

The Dungeon Questing Companion

A Dungeon Questing Supplement

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The Dungeon Questing Companion

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SPECIAL THANKS

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

DEDICATIONS

To my son, my greatest inspiration in life, with love.



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I: Introduction



WELCOME TO THE DUNGEON QUESTING COMPANION, The first official supplement for the Dungeon Questing fantasy role playing game!

Sooner or later there will come a time when the material of the core rules for most role playing games just aren't enough, players and Game Masters alike will probably find that there are a particular set of rules missing or some rules that needs a re-write or clarification. Others want more player options, more spells, monsters, items, or just simply more of everything!

This is why this book was written — to address some of the feedback I've been receiving and to add a few things that I myself felt was missing or poorly written.

Since English is not my native language, there's bound to be grammatical errors, but hopefully you will understand the fundamentals of the rules and options presented within this tome.

So grab your sword and start adventuring!


~ Mikael Hassel, September 2017 ~

About the Fonts in this Book

Some viewers with keen eyes might notice that the font of the body text is slightly different compared to the core rule book. This is because the font in *Dungeon Questing* was wrong from start, it had IM FELL DW PICA (9.5p), a font best used for smaller text sizes. This new font is called IM FELL GREAT PRIMER (9.5p) and is better suited for the body text size that I'm using.



II: Character Options

 HIS CHAPTER IS ALL ABOUT CHARACTER DEVELOPMENT. Here you will find a number of options to introduce to the game, like Talents, expanded Archetypes, a Life Path system, revised weapon tables, an option of having simplified weapons and so on.

Talents

Most OSR games are class and level based while *Dungeon Questing* is not (although there is an option in the APPENDIX in the core rules on how to use classes and levels). To emulate the various class abilities of the traditional games we introduce TALENTS.

Talents are the special abilities that sets the player characters apart from each other and from the NPCs. You may pick TWO TALENTS for your character and you can learn more during play (see table I on page 10).

ACROBAT: You are capable of amazing physical feats. When using this ability you make an Athletics skill check, however you may choose to use your Dexterity score if it's higher than your Strength. This ability can be used to make a standing jump at a distance or height of five feet, plus twice your Athletics skill rank or a running jump twice that distance. When using a ten foot pole to assist in these jumps you add an additional ten feet to distance. This ability also allows you to walk along narrow ledges or tightropes when used successfully, as well as scale sheer surfaces without the aid of tools.

Finally a successful Athletics roll allows you to reduce damage from a fall of up to 50 feet without suffering any damage.

ASSASSIN: You are trained in the art of murder and may invest skill ranks in the otherwise restricted Backstab skill.

GIANT-SLAYER: When fighting bugbears, giants, goblins, and hobgoblins, you may add your Fighting (or Marksmanship for ranged weapons) skill rank to your weapon damage in combat.

HEALING TOUCH: Once per day you may touch a wounded individual and heal them for a number of hit points equal to twice your Healing rank.

KEEN INSTINCTS: You can detect concealed doors easier than other characters and you cannot be surprised. You gain a +1 bonus on Scouting tests to discover secret and hidden doors, just like an Elf.

LIGHTNING REFLEXES: You are only surprised on a roll of 1 on 1d6 when rolling for surprise at the beginning of combat.

LUCKY: You have an uncanny luck. You are only surprised on a 1 on 1d6 when rolling for surprise at the beginning of combat and receive a +1 bonus to your Armor Class at all times.

MASTER SWORDSMAN: You receive +2 to your “to-hit” and damage rolls when wielding a long sword or short sword.

NATURAL AGILITY: You receive triple your Dexterity score as a bonus to your Armor Class. Thus if you have a Dexterity of +1 you would receive a +3 bonus to your Armor Class instead of the normal +1. If you have a Dexterity of 0 or less you receive a +1 bonus to your Armor Class instead of +0. This talent is useless if you wear any armor heavier than leather.

NOBLE: When you travel to the realm of another lord and announce yourself it is expected that you will be granted hospitality. This includes a place to rest in the local lord’s hall or castle, as well as attending meals and feasts.

You can also expect that your horse will be attended and that basic accommodations will be provided to those in the your retinue.

OBSURE LORE: Whenever you encounter a magical item, you may examine it in order to discern its history. To do this you make a Lore check with a Target Number of 10 and if the check is successful, you recall some information regarding the item's history or use. This may or may not reveal specific magical properties of that item, at the referee's discretion.

PRIEST: You are trained as a Priest and may invest skill ranks in the otherwise restricted Channel Divinity and Spellcasting (Theurgy) skills.

SAVAGE BLOWS: You receive +2 to all damage rolls made in melee combat.

SKILLED FIGHTER: You are trained as a Fighter and may invest skill ranks in the otherwise restricted Combat Mastery skill.

SWIFT RUNNER: You are quicker than others of your race. You add +3 to your base movement, as determined by your race.

TAUNT: You can taunt your opponents. When you use this ability, all enemies within 60' of you who can understand what you is saying become so infuriated that they suffer a -1 penalty on all "to-hit" rolls for the remainder of combat unless they make a successful saving throw. If you are slain during that combat, this effect ends.

TOUGHNESS: You are sturdier than most people and you gain +3 to your Starting Hit Points. Furthermore, you gain +1 Hit Point for each Body Development Skill Rank.

TOURNAMENT CHAMPION: You are a master in all forms of tournament combat. You receive a +1 bonus to all "to-hit" rolls when wielding a mace, long sword, or lance. When fighting with a lance from horseback, you receive +2 to damage rolls.

UNARMED COMBAT: You have specialized in perfecting your body, including mastery of unarmed combat. When fighting without a weapon you inflict 1d6 plus 1/2 your Fighting skill rank, rounded up, in damage.

Beginning at Fighting rank 3, your unarmed attacks are considered to be the equivalent of magical weapons for the purposes of damaging monsters who are immune to mundane attacks. At Fighting rank 5 your unarmed attacks are considered to be the equivalent of +1 weapons for these purposes.

WEAPON SPECIALIZATION: You may elect to specialize in one weapon type such as long bow, long sword, or battle axe—but not broad groups like “swords,” “bows” or “axes.” When wielding your specialized weapon, you receive a +1 bonus to their “to hit” rolls and +2 to your damage rolls. If your Fighting (or Marksmanship for ranged weapons) skill rank is 3 or higher you may attack twice with your specialized weapon.

WILDERNESS SURVIVAL: You are adept at surviving in the wild places of the world and are always able to find food and water to sustain yourself when in the wilderness without having to make a Survival check to do so.

WIZARD: You are trained as a Wizard and may skill ranks in the otherwise restricted Wizardry skill.

Table 1: Revised Improvement Costs

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	1,600
Learn a new Talent	1,600
Increase one Attribute by +1**	3,200

* Increase to cost by 25% (rounded up) for the following skills: Backstab, Body Development, Channel Divinity, Combat Expertise, Fighting, Marksmanship, Theurgy and Wizardry.

** You may only increase each Attribute one time only.

NOTE: You can only improve a skill by one Rank per session.

Archetypes

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 most of the classic archetypes found in other OSR games.

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 I, Channel Divinity I, Saving Throw I, Healing I, Theurgy I
 - **TALENTS:** Healing Touch, Priest
-

Barbarian

Barbarians are wild and fearsome warriors who comfortable in the wilds but rather awkward in civilized areas.

-
- **SKILLS:** Athletics I, Body Development I, Fighting I, Saving Throw I, Survival I
 - **TALENTS:** Savage Blows, Swift Runner
-

Bard

Bards are traveling minstrels and wandering storytellers who learns a lot of things during their journeys.

-
- **SKILLS:** Influence I, Fighting I, Lore I, Saving Throw I, Profession (Entertainer) I
 - **TALENTS:** Obscure Lore, Taunt
-

Druid

Druids are priests of nature itself rather than worshiping a particular deity like a Cleric.

-
- SKILLS: Body Development I, Fighting I, Saving Throw I, Survival I, Theurgy I
 - TALENTS: Priest, Wilderness Survival
-

Fighter

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

-
- SKILLS: Athletics I, Body Development I, Fighting I, Combat Mastery I, Marksmanship I
 - TALENTS: Skilled Fighter, Weapon Specialization
-

Magic-user

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

-
- SKILLS: Influence I, Lore I, Scouting I, Saving Throw I, Wizardry I
 - TALENTS: Obscure Lore, Wizard
-

Monk

Monks are martial artists dedicated to achieve perfection in both body and spirit.

-
- SKILLS: Athletics I, Body Development I, Fighting I, Saving Throw I, Stealth I
 - TALENTS: Natural Agility, Unarmed Combat
-

Paladin

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 I, Fighting I, Saving Throw I, Healing I, Ride I
 - TALENTS: Healing Touch, Master Swordsman
-

Ranger

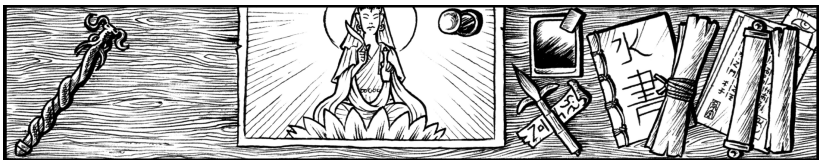
Rangers are woodsmen, trackers and hunters. They are skilled warriors who prefer mobility and stealth over brute force.

-
- SKILLS: Animal Handling I, Fighting I, Marksman-ship I, Scouting I, Survival I
 - TALENTS: Giant Slayer, Wilderness Survival
-

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: Fighting I, Backstab I, Scouting I, Stealth I, Thievery I
 - TALENTS: Assassin, Keen Instincts
-



Life path System

The LIFE PATH SYSTEM offers an interesting alternative way of character creation, making it more random and presenting information that is helpful for determining the character's background story.

The consequences for using this method is that on average, characters will have more skill points to invest, but they do not have any control on what skills they have.

Life Path character generation is made by using "*Terms of previous experience.*" The player first roll on TABLE 8 to see how many terms his character is allowed to have (between 1 to 4 terms). Each Term is 1d6 years long and lets the character roll for skills two times on the skill development table. In addition to the random skill rolls, the player character get five rank 1 skills for free (player's choice of skills).

Each roll gives the character 1 rank in the skill that comes up. The roll is actually two rolls – one roll for determining which column to use and one roll to determine which row to use.

Some of the results on the skill development tables will result in an attribute increase instead of a skill. Only one increase per attribute is allowed, should the roll end up with the same attribute again you need to re-roll until you get another result. NOTE: *No attribute can be higher than +3.*

For skill increases the maximum skill rank allowed is 2. If a skill roll ends up on a skill that the character already has at rank 2, the player must re-roll until another result comes up the doesn't increase a skill beyond rank 2.

NOTE: *For reference, a character created with the standard method is equal to a 1-Term character in the Life Path system.*

Once the player has rolled for all of his terms on the skill development table he gets one roll for each term spent on TABLE 2-II: STARTING MONEY to determine his starting funds.

Checklist

1. Roll on TABLE 2-IO: NUMBER OF TERMS to determine the characters number of terms allowed.
2. Roll on the skill development table (*Cleric, Fighter, Magic-user, Thief or Adventurer*, depending on your character concept). You get two rolls per term.
3. Roll on TABLE 2-II: STARTING MONEY. You get one roll per Term, add the numbers together to receive your final starting funds.
4. Roll 1d6 for each Term spent and add the result to your starting age.

Table 2: Number of Terms

ID6 ROLL	TERMS
1	1
2-3	2
4-5	3
6	4

Table 3: Starting Money (One roll per term)

ID6 ROLL	MONEY
1	50 gold
2	100 gold
3	150 gold
4	200 gold
5	250 gold
6	300 gold

Table 4: Skill Development

STARTING SKILLS: Any 5 skills at rank 1.

ID			
ID	I		3
1	+I STR	1	Athletics
2	+I CON	2	Back Stab*
3	+I DEX	3	Body Development
4	+I INT	4	Channel Divinity*
5	+I WIS	5	Combat Mastery*
6	+I CHA	6	Fighting

ID			
ID	5		4
1	Animal Handling	1	Profession
2	Marksmanship	2	Riding
3	Influence	3	Saving Throw
4	Healing	4	Scouting
5	Language	5	Thievery
6	Lore	6	Theurgy

ID			
ID	5		6
1	Sense Motive	1	Marksmanship
2	Wizardry*	2	Scouting
3	Survival	3	Athletics
4	Fighting	4	Stealth
5	Body Development	5	Survival
6	Saving Throw	6	Lore

* This skill requires a certain Talent, if you lack the right Talent, re-roll.

Revised Weapon Tables

Table 5: *Melee Weapons*

WEAPON	DAM.	WEIGHT	COST	NOTES
LIGHT WEAPONS (+1 <i>To-Hit</i> in tight spaces)				
Unarmed ^o	1d3	-	-	<i>Grapple</i>
Club	1d6-1	1	-	
Dagger [‡]	1d6-2	1	3	
Hatchet [‡]	1d6-1	2	5	
Sword, Short	1d6-1	2	8	
MEDIUM WEAPONS				
Axe/Sword [†]	1d6	4	3/10	
Flail	1d6	5	8	<i>Ignore shield AC</i>
Mace/Warhammer	1d6	5	5	
Morning Star	1d6	5	6	<i>x3 critical dam.</i>
Spear ^{†‡*}	1d6	3	2	<i>Reach</i>
Staff [*]	1d6-1	2	1	<i>2 handed, Reach</i>
Scimitar	1d6	3	8	
HEAVY WEAPONS (-1 <i>To-Hit</i> in tight spaces)				
Great Weapon [*]	1d6+2	10	30	<i>2 handed</i>
Polearm ^{**}	1d6+1	8	12	<i>2 handed, Reach</i>

^o See the unarmed combat rules in the combat section in CHAPTER 4: PLAYING THE GAME.

[†] Can be used as either a one-handed or two-handed weapon, +1 damage if used with both hands.

[‡] Can be used as either a melee or missile weapon.

^{*} *Battle Axe, Bec-de-Corbin, Greatsword, Maul, Poleaxe, etc.*

^{**} *Fauchard, Glaive, Halberd, etc. Can attack enemies up to 10 feet away.*

Table 6: Missile Weapons

WEAPON	DAM.	RoF**	RANGE**	WEIGHT	COST
STANDARD MISSILE WEAPONS					
Axe	1d	1	10 ft.	10	3
Bow, long	1d+1	2	70 ft.	5	40
Bow, Short	1d6	2	50 ft.	4	25
Crossbow, heavy	1d6+2	1/2	70 ft.	5	25
Crossbow, light	1d6	1	50 ft.	4	15
Dagger	1d6-2	1	10 ft.	2	3
Dart	1d3	3	20 ft.	1	1
Sling	1d6-1	1	40 ft.	1	2
Spear	1d6	1	30 ft.	10	2
FIREARMS					
Musket	1d6+3	1/4	30 ft.	10	150
Pistol	1d6+2	1/3	20 ft.	5	100
AMMO & CONTAINERS					
Arrows (20)	-	-	-	1	5
Arrow, silver (1)	-	-	-	-	5
Quiver†	-	-	-	-	5
Crossbow bolt (30)	-	-	-	5	5
Case‡	-	-	-	-	5
Stones (20)	-	-	-	-	1
Pouch°	-	-	-	-	1
Bullets & Powder (20)	-	-	-	1	20

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

** -2 "to-hit" per increment.

† 20 Arrow capacity.

