Magic user presses his chosen spell formulae into his mind, "preparing" these spells. Once a prepared spell is cast, it disappears from the caster's ability to cast (until it is prepared again). It is possible to prepare a spell multiple times using the available "slots" in the caster's memory/capability. If the magic user finds scrolls of spells while adventuring, he can copy them into his spell book. See table 5 on page 22 regarding spell progression.

Wearing armor will interfere with the magical energies and cause the spellcasting to automatically fail. Elves are an exception to this rules as they are naturally magical creatures and thus are allowed to use light and medium armor while casting spells.



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Spellcasting Basics

A divine caster character can cast Divine Spells and their skill rank in Theurgy determines what spell levels they are able to cast. A divine caster knows all spells of they spell levels they are able to cast, but they have to prepare their spells in advance. They can prepare their Wisdom score plus one spells per level, up to the limit of their Theurgy ranks. This is the daily allotment of spells; once the spells are cast, you cannot cast them again until the next day.

Arcane casters use a similar procedure, but they can only cast spells that they have learned and copied into their book of spells. They also use Intelligence instead of Wisdom for determining how many spells they can prepare per day. An arcane caster character starts with the Read Magic spell and two additional 1st level Arcane spells.

Table 5: Divine Spell Advancement

THEURGY RANK	SPELL LEVEL				
	1	2	3	4	5
1	WIS+1	—	—	—	—
2	WIS+1	WIS+1	—	—	—
3	WIS+1	WIS+1	WIS+1	—	—
4	WIS+1	WIS+1	WIS+1	WIS+1	—
5	WIS+1	WIS+1	WIS+1	WIS+1	WIS+1

Table 6: Arcane Spell Advancement

WIZARDRY RANK	SPELL LEVEL				
	1	2	3	4	5
1	INT+1	—	—	—	—
2	INT+1	INT+1	—	—	—
3	INT+1	INT+1	INT+1	—	—
4	INT+1	INT+1	INT+1	INT+1	—
5	INT+1	INT+1	INT+1	INT+1	INT+1

Assigning Your Skills

YOU START WITH RANK 0 in all skills and you have 5 ranks to spend on your skills. No skill can be higher than rank 1 from start.

The players are free to develop their characters in any way they want, but some might prefer to have a template—an archetype with the skill ranks already assigned, to make character creation faster.

This section presents archetypes of the four most common types of adventurers.

Optional: Previous Experience

All characters are different; they have different degrees of experience before going out on adventures.

As an option, the Referee might allow each player to generate their previous experience by letting them each roll 1d6. The result is the number of additional skill ranks to invest. The maximum skill rank allowed is now 2.

Cleric

Clerics are armored priests who serve Good/Law or Evil/Chaos. Most Clerics have a patron deity or serve a particular religion.

Skills: Body Development 1, Channel Divinity 1, Saving Throw 1, Healing 1, Theurgy 1.

Fighter

You are a warrior, trained in battle and in the use of armor and weapons.

Skills: Athletics 1, Body Development 1, Fighting 1, Combat Mastery 1, Marksmanship 1

Magic-user

The Magic-user is a mysterious figure, a student of arcane powers and spell casting.

Skills: Influence 1, Lore 1, Scouting 1, Saving Throw 1, Wizardry 1.



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Thief

The thief is a figure in the shadows, an expert in stealth and delicate tasks. As a thief, locks, traps, and scouting are your trade; you are the eyes and ears of the adventuring party, the one who handles the perils of the dungeon itself.

Skills: Athletics 1, Fighting 1, Backstab 1, Scouting 1, Thievery 1.

Using Skills

WHEN A CHARACTER ATTEMPTS AN ACTION covered by a particular skill they possess, they roll 2d6 and add the skill rank and the associated attribute score (some skills have no associated attribute and only add the skill rank to the 2d6 roll). If the roll is equal to or higher than 8 the action is successful. Sometimes the action will be easier or more difficult than normal. In those cases, refer to table 7 for an indication of what number you need to roll in order to succeed.

The skills *Backstab*, *Body Development*, *Channel Divinity*, *Combat Mastery*, *Fighting*, *Marksmanship*, *Scouting*, *Saving Throw*, *Theurgy* and *Wizardry* work a bit differently from the other skills. *Backstab*, *Body Development*, *Combat Mastery* and *Wizardry* are not used for making Action Checks; they are passive skills - the skill rank for those skills give the character a certain progressive improvement. *Channel Divinity* is only used for Action Checks when trying to banish the undead, but the target number for success depends on how powerful the undead creature(s) are. *Fighting* and *Marksmanship* are used for Action Checks involving combat but the target number is equal to the ARMOR CLASS (AC/AAC) of the creature. Finally *Scouting* and *Saving Throw* each have a fixed target number of 10 and are seldom modified by difficulty.

Table 7: Difficulty Numbers

DIFFICULTY	TARGET NUMBER
Very Easy	4
Easy	6
Average	8
Difficult	10
Very Difficult	12
Insane	14

CHAPTER 3:

Equipment

NO CHARACTER IS COMPLETE *without having weapons, armor and a backpack filled with various equipment. This chapter starts with a description of the weapons and armor available, followed by the general adventuring items a character might need. Also included are costs of living and prices for using hired services.*

Buying Equipment

EACH CHARACTER STARTS WITH 250 GOLD PIECES at the beginning of the game, used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below, and all are given in gold pieces.

Equipment Weight

Weight is listed in pounds. A “normal” level of miscellaneous equipment (not including armor and weapons) is assumed to weigh 10 pounds. Treasure is added to this, with each coin and gem weighing 0.1 pound. These are big, heavy coins and gems, but that’s just the way of things in a fantasy world. Coins should clink, and gems should be the size of dice.



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Table 8: Adventure Gear

GEAR	COST
Backpack (30 pound capacity)	5
Bottle (wine), glass	1
Case (map or scroll)	3
Crowbar	5
Flint & Steel	5
Grappling Hook	5
Hammer & bundle of wooden stakes	3
Helmet	10
Holy Symbol, wooden	2
Holy Symbol, silver	25
Holy Water, small vial	25
Lantern	10
Mirror (small steel)	5
Oil (lamp), 1 pint	2
Pole, 10 ft	1
Rations, trail (day)	1
Rations, dried (day)	3
Rope, hemp (50 ft)	1
Rope, silk (50 ft)	5
Sack (15 pound capacity)	1
Sack (30 pound capacity)	2
Shovel	5
Spellbook (blank)	100
Spike, iron	1

GEAR	COST
Tent	20
Torch (bundle of 6)	1
Waterskin	1
Wolfsbane, Belladonna, Garlic	10
Wolfsbane, Belladonna, Garlic	10

Table 9: Transportation

TYPE	COST
Mule	20
Horse, draft	30
Horse, light riding	40
Warhorse, medium	100
Warhorse, heavy	200
Saddle bags	10
Saddle	25
Cart or small wagon	80
Wagon, small	160
Horse armor (barding)	320
Raft	40
Boat	100
Small Sailing Ship	5,000
Small Galley	10,000
Large Sailing Ship	20,000
Large Galley	30,000

Table 10: Melee Weapons

WEAPON	DAMAGE	WEIGHT	COST	NOTES
LIGHT WEAPONS				
Dagger	1d6-1	2	3	Thrown
Sword, Short	1d6-1	5	8	
MEDIUM WEAPONS				
Axe	1d6	10	3	Thrown
Club	1d6	10	—	
Flail	1d6	12	8	
Mace / Warhammer	1d6	10	5	
Morning Star	1d6	12	6	
Spear†‡	1d6	10	2	Thrown
Staff	1d6	10	1	Two-handed
Sword	1d6	10	10	
HEAVY WEAPONS				
Axe, Battle	1d6+1	15	7	Two-handed
Halberd / Pole Arm	1d6+1	15	7	Two-handed
Sword, Two-handed	1d6+1	15	15	Two-handed

† Can be used as either a one-handed or two-handed weapon

‡ Can be used as either a melee or missile weapon

Optional: Armor Limitations

Some Game Masters and players alike want to impose a penalty or even a restriction on armor use for certain activities while wearing heavier armor.

There are two options for implementing this in your game:

Option 1: When using Athletics or Thievery you get a penalty to the skill check equal to the armor's AC (i.e. -2 for wearing a mail coat, etc.).

Option 2: Athletics and Thievery skills checks cannot be performed while wearing anything heavier than Leather armor.

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Table 11: Missile Weapons

WEAPON	DAMAGE	RoF**	RANGE**	WEIGHT	COST
Axe	1d6	1	10 ft	10	3
Bow, long	1d6	2	70 ft	5	40
Bow, short	1d6-1	2	50 ft	5	25
Quiver†	—	—	—	—	5
Arrows (20)	—	—	—	1	5
Arrow, silver (1)	—	—	—	—	5
Crossbow, heavy	1d6+1	1/2	80 ft	5	25
Crossbow, light	1d6-1	1	60 ft	5	15
Case‡	—	—	—	—	5
Crossbow bolt (30)	—	—	—	5	5
Dagger	1d6-1	1	10 ft	2	3
Sling	1d6	1	30 ft	1	2
Pouch	—	—	—	—	1
Spear	1d6	1	20 ft	10	2
Stones (20)	—	—	—	—	1

*Rate of fire; the number of attacks per round.

** -2 "to-hit" per increment

† 20 arrow capacity

‡ 30 bolt capacity

Table 12: Armor

ARMOR	AC [AAC]	WEIGHT*	COST
Leather	-1 [+1]	25	15
Mail Coat	-2 [+2]	50	30
Plate	-3 [+3]	75	50
Shield	-1 [+1]	10	10

*Magical armor weighs either nothing or half normal at Referee's discretion.

Calculating Armor Class

In the standard/descending AC system (AC), an unarmored human has an AC of 5. Any armor worn subtracts from this total—making him more difficult to hit.

For example, a human (base AC 5) wearing Leather Armor (-1) has an effective AC of 4 (5-1).

Using the ascending AC system (AAC), an unarmored human has an AAC of 7. Armor worn, instead of subtracting from this total, is added—making him more difficult to hit.

Thus, a human (base AAC 7) wearing Leather Armor (+1) has an effective AAC of 8 (7+1).

Your Referee will tell you which system he's using for the campaign, so this isn't as hard as it sounds. In one system (standard), a high AC is bad, and in the other system (ascending) a high AAC is good.

Once you start playing using one of the systems, it will make perfect sense, no matter which system you use.

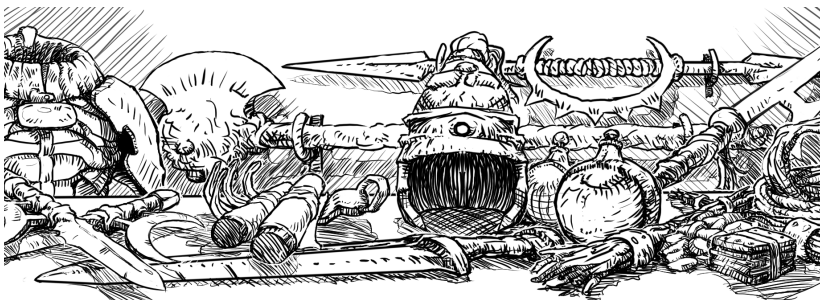
House Rule: AC vs AAC

Your Referee will decide whether your game is using the “standard” armor class system where a lower AC is harder to-hit, or the “ascending AC” system (AAC), where a higher AC is harder to-hit.

Numbers for the AAC system are set off in brackets, as you will see in the table below, to distinguish the two systems when the numbers appear side by side.

Comparing Armor Class Systems

To translate between Ascending and Descending AC systems, the ascending armor class (AAC) and descending armor class (AC) values should add up to 12. Thus, AC 4 is the same as AAC 8 (12-4=8).



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Hiring Assistants

Many characters, particularly when first starting an adventuring career, are in the need of hirelings to assist in carrying loot or fighting monsters. The table below assumes that a typical adventure lasts roughly one week. Prices are in gold pieces.

Table 13: Hiring Assistants Table

HIRELING	COST
Non-combatant (servant, torch bearer)	5
General “redshirt” soldier	2
Horseman, Sailor	3
Blacksmith	5
Armorer	25
Ship Captain	75
Animal Trainer, Spy	125
Engineer	200
Alchemist	250
Assassin, Sage	500

These rates are for humans only. Demi-humans cost more to hire.



CHAPTER 4:

Playing the Game



ONCE YOU'VE GOT A CHARACTER, *the Referee will describe where the character is, and what he sees. The game might start in a rural peasant village, in a vast and teeming city spiked with towers and minarets, in a castle, a tavern, or at the gates of an ancient tomb. That's up to the Referee. From that point on, you describe what your character does. Going down stairs, attacking a dragon, talking to the people you meet (either the characters being run by the other players, or non-player characters controlled by the Referee): all of these sorts of things are your decisions. The Referee then tells you what happens as a result: the stairs lead down to a huge tomb, the dragon attacks your character, etc. The rules below are guidelines for how to handle certain events; mainly combat, but also experience, movement, healing, dying, and other important parts of the game.*

Basically, you and the Referee work together, with the Referee handling the details of a dangerous fantasy world, and you handling what your character does in it.

Gaining Experience

CHARACTERS ARE AWARDED EXPERIENCE POINTS (XP) for killing monsters and accumulating treasure. Monsters have a set experience point value (in the monster descriptions), and ten gold pieces is equal to one XP. It may seem odd to award experience for treasure, but keep in mind that every gold piece gained by the character is an index of the player's skill. Awarding experience only for killing monsters fails to reward a party of adventurers that successfully lures a dragon away from its hoard so that its treasure can be stolen without a fight, and it fails to reward characters that operate by intelligence, stealth, trickery and misdirection. Exactly how the experience system is handled is detailed at the end of this chapter, on page 48.



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Having high Wisdom and Charisma scores gives characters an experience bonus. Human character also have an additional 10% experience bonus.

Time

SOMETIMES THE REFEREE will rule that “an hour passes,” or even, “a month passes,” in the life of our intrepid adventurers, but two important time measurements need a quick explanation. These are the “turn,” and the “combat round.” A turn represents ten minutes, and a combat round is 1 minute.

Movement Rate

BASE MOVEMENT RATE for all races is calculated, on the table below, in terms of tens of *feet* per combat round. Each Referee is advised to alter the units of measurement to suit their own games and situations.

Table 14: Movement Rate

WEIGHT CARRIED	ELF/HUMAN	DWARF/HALFLING
0–75 lbs	12	9
76–100 lbs	9	6
101–150 lbs	6	3
151–300 lbs	3	1

Table 15: Movement Adjustment

MOVEMENT TYPE	ADJUSTMENT
Careful	Half of Average Rate
Normal	Average Rate
Running	Double Average Rate

Saving Throws

FROM TIME TO TIME, a spell or some other kind of hazard requires you to make a "SAVING THROW." A successful saving throw means that the character (or monster) avoids the threat or lessens its effect. Each character has a "Saving Throw" skill rank, which gets better and better as the character improve that skill. To make a saving throw, roll 2d6. If the result is equal to or higher than 10 minus the character's Saving Throw skill rank, the saving throw succeeds. Monsters can also make saving throws (a monster's saving throw target number is listed in the monster's description).

Scouting Checks

A SCOUTING CHECK is made when characters are searching for something, listening for sounds or if someone is trying to ambush them. To make a Scouting check, roll 2d6. If the result is equal to or higher than 10 minus the character's Scouting skill rank, the Scouting check succeeds.



WHEN THE PARTY OF ADVENTURERS COMES INTO CONTACT with enemies, the order of events is as follows:

- Determine Initiative.
- Party with Initiative acts first (casting spells, attacking, etc.) and results take effect.
- Party that lost Initiative acts, and their results take effect.
- The round is complete; keep turn order for the next round if the battle has not been resolved.

Determine Initiative

At the beginning of a combat round, each side rolls Initiative on a d6 - high roll wins. The winning side acts first, moving, attacking, and casting spells. The other side takes damage and casualties, and then gets its turn.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The Referee may handle this situation in any way he chooses - with one caveat. The damage inflicted by combatants during simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other during a simultaneous initiative round.

House Rule: Statement of Intent

Some Referees prefer to have all parties make a “statement of intent” before they roll Initiative in order to force players to decide what they are doing before they know who goes first.

The Attack Roll

To attack with a weapon, the player rolls 2d6 and adds any bonuses to the result. These “to-hit” bonuses include the character’s Fighting skill ranks and Strength score for melee combat, Marksmanship skill ranks and Dexterity score for ranged combat, any bonuses for magic weapons, and any other bonus identified as a “to-hit” bonus. The attack roll is then compared to the target’s armor class to see if the attack hits, according to whichever system the

Referee has chosen to use. The standard system (where a lower AC is better) is resolved by comparing the “to-hit” number to the number required on the standard “to-hit” table. If the attack roll is equal to or higher than the number on the table, the attack hits. In the “Ascending” AAC system, if the attack roll is equal to or higher than the defender’s armor class, the attack hit.

Table 16: Attack “to hit” Roll

Attack roll required to hit opponent’s standard armor class (AC) and ascending armor class (AAC)*

AC	+5	+4	+3	+2	+1	0	-1	-2	-3	-4
[AAC]	7	8	9	10	11	12	13	14	15	16
REQUIRED ROLL	7	8	9	10	11	12	13	14	15	16

* This includes the combat skill and other bonuses

Melee Attack

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. A character’s strength score is added to both the to-hit roll and damage roll for melee attacks. Two combatants within ten feet of each other are considered to be “in combat.”

Missile Attack

Missile attacks are attacks with ranged weapons such as a crossbow, sling, or thrown axe. A character’s dexterity bonus for missile attacks is added to the to-hit roll when the character is using missile weapons. When using missiles to attack into a melee, it is not possible to choose which opponent (or friend) will receive the attack.





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Movement within Melee

A defender effectively blocks an area about three feet to either side, and enemies cannot move through this area. Alternatively, the Referee might allow such movement but grant a free attack to the defender(s) who cover these areas.

Specific Situations

THE FOLLOWING ARE A COMPILATION of guidelines and instructions for handling certain, specific situations that might arise during combat.

Attacking from behind and Flanking

If you attack someone from behind, you get a +2 bonus to the attack (*this does not stack with the Backstab skill; anyone can attack someone from behind, but only those who have skill ranks in Backstab will inflict extra damage*). Attackers who manage to place themselves on opposite sides of a single defender (i.e. flanking) get a +1 bonus to their attack.

Critical Hits and Fumbles

There is no official system for handling critical hits or fumbles, but many Referees have rules that state that a “natural” roll of 12 is an automatic hit or that it inflicts double damage, and/or that a natural roll of 2 is an automatic miss and may result in the attacker dropping their weapon or suffering some other kind of problem. A strained muscle might give a -1 penalty to damage rolls for the rest of a combat, or a helmet knocked awry might cover a character’s eyes until a round is taken to fix it. This is up to the Referee.

Healing

In addition to the various magical means of restoring hit points, a character will recover 1 hit point per day of uninterrupted rest. Four weeks of rest will return a character to full hit points regardless of how many hit points the character lost.

House Rule: Death

Different Referees have a different spin on how lethal the game should be. For this reason, many Referees allow characters to be “unconscious” at 0 HP and not actually die until they reach some pre-determined negative number.

For example, perhaps the Referee will rule that the character can survive below zero by as many points as his Body Development rank; so a character with Body Development rank 4 might die if he falls below -4 hit points.

House Rule: Binding Wounds

The Referee can allow a character to bind 1d6 HP worth of wounds following a battle.

This is particularly useful in low-magic campaigns or in adventures where none of the players has chosen to run a divine caster.

Note that the character can only recover hit points lost during this particular battle. Recovered hit points cannot exceed the uninjured maximum amount.

Invisible Opponent

An invisible opponent can only be attacked if the general location is known, and the attack is at -4 to-hit. Note that more powerful monsters (those with sensitive smell or hearing, or more than six hit dice) will frequently be able to detect invisible opponents; the Referee should determine the chance of this according to the creature concerned and the situation.

Morale

Certain monsters, such as mindless or undead creatures, are fearless and will always fight to the death. The majority, however, will not continue to fight a hopeless battle and will seek to retreat, surrender, or flee. The Referee will decide when monsters abandon battle and retreat, based upon the situation and the monster’s intelligence. Referees should also use morale to determine the actions and loyalty of hirelings or other companion NPCs.

Negotiation and Diplomacy

Some combats can be averted with a few well-chosen words (including lies). If the party is outmatched, or the monsters don’t





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seem likely to be carrying much in the way of loot, the party might elect to brazen their way through in an attempt to avoid combat (or at least delay it until favorable conditions arise).

Retreating

It is up to the Referee to decide if there will be any special rules for retreating away from a melee combat. Most Referees allow the enemy a free attack if the character (or monster) moves away by more than its “combat” movement of base movement rate in feet.

Spacing

Because most movement and combat increments are divisible by three, it is easiest to assume that a character “occupies” an area about three feet across for purposes of marching and fighting.

Spears and Polearms

Spears and polearms in the second rank of a battle formation can attack by reaching through the first rank of Fighting-men.