‡ 30 Bolt capacity.

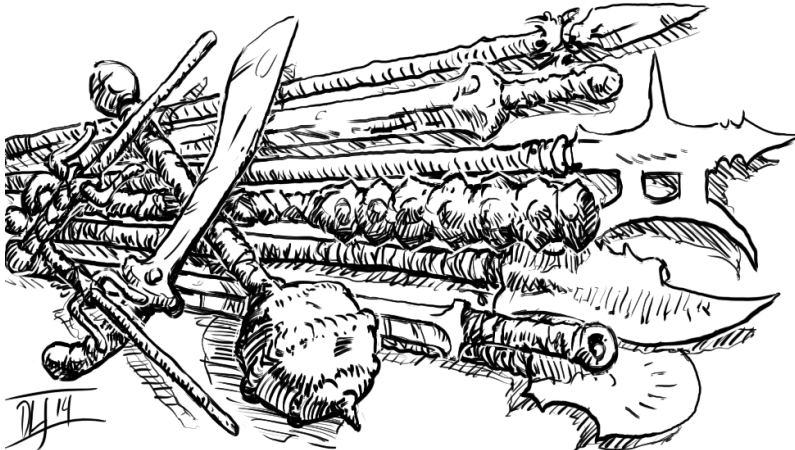
° 20 Bullet or stone capacity.

Simplified Weapons (Optional)

Instead of the more detailed weapon lists on the previous pages some Referee's and players alike prefer a simpler system to handle weapon damage.

This simple system divides the weapons into three categories: *Light*, *Medium* and *Heavy Weapons*. All weapons of the Light category rolls two d6's and pick the lowest die roll as damage. Medium weapons do 1d6 damage. Heavy weapons roll two d6's and pick the highest die roll as damage.

-
- **LIGHT WEAPONS:** Dagger, club, hatchet, shortbow, shortsword, sling, staff, throwing weapons.
 - **MEDIUM WEAPONS:** Axe, light crossbow, longbow, mace, morningstar, spear, sword, warhammer.
 - **HEAVY WEAPONS:** Great weapons, heavy crossbow, musket, pistol, polearms.
-



Re-introducing Classes, Take 2

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 Dungeon Questing core rules already introduces Class-and-Level as an option. This version however, expands this option by introducing more classes and slightly tweaks the existing classes by adding a SKILLS & KNACKS system.

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.

Skills and Knacks

In most cases, when a character attempts a non-combat action with an uncertain outcome that they are untrained in they need to roll 10 or higher on 2d6 to succeed (add any relevant ability score to the roll).

A character with a "KNACK" for the action that is attempted increases the range of success by 1, thus needing a roll of 9 or higher on 2d6 to succeed.

Thus, Elves have a knack for finding secret doors. When most races attempt to find a secret door, they succeed on the roll of 10 or higher on 2d6. When an elf tries to find a secret door, their KNACK for finding secret doors means they succeed on a roll of 9 or higher on 2d6.

Classes that train constantly in an activity are deemed to be "SKILLED" in that activity. When a skilled class is attempting an action that might fail, they roll a saving throw to avoid failure. Ultimately, it is up to the Referee to determine the degree and chances of an activity's success or failure.

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.

The Cleric is a champion of his faith and 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.

Table 7: Cleric Advancement

LEVEL	EXP. POINTS	HIT DICE	TO HIT	SAVING THROW	SPELLS				
					1	2	3	4	5
1	0	1	+0	9	—	—	—	—	—
2	1,500	2	+1	9	1	—	—	—	—
3	3,000	3	+1	8	2	—	—	—	—
4	6,000	3+1	+1	8	2	1	—	—	—
5	12,000	4	+2	8	2	2	1	—	—
6	24,000	5	+2	7	2	2	1	1	—
7	48,000	6	+2	7	2	2	2	1	1
8	96,000	6+1	+3	7	2	2	2	2	2
9	192,000	7	+3	6	3	3	3	2	2
10	384,000	8	+3	6	3	3	3	3	3

Cleric Abilities

WEAPON AND ARMOR RESTRICTIONS: Because of secret religious practices, Clerics 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.

SAVING THROW: Clerics receive a +1 bonus on saving throws vs. poison and paralysis.

TURN THE UNDEAD: Clerics can use their divine power to banish the undead, causing them to flee.

ESTABLISH TEMPLE: At tenth level, the rank of "*Patriarch*" is awarded. 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 revolt).

EXPERIENCE BONUS FOR WISDOM: Wisdom is the Prime Attribute for Clerics. Clerics with Wisdom of +1 receive a 10% to experience, 5% as normal, and 5% because it is the Prime Attribute for the class.

SKILLS AND KNACKS: Clerics have a KNACK for social interaction, breaking down doors and bending bars. They are SKILLED at deciphering scripts and riding.

Turning the Undead

Lawful clerics (only) have the ability to turn the undead, causing them to flee or destroying them outright. When a turning attempt is made, roll 2d6 and consult the Turn Undead table for the result. One turn attempt may be made per encounter.

If the result on the dice 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 cower helplessly if they are unable to flee). Optionally, the Referee may rule that only 2d6 HD are turned, starting with the lowest to highest.

For Lawfully aligned Clerics, if the table indicates a “D” then the undead creature is destroyed automatically and will crumble to dust. Chaotic aligned Clerics instead forces the undead into servitude on a “D” result. Neutral aligned Clerics can choose on whether to destroy or control the undead.

Table 8: Cleric Turn Undead

HD	EXAMPLES	CLERIC LEVEL									
		1	2	3	4	5	6	7	8	9	10
<1	Skeleton	7	6	5	4	3	D	D	D	D	D
1	Zombie	8	7	6	5	4	3	D	D	D	D
2	Ghoul	9	8	7	6	5	4	3	D	D	D
3	Wight	10	9	8	7	6	5	4	3	D	D
4	Wraith	11	10	9	8	7	6	5	4	3	D
5	Mummy	-	11	10	9	8	7	6	5	4	3
6	Spectre	-	-	11	10	9	8	7	6	5	4
7	Vampire	-	-	-	11	10	9	8	7	6	5
8	Vampire	-	-	-	-	11	10	9	8	7	6
9	Banshee, Vampire	-	-	-	-	-	11	10	9	8	7
10+	Lich	-	-	-	-	-	-	11	10	9	8

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 deal 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 9: Fighter Advancement

LEVEL	EXP. POINTS	HIT DICE	TO HIT	SAVING THROW
1	0	1+1	+1	9
2	2,000	2	+1	8
3	4,000	3	+2	8
4	8,000	4	+2	8
5	16,000	5	+3	7
6	32,000	6	+3	7
7	64,000	7	+4	7
8	128,000	8	+4	6
9	256,000	9	+5	6
10	512,000	10	+5	5

Fighter 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 soldiers, 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 grants an additional 5% experience.

SKILLS AND KNACKS: Fighters have a **KNACK** for climbing and jumping. They are **SKILLED** at riding, breaking down doors and bending bars.



The Magic-User

The Magic-user is a mysterious figure, a student of arcane powers and dark magic. 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.



Table 10: Magic-User Advancement

LEVEL	EXP. POINTS	HIT DICE	TO HIT	SAVING THROW	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	+1	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	+2	7	4	3	2	2	—
9	320,000	5	+2	6	4	3	3	2	1
10	640,000	5+1	+2	6	4	4	3	2	2

Magic-user 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 her mind, effectively “preparing” it to be cast. Once a prepared spell is cast, the spell formulae disappears from the Magic-user’s mind, and must be prepared 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, she can copy them into her spell book.

SAVING THROW: Magic-users receive a +I bonus on saving throws vs. spells—including those cast from wands and staves.

EXPERIENCE BONUS FOR INTELLIGENCE: Intelligence is the Prime Attribute for Magic-users, which means that an Intelligence score of +I grants them an additional 5% to all experience points awarded.

ESTABLISH TOWER: At tenth level, a Magic-user gains the title of “witch” or “wizard” and can build a stronghold to house her library and laboratory. She will attract a mix of mercenaries, strange servants and even a few monsters (like flying monkeys).

SKILLS AND KNACKS: Magic-Users have a KNACKS for evaluating the worth of items and detecting secret doors. They are SKILLED at deciphering scripts and lore (history, monster lore, ancient legends, etc.).

The Thief

While there are many who wield sword and spell while exploring tombs and dungeons, the thief hopes to recover lost riches through the use of guile and stealth. Though trained in arms, he is not a combatant by trade. Instead he strikes from the shadows and his keen eyes see dangers that his companions do not. Thieves are rarely noble, but are more often pragmatic professionals looking for opportunities to rapidly amass great wealth.

Still, their unique skill set makes them very useful to dungeoneers and explorers and there are some among their ilk who hold to a code of “honor among thieves.”

Thieves often go equipped with but a few weapons and light armor, and rely on picks and tools for survival. When combat does arise, they fade into the darkness, ready to plunge a dagger into the backs of unsuspecting foes. The rare thief who manages to amass fortune and glory is likely to retire and start a guild of others with similar skills.

Table 11: Thief Advancement

LEVEL	EXP. POINTS	HIT DICE	TO HIT	SAVING THROW
1	0	1	+0	9
2	1,250	2	+1	8
3	2,500	3	+1	8
4	5,000	3+1	+1	8
5	10,000	4	+2	7
6	20,000	5	+2	7
7	40,000	6	+2	7
8	80,000	6+1	+3	6
9	160,000	7	+3	6
10	320,000	8	+3	5

Thief Abilities

WEAPONS AND ARMOR RESTRICTIONS: Thieves are agile and skilled in combat. They may wield any weapon. However, they prefer to rely on their reflexes and only wear leather armor.

BACK STAB: Any time a thief attacks an opponent who is unaware of their presence, the thief receives a +2 to their **BASE HIT BONUS**. If the attack is successful, the thief may roll his weapon damage twice.

SAVING THROW: Thieves receive a +1 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

ESTABLISH GUILD: A thief of ninth or higher level may choose to establish a secret hideout, often in an urban location. He will attract the attention and service of other, lower-leveled, thieves who hope to learn from a master. He is known as a Guild Master, and those who arrive are members of his Thieves Guild. In return for a cut of their earnings, the thief will provide these apprentices with protection from local law enforcement as much as he is able.

EXPERIENCE BONUS FOR DEXTERITY: Dexterity is the Prime Attribute for Thieves, which means that a Dexterity score of +1 grants an additional 5% experience.

SKILLS AND KNACKS: Thieves have a **KNACK** for evaluating the worth of items, breaking down doors, bending bars and social interaction. They are **SKILLED** at climbing, detecting secret doors, listening at doors, jumping, disarming traps, opening locks, picking pockets, hiding, sneaking and finding traps.

Barbarian (Optional)

The Barbarian is an optional class that the Referee might decide to introduce. Barbarians are savage warriors living in the wilderness. They are not well versed in the ways of the civilized world, but are well at home in the wilderness. They have a distrust of magic and those who wield it.



Barbarians are fearless in battle and prefer close combat, wielding heavy melee weapons with a devastating result against their foes.

They tend to shun settled areas, and cities in particular, instead preferring to dwell in the wild places of the world.

Table 12: Barbarian Advancement

LEVEL	EXP. POINTS	HIT DICE	TO HIT	SAVING THROW
1	0	1+1	+1	9
2	2,500	2+1	+1	8
3	5,000	3+1	+2	8
4	10,000	4+1	+2	8
5	20,000	5+1	+3	7
6	40,000	6+1	+3	7
7	80,000	7+1	+4	7
8	160,000	8+1	+4	6
9	320,000	9+1	+5	6
10	640,000	10+1	+5	5

Barbarian Abilities

WEAPON AND ARMOR RESTRICTIONS: Barbarians shun the use of ranged weapons. They can wield any melee weapon but may only wear leather armor or a coat of mail. They can use all types of shields.

SAVAGE BLOWS: Barbarians receive +2 to all damage rolls made in melee combat.

SAVING THROWS: Barbarians receive a +1 bonus to all saving throws made to resist spells and magical effects.

EXPERIENCE BONUS FOR CONSTITUTION: Constitution is the Prime Attribute for Barbarians, which means that a Constitution score of +1 grants an additional 5% experience.

SWIFT RUNNER: Barbarians are quicker than others of their race. They add +3 to their base movement, as determined by their race.

BARBARIAN HORDE: At 10th level the Barbarian will attract the service of 4d6+6 1st level Barbarians who will pledge themselves to him under the expectation that he will lead them to glory by traveling the land and raiding villages or engaging in endless bloodshed. These Barbarians do not count against the character's normal hireling limit, though if the player character does not provide ample opportunities for slaughter and glorious warfare, they will turn on their former chief and attempt to slay him.

SKILLS AND KNACKS: Barbarians have a KNACK for climbing and detecting secret doors. They are SKILLED at breaking down doors, bending bars, jumping, riding and wilderness survival.

Bard (Optional)

The Bard is an optional class that the Referee might decide to introduce. Bards are traveling minstrels and storytellers who learn many things during their journeys. Because of the many things they learn and explore, Bards tend to be very versatile, but this versatility comes with the drawback of seldom being a master in any particular area of expertise.

None the less, Bards are valued members of an adventuring group, they can fill many roles, as a back up spellcaster, scout and combatant (although they aren't front-line combatants). As such, Bards are useful to adventuring parties who need a quick and dirty fix to a problem where a more specialized profession is not available. Knowledge and versatility are the stock and trade of the Bard, and that makes him invaluable.

Table 13: Bard Advancement

LEVEL	EXP. POINTS	HIT DICE	TO HIT	SAVING THROW	SPELLS		
					1	2	3
1	0	1	+0	9	—	—	—
2	1,250	2	+1	9	1	—	—
3	2,500	3	+1	8	2	—	—
4	5,000	3+1	+1	8	2	1	—
5	10,000	4	+2	8	2	2	—
6	20,000	5	+2	7	2	2	1
7	40,000	6	+2	7	2	2	2
8	80,000	6+1	+3	7	3	2	2
9	160,000	7	+3	6	3	3	2
10	320,000	8	+3	6	3	3	3

Bard Abilities

WEAPON AND ARMOR RESTRICTIONS: Bards have a diverse selection of weapons available to them, they may wield any one-handed melee weapons, any ranged weapons, and the staff. They are able to wear both leather armor, coat of mail, as well as use shields.

IDENTIFY ITEM: Whenever a Bard encounters a magical item, he may examine it in order to discern its history. The referee rolls 2d6 and if the roll is equal to or higher than the Bard's Saving Throw rating (add the Bard's INT to the roll), the Bard can recall some information regarding the item's history or use.

SPELL CASTING: Beginning at 2nd level, a Bard may cast Wizard Spells in a fashion exactly like a Magic-User. However, unlike the Magic-User, the Bard does not begin play with the foreknowledge of any spells. Instead they begin play with a blank book in which to inscribe any spells the Bard discovers. If a Bard finds a scroll containing a Magic-User spell while adventuring, he can copy it into his spell book.

SAVING THROWS: BARDS receive a +I bonus to all saving throws made to resist spells and magical effects.

EXPERIENCE BONUS FOR CHARISMA: Charisma is the Prime Attribute for Bards. Bards with a Charisma of +I receive a 10% to experience, 5% as normal, and 5% because it is the Prime Attribute for the class.

ESTABLISH A COLLEGE: At 10th level the Bard can choose to establish a college by building a campus. Once the campus is built he will attract students who will look to him for instruction in history and the ways of the minstrel. If the Bard does not establish a college, he can continue to wander.

SKILLS AND KNACKS: Bards have a KNACK for breaking down doors and bending bars. They are SKILLED at deciphering scripts, evaluating the worth of an item, lore (history, monster lore, ancient legends, etc.), picking pockets and social interaction.

Druid (Optional)

The Druid is an optional class that the Referee might decide to introduce. While Clerics serve gods and draw power from their faith, Druids serve the very essence of nature itself. They are as much of the earth as they are upon it. By communing with the natural world they are able to draw power from its agelessness and weave powerful magic. This, combined with their knowledge of the wilderness, gives them a unique skill set.



Druids join adventuring groups to serve as healers and wilderness guides. They are not front-line combatants, but they are capable of weaving great magic.

Table 14: Druid Advancement

LEVEL	EXP. POINTS	HIT DICE	TO HIT	SAVING THROW	SPELLS				
					1	2	3	4	5
1	0	1	+0	9	—	—	—	—	—
2	1,500	2	+1	8	1	—	—	—	—
3	3,000	3	+1	8	2	—	—	—	—
4	6,000	3+1	+1	8	2	1	—	—	—
5	12,000	4	+2	7	2	2	1	—	—
6	24,000	5	+2	7	2	2	1	1	—
7	48,000	6	+2	7	2	2	2	1	1
8	96,000	6+1	+3	6	2	2	2	2	2
9	192,000	7	+3	6	3	3	3	2	2
10	384,000	8	+3	5	3	3	3	3	3

Druid Abilities

WEAPON AND ARMOR RESTRICTIONS: Druids are not combative by nature and limit themselves to simple weapons made primarily of natural substances. They may only wield the following weapons: club, dagger, hand axe, sling, spear, and staff. They may wear leather armor only, but can use shields.

WILD EMPATHY: Druids are most at home in the wilderness, among the flora and fauna of the world. When a Druid encounters a natural wild beast he may utilize this ability in an attempt to sooth and calm such an animal. To use the ability, the referee rolls 2d6. If the number rolled is equal to or higher than the Druid's Saving Throw (add the Druid's WIS to the roll), he has succeeded.

SAVING THROW: Druids receive a +1 bonus to all saving throws made to resist damage from cold, fire and poisons.

SPELL CASTING: The Druid gains the ability to cast divine spells from the Cleric Spell list. Each day the Druid meditates in a natural location such as a grove, forest or cave for a certain set of spells, choosing any spells from the Cleric Spell list. Druids who worship specific gods might have entirely different sets of spells as determined by the referee, but the standard Druid has the standard Cleric spell list.

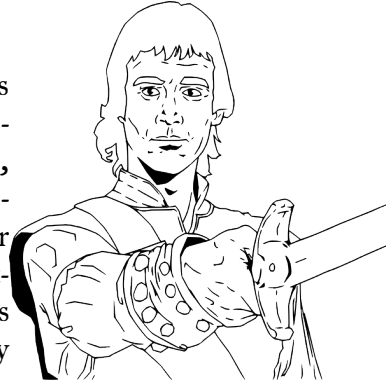
ESTABLISH GROVE: At seventh level a Druid can choose to establish a grove in an area deep in the wild places of the world. There he will attract the service of all local wildlife and is expected to work to protect both the animals and the land.

EXPERIENCE BONUS FOR CONSTITUTION: Constitution is the Prime Attribute for Druids, which means that a Constitution score of +1 grants an additional 5% experience.

SKILLS AND KNACKS: Druids have a KNACK for breaking down doors, bending bars and listening. They are SKILLED at hiding and sneaking in the wilds, tracking, and wilderness survival.

Paladin (Optional)

The Paladin is an optional class that the Referee might decide to introduce. Paladins are holy warriors, similar to Clerics, but more oriented towards combat. They wear heavy armor and are skilled at fighting on horseback. The Paladin is the living embodiment of chivalry and virtue.



Paladins are extremely skilled warriors and their dedication and piety has granted them a resilience against the forces of darkness and the ability to pray to their god for divine blessings. While they are capable of extraordinary feats of heroism, a Paladin typically demands that his adventuring companions strive to maintain the same upright ethics to which he holds.

Table 15: Paladin Advancement

LEVEL	EXP. POINTS	HIT DICE	TO HIT	SAVING THROW	SPELLS		
					1	2	3
1	0	1+1	+1	8	—	—	—
2	2,500	2	+1	8	—	—	—
3	5,000	3	+2	7	—	—	—
4	10,000	4	+2	7	1	—	—
5	20,000	5	+3	7	2	—	—
6	40,000	6	+3	6	2	1	—
7	80,000	7	+4	6	2	2	—
8	160,000	8	+4	5	2	2	1
9	320,000	9	+5	5	3	2	2
10	640,000	10	+5	4	3	3	2

Paladin Abilities

WEAPON AND ARMOR RESTRICTIONS: Paladins are highly trained combatants and have no restrictions regarding weapons, armor, or shields.

HEALING TOUCH: Once per day a Paladin may touch a wounded individual and heal them for a number of hit points equal to his current level.

DISEASE IMMUNITY: A Paladin is immune to all diseases mundane and magical. In addition, the Paladin may expend his *Healing Touch* power to cure an individual afflicted with a disease instead of restoring hit points.

SAVING THROW: Paladins receive a +1 bonus on saving throws vs. death and poison.

TURN THE UNDEAD: A Paladin of third level or higher may *Banish Undead* in a manner exactly like a Cleric of two levels lower than the Paladin's level.

SPELL CASTING: When a Paladin reaches fourth level they may cast Cleric Spells. Paladins of specific gods might have entirely different sets of spells as determined by the referee, but the standard Paladin has the standard Cleric spell list.

ESTABLISH TEMPLE: At tenth level, a Paladin 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 Paladin changes alignment after establishing a Temple, the character will lose any followers (and probably face a mutiny).

EXPERIENCE BONUS FOR STRENGTH: Strength is the Prime Attribute for Paladins, which means that a Strength score of +1 grants an additional 5% experience.

SKILLS AND KNACKS: Paladins have a KNACK for social interaction. They are SKILLED at riding, breaking down doors and bending bars.

Ranger (Optional)

Rangers are woodsmen, trackers, and hunters who wander the wild places of the world. They have learned to live off the land as well as being trained as skilled warriors. Traveling light, they hunt giants and goblins in the dangerous places of the world—slaying them wherever these vile creatures are found.

The Ranger is a welcome addition to an adventuring party, because in addition to their combat prowess they are skilled when it comes to identifying the dangers of the wilderness as well as tracking down elusive foes. They prefer the life of an adventurer and rarely settle in a single location. The rare Ranger who chooses to retire often does so in a wild and secluded area where he can remain far from the reach of the civilized world.



Table 16: Ranger Advancement

LEVEL	EXP. POINTS	HIT DICE	TO HIT	SAVING THROW
1	0	1	+1	9
2	2,500	2	+1	9
3	5,000	3	+2	8
4	10,000	3+1	+2	8
5	20,000	4	+3	8
6	40,000	5	+3	7
7	80,000	6	+4	7
8	160,000	6+1	+4	7
9	320,000	7	+5	6
10	640,000	8	+5	6

Ranger Abilities

WEAPON AND ARMOR RESTRICTIONS: Rangers may wield any weapon in combat as well as utilize leather and coat of mail, and buckler shields..

WILD EMPATHY: Rangers are most at home in the wilderness, among the flora and fauna of the world. When a Ranger encounters a natural wild beast he may utilize this ability in an attempt to sooth and calm such an animal. To use the ability, the referee rolls 2d6. If the number rolled is equal to or higher than the Ranger's Saving Throw (add the Ranger's WIS to the roll), he has succeeded.

GIANT-SLAYER: When fighting bugbears, giants, goblins, and hobgoblins, a Ranger may add his Base Hit Bonus to his weapon damage in combat.

TWO-WEAPON FIGHTING: A Ranger may fight with a one-handed melee weapon in each hand. This grants him a second attack each combat round, with the damage inflicted determined by the weapon wielded.

SAVING THROW: A Ranger receives a +I to bonus to any saving throws made vs. poison.

CONSTRUCT LODGE: When a Ranger reaches 8th level they can choose to build a small hunting lodge or cabin in a secluded wilderness area, such as deep in the forest. From here many rangers maintain a network of communications via trained birds or other woodland creatures which relay messages between lodges about the dangers in the many wild places of the world. The Ranger does not attract followers in this fashion.

EXPERIENCE BONUS FOR CONSTITUTION: Constitution is the Prime Attribute for Rangers, which means that a Constitution score of +I grants an additional 5% experience.

SKILLS AND KNACKS: Rangers have a KNACK for breaking down doors and bending bars. They are SKILLED at hiding, listening, sneaking, tracking and wilderness survival.

Non-human Classes (Optional)

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.

Continued Advancement

Non-human characters are limited in their advancement. Dwarfs and Halflings are normally limited to 6th level and Elves are normally limited to 8th level. Rather than completely halting the advancement in that class, the Referee might allow the character to continue gaining levels more slowly. A severe penalty would be applied to the amount of experience being gained once the ordinary maximum (as indicated in the appropriate Race description) is attained. The penalty might, for example, be 50%, although any XP Bonus would still apply.

The Dwarf

Dwarfs tend to live in underground cities. As such, Dwarfs easily take note of certain features of stonework: sloping corridors, moving walls, and traps made of stone (in particular: falling blocks, rigged ceilings, and tiny slits designed to release arrows, darts, or poison gas). What the Dwarf does or does not perceive is for the Referee to decide but for an optional die roll to use, see the SKILLS AND KNACKS ability for the Dwarf.

Table 17: Dwarf Advancement

LEVEL	EXP. POINTS	HIT DICE	TO HIT	SAVING THROW
1	0	1+1	+1	8
2	2,500	2	+1	8
3	5,000	3	+2	8
4	10,000	4	+2	7
5	20,000	5	+3	7
6	40,000	6	+3	7
7*	120,000	7	+4	6
8*	240,000	8	+4	6
9*	480,000	9	+5	5
10*	960,000	10	+5	5

** Normally, Dwarfs may only advance to 6th level, but the Referee might allow Dwarf characters to advance further, but at an increased experience point requirement.*

Dwarf Abilities

WEAPON AND ARMOR RESTRICTIONS: Like human Fighters, Dwarves have been trained in warfare and may use any armor, shields and weapons except for lances, longbows, polearms and two-handed swords, on the weapons or armor they may use.

HEREDITARY FOES: Dwarfs gain an extra +1 when fighting orcs and goblins.

DARKVISION: Dwarves have Darkvision, effective up to a range of 60 feet.

FIGHTING GIANTS: Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting dwarves, and only inflict half the normal damage against them.

SAVING THROW: Dwarfs do not use magic and are somewhat immune to its effects; they receive a +2 bonus on saving throws vs. magic. Since they are such hardy folk, Dwarfs also get +1 on saving throws against death and poisons.

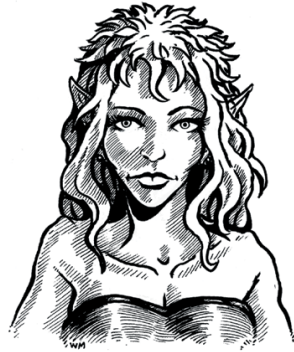
SKILLS AND KNACKS: Dwarfs have a KNACK for listening, lore, and finding traps, slanting passages and new constructions while being underground (7+ on 2d6 when searching, 9+ on 2d6 if just passing by). They are SKILLED at breaking down doors, bending bars, evaluating the worth of items, disarming traps and opening locks.



The Elf

The Referee can interpret Elves in many different ways. Are they faerie-folk of Irish legend, the Vanir of Norse mythology, or perhaps something more akin to the Elves of Tolkien's imagination?

As a baseline, most Elves are associated with magic as well as being skilled with the sword and bow. The Elven adventurer have the capabilities of both the Fighter and the Magic-user.



Elves must use a spell book to prepare spells, just as a Magic-user. Spells disappear from his casting capability once they are cast, until prepared again.

Table 18: Elf Advancement

LEVEL	EXP. POINTS	HIT DICE	TO HIT	SAVING THROW	SPELLS		
					1	2	3
1	0	1	+0	9	—	—	—
2	4,000	2	+1	8	1	—	—
3	8,000	3	+1	8	2	—	—
4	16,000	3+1	+1	8	2	1	—
5	32,000	4	+2	7	3	2	—
6	64,000	5	+2	7	3	2	1
7	128,000	6	+2	7	4	2	2
8	256,000	6+1	+3	6	4	3	2
9*	768,000	7	+3	6	4	3	2
10*	1,536,000	8	+3	5	4	3	3

* Normally, Elves may only advance to 8th level, but the Referee might allow Elf characters to advance further, but at an increased experience point requirement.

Elven Abilities

WEAPON AND ARMOR RESTRICTIONS: Elves may use any armor or weapon, but as they have the advantage of both magic and armor at the same time, the Referee may limit the Elf to chain mail. Elves may not use two-handed weapons (two-handed sword, polearms, etc.) or shields while casting spells.

HEREDITARY FOES: Elves gain an extra +1 (“to-hit” or to damage) when fighting goblins, orcs, intelligent undead, and lycanthropes. Elves are also immune to paralysis caused by undead such as ghouls.

DARKVISION: Elves have Darkvision, effective up to a range of 60 feet.

SPELL CASTING: Just like the Magic-user, an Elf owns a book of spells—which does not necessarily include all of the spells on the standard lists. Reading from this book, the Elf presses a select spell formula into her mind, effectively “preparing” it to be cast. Once a prepared spell is cast, the spell formulae disappears from the Elf’s mind, and must be prepared 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 Elf’s memory. If the Elf finds spell scrolls during an adventure, she can copy them into her spell book.

SAVING THROW: Elves get +1 on saving throws vs. magic.

SKILLS AND KNACKS: Elves have a KNACK for breaking down doors, bending bars, hiding, listening, sneaking and detecting secret or hidden doors (7+ on 2d6 when searching, 9+ on 2d6 if just passing by). They are SKILLED at deciphering scripts, lore (history, monster lore, ancient legends, etc.) and tracking.

The Halfling

Halflings are short, often stout, and live in shires, rustic communities that are usually remote from those of larger folk. A few of them have a mildly adventurous spirit, enough to venture forth for a while at least, exploring the world beyond the farms and fields of the local shire.



Table 19: Halfling Advancement

LEVEL	EXP. POINTS	HIT DICE	TO HIT	SAVING THROW
1	0	1	+0	8
2	2,000	2	+1	8
3	4,000	3	+1	8
4	8,000	3+1	+1	7
5	16,000	4	+2	7
6	32,000	5	+2	7
7*	96,000	6	+2	6
8*	192,000	6+1	+3	6
9*	384,000	7	+3	5
10*	768,000	8	+3	5

** Normally, Halflings may only advance to 6th level, but the Referee might allow Halfling characters to advance further, but at an increased experience point requirement.*

Halfling Abilities

WEAPON AND ARMOR RESTRICTIONS: Halflings can use any armor and shields, but due to their small size they cannot use battle axes, lances, polearms, spears, staffs, two-handed swords, longbows and heavy crossbows. When wielding longswords, flails, maces and warhammers they must use both hands.

NIMBLE: When being on their own or in a group with other halflings, they gain a +1 bonus to their initiative roll.

FIGHTING GIANTS: Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting small creatures such as halflings, and only inflict half the normal damage against them.