Spells

Spell casting begins at the beginning of the round. It is possible to cast a spell while within melee range of an opponent (10 ft), but if the spell caster suffers damage while casting a spell, the spell is lost. Unless the spell description states otherwise, the spell takes effect in the caster’s initiative phase.

Subdual Damage

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted can be composed of half “real” damage and half “subdual” damage that does not kill, and such points are recovered at a rate of 1 hp per hour. If the opponent’s hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed (unless the real damage actually reduces real hit points to zero, in which case the opponent is accidentally killed).

Not all monsters may be subdued. Generally only humanoids and special creatures such as dragons will be subject to such attacks.

Terrain Features

Characters and monsters will hide behind things, stand on things, lie prone, fight from higher ground, shoot arrows from within concealing mists or tree branches, and take every possible advantage of the combat terrain. The Referee will assign bonuses and penalties for terrain features. Most such bonuses will only be a +/-1 or 2, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a castle wall might have a penalty of -3. Remember, however, that the penalty to hit an invisible opponent is only -4, so a +/- 4 is about the outside limit for terrain adjustments on the to-hit roll.

Two-weapon Fighting

Using two weapons, one in each hand, does not grant an additional attack roll; you gain +1 to hit on your attack roll. The off-hand weapon must be a dagger, and the damage is the average of the two weapons used.

Unarmed Combat

Brawling attacks, such as those conducted with fist, foot or dagger pommel, will normally inflict 1d3 points of damage, plus the attacker's Strength bonus to damage (if any). If the damage from the attack inflicts more than half of the defender's remaining hit points, the defender is stunned. Anyone who is already stunned will be knocked unconscious by the next successful attack for 1d6 rounds.

EXAMPLE: A fist deals 3 hit points of damage, and the defender has 4 hit points. The defender is stunned and suffers the penalties for being stunned. If the blow had only inflicted 2 points of damage (exactly half), the defender would not be stunned. If the stunned character is hit a second time, he will be knocked unconscious.

If unarmed combat is an important part of the Referee's game, he is encouraged to create more complicated rules to reflect unarmed combat.

Attempts to wrestle an opponent to the ground and pin him down, or attempts to smash into an opponent and push him back-



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ward, will be determined by the Referee's common sense (dragons aren't easily wrestled to the ground, unlike goblins). A good rule of thumb is to require a successful attack roll.

Turning the Undead

Characters with skill ranks in the Channel Divinity skill have the ability to turn undead, causing them to flee or even outright destroying them. When a turning attempt is made, a 2d6 roll where the character adds his or her Wisdom score plus Channel Divinity rank should be made and the Turning table consulted for the result.

If the "number" on the die is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for 3d6 rounds, or will cower helplessly if they cannot flee.

For good-aligned characters, if the table indicates "D", the undead creature is automatically destroyed and will crumble to dust. For evil characters, a result of "D" indicates that the undead are forced into the character's command for a period of 24 hours.



Table 17: Turning Undead

UNDEAD HD	EXAMPLES	WISDOM SCORE + CHANNEL DIVINITY						
		RANK						
		1	2	3	4	5	6	7
1	Skeleton	7	6	5	D	D	D	D
2	Zombie	8	7	6	5	D	D	D
3	Ghoul	9	8	7	6	5	D	D
4	Shadow	10	9	8	7	6	5	D
5	Wight	11	10	9	8	7	6	5
6	Ghast	-	11	10	9	8	7	6
7	Wraith	-	-	11	10	9	8	7
8	Mummy	-	-	-	11	10	9	8
9-10	Spectre, Vampire	-	-	-	-	11	10	9
11-12	Ghost, Lich	-	-	-	-	-	11	10
13+	Demon	-	-	-	-	-	-	11

Loyalty

The Referee may wish to make “loyalty checks” for NPCs put into dangerous situations or ones offered bribes to change sides during a conflict. When a loyalty check is made, roll 3d6 and consult the Loyalty table for the result.

Remember that these checks can be modified by a Player’s Charisma score. Good treatment, respect, and a fair share of treasure earned should garner bonuses to loyalty checks, while abuse, physical or otherwise,

Table 18: Loyalty

ROLL (3D6)	LOYALTY
3	Traitor
4-5	-2 on next loyalty check
6-8	-1 on next loyalty check
9-12	Average
13-15	+1 on next loyalty check
16-17	+2 on next loyalty check
18	Loyalist



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will bring about penalties, abandonment, or worse. NPCs should be treated as distinct individuals, and not mere extensions of the Player Character.

Heroic Adventuring

DUNGEON QUESTING USUALLY ISN'T PLAYED JUST ONCE for a single adventure - it is usually a weekly or monthly series of sessions in which the characters continue to adventure, gaining experience and power. Eventually, the more powerful characters will begin to make a mark on the game world itself; they may take control of a castle, build armies, and even, if the game goes on long enough and the group decides not to retire the characters, name kingdoms after themselves or venture into other worlds, realms, or dimensions. Perhaps they will do battle with demon princes, maybe they will forge artifacts of great power—even unite great empires beneath their banners on the field of war or through diplomacy in grand courts. Later “generations” of characters might even be serving as henchmen for the old, retired greats of the game!

The early game play is mainly devoted to the characters becoming more powerful, bringing back treasure to buy better equipment, finding magic items, learning spells, and getting more hit points as they gain levels. Often these adventures are expeditions into an underground dungeon complex, but might also be a series of voyages on a ship or any number of other adventures—whatever the players decide to embark upon. As the game reaches higher level, the players will most likely begin projects that aren't specifically covered by the rules. Perhaps the wizardly character wants to build an army of magically animated iron warriors, but needs to figure out how to do it. Maybe the warrior-type character wants to establish a small, fortified manor in the wilderness hills, but needs to hire some troops and clear out the area. This side of the game is only limited by your collective imaginations. Of course, as the characters become better known (or more notorious), they will be petitioned by all manner of people from kings to peasants for help, and they will hear of mysterious places and rumors far beyond the normal fare of less renowned adventurers.

Strongholds

Strongholds and (sometimes) politics begin to dominate the game after the characters begin to max out their skills—assuming that the players don't retire their characters at this point, which most do. Adventurers can start building strongholds before they have maxed out their skills, of course, but they don't get the followers (or necessarily the recognition of other nobles in the area) until gaining enough wealth and skill ranks where their renown is enough to attract villagers and troops to their protection. Once the game reaches this level, the character will have to clear the area around the stronghold of any monsters and can then safely begin building fortifications and taxing peasants as they flock (or trickle) to the character's banner. It is possible at this point that actual battles might be fought, either on land or at sea, as the character defends his fief or seeks to expand it. There are many sets of rules for this "wargaming" side of the game available for the players and Referee to choose from. One very simple rule of thumb is provided below, in case your group wants to avoid too much detail.

Mass Combat

Units of Troops: For mass combats, the soldiers are lumped together into units of five or ten (depending on the scale of the combat). All troops in the unit should have the same type of armor. For the unit, add up the hit points of all the soldiers in the unit and treat the unit as if it is a single creature. Stronger creatures, such as giants or dragons, do not need to be grouped into units (although they are treated as a separate unit for combat purposes), and player characters should not be grouped together either.

Initiative and Combat Rounds: Combat rounds are five minutes long if troops are grouped into five-man units, and ten minutes long if they are grouped into ten-man units. At the beginning of the battle, roll for initiative. Whichever side wins the initiative can choose to move first or last, and can also choose whether to attack first



or last. For example, at the beginning of the Battle of Azure Wood, where Garfinkel the Wizard's forces are opposing an invading goblin army, if Garfinkel wins the initiative he might choose to move first and attack first, to move first but attack last, to move and attack last, or to move last but attack first.

Order of Battle (Mass Combat):

- Missile attacks and spells are resolved before anything else happens. If archers have a rate-of-fire of 2, only the first shot is resolved at this point; the second shot is resolved at the end of the round. Both sides resolve their missile attacks and spells in the order chosen by the side with the initiative.
- Movement is resolved in the order chosen by the side with initiative. If soldiers are charging and make their impact for the first time, the results of the charge are determined immediately during the movement phase (defenders with long weapons will get a first attack, and then the charging soldiers get an attack).
- Melee combat is resolved (see below) in the order determined by the side with initiative.
- Broken units may attempt to rally (see below).
- Any final missile fire from archers with a rate-of-fire of 2 is resolved, in the order determined by the side with initiative.
- Initiative is rolled for the next round, and the new round begins.

Missile and Melee Combat: When a unit makes its attack, it makes a single attack roll against the armor class of the opposing unit; in melee combat, the attack can only be made against a unit directly in front of the attacking unit. A unit of five soldiers with 1 HD each makes its attack roll as a 1 HD creature, not as a 5 HD creature. The first hit inflicted against a unit inflicts no damage. After a unit has been hit once, later hits

are resolved as follows: damage is inflicted by rolling once (for whatever type of weapon the unit is using), and multiplying the result by the number of people in the attacking unit. If a unit is attacking a single target (such as a giant or a lone player character), the damage is reduced by half. Keep in mind that monsters retain their abilities; a monster that can't be damaged by non-magical weapons won't be hurt at all by normal arrows from a unit of regular longbowmen. There is one special rule here: if a monster, character, or unit cannot be hit because of a good armor class or terrain modifiers (explained later), there is still a chance that a unit can inflict some damage. If the unit rolls a natural 12 to hit, it will inflict damage, but only one-quarter of the damage it would normally inflict. Hit points inflicted on a unit don't actually kill anyone until the unit makes a morale check (see below). When a unit is down to half its original hit points, and any time it is hit after losing half its hit points, the unit must make a morale check. The morale check is made on a d6:

- 1: Four out of five of the soldiers in the unit are dead. The unit is removed from the board and the 1 or 2 survivors are fleeing.
- 2: The unit has no casualties, but is forced back one half of its move (the attackers can also move up their troops by the same amount if they choose to do so). The unit is "broken."
- 3: The unit remains in place, but is "broken."
- 4-6: Morale check succeeds, and the unit remains in the combat normally.

If a unit loses all its hit points, all the soldiers in the unit are considered dead.





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Broken Units: If a unit is “broken,” it means that the unit is thrown into confusion or fright, or that they are simply so battered that they cannot function until they rally themselves. A broken unit cannot attack, but after the melee phase of combat they may attempt to rally. A broken unit can move backward out of combat, but cannot advance toward the enemy. A well-trained or experienced unit of regular troops (not mercenaries) has a 75% chance to rally. Well-trained mercenaries have a 50% chance to rally. Levees and militia have a 25% chance to rally. If the unit rallies, it is no longer considered to be “broken” and can attack normally again when the time comes.

Modifiers: Large-scale combat depends greatly upon the terrain, and gaining superior terrain is an important part of such combats. Fighting down a slope or from higher ground is a major factor; perhaps the most important factor. Don’t forget, though: even if a unit cannot be hit, when the attacker rolls a natural 12 it still inflicts one-quarter of its normal damage.

- A unit fighting from the higher ground has a choice to make each round; it can gain a +2 on its attack roll or it can force all attackers to take a -2 on attack rolls against the unit during that round.
- Units fighting inside a forest are immune to missile fire unless they are lined up at the edge, using trees as cover, in which case all enemy attacks are made at -2 (including melee attacks—holding the edge of a tree line is an advantage even in melee combat).
- Defending from behind a wall causes enemy attacks to be made at -2. One point about this, though: a wall at the edge of a tree line doesn’t get both modifiers from the wall and the trees; only one -2 will be applied to enemy attacks. Thus, if a unit is on top of a castle wall, defending against archers firing from below, the attack against them will be made at -4 (-2 for the higher ground, and -2 for the wall).

- If a unit is flanking another unit (attacking from the side) it gains +2 to hit.
- If the unit is attacking another unit from the rear, it attacks at -2 and also inflicts double normal damage.

Movement Rule: A unit cannot turn and move in the same round unless it is a mounted cavalry unit.

These rules should be enough to handle most situations, although there aren't details for naval combat, siege weaponry, or many of the other circumstances that might be encountered in a large-scale battle. Keep in mind also that these aren't "official" rules, just a quick outline of one way to play out the sort of battles in which the characters might find themselves as commanders or participants. The players and Referee are completely free to use another set of rules to suit their purposes.

Magical Research

Magical research is another area in which very experienced characters will begin to grow beyond the scope of the rules. Even fairly inexperienced magicians may want to develop new spells, and experienced magicians might become involved in all kinds of research from potion formulae to creating magical items, to creating golems, to breeding monsters. In general, the details of such projects are left to the Referee; they will certainly be expensive, and will probably involve finding books of lost lore (yup, in dungeons, although perhaps the magician has henchmen to retrieve them by this point) and strange components ranging from eye of newt up to the heart of a dragon. Special laboratories might be required, as might the services of a hired alchemist or sage. Remember that new spells should be carefully reviewed to make sure they aren't too powerful—the spell's level should reflect the spell's power. If a spell turns out to be unexpectedly powerful to the point where it endangers the game, it is always the referee's prerogative to protect the game by adjusting the level of the new spell.



Improving your Character

AS THE PLAYER CHARACTERS OVERCOME OBSTACLES and completes their adventures they will gain experience and become more powerful. After each gaming session the players may spend any experience they've earned during their adventures.

Each monster in CHAPTER 7: MONSTERS is listed with a number of experience points for defeating that monster. These points are divided evenly among the players (rounded up to the nearest full number). Likewise, every ten gold pieces looted will give them 1 XP. There's also some bonus experience gained for certain non-combat situations, see TABLE 19 below.

Also, don't forget to take each character's experience bonus into account!

Table 19: Experience Point Rewards

EVENT	XP REWARD
Defeating a monster	Listed in CHAPTER 7: MONSTERS
Finding treasure	1 XP per 10 gp
Good roleplaying	10 XP
Act of heroism	25 XP
Coming up with something clever that benefits the party	15 XP
Contributing to every player having fun at the table	5 XP

Spending Experience Points

Basically, character improvement is all about raising your skill ranks in the 17 skills that define all characters.

You may only improve one skill rank in any single skill per session. You may, however raise skill ranks on several skills if you have enough XP, as long as it's only a one point raise on each skill.

NOTE: By default, characters may learn any skill they want without restrictions. However, if you feel that some limitations are in order, feel free to introduce them, it's your game after all!

Table 20: Improvements

IMPROVEMENT	XP COST
Raise Skill Rank from 0 to 1	100
Raise Skill Rank from 1 to 2	200
Raise Skill Rank from 2 to 3	400
Raise Skill Rank from 3 to 4	800
Raise Skill Rank from 4 to 5	1600

NOTE: You can only improve a skill one step at a time per session.

Remember

DUNGEON QUESTING IS A FREE-FORM ROLEPLAYING GAME, meaning that there aren't very many rules. The Referee is responsible for handling situations that aren't covered by the rules, making fair evaluations of what the characters do and deciding what happens as a result. This is not a game in which the players are "against" the Referee, even though the Referee is responsible for creating tricky traps, dangerous situations, and running the monsters and other foes the PCs will encounter during the game. In fact, the players and the Referee cooperate with each other to create a fantasy epic, with the Referee creating the setting and the players developing the story of the heroes. If they aren't skillful and smart, the epic might be very short. But it's not the Referee's job to defeat the players—it's his job to provide interesting (and dangerous) challenges, and then guide the story fairly.

CHAPTER 5:

Spells

ARCANE AND DIVINE CASTERS (i.e. characters with skill ranks in either THEURGY OR WIZARDRY) can cast spells, others cannot. Spells have three phases. First they are memorized (a character can only memorize a certain number of spells to bring along on an adventure - see page 22 to find out how many, and what level). Second, they are *prepared*, which is the process of saying the magic words and making the magic gestures. Third, the spell is *cast*, which means it takes effect and the magic happens. In the normal sequence of combat, the caster starts preparing at the beginning of the round and casts the spell whenever his/her side has the initiative. In the alternative combat sequence, it takes a whole round to prepare a spell, but spells are cast at the *beginning* of the next round, and the caster can then take other actions during the round, including preparing a spell for the next round.



Divine Spell List

Level 1

- *Cure (Cause) Wounds I*
- *Detect Chaos (Law)*
- *Detect Magic*
- *Light (Dark) I*
- *Protection from Chaos (Law) I*
- *Purify (Putrefy) Food and Drink*

Level 2

- *Bless (Curse)*
- *Find Traps*
- *Hold Person*
- *Speak with Animals*

Level 3

- *Cure (Cause) Disease*
- *Light (Dark) II*
- *Locate Object*
- *Remove Curse*

Level 4

- *Cure (Cause) Wounds II*
- *Neutralize Poison*
- *Protection from Chaos (Law) II*
- *Speak with Plants*
- *Sticks to Snakes*

Level 5

- *Commune*
- *Create Food and Drink*
- *Dispel Chaos (Law)*
- *Insect Plague*
- *Quest*
- *Raise (Cause) Dead*

Arcane Spell List

Level 1

- *Charm Person*
- *Detect Magic*
- *Hold Portal*
- *Light I*
- *Magic Missile*
- *Protection from Chaos I*
- *Read Languages*
- *Read Magic*
- *Sleep*

Level 2

- *Detect Chaos*
- *Detect Invisibility*
- *Detect Thoughts*
- *Invisibility I*
- *Knock*
- *Levitate*
- *Light II*
- *Locate Object*
- *Phantasmal Force*
- *Web*
- *Wizard Lock*

Level 3

- *Alter Time*
- *Crystal Ball*
- *Dark Vision*
- *Dispel Magic*
- *Fireball*
- *Fly*
- *Hold Person*
- *Invisibility II*
- *Lightning Bolt*



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- *Protection from Chaos II*
- *Protection from Normal Missiles*
- *Water Breathing*

Level 4

- *Charm Monster*
- *Confusion*
- *Dimension Portal*
- *Hallucinatory Terrain*
- *Massmorph*
- *Giant Growth*
- *Polymorph*
- *Remove Curse*
- *Wall of Defense I*
- *Wizard Eye*

Level 5

- *Animal Growth*
- *Animate Dead*
- *Cloudkill*
- *Conjure Elemental*
- *Contact Other Plane*
- *Feeblemind*
- *Hold Monster*
- *Magic Jar*
- *Passwall*
- *Telekinesis*
- *Teleport*
- *Transform I*
- *Wall of Defense II*

The Spells

Alter Time

Spell Level: M3
Range: 240 ft.
Duration: 30 minutes

The caster must announce which of the two options are being cast.

As a Haste spell, an area of radius of 60 ft. around the point where the spell is targeted, as many as 24 creatures become able to move and attack at double normal speed.

As a Slow spell, an area of radius of 60 ft. around the point where the spell is targeted, as many as 24 creatures failing a saving throw can only move and attack at half speed.



Animal Growth

Spell Level: M5
Range: 120 ft.
Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal. Creatures failing a saving throw can only move and attack at half speed.

Animate Dead

Spell Level: M5
Range: Referee's discretion
Duration: Permanent

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated (per Wizardry rank of the caster above 3). The corpses remain animated until slain.

Bless (Curse)

Spell Level: C2
Range: PC/NPC (out of combat)
Duration: 1 hour (6 turns)

This spell of Good grants its recipient a +1 to attack rolls (and improves morale, if the recipient is not a player character). The recipient cannot already be in combat when the spell is cast.

The Evil spell is Curse and is similar to Bless except imparts a -1. As with Bless, the recipient cannot already be in combat when the spell is cast.

Charm Monster

Spell Level: M4
Range: 60 ft.
Duration: Until dispelled

This spell operates in the same manner as Charm Person, but can affect more powerful monsters. For monsters of fewer than 3 HD, up to 3d6 can be affected.



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Charm Person

Spell Level: M1
Range: 120 ft.
Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Cloudkill

Spell Level: M5
Range: Moves 6 ft. per minute
Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 ft in radius. The cloud moves directly forward at a rate of 6 ft per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path.

This spell affects only creatures 5 HD or fewer.

Commune

Spell Level: M5
Range: Caster
Duration: 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers don't like constantly being interrogated by mere mortals, so the spell should be limited to once per week or so by the Referee.

Once per year, the Referee may rule that a caster may cast a "double strength" Commune spell composed of six questions.



Confusion

Spell Level: M4
Range: 120 ft.
Duration: 2 hours

This spell confuses people and monsters, making them act randomly. Roll 2d6 to determine the creature's behavior:

Table 21: Confusion Reaction

ROLL	REACTION
2–5	Attack the caster and his allies
6–8	Stand baffled and inactive
9–12	Attack each other

The effects of the confusion may shift every ten minutes or so, and the dice are rolled again to determine any change.

The spell affects 2d6 creatures, plus an additional creature for every Wizardry skill rank above 3. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it builds up to its full power (which takes 2d6 minutes, minus twice the caster's casting skill rank), but are required to make a saving throw at this time. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's 2 hour duration has run its course.

Conjure Elemental

Spell Level: M5
Range: 240 ft.
Duration: Until dispelled

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day.



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The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack him.

Contact Other Plane

Spell Level: *M5*
Range: *None*
Duration: *See Table*

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell's effect depends on how deeply the caster delves into the planes of existence.

The caster must decide how "far" into the planes of existence he wishes to make contact.

Table 22: Contact Other Plane

PLANE 1)	INSANE 2)	RIGHT	WRONG 3)
1	2-3	4-6	7-12
2	2-4	5-7	8-12
3	2-5	6-8	9-12
4	2-6	7-9	10-12
5	2-7	8-10	11-12
6	2-8	9-11	12

1. *Planes are the "depth" that he chooses to seek truth, also the number of Yes/No questions asked.*
2. *Temporary insanity lasts for as many weeks as the "number" of the plane where the caster's sanity failed.*
3. *This is the chance of receiving a misinterpreted or "wrong" answer.*

Create Food and Drink

Spell Level: C4
Range: Close
Duration: Immediate

This spell creates a one-day supply of simple food and drinking water for 24 men (or horses, which drink the same amount as a man for game purposes).

Crystal Ball

Spell Level: M3
Range: 60 ft.
Duration: 2 hours

The caster must announce which of the two options are being cast.

Cast as Clairaudience, the caster can *hear* through solid obstacles.

Cast as Clairvoyance the caster can *see* through solid obstacles. A 2 ft. thickness of solid stone blocks the spell, as does even the thinnest layer of lead.

Cure (Cause) Disease

Spell Level: C3
Range: Touch
Duration: Immediate

This spell cures a person of any diseases, including magically inflicted ones.

The Evil spell, Cause Disease, infects a person with a disease to be determined by the Referee.



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Cure (Cause) Wounds I

Spell Level: C1
Range: Touch
Duration: Immediate

This spell cures $1d6+1$ hit points of damage.

The spell of Evil, Cause Wounds I, inflicts $1d6+1$ hit points of damage.

Cure (Cause) Wounds II

Spell Level: C4
Range: Touch
Duration: Immediate

This spell cures $3d6+3$ hit points of damage.

The spell of Evil, Cause Wounds II, inflicts $3d6+1$ hit points of damage.

Darkvision

Spell Level: M3
Range: Touch
Duration: 1 day

The recipient of the spell can see in total darkness for the length of the spell's duration. The recipient should roll $1d6$ to determine the range of his vision.

Table 23: Darkvision Range

ROLL	RANGE OF VISION
1-2	40 ft.
3-4	50 ft.
5-6	60 ft.

Detect Evil (Good)

Spell Level: C1, M2
Range: 120 ft. (C), 60 ft. (M)
Duration: 60 min (C), 20 min (M)

The caster detects any creatures of Evil, or those with evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil, and cannot be detected by means of this spell.

The reverse spell, Detect Good, works the same way except that it detects creatures of Good.

Detect Invisibility

Spell Level: M2
Range: 20 ft. per skill rank
Duration: 1 hour

Caster can perceive invisible creatures and objects.

Detect Magic

Spell Level: C1, M1
Range: 60 ft.
Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Detect Thoughts

Spell Level: M2
Range: 60 ft.
Duration: 2 hours

The caster can detect the thoughts of other beings. The spell cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead.



Dimensional Portal

Spell Level: M4
Range: 10 ft. casting (360 ft. teleport)
Duration: Immediate

Dimensional Portal is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the Teleportation spell. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's range.

Dispel Evil (Good)

Spell Level: C5
Range: 30 ft.
Duration: 10 minutes

This spell of Law is similar to the arcane spell Dispel Magic, but affects Evil magic. This spell works against items, spells, or agents of evil. Unlike Dispel Magic, this spell functions against evil "sendings," possibly including spells, dreams or supernatural hunting-beasts. See the box below for an example.

The reverse spell, Dispel Good, works the same way except it affects creatures of good instead.



Dispel Magic

Spell Level: M3
Range: 120 ft.
Duration: 10 minutes against an item

Dispel magic can be used to completely dispel most spells and enchantments.

Dispel Magic Example

The chance of successfully dispelling is 12 or lower on 2d6, multiplied by the ratio of the skill rank of the caster trying to dispel over the skill rank of the caster (or 1/2HD of the monster, rounded up) who hurled the original magic. Round any decimals to the closest whole number.

Thus, a caster with skill rank 3 attempting to dispel a charm cast by a caster with skill rank 5 has a target number of 7 or lower on 2d6 ($12 \times (3/5) = 7.2$, rounded to 3). If the higher ranking caster were dispelling the lower ranking caster's charm, the dispelling caster's target number would be 20 or lower on 2d6 ($12 \times (5/3) = 20.04$, rounded to 20). Obviously, the dispelling attempt is automatic in this case, so no roll is actually needed.

Feeblemind

Spell Level: M5
Range: 240 ft.
Duration: Permanent until dispelled

Feeblemind is a spell that affects only arcane casters. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted arcane caster becomes feebleminded until the magic is dispelled.

Find Traps

Spell Level: C2
Range: 30 ft. around caster
Duration: 20 minutes (2 turns)

The caster can perceive both magical and non-magical traps at a distance of 30 ft.

Fireball

Spell Level: M3
Range: 240 ft.
Duration: Instantaneous

A missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20 ft., and damage is 1d6 per skill rank of the caster. The blast shapes itself to the available volume. A successful saving throw means that the target only takes half damage.



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Fly

Spell Level: M₃
Range: Touch
Duration: 1d6 turns plus 2 turns/skill rank

This spell grants the power of flight, with a movement rate of 120 ft. per round. The Referee secretly rolls for duration; the player does not know exactly how long the power of flight will last.

Hallucinatory Terrain

Spell Level: M₄
Range: 240 ft.
Duration: Until touched (other than by an ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

Hold Monster

Spell Level: M₅
Range: 120 ft.
Duration: 1 hour+20 min/skill rank

The caster targets 1d6 creatures (saving throw applies). The caster may instead target a single creature, in which case the saving throw is made with a penalty of -2.

Hold Person

Spell Level: C₂, M₃
Range: 180 ft. (C), 120 ft. (M)
Duration: 90 minutes (C) 1 hour+10 minutes/level (M)

The caster targets 1d6 persons (the same parameters as the Charm Person spell; saving throw applies). The caster may also target a single person, in which case the saving throw is made at -2.

Hold Portal

Spell Level: M1
Range: Referee's discretion
Duration: 2d6 turns

This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without much effort.

Insect Plague

Spell Level: C5
Range: 480 ft.
Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 sq. ft. (20 ft. by 20 ft., with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of insects flees in terror (no saving throw).

Invisibility I

Spell Level: M2
Range: 240 ft.
Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible (to both normal vision and to darkvision). If the Referee is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit.

If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.



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Invisibility II

Spell Level: M₃

Range: 240 ft.

Duration: Until dispelled or an attack is made

Like the Invisibility I spell, this makes the target creature or object invisible to normal sight and to darkvision. It also, however, throws a 10 ft. radius sphere of invisibility around the recipient, which moves with him/it. If the Referee uses the game's invisibility rules unchanged, the invisible creature cannot be attacked unless its approximate location is known, and all attacks against him/it are made at -4 to-hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Knock

Spell Level: M₂

Range: 60 ft.

Duration: Immediate

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

Levitate

Spell Level: M₂

Range: 40 ft./skill rank

Duration: 2 turns/skill rank

This spell allows the magic user to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side or ceiling could, of course, be used to pull along hand-over-hand.

Levitation allows up or downward movement at a rate of up to 6 ft. per minute (60 ft. per turn), and the caster cannot levitate more than 20 ft. per level from the ground level where the spell was cast (such range being applied both to movement into the air, and to downward movement into a pit or chasm).

Light I

Spell Level: C1, M1
Range: 60 ft.
Duration: 2 hours (C) 1 hour+20 min/skill rank (M)

The target person or object (at a range of up to 120 ft.) produces light about as bright as a torch, to a radius of 20 ft.

Light II

Spell Level: C3, M2
Range: 120 ft.
Duration: Permanent until dispelled

The targeted person or object produces light about as bright as a torch, to a radius of 120 ft.

Lightning Bolt

Spell Level: M3
Range: 240 ft.
Duration: Instantaneous

A bolt of lightning extends 60 ft. from the targeted point, almost ten feet wide. Anyone in its path suffers 1d6 points of damage per skill rank of the caster (half with a successful saving throw). The bolt always extends 60 ft., even if this means that it ricochets backward from something that blocks its path.

Locate Object

Spell Level: C3, M2
Range: 90 ft. (C) 60 ft+20 ft./skill rank (M)
Duration: 2 rounds/skill rank

This spell gives the caster the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.



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Magic Jar

Spell Level: M5
Range: See Below
Duration: See Below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The jar must be within 30 ft. of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 ft. of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the caster's soul is within, the soul is lost. The caster can return from the jar to his own body whenever desired, thus ending the spell.

Magic Missile

Spell Level: M1
Range: 150 ft.
Duration: Immediate

A magical missile flies where the caster directs, with a range of 150 feet. At the Referee's discretion, this spell may have one of two effects: 1) The caster must roll to hit the target with a +1 bonus to the roll. The missile inflicts 1d6+1 points of damage. 2) The missile hits automatically, doing 1d6 points of damage.

In either case, the caster casts an additional missile for every additional skill rank of Wizardry beyond the first rank. Thus, at rank 3, the caster is able to hurl 3 magic missiles, and 5 missiles at rank 5.

Massmorph

Spell Level: M4
Range: 240 ft.
Duration: Until negated or dispelled

One hundred or fewer man-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the “forest” will not detect the deception.

Move Water

Spell Level: M6
Range: 240 ft.
Duration: See Below

The caster must announce which of the two options are being cast.

This spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to one-half normal. Used in this way, the spell lasts for 10 turns.

Alternately, this spell creates a gap through water, but only to a depth of 10 ft. Used in this way, the spell lasts for 6 turns.

Neutralize Poison

Spell Level: C4
Range: Referee's discretion
Duration: 10 minutes

This spell counteracts poison, but does not bring the dead back to life.

Passwall

Spell Level: M5
Range: 30 ft.
Duration: 30 minutes (3 turns)

This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep, and is large enough for the passage of a man.



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Phantasmal Force

Spell Level: M2
Range: 240 ft.
Duration: Until negated or dispelled

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it.

Plant Growth

Spell Level: M4
Range: 120 ft.
Duration: Permanent until dispelled

Up to 300 sq. ft. of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Referee's decision) would allow the spell to affect an area of 300x300 ft., for a total of 90,000 sq. ft.

Polymorph

Spell Level: M4
Range: See Below
Duration: See Below

The caster must announce which of the two options are being cast.

The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.



Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 ft. This form of the spell lasts until dispelled.

Project Image

Spell Level: M6
Range: 240 ft.
Duration: 1 hour

The caster projects an image of himself to a max range of 240 ft. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image.

Protection from Chaos (Law) I

Spell Level: C1, M1
Range: Caster only
Duration: 2 hours (C), 1 hour (M)

Creates a magical field of protection around the caster to block out all evil monsters, who suffer a -1 penalty to-hit the caster, and the caster gains +1 on all saving throws against such attacks.

The opposite spell, Protection from Law, does the same thing except that good creatures suffer the -1 penalty.

Protection from Chaos (Law) II

Spell Level: C4, M3
Range: 10 ft. radius around caster
Duration: 2 hours

The spell has the same effect as Protection from Chaos I, except that its effect covers an area rather than an individual.

The opposite spell, Protection from Law II, does the same thing, except that good creatures suffer the -1 penalty.



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Protection from Normal Missiles

Spell Level: M₃
Range: 30 ft.
Duration: 2 hours

The recipient becomes invulnerable to small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected.

Purify Food and Drink

Spell Level: C₁
Range: Close/Touch
Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

Quest

Spell Level: C₅
Range: 30 ft.
Duration: Until completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim.

If the victim does not diligently work at performing the task, the effect that he will experience is based on the class of the caster. If a divine caster casts this spell the result is a curse to be determined by the Referee.



Raise Dead

Spell Level: C5
Range: Line of sight
Duration: See Below

Raise Dead allows the caster to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every skill rank higher than 8th, the time limit extends another 4 days. Characters with low constitution might not survive the ordeal; and even for those with a strong constitution, a period of two weeks is required before they can function normally. This spell only functions on races that can be used for player characters (i.e., “human-like”).

Read Languages

Spell Level: M1
Range: Reading distance
Duration: 1 or two readings

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps.

Read Magic

Spell Level: M1
Range: Caster only
Duration: 2 scrolls or other writings

This spell allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without the use of this spell.

Remove Curse

Spell Level: C3, M4
Range: Close/Touch
Duration: Immediate

This spell removes one curse from a person or object.



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Sleep

Spell Level: M1
Range: 240 ft.
Duration: Referee's discretion

This spell puts enemies into an enchanted slumber. It affects creatures based on their hit dice.

Table 24: Affected by Sleep

VICTIM'S HD	NUMBER AFFECTED
Less than 1 to 1+	2d6+3
1+ to 2	2d6
3+ to 4+1	1d6

Speak with Animals

Spell Level: C2
Range: 30 ft.
Duration: 6 turns

The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

Speak with Plants

Spell Level: C4
Range: 30 ft.
Duration: 6 turns

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).



Sticks to Snakes

Spell Level: C4
Range: 120 ft.
Duration: 1 hour

The caster may turn as many as 2d6 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

Telekinesis

Spell Level: M5
Range: 120 ft.
Duration: 6 turns (1 hour)

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level

Teleport

Spell Level: M5
Range: Touch
Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a painting or a map). Success depends on how well the caster knows the targeted location:

If the caster has only seen the location in a picture or through a map (i.e., his knowledge is not based on direct experience), there is only a 9-12 on 2d6 chance of success, and failure means death.

If the caster has seen but not studied the location, there is a 10-12 on 2d6 chance of error. If there is an error, there is a 7-12 on 2d6 chance that the traveler arrives low, 2d6 x10 ft. below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 7-12 on 2d6 chance for a “low” arrival), the traveler arrives 2d6 x10 ft. over the targeted location—probably resulting in a deadly fall.



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If the caster is familiar with the location, or has studied it carefully, there is only a 5% chance of error—a 1 in 6 chance of teleporting low—or else high. In either case, the arrival is 1d6 x10 ft. high or low.

Transform I

Spell Level: M5

Range: 120 ft.

Duration: 3d6 days, or spell reversal

This spell transforms rock (and any other form of earth) into mud, or mud to rock. An area of roughly 300x300 ft. becomes a deep mire, reducing movement to 10% of normal.

Wall of Defense I

Spell Level: M4

Range: 60 ft.

Duration: Concentration

The caster must announce which of the two options are being cast:

1. The caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 ft. long and 20 ft. high, or a circular wall with a 15 ft radius, also 20 ft. high.
2. The other option is that the caster conjures up a wall of ice, six feet thick. The caster may choose to create a straight wall 60 ft long and 20 ft. high, or a circular wall with a 15 ft radius, also 20 ft high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Wall of Defense II

Spell Level: M5

Range: 60 ft.

Duration: 2 hours (iron) or Permanent (stone)

The caster must announce which of the two options are being cast:

1. The caster conjures an iron wall from thin air. The wall is 3 inches thick, with a surface area of 1,000 sq. ft.
2. The other option is for the caster to conjure a wall of stone 2 inches thick, with a surface area of 1,000 sq. ft.

In both options, the caster might choose to make the wall 50 ft. long (in which case it would be 20 ft. tall), or 100 ft. long (10 ft. tall).

Water Breathing

Spell Level: M2

Range: 30 ft.

Duration: 2 hours

This spell grants the ability to breathe underwater until the spell's duration expires.

Web

Spell Level: M2

Range: 30 ft.

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10x10x20 ft. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through—perhaps 3–4 turns or longer at the Referee's discretion.



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Wizard Eye

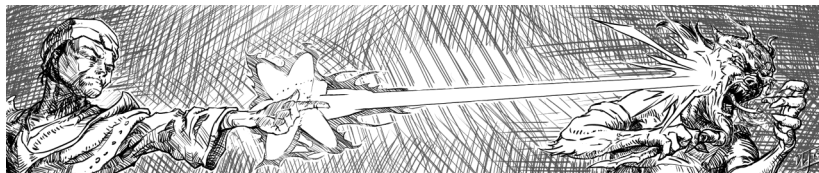
Spell Level: M4
Range: 240 ft.
Duration: 1 hour

The caster conjures up an invisible, magical “eye,” that can move a maximum of 240 ft. from its creator. It floats along as directed by the caster, at a rate of 120 ft. per turn (12 ft. per minute).

Wizard Lock

Spell Level: M2
Range: Close
Duration: Permanent until dispelled

As with a hold portal spell, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any caster with a Wizardry skill that is 2 ranks higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).



~End of Player's Section~

This concludes the player's guide to Dungeon Questing. Players don't need to read any further to be able to play the game.



CHAPTER 6:

Running the Game



RUNNING A GAME OF DUNGEON QUESTING is a lot easier than running most other RPGs, simply because there aren't many rules, and your discretion overrides them anyway.

Most situations are handled by making "common sense" decisions about what would happen next. If there are a bunch of zombies around the next corner, and the players decide to not go around that corner, it's up to the Referee to determine whether or not it makes sense for the zombies to come out and attack - or whether their orders are simply to stay where they are. If a player decides that his character is going to jump through a wall of fire, with several bottles of flammable oil in his backpack, it's up to the Referee to determine whether or not they explode. This means "making up" a lot of stuff on the spot. If you're not a good storyteller or if you're not up to doing a lot of creative thinking on the fly, it might be better that you try a different game—one that provides more rules and guidance for every little situation that might arise. But if you're a good storyteller, creative and fair, *SWORDS & WIZARDRY'S* small, spartan, rule-set frees up your creativity to create a fantasy roleplaying experience completely different from the type of game that depends on a multitude of rules.

Dungeon Questing also frees up your creativity in terms of customizing the game. You can add house rules wherever you want to without accidentally messing up something else buried in the rules of a more complex game. If your campaign needs a special set of rules for Asian spellcasting, plug them in as a replacement for the normal magic rules. If you want to use critical hits and fumbles in the game, add 'em in. You won't break anything because there's not much to break.



Designing an Adventure

BASICALLY, THE "ADVENTURE" IS JUST THE SETTING FOR THE GAME - usually a map and then notes about certain locations on that map. As the Players tell you where their characters go and what they do, you're referring to the map and your notes to describe what happens as a result. Don't try to plan for all contingencies—it's guaranteed that the players will do something unexpected during the adventure and you'll just have to roll with it, thinking on your feet and making up new things as you go. Just as you challenge the Players with adventure, they challenge you to keep up with their collective creativity.

For the basic dungeon adventure, draw the dungeon floor plan on graph paper, number the rooms (or other important locations), and then write yourself a "key" to remind yourself what monsters, treasures, traps, and tricks are found in these numbered locations. The traditional dungeon, which many people on the internet call a "megadungeon" is a vast labyrinth of underground tunnels, rooms, corridors, and chambers, extending many levels down beneath the surface. It might contain subterranean lakes, rivers, chasms, and cave-ins, and it is certain to contain traps for the unwary, monsters in their multitudes, and most importantly: treasure beyond the wildest dreams of the players - *if they can bring it out safely.*

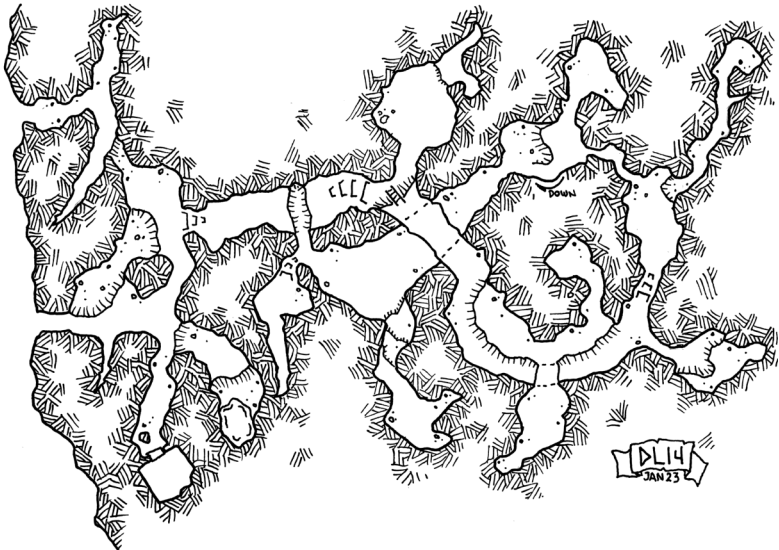
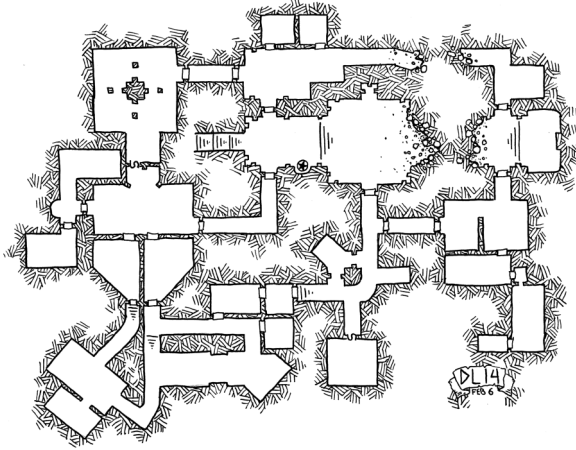
In designing a megadungeon, it's often helpful to start with a quick cross-sectional map of what the dungeon looks like. But the real meat of designing the dungeon comes when you start making the floor plans of the dungeon levels themselves. An example floor plan is shown here, together with a key for the first few rooms on the following pages. This should give you a basic idea of how to start designing your dungeon.