DEADLY ACCURACY WITH MISSILES: Halflings receive a +1 “to-hit” bonus when firing missile weapons in combat.

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.

SKILLS AND KNACKS: Halflings have a **KNACK** for listening, social interaction and wilderness survival. They are **SKILLED** at hiding, picking pockets and sneaking.



Multi-classing

With permission from the Referee, a player may elect to Level in two different classes (and no more than two classes) at the same time. This is called multi-classing.

A character who multi-classes still has a single experience point cost necessary to Level, as well as a single Hit Die progression, base attack value, Saving Throw value and weapon/armor restrictions. Each time the character Levels, they simply consult both of the class progression charts and takes whichever provides the best benefit for each trait.

A multi-classed character receives the class and special abilities of both classes. He can also use any weapons or armor permitted for either class as well as any Spells provided by their choice in classes. The character gains the Saving Throw bonuses from both classes and these bonuses are cumulative.

However, multi-classing is a slow process. A multi-classed character uses the more expensive Experience Point progression from their two classes, which is also increased by an additional 50%. This provides the multi-classed character with a final experience point cost necessary to gain Levels. In addition a multiclassed character *never* receives bonus XP for high attributes.

NOTE: Racial classes cannot be combined with other racial classes. For example, if you for instance is playing a Dwarf you may multiclass into any of the regular classes, but not into Elf or Halfling.

New Spells

The core rules have a lot of spells already, covering most of the classic OSR spells. This section expands the selection of spells with a few new ones and the entire list of available spells, both new and old is shown here.

The New Spells

Barkskin

Spell Level: C2
Range: Touch
Duration: 1 hour per skill rank

This spell causes the caster or recipient's skin to harden to the thickness akin to hard wood, granting them a two-point increase in Reduction Value for the duration of the spell.

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).

Finger of Death

Spell Level: C5
Range: 120 feet
Duration: Immediate

This spell kills a single creature (saving throw applies). Misusing the spell is an evil act that will likely invoke divine retribution of some kind.

Prayer*Spell Level:* C₃*Range:* 30 feet*Duration:* Following melee round

The Prayer spell seeks short-term favor from the gods to help some other spell or attack to succeed. Prayer affects a 20-foot x 20-foot area, causing a saving throw penalty to all creatures in that area. The penalty is a -1, plus an additional -1 if the Cleric has Theurgy Rank 5 or higher. Thus, a Cleric with Theurgy Rank 5 causes a saving throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was cast.

Silence, 15-Foot Radius*Spell Level:* C₂*Range:* 180 feet*Duration:* 12 turns

Magical silence falls in an area with a 15-foot radius around the targeted creature or object, and moves with it. Nothing from this area, no matter how loud, can be heard outside the radius.

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.

Wizardry Spells

Level 1

Charm Person
Detect Magic
Hold Portal
Light I
Magic Missile
Protection from Chaos (Law) I
Read Languages
Read Magic
Sleep

Level 2

Detect Evil (Good)
Detect Invisibility
Detect Thoughts
Invisibility I
Knock
Levitate
Light II
Locate Object
Phantasmal Force
Water Breathing*
Web
Wizard Lock

Level 3

Alter Time
Crystal Ball
Darkvision
Dispel Magic
Fireball
Fly
Hold Person
Invisibility II
Lightning Bolt
Protection from Chaos (Law) II
Protection from Normal Missiles
Water Breathing

Level 4

Charm Monster
Confusion
Dimensional Portal
Hallucinatory Terrain
Massmorph
Plant Growth
Polymorph
Remove Curse
Wall of Defense I
Wizard Eye

Level 5

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

Level 6

Anti-Magic Shell
Control Weather
Death Spell
Disintegrate
Invisible Stalker
Move Earth
Move Water
Project Image
Quest
Reincarnation
Transform Stone-Flesh

Theurgy Spells

Level 1

Cure (Cause) Wounds I
 Detect Evil (Good)
 Detect Magic
 Light I
 Protection from Chaos (Law) I
 Purify Food and Drink

Level 4

Create Food and Drink*
 Cure (Cause) Wounds II
 Neutralize Poison
 Protection from Chaos (Law) II
 Speak with Plants
 Sticks to Snakes

Level 2

Barkskin*
 Bless (Curse)
 Find Traps
 Hold Person
 Silence 15' radius*
 Speak with Animals

Level 5

Commune
 Dispel Evil (Good)
 Finger of Death*
 Insect Plague
 Quest
 Raise (Cause) Dead

* *New spell.*

Level 3

Cure (Cause) Disease
 Light II
 Locate Object
 Prayer*
 Remove Curse
 Speak with Dead*



III: Referee's Tools



THIS CHAPTER expands the upon the Referee's material in the core rules by adding encounter tables for dungeon encounters and reprinting the wilderness encounter tables for the sake of convenience.

Dungeons & Wilderness

Many Referees will create a map of the Underworld or Wilderness in advance of play. The player characters will then explore the map but are unaware of its contents.

In the Dungeon a map is filled with monsters, traps, treasure, and any mysterious creatures or locations the Referee can dream into existence.

The Wilderness map is created using hexagon paper, with each hex representing 6 miles, and having a primary terrain and possibly an interesting feature.

A feature could be a Wizards tower, a Fighter's stronghold, and an Evil High Priest's dark temple or maybe it could be a small elf like creature, sitting on a tree stump, playing a magical flute. Let your imagination run wild when creating features.

Wandering Monsters

In the Underworld, check every hour (six turns), for wandering monsters and in the Wilderness check every hex. Normally there is a 1 in 6 chance of encountering something in the Underworld. Check the Getting Lost and Encounters table for chances of encounters in the Wilderness.

The specific encounter is rolled on a table. Initial encounter distance is dependent on the circumstance.

Reaction Check

The reaction of monsters to the player character should be determined by the Referee based on the monster's intelligence or wisdom and the situation in which the encounter occurs. Unintelligent monsters will simply attack.

If there is any uncertainty about the monsters reaction, a roll can be made on the following table.

Table 20: Reaction Check

ROLL 2D6	REACTION
2 or less	Hostile
3-5	Negative
6-8	Uncertain
9-11	Positive
12	Enthusiastic

Getting Lost and Encounters

In the Wilderness, if the characters are following a road or trail, there isn't a chance of getting lost. If however, they are exploring unknown lands, there is a chance of losing their way depending on the hex terrain.

Whether on well-marked roads or out in the unknown, there is always a chance for an encounter. Roll d6 twice per hex to check for becoming lost and/or an encounter.

Table 21: Encounter (Wilderness)

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

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

Wilderness Movement

Table 22: Land Movement

TRANSPORT	MOVE RATE	HEXES PER DAY
Dwarf/Halfling	9	3/2
Human/Elf	12	2
Horse, draft	12	2
Horse, riding	24	4
Horse, war	18	3
Mule	12	2
Wagon	6	1

Table 23: Water Movement

TRANSPORT	MOVE RATE	HEXES PER DAY
Boat	6	1
Galley, small	12	2
Galley, large	18	3
Ship, sailing (small)	18	3
Ship, sailing (large)	22	2
Warship	6	1

Table 24: Air Movement

TRANSPORT	MOVE RATE	HEXES PER DAY
Dragon, young	18	3
Dragon, adult	24	4
Dragon, luck	96	12
Flying Carpet	24	4
Griffon	30	5
Hippogriff	36	6
Pegasus	42	7
Roc	48	8

Fatigue

Creatures that are traveling 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.

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 $2/3$ 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 Track-

ing 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.

Dungeon Encounter Tables

Table 25: Dungeon Encounters

DUNGEON LEVEL	ENCOUNTER LEVEL (ROLL 1D6)									
	1	2	3	4	5	6	7	8	9	10
1	1-3	4-5	6	-	-	-	-	-	-	-
2	1	2-4	5-6	-	-	-	-	-	-	-
3	-	1	2-4	5-6	-	-	-	-	-	-
4	-	-	1	2-4	5-6	-	-	-	-	-
5	-	-	-	1	2-4	5-6	-	-	-	-
6	-	-	-	-	1	2-4	5-6	-	-	-
7	-	-	-	-	-	1	2-4	5-6	-	-
8	-	-	-	-	-	-	1-2	3-5	6	-
9	-	-	-	-	-	-	-	1-2	3-5	6
10	-	-	-	-	-	-	-	1	2-3	4-6

For character class encounters, roll a d6 for their alignment: 1-3 = CHAOTIC, 4-5 = NEUTRAL, 6 = LAWFUL. The character class can be any of the character races or for an additional option; The Referee can choose a humanoid. For example, instead of a level 5 human Fighter, it could be a level 5, Orc Fighter.

Table 26: Encounter Levels

D66	LEVEL 1	LEVEL 1	LEVEL 1
11-13	Kobold	Beetle, Giant Fire	Demon, Lemure
14-16	Skeleton	Centipede, Giant	Grey Ooze
21-23	Rat, Giant	Ghoul	Harpy
24-26	Goblin	Gnoll	Wererat
31-33	Gnome	Lizardman	Werewolf
34-36	Orc	Spider, Giant	Wight
41-43	Zombie	Hobgoblin	Bugbear
44-46	Dwarf	Human, Berserker	Shadow
51-53	Elf	Human, Bandit	Fighter, level 3
54-56	Hobgoblin	Fighter, level 2	Magic-user, level 2
61-63	Stirge	Cleric, level 2	Demon, Imp
64-66	Beetle, Giant Fire	Elf, Dark	Elf, Dark

D66	LEVEL 4	LEVEL 5	LEVEL 6
11-13	Hell Hound	Hell Hound	Hell Hound
14-16	Centipede, Giant	Hydra	Dragon, White
21-23	Doppelganger	Dragon, White	Dragon, Black
24-26	Gargoyle	Cockatrice	Hydra
31-33	Gelatinous Cube	Ochre Jelly	Basilisk
34-36	Worg	Mummy	Blink Dog
41-43	Wraith	Ogre	Medusa
44-46	Ogre	Ogre Mage	Spectre
51-53	Fighter, level 4	Fighter, level 5	Troll
54-56	Cleric, level 4	Cleric, level 5	Magic-user, level 5
61-63	Magic-user, level 3	Magic-user, level 4	Thief, level 6
64-66	Thief, level 4	Thief, level 5	Sidhe

III: REFEREE'S TOOLS

D66	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
11-13	Minotaur	Werebear	Hydra	Hydra
14-16	Hell Hound	Hydra	Dragon, Blue	Lich
21-23	Hydra	Dragon, Blue	Dragon, Black	Dragon, Red
24-26	Dragon, White	Dragon, Black	Dragon, Green	Dragon, Gold
31-33	Dragon, Black	Dragon, Green	Dragon, Red	Black Pudding
34-36	Dragon, Green	Vampire	Chimera	Elemental, Air
41-43	Banshee	Elemental, Air	Demon, Baalroch	Elemental, Earth
44-46	Vampire	Elemental, Earth	Vampire	Elemental, Fire
51-53	Demon, Succubus	Elemental, Fire	Fighter, level 9	Elemental, Water
54-56	Salamander	Elemental, Water	Cleric, level 9	Death Knight
61-63	Wyvern	Gorgon	Magic-user, level 8	Slug, Giant
64-66	Djinni	Invisible Stalker	Thief, level 9	Purple Worm



Wilderness Encounter Tables

Table 27: Wilderness Encounter Type

D66	OPEN	FOREST	RIVER, COAST	JUNGLE, SWAMP	HILLS, MTS.	DESERT	SETTLED
11-13	Dragon	Dragon	Dragon	Dragon	Dragon	Dragon	Undead
14-16	Monster	Monster	Monster	Monster	Mon- ster	Monster	Humnd.
21-23	Animal	Animal	Animal	Undead	Undead	Undead	Men
24-26	Humnd.	Animal	Animal	Animal	Humnd.	Animal	Men
31-34	Men	Humnd.	Humnd.	Humnd.	Humnd.	Humnd.	Men
35-42	Men	Men	Men	Men	Men	Men	Humnd.
43-46	Humnd.	Humnd.	Animal	Animal	Humnd.	Humnd.	—
51-54	Animal	Animal	Animal	Undead	Humnd.	Animal	—
55-62	Monster	Monster	Monster	Monster	Animal	Undead	—
63-66	Lycanth.	Lycanth.	Lycanth.	Lycanth.	Giant	Monster	—

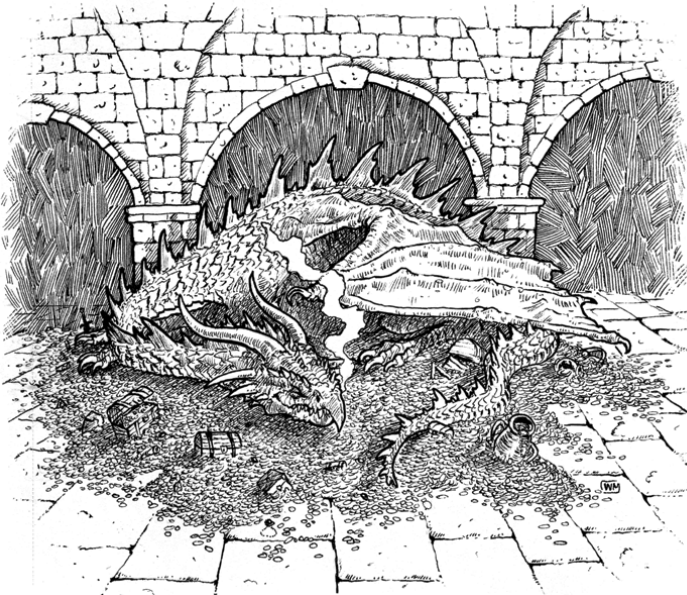


Table 28: Human

d66	OPEN, FOREST	RIVER, COAST	JUNGLE, SWAMP	HILLS, MTNS, DESERT	SETTLED
11-13	NPCs	NPCs	NPCs	NPCs	NPCs
14-16	Clerics	Berserkers	Mages	Berserkers	Bandits
21-23	Fighters	Fighters	Berserkers	Fighters	Clerics
24-26	Bandits	Pirates	Fighters	Bandits	Common
31-34	Common	Pirates	Bandits	Bandits	Common
35-42	Bandits	Bandits	Bandits	Bandits	Common
43-46	Soldiers	Fighters	Fighters	Fighters	Soldiers
51-54	Fighters	Berserkers	Berserkers	Berserkers	Soldiers
55-62	Berserkers	Mages	Mages	Clerics	Fighters
63-66	Mages	Clerics	Clerics	Mages	Mages

Table 29: Humanoid

d66	OPEN, FOREST	RIVER, COAST	JUNGLE, SWAMP	HILLS, MTNS, DESERT	SETTLED
11-13	Ogres	Ogres	Ogres	Ogre Mage	Goblins
14-16	Gnolls	Gnolls	Bugbears	Gnolls	Dwarfs
21-23	Hobgoblins	Orcs	Orcs	Hobgoblins	Elves
24-26	Elves	Lizardmen	Lizardmen	Dwarfs	Kobolds
31-34	Orcs	Hobgoblins	Lizardmen	Kobolds	–
35-42	Orcs	Trolls	Kobolds	Orcs	–
43-46	Elves	–	Hobgoblins	Goblins	–
51-54	Kobolds	–	Trolls	Trolls	–
55-62	Bugbears	–	–	Ogres	–
63-66	Trolls	–	–	Minotaurs	–