The six rooms above give you a general idea of how to create the key for your dungeon map. The map also gives you a few standard symbols: a pit trap at location 7, beds, fireplace, a basin and curtains in location 17, a fountain or pool in location 19, a portcullis trap at the entry to location 14, and archways in location 15.

Here are a few more brainstorming ideas for things that can be found in a dungeon: pit traps, teleporters, statues (that might ani-

mate and attack, or reward certain actions), altars, arrow-traps, pools (possibly with magical waters), magic pentacles, areas of natural caves, shaky ceilings, chutes to lower levels, stairs up and down, chasms into the depths (possibly with a bridge, possibly not), pools of lava, secret doors (very important), shifting walls, and whatever else you can dream up.

If you feel like you don't have enough time or ideas, you might decide to purchase or download one of the many adventure "modules" that have been designed for fantasy gaming, there are plenty of them to be found by making a google search.





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Running a Dungeon Adventure

The following are few rules of thumb for running a dungeon adventure; they are guidelines for the average or normal situation and can (and often should) be altered to fit the circumstances.

Listening at Doors: Listening at a door has a Scouting check with a target number of 10. Demi-humans have a +1 bonus to the check.

Opening doors: Opening stuck doors (and many doors in an ancient dungeon may be stuck closed) is an athletics check with a target number of 10 for normal doors, 12 for stone doors and 14 for metal doors. Smashing through a door with (up to 3) characters gives each character a normal chance of success, but they will spill into the room and should automatically lose initiative if there are monsters within.

Secret Doors: Secret doors are not spotted by chance while passing by; they must be searched for. Searching for a secret door takes a turn (10 minutes of game time) for a 10 ft. segment of wall. A successful Scouting check against a target number of 10 is required to find a secret door while searching, and Elves have a +1 bonus by spotting it even without searching actively, and a +2 bonus while searching actively.

Traps and Pits: Anyone passing over or through the trigger for a trap has to roll 2d6 and add their Dexterity score to the roll; if the roll is 6 or lower the trap is sprung. Detecting traps is a Scouting check with a target number of 10, Dwarves have a +1 bonus to spotting it even without searching actively and a +2 bonus while searching actively. (one turn per ten-foot square of wall or floor). Identifying the features of a trap does not tell the character how to disarm the trap, unless the character has at least one rank in the Thievery skill.

Wilderness Adventures

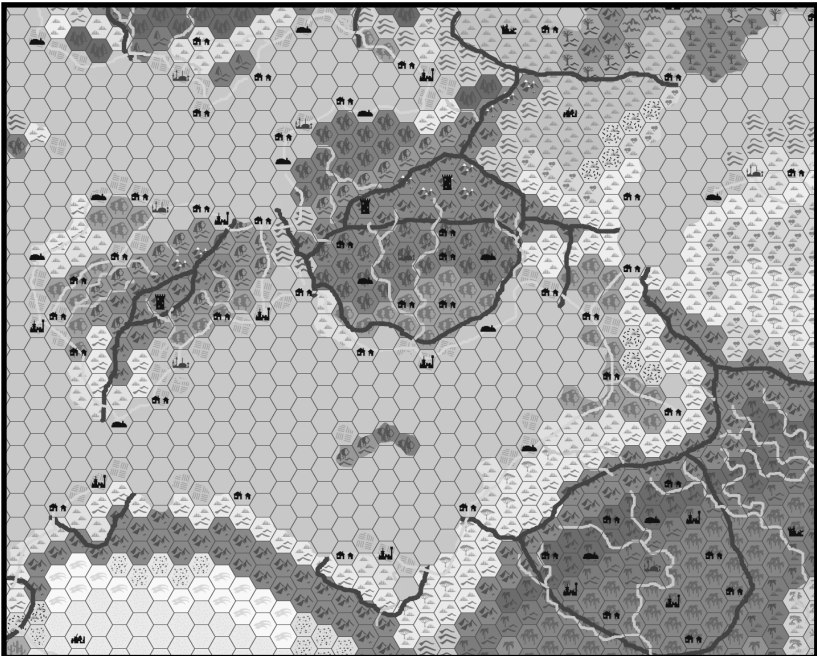
ONCE ADVENTURERS HAVE GOT SOME EXPERIENCE under their belts and they are practised in their chosen professions, they are likely to start venturing further afield from the civilised areas that they started in.

Sometimes this is due to increased bravery. Sometimes it is due to the lure of more lucrative opportunities. Sometimes it is from sheer necessity as some task requires a long journey.

Regardless of the motivation, travelling and exploring in the wilderness away from civilised areas is a dangerous undertaking.

Maps

Just like dungeons, wilderness is usually mapped out in advance by the Referee. How much of this map is known by the adventurers (and in how much detail) will vary from campaign to campaign. However, it is important that the Referee has a reasonably accurate idea of where the adventurers are even if they don't know themselves.



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Overland Movement

Characters travelling overland normally do so either on foot or on mounts of some kind.

Riding horses are the most common mount, but in desert environments camels may be more suitable—and characters with a lot to carry may prefer wagons or other vehicles.

The distance that a group can move in a day will have to be adapted to account for the movement speed of the slowest member of the group.

Table 25: Travel rates

MODES OF TRANSPORTATION	MILES PER DAY
Walking - Dwarf, Halfling	18
Walking - Elf, Human	24
Driving - Cart, Wagon	36
Riding - Pony	42
Riding - Horse	48

Table 26: Terrain modifiers

TERRAIN TYPE	MODIFIER
Road, Trail	x 1.5
Open Terrain	x 1
Broken Ground, Desert, Forest, Hills, Mud	x 0.75
Glaciers, Jungle, Mountain, Swamp	x 0.5

Fatigue

Creatures that are travelling long distances must rest for a full day for every six days that they travel.

Failure to do so results in a cumulative -1 penalty to to-hit and damage rolls due to long term fatigue per six days (or part of six days) of continuous travel after the initial six.

This penalty is reduced by 1 for each full day of rest taken.

Getting Lost

It is difficult to get lost following a road or established trail, but when travelling through the wilderness away from such easy guides it is remarkably easy to get lost.

Each day that a party travels in wilderness without roads or trails, the party member who is leading the group (which may be an NPC guide of some kind) must make a *Wisdom Check* using their *Navigating* skill. The Referee should give modifiers to the roll for things like prominent landmarks or the character living locally and having local knowledge of the area.

If the player makes the roll, they are confident of their location and the party goes in the direction that they intend to go.

If the player fails the roll, the Referee should secretly roll $1d6$.

- If the party are in open terrain, then they will get lost on a roll of 1 .
- If the party are in swamp, desert or jungle, then they will get lost on a roll of $1-3$.
- If the party are in other terrain, then they will get lost on a roll of $1-2$.

If the party becomes lost, the players should not be informed of this. Instead, the Referee should decide which direction the party end up going in.

NOTE: *Page 140-143 contains the tables for handling encounters and becoming lost if you use hex maps.*



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The players should not be informed that their characters have become lost, and the Referee should do their best to describe directions as if the characters were actually going the way they think they're going.

Foraging

Although wise adventurers carry supplies with them, they sometimes prefer to—or need to—supplement their carried food with fresh food, whether hunted or foraged. Characters who are traveling can gather food while on the move.

If the party move at only $\frac{2}{3}$ of their normal per-day movement rate, they can gather (from hunting and foraging) half of their day's food at the same time, meaning they only need to use half of a day's carried food supply each day.

If the party chooses to remain stationary, they can gather (from hunting and foraging) a whole day's food, and don't need to use any of their carried supplies.

In either case, if the party member leading the foraging or hunting (which may be an NPC guide) succeeds in either a *Tracking check* or a *Nature Lore check* (they may choose which check to make, but cannot attempt both), twice as much food is gathered that day.



Creating a Campaign

A CAMPAIGN IS THE WORLD BEYOND THE ADVENTURE - the cities, forests, coastlines, and kingdoms of the fantasy world. The players will almost certainly want their characters to explore the wilderness, visit cities, and do all sorts of things in the fantasy world. At the beginning of the game, you might want to sketch out a map of a single village (as the starting point) and some of the surrounding area. (The location of the first adventure—a dark forest, perhaps.) As the players move their characters around from adventure to adventure, you can expand the little map into an entire fantasy world with the continents, kingdoms, and great empires at your disposal.

If you want to take a shortcut, you can set your entire campaign in a fictional world created by the author of one of your favorite fantasy stories. Most of these have maps and the author has already created the details and feel of the world for you. For example, the worlds of Conan's Hyboria (Robert E. Howard), of Elric and the Eternal Champions (Michael Moorcock), and of the Dying Earth (Jack Vance) are popular fictional settings ready for gaming. Indeed, publishers have already created pre-packaged campaigns for all three of these examples.

Experience Points

EXPERIENCE POINTS ARE AWARDED TO PLAYERS for gaining treasure and killing monsters, as described in CHAPTER 4: PLAYING THE GAME. It may seem counter-intuitive that treasure somehow makes characters more experienced, but that's not what awarding experience for gold pieces is all about. Gold pieces are an after-the-fact measurement of how ingenious the character (Player) was in getting them. The gold pieces are not the source of the experience—they are the measurable product of it.

That being said, there are many alternative ways for Referees to award XP. For example, active participation in the campaign might warrant experience for each hour of real-time play, as could solving puzzles and aiding allies. A particularly clever solution or





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epic victory might warrant double the normal XP amount awarded, while an abysmal failure might merit half.

Some Referees make all earned Experience Points a part of a community total to be divided evenly, since not all the characters have the same opportunities in a given adventure. Others prefer a more competitive game, whereby each player earns XP according to individual accomplishments.

If you find that whatever system you're using leads the players toward bad decisions—seeking out unnecessary combat or looking for traps to spring—you might consider adjusting your system. This is true for the “official” system of awarding experience as well. Remember, the Referee is the ultimate judge of what works best for a game and any rule can be changed to fit the group.

Scale of Advancement

Referees all have their own style of campaign, and it would be silly for one author to impose needless restrictions on anyone playing the game. However, it is worth noting that this rules set was designed with the notion that the skills are capped at 5. Having a skill of 5 makes the characters very powerful but not invincible. Should the players and the Referee wish to continue the advancement they are free to do so, in fact, there are guidelines presented in the APPENDIX on how to continue to advance the characters. There's also guidelines on how to reintroduce classes and levelling into this game.

On a side note though; it takes 52,200 XP to reach the cap in all skills, which is equal to 522,000 XP in regular *Swords & Wizardry WhiteBox*, and that would roughly be a 10th level character. The guidelines in the APPENDIX take advancement to a total of 106,600 XP, which should be more than enough for any long-term campaign.

CHAPTER 7:

Monsters

SOME CREATURES MAY HAVE "MAGIC RESISTANCE." The given chance on 2d6 is the likelihood that any magic used against the creature (other than weapon bonuses) will fail to take effect. Roll 2d6, and the magic will fail if the result is equal to or higher than the given number.

There's not a lot of detail given about the monsters, because the more detail given, the more your own mental image of the fantasy world is going to be locked into a single track. We're not going to say that giant ants are red, nocturnal, three feet long, and fond of eating Elves. Because in your mind, they might be blue, diurnal, five feet long, and eat only plants unless they're attacked. Details about monsters toss roadblocks in front of your imagination. Yes, details can also inspire the imagination, but we're making the assumption that if you're interested in fantasy gaming in the first place, you've got a good imagination that doesn't need details about the size of a giant ant.

One important characteristic of all monsters, though, is that they can see in the dark.

Monster "to-hit" Rolls

IF YOU'RE USING THE ASCENDING SYSTEM AC, monsters roll a 2d6 to attack, add 1/2 their Hit Dice to the number (rounded up, maximum bonus of +10), 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 Standard AC System, monsters roll a 2d6 to attack, add 1/2 their Hit Dice to the number (rounded up, maximum bonus of +10), and the die roll is compared on Table 16 in the COMBAT section on page 35. If the attack roll is equal to or higher than the number on the table, the attack hits and does damage.



Reading Monster Entries

Armor Class: “Armor Class” is explained earlier in the rules for combat. If you’re using the Descending AC system (where lower AC is better), disregard the numbers in brackets. If you’re using the Ascending AC system (where a high AC is better), use the numbers in brackets.

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.

Total Hit Bonus: This is the number the monster adds to its attack roll to see if it scores a hit. It is the same as the half creature’s hit dice, rounded up.

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.

Saving Throw: This shows the target number, on a 2d6, the monster needs to exceed or beat in order to make a successful saving throw. This number is found by taking 11 minus the hit dice of the monster (minimum of 4).

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.

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

Ants, Giant (Worker)

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	2
<i>Attacks:</i>	<i>Bite (1d6 + poison)</i>
<i>Special:</i>	<i>None</i>
<i>Move:</i>	18
<i>HDE/XP:</i>	2/3

Giant ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 1:5.

Ants, Giant (Warrior)

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	3
<i>Attacks:</i>	<i>Bite (1d6 + poison)</i>
<i>Special:</i>	<i>None</i>
<i>Move:</i>	18
<i>HDE/XP:</i>	2/3

Giant ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 1:5. The poison of a warrior ant does 2d6 points of damage if a saving throw is failed, 1d6 points of damage if the saving throw succeeds.

Ants, Giant (Queen)

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	10
<i>Attacks:</i>	<i>Bite (1d6)</i>
<i>Special:</i>	<i>None</i>
<i>Move:</i>	3
<i>HDE/XP:</i>	8/80



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Giant ants live in vast subterranean hives tunneled through soil and even stone. The queen of a giant ant colony is larger, tougher, and slower than the average giant ant.

Badgers, Giant

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	3
<i>Attacks:</i>	2 claws (1d3), bite (1d6)
<i>Special:</i>	None
<i>Move:</i>	6
<i>HDE/XP:</i>	3/12

These subterranean predators are the size of a full-grown human, and quite aggressive when defending their territory.

Banshees

<i>Armor Class:</i>	0 [12]
<i>Hit Dice:</i>	7
<i>Attacks:</i>	claw (1d6)
<i>Special:</i>	See Below
<i>Move:</i>	12
<i>HDE/XP:</i>	11/170

Banshees are horrid fey (or undead) creatures that live in swamps and other desolate places. They can only be harmed by magical or silver weapons. Banshees have a 49% resistance to magic, and they are immune to enchantments. Their shriek (once per day) necessitates a saving throw versus death or the hearer will die in 2d6 rounds. They can travel over water and other terrain as if it were land, but crossing running water causes it to lose its magic resistance for 3d6 hours. They look like gaunt humans with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. At the Referee's discretion, such creatures might be undead rather than faerie-folk, and are considered Type 9 undead for turning purposes.

Basilisks

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	6
<i>Attacks:</i>	bite (1d6)
<i>Special:</i>	Petrifying gaze
<i>Move:</i>	12
<i>HDE/XP:</i>	8/80

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (one way of resolving this: fighting without looking incurs a -2 penalty to-hit). If the basilisk's own gaze is reflected back at it, it has a 11-12 on 2d6 chance to force the basilisk into a saving throw against being turned to stone itself.

Beetles, Giant Fire

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	1+3
<i>Attacks:</i>	bite (2d6)
<i>Special:</i>	None
<i>Move:</i>	12
<i>HDE/XP:</i>	1/2

A giant fire beetle's oily light-glands glow reddishly, and continue to give off light for 1d6 days after they are removed (shedding light in a 10 ft. radius).

Black Puddings

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	10
<i>Attacks:</i>	strike (1d6)
<i>Special:</i>	Acidic
<i>Move:</i>	6
<i>HDE/XP:</i>	11/170

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chainmail or lesser armor (1 hit by



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pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved. They are immune to cold, and divide when attacked by lightning.

Blink Dogs

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	6
<i>Attacks:</i>	bite (1d6)
<i>Special:</i>	Teleport
<i>Move:</i>	12
<i>HDE/XP:</i>	4/24

Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can teleport short distances (without error) and attack in the same turn - in most cases (6 or higher on 2d6) a blink dog will be able to teleport behind an opponent and attack from the rear (with bonuses).

Boars, Wild

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	3+3
<i>Attacks:</i>	Gore (2d6)
<i>Special:</i>	Continues attacking 2 rounds after death
<i>Move:</i>	15
<i>HDE/XP:</i>	4/12

Boars continue to attack for two rounds after they are actually killed before they drop dead. These stats might also be used for your "blue tusken-hogs of the Ymar Plains" or whatever's appropriate for your campaign.

Bugbears

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	3+1
<i>Attacks:</i>	weapon or bite (1d6)
<i>Special:</i>	Surprise opponents (on 1-3)
<i>Move:</i>	9
<i>HDE/XP:</i>	3/12

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even alert opponents with a roll of 1-3 on a d6 (50%).

Bulette

<i>Hit Dice:</i>	7 to 10
<i>Armor Class:</i>	-1 [13]
<i>Attacks:</i>	<i>Bite (4d6) and 2 Claws (3d6)</i>
<i>Move:</i>	15
<i>HDE/XP:</i>	7 HD (9/110), 8 HD (10/140), 9 HD (11/170), 10 HD (12/200)

Roughly ten feet in height, a bulette (boo-LAY) is covered in natural armor plating like that of an armadillo, and has a beak-like head that opens to show wicked, serrated teeth. These creatures can leap to the attack; in which case they cannot bite, but may attack with all four claws. Bulettes dig underground to surprise their prey, leaving a furrow in the ground as they go, caused by a dorsal crest in the creature's armor.

These voracious hunters eat horses and halflings with gusto, although they will devour anything from badgers to plowshares if their preferred foods are not readily available. Although bulettes burrow, they do not venture further underground, for they are surface predators. When the dorsal crest of the bulette is raised (during combat this is usually only after the thing has been wounded), the area underneath is AC 6 [13], and this vulnerable point can be attacked if the monster is well enough surrounded for its opponents to attack from behind as well as in front.

*Centaur*s

<i>Armor Class:</i>	3 [9], 2 [10] w/shield
<i>Hit Dice:</i>	4
<i>Attacks:</i>	<i>kick or weapon (1d6)</i>
<i>Special:</i>	<i>None</i>
<i>Move:</i>	18
<i>HDE/XP:</i>	5/24



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Half man, half horse, centaurs are fierce warriors and well-known creatures of mythology. The Referee may choose any “version” of the centaur from myth or folklore for his campaign: some are evil, some aloof, and some are soothsayers.

Centipedes, Giant

Listings are for: *small*, *medium*, and *large*

<i>Armor Class:</i>	5 [7], 3 [9], 0 [12]
<i>Hit Dice:</i>	(1d2 HP), 2, 4
<i>Attacks:</i>	bite: 0, 1d6-1, 1d6+1
<i>Special:</i>	Poison (save): +2, +3, +4
<i>Move:</i>	13, 15, 18
<i>HDE/XP:</i>	2/3, 4/24, 6/40

Small: Giant lethal centipedes of the small size inflict a lethal amount of poison with a +2 modifier to opponent’s saving throw, but inflict no damage if the saving throw is successful.

Medium: This man-sized giant centipede is a deadly predator with armored segments, a deadly bite, and a lethal (though relatively weak) poison.

Large: A twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom.

Chimera

Listings are for: goat, lion, dragon

<i>Armor Class:</i>	4 [8], 3 [9], 2 [10]
<i>Hit Dice:</i>	9
<i>Attacks:</i>	3 attacks: 1d6-1, 1d6, 1d6+1
<i>Special:</i>	Breathes fire, flies
<i>Move:</i>	9 (18 when flying)
<i>HDE/XP:</i>	11/170

The chimera has three heads; one is the head of a goat, one the head of a lion, and one the head of a dragon. Great wings rise from its lion-like body. The dragon head can breathe fire (3 times per

day) with a range of 50 ft., causing 4d6 damage to anyone caught within the fiery blast (saving throw for half damage).

Cockatrices

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	5
<i>Attacks:</i>	bite (1d6+special)
<i>Special:</i>	Bite turns bitten into stone
<i>Move:</i>	6 (18 when flying)
<i>HDE/XP:</i>	7/60

Resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless a successful saving throw is made.

Demons

DEMONS ARE CREATURES OF THE LOWER PLANES OF EXISTENCE, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful wizards or evil priests. The more intelligent varieties might also be interrupted while carrying out plots of their own. There is no meaningful game distinction between demons and devils; all are creatures of the lower planes.