Table 30: Animal

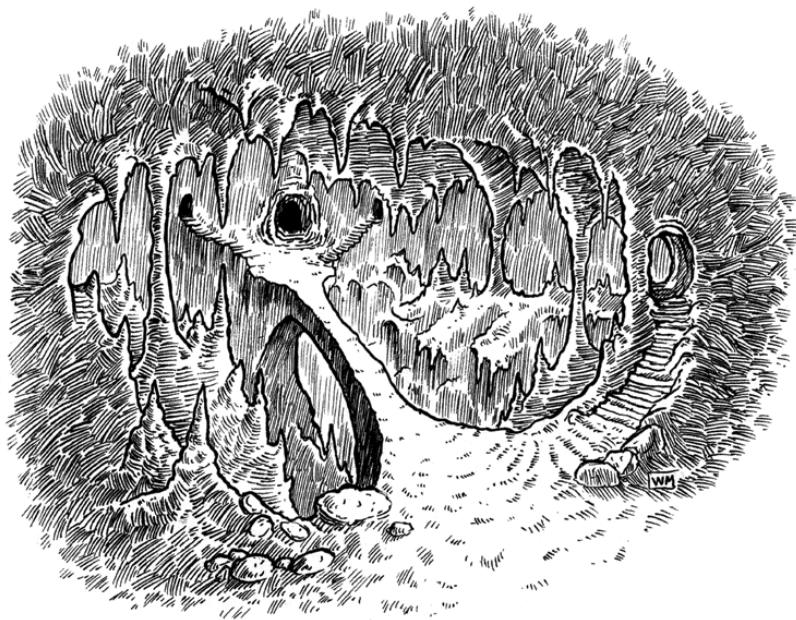
d6	OPEN, FOREST	RIVER, COAST	JUNGLE, SWAMP	HILLS, MTNS, DESERT
1	Worgs	Rats	Rats	Snake,G
2	Snake,G	Centipedes	Snake,G	Worgs
3	Spiders	Snake,G	Spiders	Rats
4	Rats	Beetle,G	Centipedes	Spiders
5	Beetle,G	Spiders	Beetle,G	Centipedes
6	Centipedes	Roll again	Roll again	Roll again

Table 31: Monster

d66	OPEN, FOREST	DESERT	HILLS, MTNS	JUNGLE, SWAMP	RIVER, COAST
11-13	Unicorns	Salamander	Basilisk	Medusa	Sea Serpent
14-16	Dryad	Purple Worm	Chimerae	Dryad	Basilisk
21-23	Centaur	Basilisk	Gorgons	Basilisk	Chimerae
24-26	Basilisk	Gorgons	Griffons	Cockatrice	Harpies
31-33	Wererat	Manticore	Harpies	Chimerae	Medusa
34-36	Cockatrice	Medusa	Werewolf	Harpies	–
41-43	Blink Dog	Roc	Hippogriffs	–	–
44-46	Werewolf	Roll again	Manticore	–	–
51-53	Chimerae	–	Medusa	–	–
54-56	Manticore	–	Pegasi	–	–
61-63	–	–	Roc	–	–
64-66	–	–	Wererat	–	–

Table 32: Other Types

D66	DRAGON	UNDEAD	GIANT
11-13	Dragon, Gold	Banshee	Efreet
14-16	Dragon, Blue	Wraiths	Djinn
21-23	Dragon, Black	Shadow	Giant, Frost
24-26	Dragon, Green	Ghouls	Giant, Stone
31-33	Dragon, Red	Skeletons	Giant, Hill
34-36	Dragon, White	Zombies	Giant, Storm
41-43	Wyverns	Wights	Giant, Fire
44-46	Hydrae	Mummies	Giant, Could
51-53	–	Spectre	Treants
54-56	–	Vampires	Titans
61-63	–	Death Knight	–
64-66	–	Liches	–



IV: New Monsters

This chapter presents a collection of new monsters and a revision of some monsters from the core rules. Due to the default core rules having removed classes and levels, there were some monsters with level draining abilities that weren't addressed properly to take this into account. Therefore, some of the monsters from the core rules have been revised and presented here as well.

Level Draining Monsters

There are a few monsters, allip, death knight, giant leech, specter, wight and wraith, that have level draining attacks. For the optional Class-and-Level system this is not a problem, but for the default rules where there are no classes or levels this will be a major issue. In an attempt to solve this use the following rule:

- A level draining attack drains one Skill Rank of BODY DEVELOPMENT permanently, unless it is restored with a CURE WOUNDS II, cast using a 5th level spell slot.



Table 33: *Monster Attack Rolls*

HD	TARGET ARMOR CLASS										SAVING THROW
	5	4	3	2	1	0	-1	-2	-3	-5	
	ASCENDING ARMOR CLASS (AAC)										
	7	8	9	10	11	12	13	14	15	16	
	ATTACK ROLL (D20)										
	<i>(Required to hit Opponent's AC/AAC)</i>										
< 1	7	8	9	10	11	12	12	12	12	12	12
1	6	7	8	9	10	11	12	12	12	12	11
2	6	7	8	9	10	11	12	12	12	12	11
3	5	6	7	8	9	10	11	12	12	12	10
4	5	6	7	8	9	10	11	12	12	12	10
5	4	5	6	7	8	9	10	11	12	12	9
6	4	5	6	7	8	9	10	11	12	12	9
7	3	4	5	6	7	8	9	10	11	12	8
8	3	4	5	6	7	8	9	10	11	12	8
9	3	3	4	5	6	7	8	9	10	11	7
10	3	3	4	5	6	7	8	9	10	11	7
11	3	3	3	4	5	6	7	8	9	10	6
12	3	3	3	4	5	6	7	8	9	10	6
13	3	3	3	3	4	5	6	7	8	9	5
14	3	3	3	3	4	5	6	7	8	9	5
15+	3	3	3	3	3	4	5	6	7	8	4

Monster Descriptions

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

Allip

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	6
<i>Attacks:</i>	1 <i>Energy drain (See below)</i>
<i>Special:</i>	<i>See below</i>
<i>Move:</i>	9 (<i>flying</i>)
<i>HDE/XP:</i>	7/60

An Allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. Allips are not entirely mindless, but are quite insane.

The insane babbling of an allip causes all creatures within 60 feet of hearing it to save vs. paralysis or stop and stare blankly, unable to move, attack, or defend. Anyone who saves successfully cannot be affected by the allip's babble for 24 hours. An allip's touch does no direct physical damage but instead drains one Skill Rank of Body Development from its victim. The allip regenerates 1d6 hit points when it drains from its target. An NPC or another monster who is drained loses 1 HD.

If the optional Class-and-Level system is used the Allip drains one level from the target and at the same time regenerates 1d6 hit points.

As with all undead, they can be Turned by a Cleric (as a mummy), and are immune to sleep, charm or hold spells. If any sort of mind reading effect is used against them, the person is affected by an energy drain, just as if touched. An allip always fights until destroyed.

Animated Weapon

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	3+3
<i>Attack:</i>	<i>By Weapon (typically 1d6)</i>
<i>Special:</i>	<i>Flight</i>
<i>Move:</i>	12 (<i>flight only</i>)
<i>HDE/XP:</i>	4/12

Weapons are sometimes enchanted by magic to operate independently and defend a location under specific circumstances. These are called animated weapons and in most cases are enchanted to defend a specific location, such as a room or keep. They are typically created to attack intruders and fight until destroyed.

Ankheg

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	5
<i>Attacks:</i>	<i>Bite (2d6 + 1d6 acid damage)</i>
<i>Special:</i>	<i>None</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	5/24

The ankheg is a burrowing monster with a taste for fresh meat. It has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds, and has an insect-like exoskeleton. An ankheg burrows with legs and mandibles, and moves at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long. An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. In addition to bite damage, the ankheg has acidic, digestive saliva that inflicts an additional 1d6 hp damage each round. If desperate, the creature can produce an acid spray once per day that inflicts 8d4 hp damage, but this uses up the acidic saliva for a 24 hour period.

Ape, Albino

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	4
<i>Attacks:</i>	2 <i>Claws</i> (1d3)
<i>Special:</i>	<i>Throw rock</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	4/12

Albino apes are adapted to living in a subterranean environment, only venturing to the surface to forage for food at night. As such, they have lost all pigment. Albino apes will vocalize and act aggressive if other creatures come near their lair, and may attack. In addition to two claw attacks, albino apes can throw rocks for 1d6 hit points of damage per round. Albino apes may occasional be found as pets to Neanderthals or Morlocks.

Ape, Man-eating

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	5
<i>Attacks:</i>	2 <i>Claws</i> (1d6), <i>Bite</i> (1d6)
<i>Special:</i>	<i>See below</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	5/24

Man-eating apes are related to chimpanzees, but are much fiercer, larger than gorillas, and have an insatiable desire to consume humanoid flesh. They attack with powerful claws and a bite, and if both claws hit the same target in the same round, the victim suffers an extra 1d6 hp damage. Man-eating apes are more intelligent than other apes and have sharp senses that allow them to be surprised only on 1 in 1d6.

Assassin Vine

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	6
<i>Attacks:</i>	1 <i>Entangle</i> (1d6+1 per round)
<i>Special:</i>	<i>See below</i>
<i>Move:</i>	1
<i>HDE/XP:</i>	7/60

The assassin vine is a semi-mobile plant found in temperate forests that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots.

Because it can lie very still indeed, an assassin vine surprises on a roll of 1-4 on 1d6. A successful hit inflicts 1d6+1 points of damage, and the victim becomes entangled, suffering an additional 1d6+1 points of damage thereafter. A victim may attempt to escape by rolling a saving throw with Strength bonus added; this is a full action, so the victim may not attempt this and also perform an attack. The plant will continue to crush its victim until one or the other is dead or the victim manages to escape.

Axe Beak

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	3
<i>Attacks:</i>	<i>Bite</i> (1d6), 2 <i>Claws</i> (1d3)
<i>Special:</i>	<i>None</i>
<i>Move:</i>	18
<i>HDE/XP:</i>	3/6

The axe beak is a prehistoric flightless, carnivorous bird that resembles a 7' tall ostrich. It is an aggressive hunter and has a strong, thick neck and a sharp beak.

Barghest

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	6+3
<i>Attacks:</i>	2 Claws (<i>humanoid</i> , 1d6) or 1 Bite (<i>dog</i> , 1d6+2)
<i>Special:</i>	<i>paralyzing stare</i> (<i>save vs. Paralysis</i>)
<i>Move:</i>	12 (<i>humanoid</i>) or 18 (<i>dog</i>)
<i>HDE/XP:</i>	7/60

Barghests are evil shape-changing fiends that hunger for the souls of mortals. A barghest may appear as a huge demonic black dog, or in a humanoid form nearly seven feet tall which resembles a wingless gargoyle.

They are tenacious; if a barghest flees, it will return in 1d6 turns to attack again.

Anyone who meets the gaze of a barghest will feel the heat of the monster's stare, and may be paralyzed in terror for 1d6+1 turns (or until the barghest is slain); a saving throw is allowed to resist. A character is deemed to have met the gaze of the barghest if he or she faces it in combat, or if the character is surprised by the monster.

Fighting a barghest with gaze averted results in a penalty of -2 on all attack rolls. If a character makes the saving throw, he or she need not roll again for the remainder of the encounter.



Beetle, Giant Bombardier

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	2
<i>Attacks:</i>	1 <i>Bite</i> (1d6), 1 <i>Toxic Blast</i> (2d6)
<i>Special:</i>	<i>Toxic blast, see below</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	3/6

Giant bombardier beetles have red head and thorax sections and black abdomens. They are 3 to 4 feet long.

In combat, a giant bombardier beetle bites opponents in front of it, and sprays a cone of very hot and noxious gases from a nozzle in the rearmost tip of the abdomen. This toxic blast causes 2d6 points of damage to all within a cone 10' long and 10' wide at the far end (a Saving Throw for half damage is allowed). A giant bombardier beetle can use this spray attack up to five times per day, but no more often than once per three rounds. Faced with opponents attacking from just one direction, a giant bombardier beetle may choose to turn away and use the spray attack rather than biting.

Giant bombardier beetles, like most beetles, have more or less the same visual acuity in all directions, and thus suffer no penalty to Armor Class when attacked from behind.

Beetle, Giant Stag

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	7
<i>Attacks:</i>	<i>Bite</i> (2d6), 2 <i>Horns</i> (2d6)
<i>Special:</i>	<i>None</i>
<i>Move:</i>	6
<i>HDE/XP:</i>	7/60

These creatures are serious pests that greedily devour cultivated crops. A single beetle can strip an entire farm in short order. An adult giant stag beetle is about 10' long, with 8' long horns.

Bunyip

<i>Armor Class:</i>	3[9]
<i>Hit Dice:</i>	6
<i>Attacks:</i>	1 <i>Bite</i> (1d6)
<i>Special:</i>	-
<i>Move:</i>	12/6 (<i>Swim</i>)
<i>HDE/XP:</i>	6/40

Bunyips are large carnivorous, lake-dwelling creatures. They have a dog-like face, large tusks, sturdy webbed feet, and short otter-like fur upon a body much like that of a great bear. They may be found in a remote wilderness and also in underground pools and lakes. They are very aggressive and will usually attack anyone who wanders into their territorial waters.

Cyclops

<i>Armor Class:</i>	3[9]
<i>Hit Dice:</i>	13
<i>Attacks:</i>	1 <i>Club</i> (2d6)
<i>Special:</i>	<i>Throw rocks, Curse</i>
<i>Move:</i>	9
<i>HDE/XP:</i>	14/260

Cyclops average 20' tall, and are related to giants. They have one large eye centered on their face. They have reduced depth perception and suffer a -1 penalty to attack rolls. They employ large clubs as weapons, but also throw rocks up to 200' for 3d6 hit points of damage. A few cyclops have the ability to issue a curse one time per week (reverse of remove curse). Cyclops are loners, and generally live together in small numbers only on occasion. They typically keep flocks of sheep, and often cultivate grapes. They live in caves.

Death Knight

<i>Armor Class:</i>	0 [12]
<i>Hit Dice:</i>	10
<i>Attacks:</i>	<i>Two-Handed Sword</i> (1d6+3)
<i>Special:</i>	<i>See Below</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	12/200

These terrible undead knights are clad in black armor and wield terrible twohanded swords with great strength. In addition to increased damage, each time a death knight successfully strikes a foe with their sword the target loses one Skill Rank of Body Development.

If the optional Class-and-Level system is used the attack drains one level from the target.

Death Knights are also immune to all spells of 5th level or lower. They can cast a Fireball once per day that inflicts 7d6 points of damage. They are immune to damage from mundane weapons and cannot be banished by a cleric.

Demon, Succubus (Revised)

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	6
<i>Attacks:</i>	<i>Bite</i> (1d6-1)
<i>Special:</i>	<i>Charm Person</i>
<i>Move:</i>	12 (15 <i>when flying</i>)
<i>HDE/XP:</i>	7/60

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

Eagle, Giant

<i>Armor Class:</i>	4[8]
<i>Hit Dice:</i>	4
<i>Attacks:</i>	2 Claws (1d6), Bite (2d6)
<i>Special:</i>	Dive Attack
<i>Move:</i>	3/48 (flying)
<i>HDE/XP:</i>	5/24

The grand, giant eagles have a 20' wingspan. They nest on large cliffs or other out of the way rocky areas. Their eyesight is so finely honed that during the day they are impossible to surprise.