Demon, Baalrogs

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	9
<i>Attacks:</i>	sword (1d6) or whip
<i>Special:</i>	See Below
<i>Move:</i>	6 (15 when flying)
<i>HDE/XP:</i>	10/140

The Baalrog's name means, roughly, the Bull of Baal: the Baal-aurochs (the aurochs was a bull that stood twelve feet tall at the shoulder, and Baal is an ancient and evil pagan deity). These powerful demons 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 skill rank 3 do not affect them, and against more skilled spell casters they are yet immune to all

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spells if they roll a 5 or higher on 2d6. 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 sometimes referred to in ancient texts as Balor or Baalor, which may be the name of a single demon rather than a term for all of them. A baalrog could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

Demon, Lemure

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	3
<i>Attacks:</i>	<i>claw (1d6)</i>
<i>Special:</i>	<i>Regenerate (1 HP/round)</i>
<i>Move:</i>	3
<i>HDE/XP:</i>	4/12

Lemures are vaguely humanoid, but their flesh is mud-like, shifting and soft upon their horrible bodies. Like manes and wretches, lemures 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.

Demon, Erinyes

<i>Hit Dice:</i>	6
<i>Armor Class:</i>	2 [10]
<i>Attacks:</i>	<i>1 bronze sword (1d6 + paralysis)</i>
<i>Special:</i>	<i>Magic resistance 9-12 on 2d6, magical abilities, immune to fire and cold, entangle</i>
<i>Move:</i>	<i>12/24 (flying)</i>
<i>HDEXP:</i>	9/110

The erinyes, the “Furies” of Ancient Greek mythology, are female demons who pursue those guilty of crimes against the order of the gods. Their appearance is so terrible as to cause fear (saving throw). They are able to see invisible things and locate objects at will, so it is impossible to hide from them.

Each fury carries a whip which, if it hits, entangles the victim (saving throw) until the Fury releases it. The Furies are immune to

fire and cold, and have a magic resistance of 9-12 on 2d6. The blade of a Fury's sword causes paralysis (saving throw).

Demon, Glabrezu (Third-Category Demon)

<i>Hit Dice:</i>	10
<i>Armor Class:</i>	-1 [13]
<i>Attacks:</i>	2 pincers (2d6), 2 claws (1d3), 1 bite (1d6)
<i>Special:</i>	Magic resistance 7-12 on 2d6, immune to fire, magical abilities
<i>Move:</i>	9
<i>HDE/XP:</i>	11/170

The third-category demons, Glabrezu, are massive and horrible, standing ten feet high or more. They have goat horns and a humanoid shape, but no wings. Four arms sprout from the torso: two huge arms with great crabpincers, and two much shorter arms with claws. Glabrezu can cause darkness in a 10-foot radius, are immune to fire, can cause fear at will, can levitate at will, can polymorph themselves, and are resistant to magic if they roll 7 or higher on 2d6.

Demon, Hezrou (Second-Category Demon)

<i>Hit Dice:</i>	9
<i>Armor Class:</i>	0 [12]
<i>Attacks:</i>	2 claws (1d3), 1 bite (2d6)
<i>Special:</i>	Magic resistance 8-12 on 2d6, magical abilities
<i>Move:</i>	9/14 (flying)
<i>HDE/XP:</i>	11/170

Toad-like demons with bat wings, the Hezrou have magic resistance of 8-12 on 2d6. At will, they can cause fear (per the spell), detect invisibility (per the spell), and cause darkness in a 15-foot radius. They are immune to fire.

Demon, Manes

<i>Hit Dice:</i>	1
<i>Armor Class:</i>	3 [9]
<i>Attacks:</i>	2 claws (1d2), 1 bite (1d6)
<i>Special:</i>	Half damage from non-magic weapons



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<i>Move:</i>	5
<i>Saving Throw:</i>	18
<i>Alignment:</i>	Chaos
<i>HDE/XP:</i>	2/3

Pathetic, damned souls, manes are demons no larger than humans, with gray skin and empty eyes. Non-magical weapons inflict only half normal damage on them.

Demon, Marilith (Fifth-Category Demon)

<i>Hit Dice:</i>	8
<i>Armor Class:</i>	-1 [13]
<i>Attacks:</i>	6 weapons (1d6), tail (1d6)
<i>Special:</i>	Magic resistance 6-12 on 2d6, +1 or better magic weapon required to hit, immune to fire, magical abilities
<i>Move:</i>	12
<i>HDE/XP:</i>	13/230

Mariliths appear as a cruel-eyed beautiful woman with a sixarmed torso, but the lower body of a huge constrictor snake. They can wield weapons in all six arms at once, and the tail, if it hits, constricts for automatic damage after the initial hit. Mariliths are among the most feared of demons – as much, even, as the mighty Baalrogs. They can, at will, cast *Charm Person*, *Levitate*, and *Polymorph Self*, and are resistant to magic if they roll 6 or higher on 2d6. Fire does not affect them.

Demon, Nalfeshnee (Fourth-Category Demon)

<i>Hit Dice:</i>	11
<i>Armor Class:</i>	-1 [13]
<i>Attacks:</i>	2 claws (1d6), 1 bite (1d6+2)
<i>Special:</i>	Magic resistance 7-12 on 2d6, +1 or better magic weapon needed to hit, immune to fire, +2 on to-hit rolls, magical abilities
<i>Move:</i>	9/14 (flying)
<i>HDE/XP:</i>	13/230

Nalfeshnee demons have the body of an enormous gorilla, the head

of a boar, and cloven hooves. These massive, brutish demons are actually quite intelligent, despite their appearance, an incongruity that has deceived and doomed many who would attempt to control or enslave them. The very size of a nalfeshnee prevents them from being particularly agile flyers, though they do have wings. Nalfeshnee are incredibly powerful (+2 to hit), and have various demonic powers in addition to being immune to fire: at will, they can cause fear (as per the spell), *Polymorph Self*, and *Dispel Magic* (at will). They can also create a symbol of discord once per day.

Demon, Quasit

<i>Hit Dice:</i>	3
<i>Armor Class:</i>	2 [10]
<i>Attack:</i>	2 claws (1d2 + non-lethal poison), 1 bite (1d3)
<i>Special:</i>	<i>Magic resistance 9-12 on 2d6, regenerate (1 hp/round), non-lethal poison, magical abilities</i>
<i>Move:</i>	14
<i>HDE/XP:</i>	7/60

Quasits are demon familiars, much like imps but without wings and with a less human-like shape. A quasit can polymorph into two other forms (commonly a giant centipede and a bat). These demons are resistant to magic if they roll 9 or higher on 2d6, regenerate at 1 hp per round, can become invisible at will, and once per day can cast a *Fear* spell. The quasit's claws are laden with a poison that reduces an opponent's Dexterity score by 1 point (saving throw applies, lasts for 2d6 rounds).

Demon, Succubus

<i>Hit Dice:</i>	6
<i>Armor Class:</i>	2 [10]
<i>Attacks:</i>	2 scratches (1d3)
<i>Special:</i>	<i>Magic resistance 6-12 on 2d6, immune to non-magic weapons, cause darkness in a 10-foot diameter, life drain (1d6 damage) with kiss, summon other demons, spells, change shape.</i>
<i>Move:</i>	12 (18 fly)
<i>HDE/XP:</i>	9/110





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A succubus is a creature of demonic lust, a drinker of souls who offers fatal temptation to mortals that fall into the trap of her deadly embraces: each kiss drains 1d6 Hit Points. (The male form of this demon is called an incubus. A succubus is always female, just as an incubus is always male.) The demon's form is that of a supernaturally beautiful woman, curvaceous and alluring, but whose furled bat wings and delicate horns betray her true nature. Small white fangs gleam from behind the demoness's full lips, and when she is enraged the pupils of her eyes will contract and shift into those of a vicious serpent.

A succubus can "cast" *Charm Person* whenever desired, as well as *ESP*, *Clairaudience*, and *Suggestion*. They can change shape at will, but only into human or human-like forms. Succubi also have the ability to call forth (by gate) other demons. A succubus can summon a demon prince (8-12 chance on 2d6 to succeed), but will seldom do so, for the price to be paid afterwards is generally significant and unpleasant.

However, a succubus can summon a Baalrog demon or a Nalfeshnee (fourth-category demon), again, with a 8-12 on 2d6 chance of success regardless of the type of demon being summoned. If a succubus does not specify the sort of demon she is summoning, there is a 12 on 2d6 chance that the respondent will be a demon prince, and if not, there is a 6-12 on 2d6 chance that the demon will be of the fourth category, a Nalfeshnee. Succubi almost never rely upon physical attacks; they use their charm and suggestion abilities to allow them to bestow their deadly kisses upon opponents.

Demon, Vrock (First-Category Demon)

<i>Hit Dice:</i>	8
<i>Armor Class:</i>	1 [18]
<i>Attacks:</i>	1 beak (1d6), 2 foreclaws (1d6), 2 rear claws (1d6)
<i>Special:</i>	Magic resistance 8-12 on 2d6, immune to fire, darkness
<i>Move:</i>	12/18 (flying)
<i>HDE/XP:</i>	9/110

These demons are vulture-headed, with feathered humanoid bodies, and huge dark-feathered wings. All can create darkness in a radius

of 5 feet and are immune to fire. They use their wings to bring both their arms and legs into combat, along with their beaked bite. Vrock demons are quite stupid, though like most demons they consider themselves to be tremendously intelligent.

Demon Prince, ORCUS

<i>Hit Dice:</i>	30 (125hp)
<i>Armor Class:</i>	-2 [14]
<i>Attacks:</i>	1 staff (death – no save), tail (3d6), 1 claw (3d6)
<i>Special:</i>	Magic resistance 5-12 on 2d6, +3 magic weapon required to hit, immune to fire and charm, death staff, spells, magical abilities, control undead, summon demon minions
<i>Move:</i>	9 (Fly 20)
<i>HDE/XP:</i>	35/590

Orcus is a demon-prince of death and the dead (specifically, the undead), and can also call upon his lesser demon-minions as well. His staff causes death at its touch, and he uses arcane spells at the following levels. Level 1: 6; level 2: 5; level 3: 4; level 4: 3; level 5: 2; level 6: 1. He has a magic resistance of 5-12 on 2d6, and is completely immune to fire and charm spells.

At will Orcus can animate dead, create darkness (15 foot radius), *Cause Fear*, *Dispel Magic*, make a suggestion per the spell, polymorph himself, or use *ESP*. Such powers can be used at the same time as normal attacks. His skull-tipped staff might have independent powers of its own, even possibly being an entity in its own right, merely cooperating with the demon prince and using him for its own purposes.

Djinni

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	7+3
<i>Attacks:</i>	fist or weapon (2d6-1)
<i>Special:</i>	Flight, magic, whirlwind
<i>Move:</i>	9 (24 when flying)
<i>HDE/XP:</i>	9/110





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Djinni are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of weight, and have a number of magical powers. A djinni can create food and water of high quality, as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinni can call up illusions, and although these are quite excellent they disappear when touched. Djinni can turn themselves into gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will. Finally, a djinni can turn itself into a whirlwind much like an air elemental, sweeping away any creature with one or fewer hit dice (the diameter of the whirlwind is 10 ft. More powerful types of djinni might be capable of granting limited wishes or even true wishes.

Doppelgangers

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	4
<i>Attacks:</i>	<i>claw (1d6)</i>
<i>Special:</i>	<i>See Below</i>
<i>Move:</i>	9
<i>HDE/XP:</i>	5/24

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm, and are considered magic resistant for purposes such as breaking through wizard locks and similar spells. They have a very good saving throw (+5) against magic of all kinds.

Dragons

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. In a medieval-type fantasy world, dragons are a common problem rather than a godlike creature of legend—so the statistics for dragons reflect a deadly but not mythical foe. The Referee is, of course, free to create stats for a more “mythical” conception of dragons. Since dice aren't rolled for dragon hit points, it is possible for a truly mythical dragon to have more “numbers” per die than it's actually possible to roll on a hit die.



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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

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	6-8
<i>Attacks:</i>	bite (1d6)
<i>Special:</i>	Spits acid
<i>Move:</i>	12 (24 when flying)
<i>HDE/XP:</i>	8/80, 9/110, 10/140

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

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	8-10
<i>Attacks:</i>	bite (1d6)
<i>Special:</i>	Spits lightning
<i>Move:</i>	12 (24 when flying)
<i>HDE/XP:</i>	10/140, 11/170, 12/200

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, Gold

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	10-12
<i>Attacks:</i>	bite (1d6)
<i>Special:</i>	Breathes poisonous gas or fire
<i>Move:</i>	12/24
<i>HDE/XP:</i>	12/200, 13/230, 14/260

Gold dragons are of lawful alignment, can always speak, and cast spells as if they were an arcane caster of a Wizardry skill rank equal

to 1/2 their age category, rounded up (so that very old Gold Dragons have 3 skill ranks in Wizardry). They can choose to either breathe fire in a cone 90 ft. long and roughly 30 ft. wide at the base, or breathe chlorine gas in a cloud 50 ft. long, 40 ft. wide, and 30 ft. high.

Dragon, Green

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	7-9
<i>Attacks:</i>	bite (1d6)
<i>Special:</i>	Breathes poisonous gas
<i>Move:</i>	12 (24 when flying)
<i>HDE/XP:</i>	9/110, 10/140, 11/170

Green dragons breathe a cloud of poisonous gas, 50 ft. in diameter. A successful saving throw indicates half damage.

Dragon, Red

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	9-11
<i>Attacks:</i>	bite (1d6)
<i>Special:</i>	Breathes fire
<i>Move:</i>	12 (24 when flying)
<i>HDE/XP:</i>	11/170, 12/200, 13/230

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

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	5-7
<i>Attacks:</i>	bite (1d6)
<i>Special:</i>	Breathes cold
<i>Move:</i>	12 (24 when flying)
<i>HDE/XP:</i>	7/60, 8/80, 9/110

White dragons are usually found in cold regions, where they can camouflage themselves in ice and snow, lying in wait for prey.



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They breathe a cone of intensely cold air and frost, with a length of 70 ft. and a base of 30 ft.

Dragon Turtle

Hit Dice: 11 to 14
Armor Class: 2 [10]
Attacks: 2 claws (1d6), bite (5d6)
Special: Break ships, breathe steam
Move: 3 (9 swimming)
HDE/XP: 11 HD (13/2,300); 12 HD (14/2,600); 13 HD (15/2,900); 14 HD (16/3,200)

Dragon turtles breathe scalding steam in a cone-shape 90 feet long and roughly 30 ft wide at the base, inflicting as many hit points of damage as the monster has (when at full hp). Dragon turtles have a 6-12 on 2d6 chance of being able to talk, and these have a 10-12 on 2d6 chance of being able to cast 1d6 first level arcane spells, 1d3 second level arcane spells, and 1 third level arcane spell. A dragon turtle that rises beneath all but the largest ship can lift it, possibly making it capsize (7-12 on 2d6 chance).

Dryads

Armor Class: 9 [10]
Hit Dice: 2
Attacks: wooden dagger (1d6)
Special: Charm Person
Move: 12
HDE/XP: 3/6

Dryads are beautiful female tree spirits, and do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a charm person spell with a -2 saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree.

Dwarves

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	1+1
<i>Attacks:</i>	warhammer (1d6)
<i>Special:</i>	Stonework insight
<i>Move:</i>	6
<i>HDE/XP:</i>	1/2

Statistics above are for the common Dwarf with no particular unusual characteristics. A Dwarf-at-arms would usually have a full 8 hit points, reflecting skill and general toughness. Stronger Dwarves (sergeants-at-arms, for example) might have more hit dice or unusual bonuses to-hit, even magical abilities if Dwarves are magical in your fantasy universe. (Norse myths are a good example of this.) Do not bother to treat more powerful NPC Dwarves as Fighters or character types; just assign the right number of hit dice and abilities (if any) and keep moving along with the fantasy.

Efreet

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	10
<i>Attacks:</i>	fist or sword (2d6)
<i>Special:</i>	Wall of Fire
<i>Move:</i>	9 (24 when flying)
<i>HDE/XP:</i>	12/200

Efreet are a type of genie, associated with fire (unlike the djinn, who have powers over the air). Efreet can carry up to a thousand pounds of weight, and under the right circumstances they can be forced to serve as a slave (until they figure out how to free themselves). An efreeti can cast Wall of Fire (per the spell Wall of Defense I). They appear as giant humans with cruel features, their skin flickering with flames.



Elementals

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

Elemental, Air

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	8, 12, 16
<i>Attacks:</i>	strike (2d6)
<i>Special:</i>	<i>Whirlwind</i>
<i>Move:</i>	36 (<i>Flight</i>)
<i>HDE/XP:</i>	9/110, 13/230, 17/340

Air elementals can turn into a whirlwind of air with a diameter of 30 ft, hurling any creature of 1 HD or less for great distances (almost certainly killing them). Elemental whirlwinds are approximately 100 ft high.

Elemental, Earth

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	8, 12, 16
<i>Attacks:</i>	fist (3d6)
<i>Special:</i>	<i>Tear down stone</i>
<i>Move:</i>	6
<i>HDE/XP:</i>	9/110, 13/230, 17/340

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d6+4 rounds (minutes).

Elemental, Fire

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	8, 12, 16
<i>Attacks:</i>	strike (2d6)
<i>Special:</i>	Ignite materials
<i>Move:</i>	12
<i>HDE/XP:</i>	9/110, 13/230, 17/340

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials to ignite if the material fails a saving throw (as determined by the Referee).

Elemental, Water

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	8, 12, 16
<i>Attacks:</i>	strike (3d6)
<i>Special:</i>	Can overturn ships
<i>Move:</i>	6 (18 when swimming)
<i>HDE/XP:</i>	9/110, 13/230, 17/340

Water elementals cannot move more than 60 ft. from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing in water (or swimming, etc.). These powerful beings can overturn small boats, and can overturn a ship if given 1d6+4 rounds to work at it. On water, they can attack ships, battering them to pieces within one hour if not prevented or distracted.

Elves

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	1+1
<i>Attacks:</i>	sword or longbow (1d6)
<i>Special:</i>	None
<i>Move:</i>	12
<i>HDE/XP:</i>	1/2

The example above is for a typical Elf; trained warriors would likely have the maximum 9 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





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fit, in accordance with the way he envisions elves. They might be the woodland dwellers of Tolkien's *The Hobbit*, or the high elves of *The Lord of the Rings*, or might be the faerie folk of Irish legend. In any case, as with Dwarves, don't bother trying to fit your "advanced" elves into the constraints of character classes—just make up their attributes to fit what you need. Non-player characters aren't subject to the rules that govern building a player character; the NPCs are your tools for good fantasy, not an exercise in applying formulas.

Gargoyles

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	4+4
<i>Attacks:</i>	claw (1d6)
<i>Special:</i>	Flight
<i>Move:</i>	9 (15 when flying)
<i>HDE/XP:</i>	6/40

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

Gelatinous Cubes

<i>Armor Class:</i>	5 [7]
<i>Hit Dice:</i>	4
<i>Attacks:</i>	attack (1d6)
<i>Special:</i>	Paralysis, lighting and cold immunity
<i>Move:</i>	6
<i>HDE/XP:</i>	5/24

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.

Ghouls

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	2
<i>Attacks:</i>	<i>claw (1d6+paralysis)</i>
<i>Special:</i>	<i>Immunities, paralysis</i>
<i>Move:</i>	9
<i>HDE/XP:</i>	3/6

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.

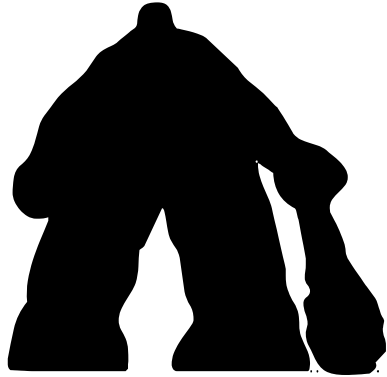
Giants

GIANTS ARE A STAPLE OF FANTASY GAMING, huge and dangerous creatures that often have a taste for human flesh. Most are not particularly intelligent.

Giant, Cloud

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	13
<i>Attacks:</i>	<i>weapon (3d6)</i>
<i>Special:</i>	<i>Hurl boulders</i>
<i>Move:</i>	15
<i>HDE/XP:</i>	13/230

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks for 6d6 hit points of damage. Cloud giants are famous for their ability to smell out food, enemies, and *Englishmen*.





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Giant, Fire

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	12
<i>Attacks:</i>	<i>weapon (2d6)</i>
<i>Special:</i>	<i>Hurl boulders, immune to fire</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	12/200

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 5d6 hit points.

Giant, Frost

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	11
<i>Attacks:</i>	<i>weapon (2d6)</i>
<i>Special:</i>	<i>Hurl boulders, immune to cold</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	12/200

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6 points of damage.

Giant, Hill

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	8+2
<i>Attacks:</i>	<i>weapon (2d6+2)</i>
<i>Special:</i>	<i>Hurl boulders</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	9/110

Hill giants are the least of the giant races; most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d6 points of damage.

Giant, Stone

<i>Armor Class:</i>	0 [12]
<i>Hit Dice:</i>	9+3
<i>Attacks:</i>	club (2d6)
<i>Special:</i>	Hurl boulders
<i>Move:</i>	12
<i>HDE/XP:</i>	10/140

Stone giants dwell in caves, isolated in the mountain fastnesses. They throw rocks for 3d6 points of damage, and can be quite crafty in setting up ambushes in their native mountains—travelers who wander into the territory of stone giants seldom return.

Giant, Storm

<i>Armor Class:</i>	1 [11]
<i>Hit Dice:</i>	16
<i>Attacks:</i>	weapon (3d6)
<i>Special:</i>	Hurl boulders, control weather
<i>Move:</i>	15
<i>HDE/XP:</i>	16/320

Storm giants are the largest of giants, the most intelligent, the most magical, and the most likely to talk with humans rather than simply devour them. Storm giants can live in underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage, and have the power to control weather (as per the spell).

Gnolls

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	2
<i>Attacks:</i>	bite (1d6)
<i>Special:</i>	None
<i>Move:</i>	9
<i>HDE/XP:</i>	2/3

Gnolls are tall humanoids with hyena-like heads. They may be found both aboveground and in subterranean caverns. They form



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into loosely organized clans, often ranging far from home to steal and kill with rapacious ferocity.

Goblins

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	1-1
<i>Attacks:</i>	<i>weapon (1d6)</i>
<i>Special:</i>	-1 "to-hit" in sunlight
<i>Move:</i>	9
<i>HDE/XP:</i>	y 1/10

Goblins are small creatures (4 ft. tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack at -1 in the full sunlight.

Golems

GOLEMS ARE MAN-SHAPED CREATURES built to serve their masters, usually powerful wizards or high priests. They are often used as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance). You can find the details in the specific monster descriptions.

Golem, Flesh

<i>Armor Class:</i>	5 [7]
<i>Hit Dice:</i>	12
<i>Attacks:</i>	<i>fist (1d6)</i>
<i>Special:</i>	<i>See Below</i>
<i>Move:</i>	8
<i>HDE/XP:</i>	12/200

A creation stitched together from human limbs and other parts, like a Frankenstein monster. Damage inflicted by lightning heals the golem, and it is slowed by fire and cold spells. No other type of spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm a flesh golem.

Golem, Iron

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	13
<i>Attacks:</i>	<i>weapon or fist (1d6)</i>
<i>Special:</i>	<i>See Below</i>
<i>Move:</i>	6
<i>HDE/XP:</i>	17/350

Iron golems are huge moving statues of iron. They can breathe a 10 ft. radius cloud of poison gas as well as attack with great power. Weapons of +2 or less do not affect them. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

Golem, Stone

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	16
<i>Attacks:</i>	<i>fist (1d6)</i>
<i>Special:</i>	<i>See Below</i>
<i>Move:</i>	6
<i>HDE/XP:</i>	16/320

Stone golems are massive stone 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.

Gorgons

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	8
<i>Attacks:</i>	<i>gore (1d6)</i>
<i>Special:</i>	<i>Breath turns to stone</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	10/140

Gorgons are bull-like creatures with dragon-like scales. Their breath turns people to stone (60 ft. range, saving throw applies).



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Grey Oozes

<i>Armor Class:</i>	5 [7]
<i>Hit Dice:</i>	3+3
<i>Attacks:</i>	strike (1d6)
<i>Special:</i>	Acid, immunities
<i>Move:</i>	1
<i>HDE/XP:</i>	5/24

Grey ooze is almost identical to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a saving throw vs. acid when exposed to grey ooze (even if the contact is as brief as the strike of a sword) or be rotted through. When the grey ooze hits a character in metal armor, the armor must make an item saving throw. Only cutting and piercing damages a grey ooze—it is impervious to blunt or crushing attacks.

Green Slime

Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a *Cure Disease* spell.

Griffons

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	7
<i>Attacks:</i>	bite (1d6)
<i>Special:</i>	Flight
<i>Move:</i>	12 (27 when flying)
<i>HDE/XP:</i>	8/80

Griffons have the body of a lion, with the wings, head, and foretalons of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed,

young griffons and griffon eggs command a very high price in the marketplaces of the great cities, or to barons and wizards.

Harpies

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	3
<i>Attacks:</i>	<i>talons (1d6)</i>
<i>Special:</i>	<i>Flight, siren song</i>
<i>Move:</i>	6 (18 when flying)
<i>HDE/XP:</i>	4/12

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (saving throw applies), and the harpy's touch casts the equivalent of a charm person spell (again, saving throw applies).

Hell Hounds

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	4-7
<i>Attacks:</i>	<i>bite (1d6)</i>
<i>Special:</i>	<i>Breathes fire</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	5/24, 6/40, 7/60, 8/80

Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 2 HP damage per hit die (10 ft. range, saving throw for half damage).

Hippogriffs

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	3+3
<i>Attacks:</i>	<i>claws (1d6)</i>
<i>Special:</i>	<i>Flight</i>
<i>Move:</i>	12 (27 when flying)
<i>HDE/XP:</i>	3/6

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





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has the body of a horse. The poem *Orlando Furioso* (written in 1516) suggests that the hippogriff is the offspring of a griffon and a horse—but they are apparently an independent breed, for folkloric tradition holds that griffons frequently attack hippogriffs. Hippogriffs are not as hard to train as griffons—again, from *Orlando Furioso*: “*Drawn by enchantment from his distant lair, The wizard thought but how to tame the foal; And, in a month, instructed him to bear Saddle and bit, and gallop to the goal; And execute on earth or in mid air, All shifts of manege, course and caracole . . .*”

Hobgoblins

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	1+1
<i>Attacks:</i>	<i>weapon (1d6)</i>
<i>Special:</i>	<i>None</i>
<i>Move:</i>	9
<i>HDE/XP:</i>	1/2

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins. As a matter of the campaign’s flavoring, the Referee might choose to make hobgoblins the “fey” goblins of Irish legend, while regular goblins are the more Tolkien-style underground-dwellers.

Horses

Horses are AC 4 [8], with riding horses having 2 HD and warhorses having 3 HD. Horses move at a speed of 18.

Humans

HUMANS ARE SUCH A VERSATILE RACE that any number of “monsters” and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human “monsters.”

Don’t try to build your non-player characters according to the rules for player characters. Here are some samples, otherwise just make up their stats and abilities as you see fit.

Human, Bandit

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	1
<i>Attacks:</i>	<i>weapon (1d6)</i>
<i>Special:</i>	<i>None</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	1/2

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

Human, Berserker

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	1+2
<i>Attacks:</i>	<i>weapon (1d6)</i>
<i>Special:</i>	<i>Berserking</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	2/3

Berserkers are normal humans, but 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, Sergeant-at-Arms

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	3
<i>Attacks:</i>	<i>weapon (1d6)</i>
<i>Special:</i>	<i>None</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	3/6

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups in castles and armies.



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Human, Soldier

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	1
<i>Attacks:</i>	<i>weapon (1d6)</i>
<i>Special:</i>	<i>None</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	1/2

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

Hydrae

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	5-12 (<i>equals # of heads</i>)
<i>Attacks:</i>	5-12 <i>bites (1d6 each)</i>
<i>Saving Throw:</i>	8, 8, 7, 7, 7, 6, 6, 5
<i>Special:</i>	<i>None</i>
<i>Move:</i>	9
<i>HDE/XP:</i>	7/60, 8/80, 9/110, 10/140, 11/170, 12/200

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



Invisible Stalkers

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	8
<i>Attacks:</i>	bite (1d6)
<i>Special:</i>	Invisible, flight
<i>Move:</i>	12
<i>HDE/XP:</i>	9/110

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

Kobolds

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	1/2
<i>Attacks:</i>	weapon (1d6)
<i>Special:</i>	None
<i>Move:</i>	6
<i>HDE/XP:</i>	y 1/1

Kobolds are subterranean, vaguely goblin-like humanoids. They have a -1 penalty when fighting above ground. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat.

Liches

<i>Armor Class:</i>	0 [12]
<i>Hit Dice:</i>	12-18
<i>Attacks:</i>	touch (1d6+paralysis)
<i>Saving Throw:</i>	5, 4, 3, 3, 3, 3
<i>Special:</i>	See Below
<i>Move:</i>	6
<i>HDE/XP:</i>	15/290, 16/320, 17/350, 18/380, 19/410, 20/440, 21/470

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). A liche has the same spell-casting powers as the original arcane caster





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(Wizardry skill rank equal to $\frac{1}{2}$ the liche's hit dice). 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

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	2+1
<i>Attacks:</i>	<i>claws or sword (1d6)</i>
<i>Special:</i>	<i>Underwater</i>
<i>Move:</i>	6 (12 when swimming)
<i>HDE/XP:</i>	2/30

Lizardmen are reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. 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.

Lycanthropes

LYCANTHROPEs ARE WERE-CREATURES, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They can be hit by normal weapons, but silver weapons might inflict additional damage. If any character is brought below 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

Lycanthrope, Werebear

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	7+3
<i>Attacks:</i>	<i>bite (1d6)</i>
<i>Special:</i>	<i>Lycanthropy</i>
<i>Move:</i>	9
<i>HDE/XP:</i>	8/800

Werebears are mostly found in wilderness areas.

Lycanthrope, Wererat

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	3
<i>Attacks:</i>	<i>weapon (1d6)</i>
<i>Special:</i>	<i>Lycanthropy, control rats</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	4/120

Wererats are mostly found in cities, lurking in shadowy alleyways. Wererats can control rats, and are extremely stealthy (surprising opponents on 1-4 on a d6).

Lycanthrope, Werewolf

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	3
<i>Attacks:</i>	<i>weapon (1d6)</i>
<i>Special:</i>	<i>Lycanthropy, control rats</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	4/120

Werewolves are the traditional Lycanthropes seen in horror movies. They are often only affected by silver or magical weapons, often are humanoid except for during a full moon, and so on.

**Lycanthrope, Weretiger**

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	6
<i>Attacks:</i>	<i>2 claws (1d6), 1 bite (1d6)</i>
<i>Special:</i>	<i>Lycanthropy</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	7/60

Weretigers are often found in tropical cities and ancient jungle ruins.

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Manticores

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	6+4
<i>Attacks:</i>	1d6 tailspikes (1d6 damage per spike)
<i>Special:</i>	Flight
<i>Move:</i>	12 (8 when swimming)
<i>HDE/XP:</i>	8/80

A horrid monster with bat wings, the face of a feral human, the body of a lion, and a tail tipped with 24 iron spikes. The manticore can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of 180 ft.

Medusa

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	6
<i>Attacks:</i>	weapon (1d6)
<i>Special:</i>	Petrifying gaze
<i>Move:</i>	9
<i>HDE/XP:</i>	8/80

Medusae are horrid creatures from Greek mythology with a female face but hair of writhing snakes; they have no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but lethally poisonous with a successful hit (saving throw applies).

Minotaurs

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	6+4
<i>Attacks:</i>	weapon (1d6)
<i>Special:</i>	Never lost in labyrinths
<i>Move:</i>	12
<i>HDE/XP:</i>	6/40

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



Mummies

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	6+4
<i>Attacks:</i>	touch (1d6+special)
<i>Special:</i>	Rot, hit only by magic weapons
<i>Move:</i>	6
<i>HDE/XP:</i>	7/60

Mummies cannot be hit by normal weapons, and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to half normal, but a Remove Curse spell is required to completely lift the mummy's curse.

Ochre Jelly

<i>Armor Class:</i>	5 [7]
<i>Hit Dice:</i>	6
<i>Attacks:</i>	acid strike (1d6)
<i>Special:</i>	Lightning divides creature
<i>Move:</i>	3
<i>HDE/XP:</i>	6/40

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making a raise dead spell impossible.

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Ogres

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	4+1
<i>Attacks:</i>	<i>weapon</i> (1d6+2)
<i>Special:</i>	<i>None</i>
<i>Move:</i>	9
<i>HDE/XP:</i>	4/12

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there. Sometimes Ogres are mistaken for trolls.



Ogre Mages

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	5+4
<i>Attacks:</i>	<i>weapon</i> (1d6)
<i>Special:</i>	<i>Magic use</i>
<i>Move:</i>	12 (18 when flying)
<i>HDE/XP:</i>	7/60

The ogre mage is an ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn invisible (per the spell), create a 10 ft radius circle of magical darkness, change into human form, cast sleep and charm person once per day, and cast a cone of frost with a range of 60 ft to a base of 30 ft., causing 8d6 damage to any caught within (saving throw applies). Western folklore also contains many examples of shape-shifting, magical ogres (the most famous example being the one in Puss-in-Boots), so there might be many different interpretations of magical ogres whether or not they are called “ogre mage.”

Orcs

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	1
<i>Attacks:</i>	<i>weapon (1d6)</i>
<i>Special:</i>	<i>None</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	1/2

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a penalty of -1 in sunlight. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional hit dice, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a mystic sorcerer.



Owlbears

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	5+1
<i>Attacks:</i>	<i>2 claws (1d6), 1 bite (2d6)</i>
<i>Special:</i>	<i>Hug for additional 2d6 if to-hit roll is 18+</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	5/24

Owlbears have the body of a bear, but the beak of an owl (with some feathers on the head and places on the body as well). On an attack roll of 18+ (natural roll), the owlbear grabs its victim and hugs it for an additional 2d6 points of damage.

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Pegasus

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	4
<i>Attacks:</i>	hooves (1d6)
<i>Special:</i>	Flight
<i>Move:</i>	24 (48 when flying)
<i>HDE/XP:</i>	4/12

Pegasus was the winged horse from Greek mythology. Other Pegasus creatures might have bat wings, some might be evil; such choices are left to the Referee.

Purple Worms

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	15
<i>Attacks:</i>	bite or sting (1d6)
<i>Special:</i>	Poison sting, swallow
<i>Move:</i>	9
<i>HDE/XP:</i>	17/350

Purple worms are massive annelids that grow 40 ft and more in length, and sometimes exceed ten feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed number, or if the worm rolls double the number required to-hit. They can swallow anything the size of a horse or smaller. In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly even from the piercing wound it inflicts. The poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted (or perhaps still do, in deep places) with such natural weapons must have been terrifying indeed.

Rats, Giant

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	1-1
<i>Attacks:</i>	bite (1d6)
<i>Special:</i>	2 in 2d6 are diseased
<i>Move:</i>	12
<i>HDE/XP:</i>	1/1

Giant rats are often found in dungeons, and are about the size of a cat or a lynx. The bite of some (2 on 2d6) giant rats causes disease. A saving throw vs. poison is allowed. The effects of the disease are decided by the Referee.

Rocs

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	12
<i>Attacks:</i>	claw (3d6)
<i>Special:</i>	None
<i>Move:</i>	3 (30 when flying)
<i>HDE/XP:</i>	12/200

Rocs are the mythological great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or fledglings would be a prize indeed, worth great sums of gold. Rocs might grow as large as 18 HD, with commensurately increased statistics.

Salamanders

<i>Armor Class:</i>	3 [9], 2 [10]
<i>Hit Dice:</i>	7
<i>Attacks:</i>	touch or constrict (1d6)
<i>Special:</i>	Heat, constrict
<i>Move:</i>	9
<i>HDE/XP:</i>	8/80

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human (AC 3 [9]) and the lower body of a snake (AC 2 [10]), and give off tremendous, intense





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heat. The very touch of a salamander deals 1d6 hit points of fire damage, and they wrap their tails around foes to cause an additional 2d6 points of crushing damage per round. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

Sea Serpents

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	30
<i>Attacks:</i>	bite (4d6)
<i>Special:</i>	Swallow
<i>Move:</i>	18 (Swim)
<i>HDE/XP:</i>	30/840

The size and nature of sea serpents is a matter for the Referee to determine. The sea serpent depicted here would be about middle size, about sixty feet in length, with smaller ones being half that size (with adjusted statistics, of course), and large ones being about 50% larger than the one described here. A sea serpent would undoubtedly be capable of swallowing a human whole, probably on a natural attack roll of no more than 14. A character swallowed whole would be digested within, perhaps, three hours.

Shadows

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	3+3
<i>Attacks:</i>	touch (1d6+strength drain)
<i>Special:</i>	See Below
<i>Move:</i>	12
<i>HDE/XP:</i>	4/13

Shadows may or may not be undead creatures: they are immune to sleep and charm, but the Referee may decide whether they are undead creatures subject to turning or whether they are some horrible “other” thing, a manifestation perhaps, or a creature from another dimension. Shadows are dark and resemble shadows, though they may be darker. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to

a strength of -3, he becomes a shadow. Strength points return after 90 minutes (9 turns).

Skeletons

<i>Armor Class:</i>	5 [7], 4 [8] <i>with shield</i>
<i>Hit Dice:</i>	1
<i>Attacks:</i>	<i>weapon or strike (1d6)</i>
<i>Special:</i>	<i>None</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	1/2

Skeletons are animated bones of the dead, usually under the control of some evil master.

Slug, Giant

<i>Armor Class:</i>	5 [7]
<i>Hit Dice:</i>	12
<i>Attacks:</i>	<i>bite (1d6)</i>
<i>Special:</i>	<i>Spits acid for 2d6 dmg</i>
<i>Move:</i>	6
<i>HDE/XP:</i>	13/230

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva (one target at a time). The base range for spitting is 60 ft., and within this range the slug's spittle will be 50% likely to-hit (no to-hit roll required). For every additional 10 ft of range, the chance to-hit decreases by 10%. On its first spitting attack, the slug only has a 10% chance to-hit within 60 ft, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity (thus changing the damage inflicted).



Specters

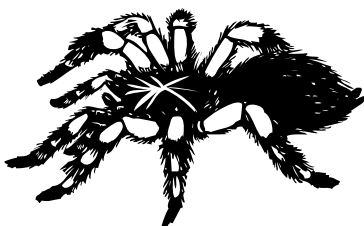
<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	7
<i>Attacks:</i>	<i>touch (2d6)</i>
<i>Special:</i>	<i>Drains 2d6 HP per hit</i>
<i>Move:</i>	15 (30 when flying)
<i>HDE/XP:</i>	9/110

Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, either with hand or weapon, the touch drains 2d6 HP from the victim. Only magical weapons can damage a specter. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below 0 HP) by a specter becomes a specter himself—a pitiful thrall to its creator.

Spiders, Giant

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	2+2
<i>Attacks:</i>	<i>bite (1d6+poison)</i>
<i>Special:</i>	<i>See Below</i>
<i>Move:</i>	18
<i>HDE/XP:</i>	5/24

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, adding +1 to save vs. poison.



Treants

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	7-12
<i>Attacks:</i>	strike (2d6, 3d6, 4d6)
<i>Special:</i>	Control trees
<i>Move:</i>	12
<i>HDE/XP:</i>	7/60, 8/80, 9/110, 10/140, 11/170, 12/200

Treants are tree-like protectors and “shepherds” of forest trees. 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

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	6+3
<i>Attacks:</i>	claw (1d6)
<i>Special:</i>	Regenerates
<i>Move:</i>	12
<i>HDE/XP:</i>	8/80

Trolls are as tall as ogres and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (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 regrow lopped-off heads and limbs.



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Unicorns

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	4+5
<i>Attacks:</i>	hoof or horn (1d6)
<i>Special:</i>	See Below
<i>Move:</i>	24
<i>HDE/XP:</i>	5/24

Unicorns are generally shy and benevolent creatures, who will only allow a chaste maiden to approach them. They can teleport once per day to a distance of 360 ft., with a rider. When they charge, their horn can deal double damage. Unicorns are 25% resistant to magic. The unicorn's horn has healing properties according to legend (the details of this, if any, are left to the Referee). There is considerable room to create variant sorts of unicorns: evil ones, flying ones, etc.

Vampires

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	7-9
<i>Attacks:</i>	bite (1d6+level drain)
<i>Special:</i>	See Below
<i>Move:</i>	12 (18 when flying)
<i>HDE/XP:</i>	9/110, 10/140, 11/170

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons, and when "killed" in this way they change into a gaseous form, returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire's eyes necessitates a saving throw at -2, or the character is charmed (as per the spell Charm Person). Most terrifyingly, a vampire's bite drains two levels from the victim.

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the

sight of a mirror, or the sight of “good” holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator. This description will be recognized easily as the “Dracula” type of vampire.

Many other possibilities for vampires exist in folklore: those who drink blood rather than level drain (Nosferatu), those vampires more feral than intelligent. Plus, other cultural templates with different attributes could be created—how about an ancient Aztec vampire?

Wights

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	3
<i>Attacks:</i>	claw (1d6+1)
<i>Special:</i>	See Below
<i>Move:</i>	9
<i>HDE/XP:</i>	5/24

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed by a wight becomes a wight.

Worgs

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	4
<i>Attacks:</i>	bite (1d6)
<i>Special:</i>	None
<i>Move:</i>	18
<i>HDE/XP:</i>	4/12

Worgs are large, intelligent, and evil wolves. They may have supernatural origins.



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Wraiths

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	4
<i>Attacks:</i>	<i>touch (1d6+level drain)</i>
<i>Special:</i>	<i>See Below</i>
<i>Move:</i>	9
<i>HDE/XP:</i>	6/40

Wraiths are powerful wights, 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

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	8
<i>Attacks:</i>	<i>bite or sting (1d6)</i>
<i>Special:</i>	<i>Poison, sting, flight</i>
<i>Move:</i>	6 (24 when flying)
<i>HDE/XP:</i>	9/110

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 likely to use its tail (1-4 on 1d6), which can lash out to the creature's front even farther than its head can reach.