In addition to their normal claw and beak attacks, giant eagles may use a dive attack that deals 2d6 damage per claw, with no beak attack possible. They may instead opt to carry away prey, and can carry up to 200 lbs. at half their normal movement. Giant eagles are intelligent, and have a kind fondness for elves and dwarves.

Ettin

<i>Armor Class:</i>	2[10]
<i>Hit Dice:</i>	10
<i>Attacks:</i>	2 attacks, Club (3d6) and Club (2d6)
<i>Special:</i>	See below
<i>Move:</i>	12
<i>HDE/XP:</i>	11/170

Ettins are dirty creatures that wear tattered skins and often use wicked weapons, such as barbed clubs. They share some affinity to orcs, witnessed in their pig-like faces. Ettins are large, nocturnal creatures that live below ground. They have two heads, each of which controls one arm. The right side is slightly dominant, and can cause 3d6 damage whereas the left can inflict 2d6. Ettins are seldom surprised (1 on 1d6) because one head or the other is usually keeping watch.

Ghast

<i>Armor Class:</i>	3[9]
<i>Hit Dice:</i>	4
<i>Attacks:</i>	<i>Claws</i> (1d6 + <i>Paralysis</i>)
<i>Special:</i>	<i>Immunities, paralysis, stench</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	5/24

A ghast is a stronger, quicker and more dangerous version of a ghoul. They are turned as if they are Wights. Ghosts look just like ghouls, and have been known to lead packs of ghouls due to their intelligence.

Any ogre-sized or smaller creature touched by a ghast must make a saving throw *vs. Paralysis* or be paralyzed for 3d6 turns. Elves are *not* immune to this paralysis.

In addition, ghosts have a horrible rotting stench, and any beings within 10' must save versus poison or become horribly sick and vomiting, suffering -2 to hit in combat. Ghosts represent such a powerful evil that protection from evil is ineffective against them unless combined with powdered iron. Cold iron weapons deal twice normal damage against ghosts. Ghosts regenerate 1 hit point per round until slain.

Golem, Clay

<i>Armor Class:</i>	4[8]
<i>Hit Dice:</i>	10
<i>Attacks:</i>	1 <i>fist</i> (2d6)
<i>Special:</i>	<i>Immune to slashing and piercing weapons, immune to most spells.</i>
<i>Move:</i>	8
<i>HDE/XP:</i>	14/260

The "original" golem of folklore, clay golems may be created by Clerics or powerful priests. They are massive clay statues of human beings, imbued with a rudimentary intelligence and the ability to move and follow their masters' commands. For each round of combat, a clay golem has a 1% chance (cumulative) to go berserk,

leaving its master's control and attacking enemies and allies alike. Clay golems are not damaged by slashing or piercing weapons. They are immune to all spells other than those affecting earth, and these have very diminished effects – with one exception. An earthquake spell may be used to utterly destroy a clay golem.

Golem, Flesh (Revised)

<i>Armor Class:</i>	5 [7]
<i>Hit Dice:</i>	12
<i>Attacks:</i>	<i>Fist (1d6+2)</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 Frankenstein's monster. Damage inflicted by lightning heals the golem, and it is slowed by fire and cold. 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, Glass

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	9
<i>Attacks:</i>	<i>fist or weapon</i>
<i>Special:</i>	<i>See Below</i>
<i>Move:</i>	9
<i>HDE/XP:</i>	9/110

Whether crafted from animated stained glass, or massive piles of jagged shards, these behemoths are sometimes animated to protect churches and other holy sites. They are immune to non-magical weapons and take only one point of damage from attacks made with magical weapons which are not blunt. They take half damage from fire spells, but reduce their movement by half for one round after suffering it. They are immune to all other forms of magic.

Golem, Iron (Revised)

<i>Armor Class:</i>	2[10]
<i>Hit Dice:</i>	13
<i>Attacks:</i>	<i>Fist or weapon (2d6)</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 foot radius cloud of poison gas as well as attacking with great power. Only +3 or better magic weapons can harm an iron golem. 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 (Revised)

<i>Armor Class:</i>	3[9]
<i>Hit Dice:</i>	16
<i>Attacks:</i>	<i>Fist (2d6)</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 weapons +2 or better.

Golem, Wood

<i>Armor Class:</i>	3[9]
<i>Hit Dice:</i>	10
<i>Attacks:</i>	<i>fist</i> (1d6+2)
<i>Special:</i>	<i>See Below</i>
<i>Move:</i>	6
<i>HDE/XP:</i>	10/140

These lumbering constructs are often mistaken for treants and typically protect hidden groves and glens claimed by powerful spell casters.

They are nearly invisible when in a forested area, surprising their enemies on a 1-5 on 1d6. They are immune to mundane weapons and all magic, except fire and fire-based spells, which inflict normal damage.

Human, Normal

<i>Armor Class:</i>	5[7]
<i>Hit Dice:</i>	0 (1d3 HP)
<i>Attacks:</i>	<i>Weapon</i>
<i>Special:</i>	<i>None</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	0/1

Normal humans are untrained peasants or townsfolk.

Kraken

<i>Armor Class:</i>	2[10]
<i>Hit Dice:</i>	15
<i>Attacks:</i>	<i>Tentacle</i> (2d6) or <i>Bite</i> (4d6)
<i>Special:</i>	<i>Swallow Whole</i>
<i>Move:</i>	15 <i>swimming</i>
<i>HDE/XP:</i>	15/290

These massive sea monsters resemble unimaginably large squids with eight (or more) wiggling appendages. They attack entire ves-

sels, ripping them apart and swallowing crew whole with their massive, tooth filled maw.

When a kraken attacks, it grabs a target with one of its tentacles on round one, attempts to bite them on round two, and then swallows them whole on round three. A target who has been swallowed whole is slain. Krakens typically have eight tentacles and can make an attack with each one of them every combat round.

Leech, Giant

<i>Armor Class:</i>	5 [7]
<i>Hit Dice:</i>	2
<i>Attacks:</i>	1 bite (1d6 plus life drain, see below)
<i>Special:</i>	Suck blood
<i>Move:</i>	6
<i>HDE/XP:</i>	5/24

If a giant leech hits with its attack, it drains one Skill Rank of BODY DEVELOPMENT on the following round. Anyone reduced below a Skill Rank of 0 will die. Lost Skill Ranks most likely return at a rate of 1 per day, if the character rests. Freshwater leeches might simply drain hit points. If you use the Class-and-Level system giant leeches drain one level per hit.

Locathah

<i>Armor Class:</i>	3 [9]
<i>Hit Dice:</i>	2
<i>Attacks:</i>	1 Spear (1d6+1) or 1 Crossbow (1d6+1)
<i>Special:</i>	Breathe under water
<i>Movement:</i>	3/18 (swimming)
<i>HDE/XP:</i>	2/30

Although humanoid in shape, Locathahs are more fish than man. The average locathah stands 5 feet tall and weighs 175 pounds. Females and males look very much alike, although the former can be recognized by the two ochre stripes marking their egg sacs. Locathahs speak their own language.

Any attack from locathahs usually begins with loosing volleys of bolts from their unique crossbows; these special crossbows have a range of 60 feet underwater (normal ranges on the surface). If they manage to set up an ambush or other trap, they continue to employ crossbows for as long as possible, otherwise they yield spears.

Although primarily used for fishing, these spears make formidable weapons. Locathahs lack teeth, claws, and other natural weapons, so they are not especially dangerous if unarmed; they will generally flee at that point.

Lurker, Ceiling

<i>Armor Class:</i>	4[8]
<i>Hit Dice:</i>	10
<i>Attacks:</i>	1 <i>crush</i> (1d6)
<i>Special:</i>	<i>Smother</i>
<i>Move:</i>	1/7 (<i>flying</i>)
<i>HDE/XP:</i>	10/140

Lurkers resemble floating manta rays, with a rough, stone-like undersurface. They levitate to ceiling-tops and wait for prey to walk underneath, whereupon they drop and enfold the victim in their thick “wings” (to-hit roll). Anyone trapped inside a lurker’s clutches takes 1d6 points of damage per round from crushing, and will suffocate within 1d4+1 rounds unless the lurker is killed. There is normally only a 10% chance to detect a lurker’s presence visually before it attacks, and it has a 65% chance to gain initiative automatically (unless a “surprise roll” system is being used, in which case the lurker has a 4 in 6 chance to gain surprise).

Lycanthrope, Wereboar

<i>Armor Class:</i>	3[9]
<i>Hit Dice:</i>	5+2
<i>Attacks:</i>	<i>Bite</i> (1d6+1)
<i>Special:</i>	<i>Lycanthropy, hit only by magic or silver weapons</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	6/40

Wereboars are often found in the remote wilderness.

Mastodon

<i>Armor Class:</i>	1[11]
<i>Hit Dice:</i>	15+11
<i>Attacks:</i>	2 <i>Tusks</i> (2d6) or 1 <i>Trample</i> (5d6)
<i>Special:</i>	-
<i>Move:</i>	12
<i>HDE/XP:</i>	16/320

Mastodons (and mammoths, which can also be represented by the above statistics) are hairy relatives of the elephant found in cold "lost world" areas. A mastodon has no treasure as such, but the tusks of a mastodon are worth 1d6 x 150 gp.

Mohrg

<i>Armor Class:</i>	4[8]
<i>Hit Dice:</i>	14+11
<i>Attacks:</i>	1 <i>Slam</i> or 1 <i>Tongue</i> (special)
<i>Special:</i>	<i>See below</i>
<i>Movement:</i>	9
<i>HDE/XP:</i>	16/320

Mohrgs are the animated corpses of mass murderers or similar heinous villains. Most mohrgs are 5 to 6 feet tall and weigh about 120 pounds. Mohrgs attack by slamming enemies with their fists; they may also lash out with its tongue. Whomever the tongue touches must make a Saving Throw or become paralyzed for 1d6

minutes (4d6 rounds). They often catch opponents flat-footed, for they move much faster than zombies (no initiative penalty).

As with all undead, they can be Turned by a Cleric (as a vampire), and are immune to sleep, charm or hold spells. Creatures killed by a mohrg rise after 1d6 days as ordinary zombies under the mohrg's control.

Morlock

<i>Armor Class:</i>	5 [7]
<i>Hit Dice:</i>	1
<i>Attacks:</i>	<i>Weapon</i>
<i>Special:</i>	<i>See below</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	1/2

Morlocks are a degenerate race of subterranean humans. They are all albinos, and have developed a carnivorous diet that favors the meat of other humanoids. They only venture to the surface at night, and if caught in the daylight they suffer an attack penalty of -1. Their subterranean existence has given them 90' infravision. These foul degenerate people wield any sort of weapon, but favor spears and swords. Morlocks lair deep within caverns or labyrinths.

Morlocks are enemies of dwarves, and gnomes, but they sometimes join groups of orcs and goblins. Morlocks sometimes tame albino apes.

Nixie

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	0 (1d3 HP)
<i>Attacks:</i>	<i>Weapon</i>
<i>Special:</i>	<i>Charm</i>
<i>Move:</i>	6/12 (<i>swimming</i>)
<i>HDE/XP:</i>	0/1

Nixies are weak water fey creatures. One in ten of them has the power to cast a powerful *Charm Person* (-2 penalty to saving throw)

that causes the victim to walk into the water and join the nixies as their slave for a year. Casting *Dispel Magic* against the curse has only a 75% chance of success, and once the victim is actually in the water the chance drops to 25%. Nixies are ordinarily friendly, but they are capricious.

Nymph

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	3
<i>Attacks:</i>	<i>None</i>
<i>Special:</i>	<i>See Below</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	4/12

Nymphs are fey who appear as leafclad or nude women of unimaginable beauty. They dwell in the deep parts of the forest and seek to protect wild places in the world. Any men who gaze upon them must make a saving throw at a -4 penalty or fall completely under their thrall. Nymphs will lead wayward travelers away from their beloved woods and malicious foes to their deaths, often drowning them in woodland lakes while they are enchanted. Nymphs are invisible while in the woods as long as they remain still, blending seamlessly into their surroundings.

Piercer

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	1 to 4
<i>Attacks:</i>	1 drop/pierce (1d6 per HD)
<i>Special:</i>	<i>Drop from ceiling</i>
<i>Move:</i>	1
<i>HDE/XP:</i>	1 HD (1/15), 2 HD (2/30), 3 HD (3/60), 4 HD (4/120)

Piercers resemble stalactites, and drop from cavern ceilings to pierce their victims. After falling (and feeding), they crawl slowly

back to the ceiling in order to attack again. Note that the damage inflicted by a piercer is 1d6 per hit die of the creature.

Rakshasa

<i>Armor Class:</i>	4[8]
<i>Hit Dice:</i>	7
<i>Attacks:</i>	2 <i>claws</i> (1d3) 1 <i>bite</i> (1d6)
<i>Special:</i>	<i>Illusory appearance, special magic resistance, spells</i>
<i>Move:</i>	15
<i>HDE/XP:</i>	12/200

Rakshasas are evil spirits from Indian mythology. Their true form is that of a demon with the head of a tiger or other predatory animal, but by magical illusion they always appear to others in a friendly or non-threatening form. Rakshasas can only be affected by the most powerful of spells (level 8 or 9), and they can only be hit with magical weapons. Crossbow bolts that have been blessed by a Cleric are the bane of the rakshasa – such bolts are treated as +3 weapons against them. Rakshasas are minor spell casters, able to cast Magic-User spells (3/2/1) and Cleric spells (1 Level-1 spell). Typical spells for a rakshasa might be:

MAGIC-USER LEVEL 1: *Magic Missile* x3; level 2: *Mirror Image*, *Web*; level 3: *Fly*

CLERIC LEVEL 1: *Cure Light Wounds*

Rot Worm

<i>Armor Class:</i>	4[8]
<i>Hit Dice:</i>	1-1
<i>Attacks:</i>	<i>Bite</i> (1d6-3)
<i>Special:</i>	<i>Infect</i>
<i>Move:</i>	3 (12 <i>while swimming</i>)
<i>HDE/XP:</i>	0/1

These large, slimy worms seek to attach themselves to a host. When Rot Worms make a successful attack, they burrow under the skin and attempt to bore their way to the target's heart in order to devour it. Targets have 1d4 rounds from the time of a successful attack before the rot worm reaches their heart.

Rust Monster

<i>Armor Class:</i>	4[8]
<i>Hit Dice:</i>	4
<i>Attacks:</i>	<i>See Below</i>
<i>Special:</i>	<i>Rust Touch</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	4/12

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

Sabre-Tooth Cat

<i>Armor Class:</i>	3[9]
<i>Hit Dice:</i>	8
<i>Attacks:</i>	2 Claws (1d6) and 1 Bite (3d6)
<i>Special:</i>	-
<i>Move:</i>	15
<i>HDE/XP:</i>	8/80

The sabre-tooth cat, or smilodon, is a prehistoric great cat with very large canine teeth. They behave much as do mountain lions or jaguars.

Sahuagin

<i>Armor Class:</i>	3[9]
<i>Hit Dice:</i>	2+2
<i>Attacks:</i>	2 Claws (1d3) or Weapon (1d6)
<i>Special:</i>	<i>Amphibian</i>
<i>Move:</i>	12/24 (<i>swimming</i>)
<i>HDE/XP:</i>	3/60

Sahuagin are irredeemably evil fish-like humanoids that worship infernal forces. Most feature green coloration, darker along the back and lighter on the belly. Many have dark stripes, bands, or spots, but these tend to fade with age. An adult male sahuagin stands roughly 6' tall. They only live in saltwater, and may dwell in shallow waters near shore or in very deep locations far at sea.