Yellow Mold

<i>Armor Class:</i>	<i>n/a</i>
<i>Hit Dice:</i>	<i>n/a</i>
<i>Attacks:</i>	<i>1d6 damage if touched</i>
<i>Special:</i>	<i>Poisonous spores</i>
<i>Move:</i>	<i>0</i>
<i>HDE/XP:</i>	<i>3/6</i>

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (1-3 on 1d6) release a cloud of poisonous spores, roughly 10 ft. in diameter. Failing a saving throw against the spores means that the character dies a rather horrible death. Touching yellow mold causes 1d6 points of acid damage. These growths can be destroyed with fire.

Zombies

<i>Armor Class:</i>	<i>5 [7], 4 [8] with shield</i>
<i>Hit Dice:</i>	<i>2</i>
<i>Attacks:</i>	<i>weapon or strike (1d6)</i>
<i>Special:</i>	<i>Immune to sleep, charm</i>
<i>Move:</i>	<i>6</i>
<i>HDE/XP:</i>	<i>2/3</i>

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.





Better Monsters

There is really no limit as to how high monsters can go, and often it's fun to trick the players by throwing uber-monsters at them. The Referee should feel free to adjust AC, HD, or other factors to make monsters more challenging.

Also, feel free to try new options like a super strain of orcs, goblin spider-riders, or fire-resistant mummies just to keep the players on their toes.

Monster Levels

You may notice that while character skills are capped, monster HD are not. The reasons for this are simple:

- Players run in packs and big monsters need levels to overcome a disadvantage in numbers.
- Players tend to be creative while many Referees allow monsters to “play stupid.”

The Referee has the option of allowing characters to continue to advance, or to put a cap on monster levels as he or she sees fit.

Creating Monsters

MONSTERS ARE NOT PLAYER CHARACTERS, and their abilities are not at all determined by the rules for PCs—not even the stats for races that can have player characters, such as Dwarves. A monster's abilities are determined by the Referee, not by any rules! Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! You are responsible for the quality of the swords and sorcery in your game, not the rules. So don't try to create monsters according to any sort of power formula. Create monsters based on how they feel and how they play at the gaming table. Create challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you're “allowed” to do.



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Table 27: Monster Creation

HIT DICE	BASE "TO-HIT" BONUS <i>(If using quick formula for Ascending AC)</i>	SAVING THROW	XP AWARD
< 1	+1	11	1
1	+1	10	2
2	+1	10	3
3	+2	9	6
4	+2	9	12
5	+3	9	24
6	+3	8	40
7	+4	8	60
8	+4	8	80
9	+5	7	110
10	+5	7	140
11	+6	7	170
12	+6	6	200
13	+7	6	230
14	+7	5	260

Table 28: Encounter Tables (Wilderness)

Roll d6 twice per hex to check for becoming lost and/or an encounter

TERRAIN	OPEN	FOREST	RIVER, COAST	JUNGLE, SWAMP	HILLS, MOUN- TAINS	DESERT	SETTLED
Lost	1	1 - 2	1	1 - 3	1 - 2	1 - 3	--
Encounter	1	1 - 2	1 - 2	1 - 3	1 - 3	1 - 2	1

Table 29: Encounter Type

2D6	OPEN	FOREST	RIVER, COAST	JUNGLE, SWAMP	HILLS, MTNS	DESERT	SETTLED
2	Dragon	Dragon	Dragon	Dragon	Dragon	Dragon	Undead
3	Monster	Monster	Monster	Monster	Monster	Monster	Humnd.
4	Animal	Animal	Animal	Undead	Animal	Undead	Men
5	Humnd.	Animal	Animal	Animal	Humnd.	Animal	Men
6-7	Men	Humnd.	Humnd.	Humnd.	Humnd.	Humnd.	Men
8	Men	Men	Men	Men	Men	Men	Humnd.
9	Humnd.	Humnd.	Animal	Animal	Humnd.	Humnd.	--
10	Animal	Animal	Animal	Undead	Humnd.	Animal	--
11	Monster	Monster	Monster	Monster	Animal	Undead	--
12	Lycanth.	Lycanth.	Lycanth.	Lycanth.	Giant	Monster	--

Table 30: Men

2D6	OPEN, FOREST	RIVER, COAST	JUNGLE, SWAMP	HILLS, MTNS, DESERT	SETTLED
2	NPCs	NPCs	NPCs	NPCs	NPCs
3	Clerics	Berserkers	Mages	Berserkers	Bandits
4	Fighters	Fighters	Berserkers	Fighters	Clerics
5	Bandits	Pirates	Fighters	Bandits	Common
6-7	Common	Pirates	Bandits	Bandits	Common
8	Bandits	Bandits	Bandits	Bandits	Common
9	Soldiers	Fighters	Fighters	Fighters	Soldiers
10	Fighters	Berserkers	Berserkers	Berserkers	Soldiers
11	Berserkers	Mages	Mages	Clerics	Fighters
12	Mages	Clerics	Clerics	Mages	Mages



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Table 31: Humanoid

d6	OPEN, FOREST	RIVER, COAST	JUNGLE, SWAMP	HILLS, MTNS, DESERT	SETTLED
2	Ogres	Ogres	Ogres	Ogre Mage	Goblins
3	Gnolls	Gnolls	Bugbears	Gnolls	Dwarfs
4	Hobgoblins	Orcs	Orcs	Hobgoblins	Elves
5	Elves	Lizardmen	Lizardmen	Dwarfs	Kobolds
6-7	Orcs	Hobgoblins	Lizardmen	Kobolds	--
8	Orcs	Trolls	Kobolds	Orcs	--
9	Elves	--	Hobgoblins	Goblins	--
10	Kobolds	--	Trolls	Trolls	--
11	Bugbears	--	--	Ogres	--
12	Trolls	--	--	Minotaurs	--

Table 32: Animal

d6	OPEN, FOREST	RIVER, COAST	JUNGLE, SWAMP	HILLS, MTNS, DESERT
1	Worgs	Rats	Rats	Snake,G
2	Snake,G	Centipedes	Snake,G	Worgs
3	Spiders	Snake,G	Spiders	Rats
4	Rats	Beetle,G	Centipedes	Spiders
5	Beetle,G	Spiders	Beetle,G	Centipedes
6	Centipedes	Roll again	Roll again	Roll again

Table 33: Monster

2D6	OPEN, FOREST	DESERT	HILLS, MTNS	JUNGLE, SWAMP	RIVER, COAST
2	Unicorns	Salamander	Basilisk	Medusa	Sea Serpent
3	Dryad	Purple Worm	Chimerae	Dryad	Basilisk
4	Centaur	Basilisk	Gorgons	Basilisk	Chimerae
5	Basilisk	Gorgons	Griffons	Cockatrice	Harpies
6	Wererat	Manticore	Harpies	Chimerae	Medusa
7	Cockatrice	Medusa	Werewolf	Harpies	Pegasi
8	Blink Dog	Roc	Hippogriffs	--	--
9	Werewolf	Roll again	Manticore	--	--
10	Chimerae	--	Medusa	--	--
11	Manticore	--	Pegasi	--	--
12	--	--	Roc	--	--


Table 34: Other Types

2D6	DRAGON	UNDEAD	GIANT
2	Dragon, Gold	Banshee	Efreet
3	Dragon, Blue	Wraiths	Djinn
4	Dragon, Black	Shadow	Giant, Frost
5	Dragon, Green	Ghouls	Giant, Stone
6	Dragon, Red	Skeletons	Giant, Hill
7	Dragon, White	Zombies	Giant, Storm
8	Wyverns	Wights	Giant, Fire
9	Hydrae	Mummies	Giant, Could
10	--	Spectre	Treants
11	--	Vampires	Titans
12	--	Liches	--



CHAPTER 8:

Treasure

 HESTS FILLED WITH GOLD COINS, *precious gems and jewellery*, these are things that can make any adventurers to start drooling. Add magic items to this list and some adventurers become ecstatic and might even turn on their comrades if their desire to own the item becomes too big...

For many player characters this is the very reason that they might risk their lives and go out on adventure. Other player characters are more interested in making a difference while adventuring, doing something important.

Regardless of the reasons and goals the character has, no one can argue with the fact that magic items can be very useful and might even make the difference between success and failure.

Generating Treasure

TREASURE IN DUNGEON QUESTING generally comes in three categories: *coins and gems*; *jewellery*; and *magic items*.

However, not all creatures will possess all those types of treasure in equal measure. For example a dragon's hoard will be very different from the contents of a goblin's belt pouch.

The treasure table gives three types of valuable items other than coins: gems, jewellery and special items. When the treasure table indicates that one or more of these items is present, check each item in turn to find out its value.

Gems

The value of each gem is 1d6 x 10 silver coins for the more common ones, and 1d6 x 100 silver coins for the rare ones. Which kind the players find is up to the Referee to decide.

Jewellery

The value of a piece of jewellery goes from 1d6 x 20 silver coins up to 1d6 x 200 silver coins. Again, it is up to the Referee to decide the value as well as its appearance.

Special Items

Special items are other potentially valuable goods in the possession of the monsters. They may be works of art, rare books, trade goods such as spices or silks, expensive perfumes and incenses, furs, or almost anything else.

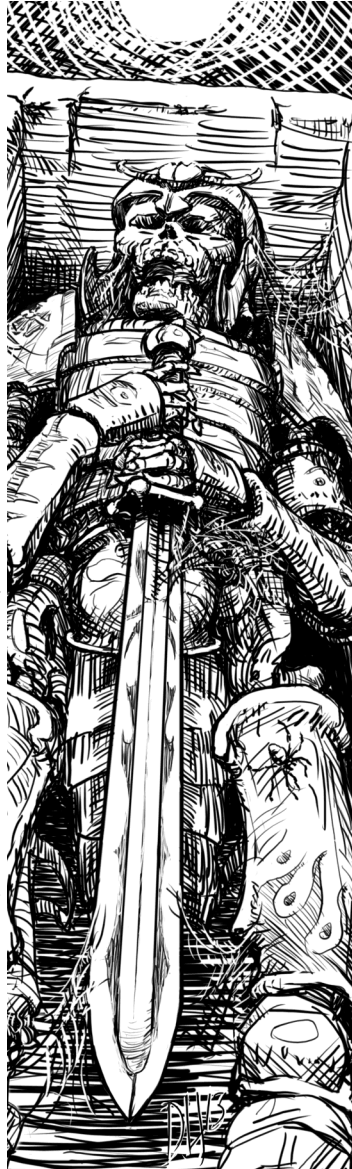
Since these items can be so varied, it is not possible to create an exhaustive list or table of possibilities. Simply roll 10d6 x 10 to find out the value (in silver coins) of each special item, and then decide what that value represents.

Magic Items

Not all treasure has purely monetary value. Many items have potent magical powers that will aid an adventurer.

When the treasure table indicates that one or more magical items are present, it may also indicate the type of magical item or items.

This is where the Referee needs to be creative; there are no tables in how to generate the powers of a magical item, you have to use your imagination. However, there are a few guidelines presented after the random treasure tables.



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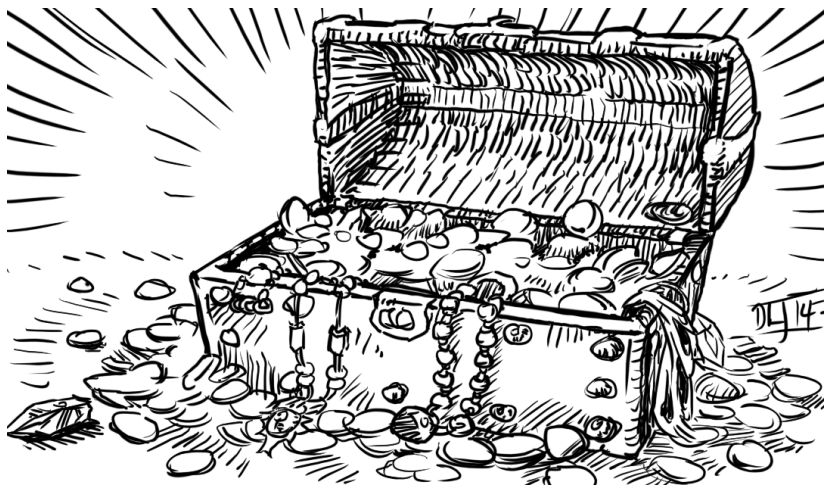
The Treasure Table

In some cases you can add a modifier for creatures that are assumed to have a larger or smaller treasure than usual or you can safely skip the rolling and just pick a suitable size; what's the point of having a dragon without a dragon's hoard?

Additionally, many unintelligent animals and beasts will not carry any treasure or have a hoard, so when defeating an animal/beast you can skip the treasure.

Table 35: Treasure Size

1D6+HDE	TREASURE SIZE
1-3	None
4-5	Tiny
6-7	Small
8-9	Average
10-11	Large
12-13	Troll Hoard
14-15	King's Hoard
16+	Dragon's Hoard



The Treasure Size

Some of the entries are described as having a x in y chance (like 1 to 6, 3 to 6, etc.) of having a certain item; roll a d6 and if you come up with the right result (like rolling a 1 on a 1 in 6 chance) the item will be added to the treasure.

None

- This monster does not possess any treasure.

Tiny

- 1d6 copper coins
- Basic weapons, tatty armour and mundane items such as small wooden objects, rat skulls, etc.

Small

- 1d6 silver coins
- 2d6 copper coins
- 1 in 6 chance of having 1d6 gold coins
- General weapons and armour

Average

- 1d6 gold coins
- 3d6 silver coins
- 5d6 copper coins
- 3 in 6 chance of 1 gem
- 1 in 6 chance of 1 magic item

Large

- 3d6 gold coins
- 5d6 silver coins
- 10d6 copper coins
- 1 gem, plus 3 in 6 chance of 1d6 other gems
- 3 in 6 chance of 1 magic item

Troll Hoard

- 3d6 x 10 gold coins
- 1d6 x 100 silver coins
- 1d6 x 1000 copper coins
- 1d6 gems
- 1 magic item, plus 1 in 6 chance of another magic item



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King's Hoard

- 1d6 x 100 gold coins
- 5d6 x 1000 silver coins
- 2d6 x 1000 copper coins
- 2d6 gems
- 1-3 magic items (1 dice divided by 2)

Dragon's Hoard

- 2d6 x 100 gold coins
- 1d6 x 1000 silver coins
- 1d6 x 10000 copper coins
- 3d6 gems
- 1d6 magic items

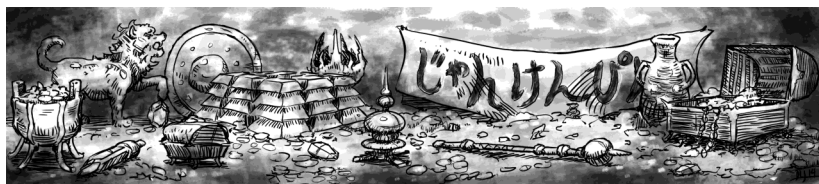


Finding Magic Items

If the treasure indicates a magic item has been found, roll 2 dice and consult TABLE 36 to find out what kind of magic item it is, then roll on the appropriate table below.

Table 36: Magic Items

2D6 ROLL	MAGIC ITEM TYPE
2	Miscellaneous
3	Staff or Wand
4	Weapon
5	Armour
6	Potion
7	Scroll
8	Potion
9	Armour
10	Weapon
11	Staff or Wand
12	Miscellaneous



Potions and Scrolls

A potion is a magic concoction infused with a spell-like effect that affects only the drinker, making some spells useless as potions. If the treasure found is a potion, the Referee should consult the spell lists in CHAPTER 5: SPELLS to determine what kind of potion has been found. It's up to the Referee to decide the effects of the potion. It could, for example, be a healing potion, an armour potion, etc.

Most scrolls contain some sort of magic which is activated when read, and which may only be used once; the writings on the scroll burn away as the words are read.

Spell Scrolls are enchanted with one or more spells. Each spell can be used just once, though of course the same spell may appear multiple times on a single scroll. Again, it's up to the Referee to decide exactly what spell the scroll contains.

To cast a spell from a scroll, the character needs to make a Wizardry test for arcane scrolls or Theurgy test for divine scrolls, with the a target number of 7 plus the spell's level, if the test is successful the spell is cast, if unsuccessful, the scroll disintegrates.

The Referee will have to determine what kind of spell scroll that the players have found.



Staffs and Wands

Staffs and wands are magically imbued items made of wood, bone or metal. These magic items have charges - a charge is the amount of times the item will work until useless.

A newly created staff or wand has 20 charges, and each use of the wand depletes one of those charges; a wand found in a treasure hoard will have 3d6 charges remaining.



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If the treasure found is a staff or wand, roll 2 dice and consult TABLE 37 to determine what properties it has.

Staves & Wand Descriptions

Wand Type 1

This wand contains a 1st level spell (The Referee decides what spell it is). When commanded, the wand will cast the spell.

Wand Type 2

This wand contains a 2nd level spell (The Referee decides what spell it is). When commanded, the wand will cast the spell.

Wand Type 3

This wand contains a 3rd level spell (The Referee decides what spell it is). When commanded, the wand will cast the spell.

Wand Type 4

This wand contains a 4th level spell (The Referee decides what spell it is). When commanded, the wand will cast the spell.

Wand Type 5

This wand contains a 5th level spell (The Referee decides what spell it is). When commanded, the wand will cast the spell.

Staff +1

This staff augments the magician's spellcasting ability, it gives the wielder a +1 bonus to all spellcasting tests.

Staff +2

This staff augments the magician's spellcasting ability, it gives the wielder a +2 bonus to all spellcasting tests.

Staff +3

This staff augments the magician's spellcasting ability, it gives the wielder a +3 bonus to all spellcasting tests.

Staff With Spell

This staff functions as a combination of a staff with a bonus to the spellcasting tests and a magic wand containing a random spell.

Roll 1d6 to determine the magic bonus; 1-3: +1, 4-5: +2, 6: +3. Once the magic bonus is determined, repeat the process to determine the spell level; 1-2: level 1; 3: level 2; 4: level 3; 5: level 4; 6: level 5. The exact spell is then determined by the Referee, using the guidelines presented here in regards to the spell's level.

Mana Item

This item gives your character additional spell slots per day; roll 1d6 to determine how many spell levels worth of spell slots that the item contains. For example, rolling a 3 means that the item has 3 spell levels worth of spell slots available.

Table 37: Staves & Wands

3D6 ROLL	STAFF OR WAND
3-6	Wand type 1
7	Wand type 2
8	Wand type 3
9	Wand type 4
10	Wand type 5
11-12	Staff +1
13	Staff +2
14	Staff +3
15	Staff +1 with spell
16	Staff +2 with spell
17	Staff +3 with spell
18	Mana item



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Magic Armor

Magic armor (including shields) offers improved, magical protection to the wearer. In general, magic armor grants the normal Defense bonus for its type, plus the magical armor bonus, as rolled on the Magic Armor table; for example, a Plate Mail +2 provides a +2 bonus to the wearer's AC in addition the base AC from a mundane armor.

If the treasure found is **MAGIC ARMOR**, roll 2 dice and consult the following table to determine what properties it has.

Table 38: Magic Armor

2D6 ROLL	MAGIC ARMOR
2	Cursed (-1 Armor)
3-4	+2 AC
5-9	+1 AC
10-11	+2 AC
12	Special (the GM decides)

Magic Weapons

Magic weapons are created with a variety of powers and will usually aid the wielder in combat. A magical weapon's bonus is added to Attack and damage rolls made with the weapon. If the treasure found is a **MAGIC WEAPON**, roll 2 dice and consult the following table to determine what properties it has.

Special Magical Weapons

To determine which **SPECIAL MAGIC WEAPON** you players have discovered, roll 2 dice and consult the **TABLE 40** on the next page.

Table 39: Magic Weapons

2D6 ROLL	MAGIC WEAPON
2	Cursed Weapon (-1 Attack and -1 damage)
3-9	+1 attack and +1 damage
10-11	+2 attack and +2 damage
12	Roll on the Special Weapons Table

Table 40: Special Magic Weapons

2D6 ROLL	MAGIC WEAPON
2-3	Flaming (deals 1-6 extra fire damage)
4-5	Speed (two attacks per round)
6-8	+3 Attack and +3 damage
9-10	Impact (deals maximum damage on each hit)
11-12	Accurate (automatically hits)

Miscellaneous

This category includes everything not included in the other categories and covers both spell items and bonus items. The bonus items cover any attribute and can even be specialized towards a specific aspect of a skill, like the stealth aspect of the Dexterity attribute.

Spell items have a spell-like effect that can be permanently active or use activated (requires a movement action to activate).

Bonus items give its wearer a bonus to an attribute or a limited aspect of an attribute, or to a derived characteristic, like Hit Points, etc.

If the treasure found is MISCELLANEOUS, roll 2 dice and consult the following table to determine what properties it has.