They have kingdoms under the waves that ape human societal structures. Sahuagin typically fight with tridents and nets or daggers, spears, and crossbows. If unarmed, they attack with 2 claws and a bite when on shore, or 2 claws, 2 foot rakes, and a bite when under water. Sahuagin often take human prisoners under the sea, where they are subject to unspeakable tortures.

Satyr

<i>Armor Class:</i>	3[9]
<i>Hit Dice:</i>	5
<i>Attacks:</i>	1 <i>head butt</i> (1d6) or <i>dagger</i> (1d6) or <i>bow</i> (1d6+1)
<i>ST:</i>	9
<i>Special:</i>	<i>See below</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	6/40

A Satyr's body has the upper half of a man and the lower half of a goat with red or chestnut brown hair, with hooves and horns.

The keen senses of a satyr make it almost impossible to surprise one in the wild. Conversely, with their own natural grace and agility, satyrs can sneak up on travelers who are not carefully watching the surrounding wilderness. Once engaged in battle, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to be armed with a bow and a dagger.

Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries this instrument. When it plays, all creatures within a 60 foot (except satyrs) must save vs. spells or be affected by *Charm Person*, *Sleep*, or *Fear*. The satyr chooses the tune and its effect. In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same instrument for 24 hours.



Shambling Mound

<i>Armor Class:</i>	1 [11]
<i>Hit Dice:</i>	7
<i>Attacks:</i>	2 fists (2d6)
<i>Special:</i>	<i>Immunities, enfold and suffocate victims.</i>
<i>Move:</i>	6
<i>HDE/XP:</i>	10/140

Shambling mounds are moving plants, huge masses of slimy vegetation that shamble through swamps and marshes looking for prey. They have a roughly bipedal shape, with two 'legs' and two 'arms.'

Shambling mounds are immune to fire because of their slimy, wet bodies. They take only half damage from cold, and half damage from weapons of any kind. Electricity causes a shambling mound to gain one hit die. If a shambling mound hits with both arms, the victim is enfolded into the slimy body and will suffocate in 2d4 melee rounds unless freed.

Shrieker

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	3
<i>Attacks:</i>	<i>None</i>
<i>Special:</i>	<i>Sbriek</i>
<i>Move:</i>	1
<i>HDE/XP:</i>	3/6

Shriekers are huge mushrooms with tough, fibrous bodies. They do not physically attack, but if light shines on them (or within about 30 feet) or if anything moves near them (within about 10 feet), they emit a high-pitched shrieking noise. This noise causes 1 hp damage per round (saving throw applies) to anyone nearby (within 30 feet). The true danger of shriekers is that they tend to summon wandering monsters. If they are attacked with missile weapons, they will attempt to shuffle away, although they do not move very fast.

Specter (Revised)

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	6
<i>Attacks:</i>	<i>Touch (See below)</i>
<i>Special:</i>	<i>Drains 2 levels per hit</i>
<i>Move:</i>	15/30 (<i>when flying</i>)
<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 two levels 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 level 0) by a specter becomes a specter himself—a pitiful thrall to its creator.

Sphinx

<i>Armor Class:</i>	1 [11]
<i>Hit Dice:</i>	12+10
<i>Attacks:</i>	2 <i>Claws</i> (1d6+2)
<i>Special:</i>	<i>See below</i>
<i>Movement:</i>	15/12 (<i>flying</i>)
<i>HDE/XP:</i>	13/230

Sphinxes are massive winged lions with human-like faces. A typical sphinx is nearly 10 feet long and weighs over 800 pounds. Sphinxes have Darkvision out to 60 feet. A sphinx can speak all languages of men and dragons, as well as their own racial tongue. They prefer witty discourse over open combat, but will defend themselves and their homes if threatened.

Stirge

<i>Armor Class:</i>	3[9]
<i>Hit Dice:</i>	1-1
<i>Attacks:</i>	<i>Sting (1d6-1)</i>
<i>Special:</i>	<i>Suck Blood</i>
<i>Move:</i>	15 <i>while flying</i>
<i>HDE/XP:</i>	1/2

Resembling small, feathered, winged anteaters, stirges have a proboscis which they jab into their prey to drain blood. After a stirge's first hit, it drains blood automatically at a rate of 1d4 hp per round.

Tick, Giant

<i>Armor Class:</i>	3[9]
<i>Hit Dice:</i>	3
<i>Attacks:</i>	<i>Bite</i>
<i>Special:</i>	<i>Drains blood</i>
<i>Move:</i>	3
<i>HDE/XP:</i>	3/60

Giant ticks drain blood at a rate of 4 hit points per round after a successful hit. Their bite causes disease, which will kill the victim in 2d4 days. (*Cure Disease* spells will remove the infection.) A giant tick can be forced off a victim by fire or by simply killing it.

Titanother

<i>Armor Class:</i>	3[9]
<i>Hit Dice:</i>	12+10
<i>Attacks:</i>	1 <i>Butt (2d6)</i> or 1 <i>Trample (4d6)</i>
<i>Special:</i>	-
<i>Movement:</i>	12
<i>HDE/XP:</i>	12/200

A titanother is a huge prehistoric animal that resembles the rhinoceros; adults average 10' tall and 13' long. They have large, forked horns rather than the pointed horns of rhinos. Like rhinos, they are herd animals, and males aggressively defend the herd; fe-

males only enter combat if the male(s) are defeated or the attackers are very numerous. If a single titanother is encountered, it will be a rogue male; they are bad tempered and prone to attacking smaller creatures that enter their territory.

Toad, Giant

<i>Armor Class:</i>	4 [8]
<i>Hit Dice:</i>	2+2
<i>Attacks:</i>	<i>Bite</i> (1d6)
<i>Special:</i>	<i>Swallow whole</i>
<i>Move:</i>	9
<i>HDE/XP:</i>	3/6

These immense toads can grow to be as large as a wolf and weigh up to 250 lbs. They have the ability to alter the color of their warty hides to match that of the dim labyrinth corridors or dark forests they frequent. For this reason they will surprise a victim on a surprise check roll of 1-3 on 1d6. Giant toads have 15' long tongues, and on a successful hit they are able to yank any being the size of a dwarf or smaller toward their mouths for a bite attack. Victims no larger than a halfling may be swallowed on an attack roll of 12. Any creature swallowed will suffer 1d6 hit points of damage per round as the toad digests it.

Trapper Beast

<i>Armor Class:</i>	2 [10]
<i>Hit Dice:</i>	10 to 12
<i>Attacks:</i>	1 <i>enfold</i>
<i>Special:</i>	<i>Immunities; enfold and smother</i>
<i>Move:</i>	1
<i>HDE/XP:</i>	10 <i>HD</i> (11/170), 11 <i>HD</i> (12/200), 12 <i>HD</i> (13/230)

Trapper-beasts are large manta-like creatures resembling the stone floors of the subterranean areas where they live. When prey steps onto the trapper's body, it whips up its wings to enfold and

smother its victims (to a maximum of four). Death occurs in 7 melee rounds. Cold does not damage them, and fire inflicts only half damage.

Troglodyte

<i>Armor Class:</i>	3[9]
<i>Hit Dice:</i>	2
<i>Attacks:</i>	2 <i>Claws, Bite</i>
<i>Special:</i>	<i>Stench</i>
<i>Move:</i>	12
<i>HDE/XP:</i>	3/6

These humanoid reptiles are green, scaly, and have a bony spine along the center of the top of their heads, backs, and backs of their arms. Troglodytes are malicious and warlike, and will attempt to slay any creatures that cross their paths. They have the ability to blend into their environment like a chameleon, and will surprise with a surprise check roll of 1-4 on 1d6. Their bodies are covered in small glands that produce a stinky, slimy coating on their scaly hide. All demi-humans and humans that come near a troglodyte are required to make a saving throw versus poison, or suffer -1 to attack rolls due to the disgusting, horrid stench.

Wight (Revised)

<i>Armor Class:</i>	3[9]
<i>Hit Dice:</i>	3
<i>Attacks:</i>	<i>Claw (1d6 plus life drain, see below)</i>
<i>Special:</i>	<i>See below</i>
<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. A wight drains one Skill Rank of BODY DEVELOPMENT per hit. If you use the Class-and-Level system the

wight drains one level per hit. Any human killed or completely drained to Skill Rank 0 by a wight becomes a wight.

Wraith (Revised)

<i>Armor Class:</i>	2[10]
<i>Hit Dice:</i>	4
<i>Attacks:</i>	<i>Touch (See below)</i>
<i>Special:</i>	<i>See below</i>
<i>Move:</i>	24
<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 one Skill Rank of BODY DEVELOPMENT per hit. If you use the Class-and-Level system the wraith drains one level per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

Yeti

<i>Armor Class:</i>	4[8]
<i>Hit Dice:</i>	5
<i>Attacks:</i>	2 <i>fists</i>
<i>Special:</i>	<i>Immune to cold, bug, fear.</i>
<i>Move:</i>	14
<i>HDE/XP:</i>	7/60

Yetis are the “Bigfoot” creatures of the arctic and the high mountains. If a yeti strikes the same opponent with both fists, it bear-hugs for an additional 2d6 points of damage. Anyone caught in the yeti’s arms like this must make a saving throw or be paralyzed with fear for 1d3 rounds, during which time the yeti hits automatically. Yetis are very intelligent, and can be quite malevolent. They are immune to normal and magical cold.

V: Treasure

 HIS CHAPTER introduces a more classical approach to generate random treasure than the standard method presented in the core rules. The Referee will ultimately decide on which version to use.

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

As a general guideline, the monetary value of a treasure ought to be about 2–3 times the monster's value in experience points, and keep in mind that hunting and patrolling monsters likely won't be carting their treasure around with them. If the characters can't find the monster's lair, they may get none of the treasure. Also, it obviously doesn't make sense for every wild boar and wolf to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the goblin treasure hoard contains some "extra" treasure to account for the wolves in the area. If the characters avoid the wolves and kill the goblins, so much the better. If they have to fight the wolves and never find the goblins, then the treasure is there for them to find next time.

Here is a table a Referee can use as a guideline to help create a treasure:

Table 34: Treasure Value

ROLL	VALUE	POSSIBLE TREASURE VALUE (GP)*		
		CP	SP	GP
1	XP × 1	50%	30%	20%
2–3	XP × 2	20%	50%	30%
4–5	XP × 3	10%	40%	50%
6	XP × 4	–	25%	75%

* The total value of treasure is expressed in terms of gold coins. If the total value of treasure was 100 XP on a roll of 1, the recipient would receive 20 gp, 300 sp, and 5,000 cp

Remember that coins found are not always gold pieces—there might be a mixture of copper (cp) and silver pieces (sp) in the treasure as well. The treasure breakdown given in the prior Treasure Values table is a suggested guideline to how you might consider breaking up the treasure. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp).

Splitting the Take (Variant)

Once the monsters are slain and the wounds are bound, it's time to divide up the treasure. It is suggested that the total gp value of the loot is totaled and divided up among the participants with each getting an equal "share." Many Referees rule that treasure must be shared with NPCs getting either a full or half share, depending upon their level. It is also customary for fallen (dead) comrades to still get a share of the take to be given to their next of kin.

Treasure Items

In addition to coins, treasures might contain gems, jewelry, and magical items. Treasures should be interesting—an endless series of “another treasure worth 100 gp in total” is a sure-fire recipe for boring your players.

For every 5,000 gp in value, there is a 1 in 6 chance of trading out 5,000 gp for an item on either the MAJOR GEM/JEWELRY or MAJOR MAGIC table.

For every 1,000 gp in value, there is a 1 in 6 chance of trading out 1,000 gp for an item on either the MEDIUM GEM/JEWELRY or MEDIUM MAGIC table.

For every 100 gp in value, there is a 1 in 6 chance of trading out 100 gp for an item on either the MINOR GEM/JEWELRY or MINOR MAGIC table.

Calculate the total percentage of treasure that can be traded out and roll a d100 to see if you can roll for an item on one of the following tables. It is suggested that the Referee begin with the 5,000 gp values and work down to the 100 gp values. “JEWELRY” refers to a single item of jewelry.

Always remember that these tables are merely guidelines—if you desire the placement of a particular item or treasure type, go ahead and do it! If you don’t wish to include gems, jewelry, or magic items, then leave the treasure at coins. These tables are here only to help when wanted.

Treasure Trade Out (Example #1)

If you populate an area with 5 skeletons, their total XP value would be 75. If you were to roll against the Treasure Values table and get a 4, the total treasure value for that encounter would be (rounded down): 112 gp, 900 sp, and 2,250 cp. There is a 1 in 6 chance of trading out 100 gp of that treasure for one minor item. If, on a d6, you roll a 1, then the treasure value of that encounter would be 12 gp, 900 sp, 2,250 cp, and one minor item (as rolled on the MINOR GEM/JEWELRY or MINOR MAGIC table).

Treasure Trade Out (Example #2)

You place a fearsome minotaur in a locked dungeon room for a total of 400 XP. Rolling against the TREASURE VALUES table, if you were to roll a 6, the total treasure value for this encounter would be: 1,200 gp and 4,000 sp. There is a 1 in 6 chance of trading out 1,000 gp of that treasure for one medium item. If, on a d6, you roll a 1, then the treasure value on that encounter would be 200 gp, 4,000 sp, and one medium item (as rolled on the MEDIUM GEM/JEWELRY or MEDIUM MAGIC table). With the remaining gold, there could either be a trade out of 600 gp for one minor item, six 1 in 6 chances to trade out 600 gp for a total of six minor items, or some other variant like one 1 in 6 chance to trade out 100 gp for one minor item (keeping the remaining 500 gp).

5,000 gp Trade Out

A roll of 1–5 on a d6 means a roll on the MAJOR GEM/JEWELRY table. A roll of 6 results in rolling on the MAJOR MAGIC ITEM table.

Table 35: Major Gem/Jewelry Table

D6 ROLL	GEM OR JEWELRY VALUE
1	1d1,000 gp
2–3	1d1,000 (×8) gp
4–5	1d1,000 (×12) gp
6	1d1,000 (×20) gp

Table 36: Major Magic Item

D6 ROLL	RESULT
1	Roll 6 times on the Potions table
2–3	Roll 1d6+12 on the Scrolls table
4–5	Roll 1d6+12 on the Weapons and Armor table
6	Roll 1d20+40 on the Miscellaneous table (includes Rings and Staves)

1,000 gp Trade Out

A roll of 1–5 on a d6 means a roll on the MEDIUM GEM/JEWELRY table. A roll of 6 results in rolling on the MEDIUM MAGIC ITEM table.

Table 37: Medium Gem/Jewelry

D6 ROLL	GEM OR JEWELRY VALUE
1	1d100 gp
2–3	1d1,000+250 gp
4–5	1d1,000+750 gp
6	1d10,000 gp

Table 38: Medium Magic Item

D6 ROLL	RESULT
1	Roll 3 times on the Potions table
2–3	Roll 1d6+6 on the Scrolls table
4–5	Roll 1d6+6 on the Weapons and Armor table
6	Roll 1d20+20 on the Miscellaneous table (includes Rings and Staves)



100 gp Trade Out

A roll of 1–5 on a d6 means a roll on the MINOR GEM/JEWELRY table. A roll of 6 results in rolling on the MINOR MAGIC ITEM table.