Table 41 Miscellaneous Item

2D6 ROLL	ITEM
2-4	Spell Item (use activated, 1d6 times per day)
5-8	+1 Bonus Item *
9-10	+2 Bonus Item*
11-12	Spell Item (Constant effect)

* Roll 1d6; 1-3: limited aspect of a specific attribute, 4-5: derived characteristic, 6: attribute bonus.



Appendix

THE APPENDIX CONTAINS RULES for "high level" play, and some optional rules, like re-introducing classes and levels in classic *WhiteBox* style, adapted to the 2d6 mechanic.

Also in the Appendix are some handy tables explaining the 2d6 mechanics, with dice probabilities.

Epic Level Play

AS PREVIOUSLY MENTIONED ON PAGE 85, the normal advancement is sufficient for most campaigns. However, for really long-term play where the players play the same character for the entire time, you might allow them to advance their skill ranks past rank 5 by raising the skill cap to rank 6. The cost for raising a skill from rank 5 to rank 6 is 3200 XP.

Having rank 6 in the Wizardry skill gives the character access to 6th level arcane spells and a number of spell slots equal to INT+2 for every spell level. Theurgy on the other hand doesn't give any higher level spells but they do get one additional spell slot for levels 1 to 5.

Epic characters also have the option to raise their Attributes. It costs 5000 XP to raise an Attribute by one point and each Attribute can only be raised once, up to a maximum score of +3.

6th Level Arcane Spells

Anti-Magic Shell

Spell Level: M6

Range: Caster

Duration: 2 hours

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.

Control Weather

Spell Level: M6

Range: Referee's discretion

Duration: Referee's discretion

The caster can summon or stop rainfall, tornadoes, create unusually high or low temperatures, clear the sky of clouds or summon clouds into being.

Death Spell

Spell Level: M6

Range: 240 ft.

Duration: Permanent

Within a 60 foot radius, up to 2d6 creatures with fewer than 7 HD perish.

Disintegrate

Spell Level: M6

Range: 60 ft.

Duration: Permanent

The caster defines one specific target such as a door, a peasant, or a statue, and it disintegrates into dust. Magical materials are not disintegrated, and living creatures (such as the aforementioned peasant) are permitted a saving throw. The Disintegrate spell cannot be dispelled.

Invisible Stalker

Spell Level: M6

Range: Near Caster

Duration: Until mission is completed

This spell summons an Invisible Stalker with 8 HD. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of Dispel Magic; it must be killed in order to deter it from its mission.





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Move Earth

Spell Level: M6

Range: 240 ft.

Duration: Permanent

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 6 feet per minute for 1 hour.

Move Water

Spell Level: M6

Range: 240 ft.

Duration: See below

The caster must announce which of the two options are being cast:

1. The spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to $1/2$ their normal levels. Used this way, the spell lasts for 10 turns.
2. Alternately, this spell creates a gap through water, but only to a depth of 10 feet. Used this way, the spell lasts for 6 turns.

Project Image

Spell Level: M6

Range: 240 ft.

Duration: 1 hour

The caster projects an image of his person to a maximum range of 240 feet. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image.

Quest

Spell Level: C5, M6

Range: 30 ft.

Duration: Until completed

If the victim fails his saving throw, the caster may set a task for him. If an arcane caster casts this spell the victim will die if he ignores the Quest altogether. If a divine caster casts this spell the victim's failure to obey will result in a curse to be determined by the Referee.

Reincarnation

Spell Level: M6

Range: Touch

Duration: Instantaneous

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body of the same alignment as the deceased.

Transform Stone-Flesh

Spell Level: M6

Range: 120 ft.

Duration: Permanent until reversed

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A saving throw is permitted to avoid being turned into stone, but if the spell succeeds the victim is transformed into a statue.

Re-introducing Classes

SOME PLAYERS AND REFEREES PREFER THE CLASS-AND-LEVEL SYSTEM of the original *WhiteBox*, which is perfectly fine, and that's why that system is reintroduced in this section.

The experience points are also the same as the original, which means that you have to multiply the XP rewards by 10 if you're going to use the Class-and-Level system.



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The Cleric

Clerics are armored priests who serve a particular alignment, religion, or patron deity. Players may make up the details if the Referee doesn't use a particular mythology for the campaign. Mythologies and other details of a campaign world often come later if the Referee is just starting.

Regardless of the details, the Cleric is a champion of his faith and/or moral alignment. The character might be a sinister witch-hunter, an exorcist of demons, a shining knight of the faith, or a secret agent of some temple hierarchy. Since many of the Cleric's abilities are oriented toward healing and protecting, they tend to play a support role during combat. However, they are able to stand shoulder-to-shoulder with the party's Fighters if need be—at least for a while. Clerics must be either Lawful (good) or Chaotic (evil). There are no Neutral Clerics unless the Referee decides otherwise. Chaos, Law, and Neutrality are described further on.

Table 42: Cleric Advancement Table

LEVEL	XP	HD	BHB	ST	SPELLS				
					1	2	3	4	5
1	0	1	+0	9	—	—	—	—	—
2	1,500	2	+0	9	1	—	—	—	—
3	3,000	3	+0	8	2	—	—	—	—
4	6,000	3+1	+1	8	2	1	—	—	—
5	12,000	4	+1	8	2	2	1	—	—
6	24,000	5	+1	7	2	2	1	1	—
7	48,000	6	+1	7	2	2	2	1	1
8	96,000	6+1	+2	7	2	2	2	2	2
9	192,000	7	+2	6	3	3	3	2	2
10	384,000	8	+3	6	3	3	3	3	3

Cleric Class Abilities

Weapon and Armor Restrictions: Because Clerics are forbidden the shedding of blood, they may only use blunt weapons (club, flail, mace, etc.) and the only missile weapon they are allowed is oil. Clerics have no armor restrictions.

Spell Casting: Clerics cast divine spells from a specific spell list, as per the Cleric Advancement table. Each day, the Cleric prays for a certain set of spells, choosing any spells from the standard list. Clerics of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Cleric uses the standard spell list. For the purpose of determining level-dependent effects on spells, assume that one skill rank in the Theurgy skill is equal to two class levels.

Saving Throw: Clerics receive a +1 bonus on saving throws vs. poison and paralysis.

Banishing Undead: Clerics can use their holiness to “Turn” the undead, causing them to flee (See Turning Undead, Page 40).

Establish Temple: At tenth level, a Cleric who chooses to build and dedicate a temple to a deity may attract a body of loyal followers who swear fealty to the character. If the Cleric changes alignment after establishing a Temple, the character will lose any followers (and probably face a mutiny).

Experience Bonus for Wisdom: Wisdom is the Prime Attribute for Clerics. Clerics with Wisdom of +1 or higher receive an additional 10% to experience, 5% as normal, and 5% because it is the Prime Attribute for the class.



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The Fighter

The Fighter is a warrior, trained in battle and in the use of armor and weapons. Your character might be a ferocious Viking raider, a roaming samurai, or a medieval knight. Because they are the best equipped of all the character classes to dish out and absorb damage, Fighters often end up on the front lines, going toe-to-toe with dragons, goblins, and evil cultists. If you are the party's Fighter, the down-and-dirty work is up to you.

Table 43: Fighter Advancement

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	9
2	2,000	2	+1	8
3	4,000	3	+1	8
4	8,000	4	+1	8
5	16,000	5	+2	7
6	32,000	6	+2	7
7	64,000	7	+2	7
8	128,000	8	+3	6
9	256,000	9	+4	6
10	512,000	10	+4	5

Fighter Class Abilities

Weapon and Armor Restrictions: Fighters are trained in warfare and, as such, have no restrictions on the kind of weapons or armor they can use.

Combat Mastery: Against enemies with HD equal or lower to $1/2$ your level (rounded up), you can make an extra attack as long as the previous one felled the target. After each attack you may take a small step to come in contact with another enemy who's not immediately adjacent (like 5 feet or 2 yards, no more).

Saving Throw: Fighters receive a +1 bonus on saving throws vs. death and poison.

Establish Stronghold: At ninth level, a Fighter who chooses to build a castle is considered to have reached the rank of “Baron” or “Baroness,” bestowed by the local ruler or monarch. The character may choose to attract a body of men-at-arms, who will swear their fealty as loyal followers.

Experience Bonus for Strength: Strength is the Prime Attribute for Fighters, which means that a Strength score of +1 or higher grants an additional 5% experience.

The Magic-User

The Magic-user is a mysterious figure, a student of arcane powers and spell casting. They can be devastating opponents. However, at lower levels, they are quite vulnerable and must be protected by the other party members. As Magic-users progress, they generally become the most powerful of the character classes—holding sway over the political destinies of great kingdoms and able to create wondrous magical artifacts.

Magic-user Class Abilities

Weapon and Armor Restrictions: Magic-users tend to spend their waking hours in study of arcane tomes and scrolls. As such, they have little time to train with weapons or learn how to properly engage in physical combat. Magic-users may only wield daggers or staves, and are not allowed the use of armor.

Spell Casting: Unlike the Cleric, the Magic-user owns a book of spells—which does not necessarily include all of the spells on the standard lists. Reading from this book, the Magic-user presses a select spell formula into his mind, effectively “preparing” it to be cast. Once a prepared spell is cast, the spell formula disappears from the Magic-user’s mind, and must be pre-



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pared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available “slots” in the Magic-user’s memory. If the Magic-user finds spell scrolls during an adventure, he can copy them into his spell book. For the purpose of determining level-dependent effects on spells, assume that one skill rank in the Theurgy skill is equal to two class levels.

Saving Throw: Magic-users receive a +1 bonus on saving throws vs. spells—including those cast from wands and staves (unless the Alternate “Saving Throw Matrix” is used).

Experience Bonus for Intelligence: Intelligence is the Prime Attribute for Magic-users, which means that an Intelligence score of +1 or higher grants them an additional 5% to all experience points awarded.

Table 44: Magic-User Advancement Table

LEVEL	XP	HD	BHB	ST	SPELLS				
					1	2	3	4	5
1	0	1	+0	9	1	—	—	—	—
2	2,500	1+1	+0	9	2	—	—	—	—
3	5,000	2	+0	8	3	1	—	—	—
4	10,000	2+1	+0	8	4	2	—	—	—
5	20,000	3	+1	8	4	2	1	—	—
6	40,000	3+1	+1	7	4	2	2	—	—
7	80,000	4	+1	7	4	3	2	1	—
8	160,000	4+1	+1	7	4	3	3	2	—
9	320,000	5	+2	6	4	3	3	2	1
10	640,000	5+1	+2	6	4	4	3	2	2

Thief

The thief is a specialized class adept at subterfuge and pilfering. With skills born from a lifetime of stealing, thieves make an uncomfortable addition to an adventuring group. The thief's penchant for larceny tends to make other party members weary of the inclusion of such a class into the group.

The thief's low HD makes overt martial participation less favorable for this class which prefers to rely on subterfuge and judicious use of backstabbing to prevail in combat.

Table 45: Thief Advancement

LEVEL	XP	HD	BHB	ST	SCOUTING	THIEVERY
1	0	1	+0	9	9	10
2	1,250	1+1	+0	8	9	9
3	2,500	2	+0	8	8	9
4	5,000	2+1	+1	8	8	8
5	10,000	3	+1	7	7	8
6	20,000	3+1	+1	7	7	7
7	40,000	4	+1	7	6	7
8	80,000	4+1	+2	6	6	6
9	160,000	5	+2	6	6	5
10	320,000	5+1	+3	5	6	4

Thief Class Abilities

Weapon/Armor Restrictions: Thieves may use any weapons, including magic swords and daggers, and may wear leather armor.

Thief Abilities: Starting at first level thieves possess two specific abilities. The *Thievery* ability include proficiency at opening locks and disarming traps, picking pockets, moving without a sound, and using shadows



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to conceal themselves. The *Scouting* ability grants the Thief a greater facility at detecting sounds and noises from beyond closed doors. To successfully use these abilities the player must generate a target number (on 2d6) displayed on TABLE 45: THIEF ADVANCEMENT. The rules for Scouting for Thieves replace the standard rules on page 33. Other classes make their Scouting rolls with a target number of 10 (dwarves, elves and halflings apply their racial bonuses to the specific conditions as indicated in the RACES section in CHAPTER 2: CHARACTERS, pages 13-16).

Backstab: A thief attacking from behind gains a +2 bonus to his and inflicts double damage. At levels 5-8 the damage is increased to x3, at levels 9+ the increase is x4.

Climb Sheer Surfaces: Thieves may climb incredibly sheer surfaces. As hardy adventurers, anyone may attempt to climb vertical surfaces but only the thief may ascend impossibly difficult surfaces or attempt unthinkable climbs. The thief starts out with a chance of 4 or higher on 2d6 to climb sheer surfaces. This chance increases by +1 for every 5 levels.

Read Languages (3rd): At 3rd level a thief may read most languages (2-10 on 2d6).

Use Scrolls (10th): Upon reaching 10th level thieves are able to use arcane scrolls. Spells above 6th level carry a 2 in 20 chance (2-3 on 2d6) of being miscast resulting in the scroll's reverse effect affecting the thief as opposed to the intended target.

Saving Throw: Thieves gain a +2 bonus on saving throws vs death and poison.

XP Bonus for Dexterity: Dexterity is the Prime Attribute for Thieves, which means that a Dexterity score of +1 or higher grants them an additional 5% to all experience points awarded.

Optional: New Skills

THIS SECTION presents a few new optional skills.

New Skills

Handle Animal (CHA): This skill involves the general handling of an animal, as well as training and commanding an animal to perform a task or trick that it knows, or even raise a wild creature from infancy and domesticate it.

You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated difficulty as shown on table 46.

Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor.

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time.

If you have no ranks in Handle Animal, you can use a Charisma check to handle and push domestic animals, but you can't teach, rear, or train animals.

Table 46: Handle Animal - Tasks

TASK	DIFFICULTY	NOTES
General Handling	8	<i>Calming the animal, pushing it, etc.</i>
Raise/domesticate wild creature	10+1/2 HD*	<i>Raising and domesticate a wild creature from infancy.</i>

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Table 47: Handle Animal - Tricks

TRICK	DIFFICULTY	NOTES
Attack	12	<i>The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able.</i>
Come	10	<i>The animal comes to you, even if it normally would not do so.</i>
Defend	12	<i>The animal defends you or another specific character.</i>
Down	10	<i>The animal breaks off from combat.</i>
Fetch	10	<i>The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.</i>
Guard	10	<i>The animal stays in place and prevents others from approaching.</i>
Heel	12	<i>The animal follows you closely, even to places where it normally wouldn't go.</i>
Perform	10	<i>The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.</i>
Seek	10	<i>The animal moves into an area and looks around for anything that is obviously alive or animate.</i>
Stay	10	<i>The animal stays in place, waiting for you to return.</i>
Track	12	<i>Track (DC 20): The animal tracks the scent presented to it.</i>
Work	10	<i>The animal pulls or pushes a load.</i>

Table 48: Handle Animal - Tricks

TRAINING	DIFFICULTY	NOTES
Combat Riding	12	<i>An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and beel. Training an animal for combat riding takes six weeks. *</i>
Fighting	12	<i>An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes three weeks.</i>
Guarding	12	<i>An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.</i>
Heavy Labor	10	<i>An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes two weeks.</i>
Hunting	12	<i>An animal trained for hunting knows the tricks attack, down, fetch, beel, seek, and track. Training an animal for hunting takes six weeks.</i>
Performance	10	<i>An animal trained for performance knows the tricks come, fetch, beel, perform, and stay. Training an animal for performance takes five weeks.</i>
Riding	10	<i>An animal trained to bear a rider knows the tricks come, beel, and stay. Training an animal for riding takes three weeks.</i>

**You may also “upgrade” an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal’s previous purpose and any tricks it once knew. Warborses are already trained to bear riders into combat, and they don’t require any additional training for this purpose.*





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Ride (DEX): Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem. This skill is used for more advanced things like stay in the saddle while your mount rears, bolts or if you take damage while being mounted. Other applications of this skill includes fighting on horse-back, leaping, galloping, on so on. Typical difficulty target numbers for riding checks vary from 6 to 10.

Profession (WIS): Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill, like *blacksmith, calligrapher, cartographer, cobbler, cook, engineer, farmer, fisherman, innkeeper, jeweler, lawyer, sailor, stonemason, etc.* A Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

You can practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Untrained laborers and assistants (that is, characters without any ranks in Profession) earn an average of 1 silver piece per day.

Sense Motive (WIS): A successful check lets you avoid being bluffed. You can also use this skill to determine when "something is up" (that is, something odd is going on) or to assess someone's trustworthiness. This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy. The standard difficulty of a Sense Motive check is 10.

Dice Probabilities

WHEN I MADE *Table 7: Difficulty* on page 24, I based the difficulty numbers on an average person with a 0 in all attributes and assumed that such an individual would succeed with an average difficulty if he or she rolled an eight or higher, thus setting the average TN of 8, giving that person roughly a 58% chance of success, and that was the starting point.

Probabilities of 2d6

This shows you all the possible rolls for 2d6, as well as how frequently you'll encounter them. For example, the fact that there are 6 ways of getting a 7 means that you have a 6/36, or 1/6 chance of rolling a 7, compared to the only 1/36 chance of rolling a 12. This means most of your rolls will be near 7.

Table 49: 2d6 Combinations

	1	2	3	4	5	6
1	2	3	4	5	6	7
2	3	4	5	6	7	8
3	4	5	6	7	8	9
4	5	6	7	8	9	10
5	6	7	8	9	10	11
6	7	8	9	10	11	12

Table 50: Percentile Outcome

ROLL	OUTCOME	%
2	1/36	2,77%
3	2/36	5,55%
4	3/36	8,33%
5	4/36	11,11%
6	5/36	13,88%
7	6/36	16,66%
8	5/36	13,88%
9	4/36	11,11%
10	3/36	8,33%
11	2/36	5,55%
12	1/36	2,77%
2 TO 12	36/36	100%
3 TO 12	35/36	97,22%
4 TO 12	33/36	91,66%
5 TO 12	30/36	83,33%
6 TO 12	26/36	72,22%
7 TO 12	21/36	58,33%
8 TO 12	15/36	41,66%
9 TO 12	10/36	27,77%
10 TO 12	6/36	16,66%
11 TO 12	3/36	8,33%

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Table 51: Chance of Success

SKILL + ATTRIBUTE	DIFFICULTY*					
	4	6	8	10	12	14
-2	72%	42%	17%	3%	3%	3%
-1	83%	58%	28%	8%	3%	3%
0	92%	72%	42%	17%	3%	3%
1	97%	83%	58%	28%	8%	3%
2	97%	92%	72%	42%	17%	3%
3	97%	97%	83%	58%	28%	8%
4	97%	97%	92%	72%	42%	17%
5	97%	97%	97%	83%	58%	28%
6	97%	97%	97%	92%	72%	42%
7	97%	97%	97%	97%	83%	58%

SKILL + ATTRIBUTE	TARGET NUMBER*					
	4	6	8	10	12	14
-2	6	8	10	12	12	12
-1	5	7	9	11	12	12
0	4	6	8	10	12	12
1	3	5	7	9	11	12
2	3	4	6	8	10	12
3	3	3	5	7	9	11
4	3	3	4	6	8	10
5	3	3	3	5	7	9
6	3	3	3	4	6	8
7	3	3	3	3	5	7

*Remember that rolling two 1's is always a failure and rolling two 6's is always a success.

D20 to 2d6 Conversion Tables

HERE ARE SOME HANDY TABLES for converting d20 material to the 2d6 system and vice versa.

Table 52: Attack Bonus

D20	2D6	ALTERNATE 2D6**
+1	+1	+0
+2	+1	+0
+3	+2	+1
+4	+2	+1
+5	+3	+1
+6	+4	+2
+7	+4	+2
+8	+5	+3
+9	+5	+4
+10	+6	+5
+11	+7	+6
+12	+7	+6
+13	+8	+7
+14	+8	+7
+15	+9	+8

***This would actually be a more correct version, but I opted to go for a more heroic progression.*

Table 53: Saving Throws

D20	2d6
20	12
19	11
18	10
17	10
16	9
15	9
14	9
13	8
12	8
11	8
10	7
9	7
8	7
7	6
6	6
5	5
4	5
3	4
2	3
1	2



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Table 54: *Armor Class*

D20 AC	D20 AAC	2d6 AC	2d6 AAC
8 to 9	10 to 11	5	7
6 to 7	12 to 13	4	8
4 to 5	14 to 15	3	9
2 to 3	16 to 17	2	10
0 to 1	18 to 19	1	11
-1 to -2	20 to 21	0	12
-3 to -4	22 to 23	-1	13
-5 to -6	24 to 25	-2	14

Final Words

THIS CONCLUDES THIS BOOK, *I hope you liked it. As always, if there's something you don't like with the rules, change them! And if you feel that there's something missing in the rules, add them in!*

I wrote this book out of curiosity; what if instead of using a variety of dice for different situations you only use two six-sided dice to handle every situation that comes up during play?

This later on evolved into: What if I break down classes and levels into skills to introduce a way for player characters to advance in any way they want to?

Well, this book is the result to these questions. As the updates are showing, there's room for improvements, I doubt that this version will be the last...

Mikael Hassel, May 2016.



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