Table 39: Minor Gem/Jewelry

D6 ROLL	GEM OR JEWELRY VALUE
1	1d6 gp
2–3	1d100+25 gp
4–5	1d100+75 gp
6	1d1,000 gp

Table 40: Minor Magic Item

D6 ROLL	RESULT
1	Roll once on the Potions table
2–3	Roll 1d6 on the Scrolls table
4–5	Roll 1d6 on the Weapons and Armor table
6	Roll 1d20 on the Miscellaneous table (includes Rings and Staves)



Table 41: Magic Potions

D66 ROLL	MAGIC POTION*
11	Animal Control
12	Clairaudience
13	Clairvoyance
14	Diminution
15	Dragon Control
16	Ethereality
21	Fire Resistance
22	Flying
23-24	Gaseous Form
25-26	Giant Strength
31-32	Growth
33-34	Heroism
35-36	Invisibility
41-42	Invulnerability
43-44	Levitation
45-46	Plant Control
51-52	Poison
53-54	Slipperiness
55-56	Treasure Finding
61-62	Undead Control
63-64	Extra Healing
65-66	Healing

* Potions have a duration of $1d6+1$ turns

Magic Potion Descriptions

ANIMAL CONTROL: Results as per the spell Charm Monster.

CLAIRAUDIENCE: Results as per the spell.

CLAIRVOYANCE: Results as per the spell.

DIMINUTION: Imbiber shrinks and becomes 6 inches tall for 2d6 hours.

DRAGON CONTROL: 1d3 dragons of a specific type (determined randomly by the Referee) are affected as per the spell Charm Monster.

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

EXTRA HEALING: Cures 3d6+3 HP worth of damage.

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

FLYING: Results as per the spell Fly.

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

GIANT STRENGTH: Character gains strength above and beyond the normal. Gains an additional 1d6 to damage rolls and +4 "to-hit".

GROWTH: Character grows and becomes 30 feet tall.

HEALING: Cures 1d6+1 HP worth of damage.

HEROISM: +2 to attacks and damage.

INVISIBILITY: Results as per the spell.

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

LEVITATION: Results as per the spell.

PLANT CONTROL: Results as per the spell *Charm Monster*.

POISON: Save or die.

SLIPPERINESS: Except for the soles of the feet and the palms of the hands, the character has a virtually friction less surface.

TREASURE FINDING: Character can detect hoards of treasure within 400 feet of their current location.

UNDEAD CONTROL: 2d6 undead of fewer than 4 HD and 1d6 undead of 4+ hit dice fall under the imbiber's control as per the Charm Monster spell.

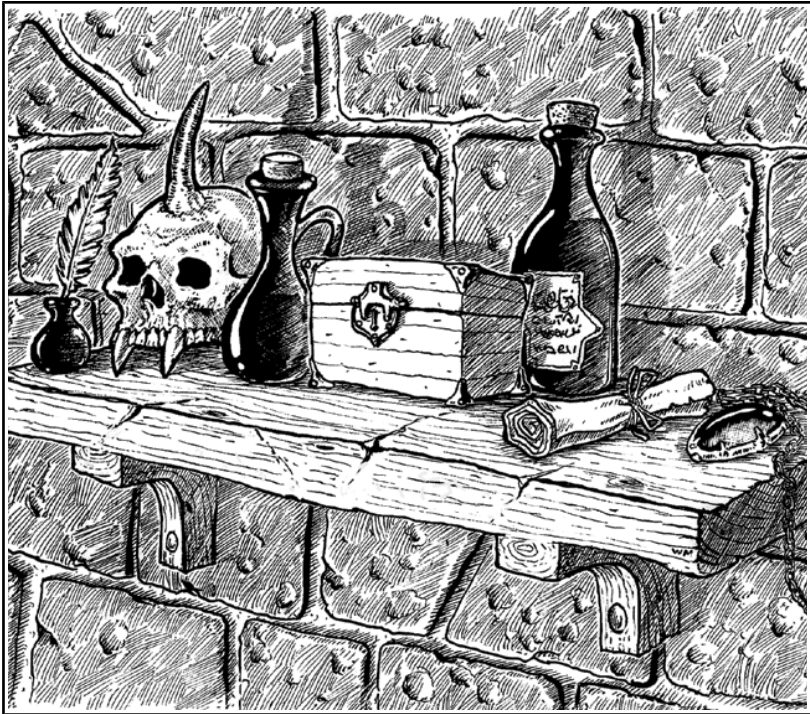


Table 42: Scrolls

SCROLLS*		
D66 ROLL	# OF SCROLLS	SPELL LEVEL
11-12	1	1
13-14	1	1d3
15-16	2	1d2 per scroll
21-22	3	1
23-24	Cursed Scroll	
25-26	Protection Scroll (normal duration)	
31-32	2	1d4
33-34	2	1d6 per scroll
35-36	1	1d4+2
41-42	5	1d3 per scroll
43-44	Cursed Scroll	
45-46	Protection Scroll (double duration)	
51-52	5	1d6 per scroll
53-54	6	1d6 per scroll
55-56	7	1d6 per scroll
61-62	8	1d6 per scroll
63-64	Cursed Scroll	
65-66	Protection Scroll (triple duration and double effects)	

* Roll 1d6 for type (1-3 scrolls are for Magic-users, 4-6 are for Clerics). Remember that there are no 6th level Cleric spells, so re-roll for spell level on a result of 6.

Table 43: Protection Scrolls

D66 ROLL	SCROLL OF PROTECTION FROM:
11-15	Demons
16-24	Drowning
25-33	Elementals
34-42	Lycanthropes
43-46	Magic
51-54	Metal
55-62	Poison
63-66	Undead

Protection Scroll Descriptions

DEMONS: Everyone within a 10 foot radius around the reader are protected from the attacks of 1 demon per round for a period of 40 minutes.

DROWNING: Everyone within a 10 foot radius of the reader gain the ability to breathe underwater for 1 full day.

ELEMENTALS: This scroll protects against a single elemental, and lasts for a duration of 40 minutes.

LYCANTHROPES: All within a 10 foot radius around the reader, for a duration of one hour, are protected from lycanthropes.

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

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

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

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

Table 4.4: Magic Weapons & Armor

Roll 1d6 and add +0, +6, or +12, depending on whether the treasure is minor, medium, or major.

D6 ROLL	MAGICAL WEAPONS AND ARMOR
1	Cursed Armor or Shield
2	+1 Missile Weapon(s) (+1 To-hit, +1 damage)
3	+1 Shield (+1 AC)
4-5	+1 Melee Weapon (+1 To-hit, +1 damage)
6-7	+1 Armor (+1 AC, +1 damage reduction)
8	Cursed Weapon
9	+2 Missile Weapon(s) (+1 To-hit, +2 damage)
10	+2 Melee Weapon (+1 To-hit, +2 damage)
11	+2 Armor (+1 AC, +2 damage reduction)
12	+1 Melee Weapon with Minor Ability (+1 To-hit, +1 damage)
13	+3 Missile Weapon(s) (+1 To-hit, +3 damage)
14	+3 Melee Weapon (+1 To-hit, +3 damage)
16	+3 Armor (+1 AC, +3 damage reduction)
17	Unusual Weapon (optional) or Re-roll
18	Unusual Armor (optional) or Re-roll

Table 45: Cursed Weapons & Armor

D6 ROLL	CURSED ARMOR AND SHIELDS*
1-3	-1 Weapon or Armor
4	-2 Weapon or Armor
5	-3 Weapon or Armor
6	Attracts Missiles**

* Cannot be laid down without the aid of the spell *Remove Curse*

**Attracts Missiles: This item attracts missile fire (even those fired at others nearby) and grants a +1 "to-hit" bonus to attack on such missiles.

Table 46: Magic Melee Weapons

D66 ROLL	MELEE WEAPONS
11-13	Axe, battle
14-16	Axe, one-handed
21-22	Club
23-25	Dagger
26-31	Flail
32-34	Mace
35-41	Morningstar
42-44	Polearm
45-51	Spear
52-53	Staff
54-56	Sword, one-handed
61-63	Sword, two-handed
64-66	War Hammer

Table 47: Magic Missile Weapons

D66 ROLL	MISSILE WEAPONS
11-32	2d6 Arrows
33-36	1d10 Stones
41-42	Spear
43-53	2d4 Darts
54-66	2d6 Bolts, crossbow

Table 48: Minor Weapon Abilities

D6 ROLL	MINOR ABILITIES FOR MELEE WEAPONS
1-4	Additional damage (+1)
5	Sheds light, 15 ft. radius
6	Sheds light, 30 ft. radius

Table 49: Unusual Weapons

D66 ROLL	UNUSUAL WEAPONS
11-14	+1 Blunt weapon that destroys undead
15-22	+1 Thrown weapon that returns to hand
23-26	+1 Weapon, grants 1 additional attack/day
31-34	+1, +2 vs. particular type of foe*
35-42	+1, +4 vs. particular type of foe*
43-46	+2, +3 vs. particular type of foe*
51-53	Weapon flames
54-56	Weapon freezes
61-63	Dancing weapon
64-66	Intelligent weapon

* The bonus applies to damage, the To-hit bonus is always +1.

Unusual Weapon Descriptions

BLUNT WEAPON THAT DESTROYS UNDEAD: Blunt weapons are the mace, sling, staff, and war hammer. Lesser undead types don't get a saving throw; more powerful ones do.

THROWN WEAPON RETURNS TO HAND: These weapons are the hand axe, spear, and war hammer.

BONUS VS. PARTICULAR TYPE OF FOE: Examples include dragons, giants, orcs, lycanthropes, undead, etc.

WEAPON FLAMES: Additional 1d6 fire damage: roll 1d3 for "to-hit" bonus.

WEAPON FREEZES: Additional 1d6 cold damage: roll 1d3 for "to-hit" bonus.

DANCING WEAPON: Fights in the air after 3 rounds, as a +1d3 weapon.

INTELLIGENT WEAPON: Roll 1d3 for to-hit bonus. There is a 10% chance that such a weapon may have the ability to cast a spell once per day. Such swords generally can communicate with their bearers, and often (25% chance) can speak audibly.

Table 50: Unusual Armor

D66 ROLL	UNUSUAL ARMOR
1	Armor of Arrow Deflection
2	Demonic Armor
3	Ethereal Armor
4	Fiery Armor

Unusual Armor Descriptions

ARMOR OF ARROW DEFLECTION: +2 against missile fire.

DEMONIC ARMOR: Possessed by a spirit or demon, with effects to be determined by the Referee.

ETHEREAL ARMOR: +3 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, after which it reverts to normal +3 plate mail. In ethereal form, the wearer cannot be hit and cannot attack (unless the opponent is also ethereal).

FIERY ARMOR: +1 armor that is surrounded by flames. These flames deal 1d6 damage to melee attackers.

Table 51: Miscellaneous Items

Roll 1d6 and add +0, +6, or +12, depending on whether the treasure is minor, medium, or major.

D6 ROLL	MISCELLANEOUS ITEMS
1	Lesser Wand
2	Lesser Ring
3-6	Misc. Lesser Magical Item
7	Lesser Wand
8	Greater Wand
9	Lesser Ring
10	Greater Ring
11-12	Misc. Medium Magical Item
13	Greater Wand
14	Greater Ring
15	Staff
16-18	Misc. Greater Magical Item

Table 52: Lesser Wands

D6 ROLL	LESSER WANDS
1-2	Level 1 spell, holds 10 charges
3-4	Level 2 spell, holds 5 charges
5-6	Level 3 spell, holds 2 charges

Table 53: Greater Wands

D66 ROLL	GREATER WANDS*
11-13	Level 3 spell, holds 10 charges
14-16	Level 4 spell, holds 10 charges
21-23	Wand of Detection (enemies)
24-26	Wand of Detection (metal)
31-34	Wand of Detection (magic)
35-42	Wand of Detection (traps and secret doors)
43-46	Wand of Polymorph
51-54	Wand of Fear
55-62	Wand of Cold
63-66	Wand of Paralyzing

* *Wands become useless with 0 charges. A wand can be recharged by casting a spell into it. There is a 5% chance per recharge that the wand will be destroyed.*

Greater Wand Descriptions

WAND OF DETECTION (ENEMIES): Detects enemies in a radius of 60 feet, provided that the enemies are actually thinking hostile thoughts. Always active when held, does not use charges.

WAND OF DETECTION (METAL): Detects large caches of metal, with a range of 20 feet. The wand's user also gets a vague sense of the metal's type. Always active when held, does not use charges.

WAND OF DETECTION (MAGIC): Functions as a *Detect Magic* spell with a range of 20 feet. The wand's user gets a vague sense of what sort of magic is being detected. Always active when held, does not use charges.

WAND OF DETECTION (TRAPS AND SECRET DOORS): Detects traps and secret doors with a range of 20 feet. Always active when held, does not use charges.

WAND OF POLYMORPH: Casts either *Polymorph (self)* or *Polymorph (other)*, carries 10 charges.

WAND OF FEAR: Causes creatures in a cone-shaped path to flee (saving throw). There is a 4 in 6 chance that they will drop whatever they are holding. The cone extends 60 feet to a base 30 feet across. Holds 25 charges and cannot be recharged).

WAND OF COLD: Casts a cone of cold 60 feet to a base 30 feet across. Creatures in the cone take 6d6 damage (saving throw for half damage). Holds 25 charges and cannot be recharged).

WAND OF PARALYZING: Casts a cone of paralysis 60 feet to a base 30 feet across. Creatures in the cone are paralyzed for 3d6 turns. Holds 25 charges and cannot be recharged).

Table 54: Lesser Rings

D6 ROLL	LESSER RING
1	Fire Resistance
2	Invisibility
3	Mammal Control
4	Poison Resistance
5	Protection (+1 AC, +1 Saving throw)
6	Protection (+1 AC, +2 Saving throw)

Lesser Ring Descriptions

FIRE RESISTANCE: +3 to saving throws vs. magical fire and grants immunity to normal fire.

INVISIBILITY: Turns wearer invisible.

MAMMAL CONTROL: The wearer controls 1d6 mammals at a range of up to 60 feet. Control does not extend to humans or giant animals.

POISON RESISTANCE: +3 to saving throws vs. poison.

PROTECTION: Grants bonus to armor class and saving throws.

Table 55: Greater Rings

D66 ROLL	GREATER RINGS
11-13	Human Control
14-16	Three Wishes
21-23	Regeneration
24-26	Djinn Summoning
31-34	Shooting Stars
35-42	X-ray Vision
43-46	Telekinesis
51-54	Spell Turning
55-62	Spell Storing (Magic-user)
63-66	Spell Storing (Cleric)

Greater Ring Descriptions

DJINN SUMMONING: The wearer of this ring can summon a djinn.

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

REGENERATION: The wearer regenerates 1 HP/round and thus cannot die unless the ring is removed or the body burned.

SHOOTING STARS: Once per day, this ring can summon 1d6 flaming meteors from the depths of space. Each meteor can target a separate enemy and deals 3d6 damage. If used indoors or underground, the meteors will strike whatever is directly above the target.

SPELL STORING (MAGIC-USER): The ring contains 1d6 Magic-user spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Magic-user) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

SPELL STORING (CLERIC): The ring contains 1d6 Cleric spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Cleric) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

SPELL TURNING: Any spell (other than from a wand, etc.) directly aimed at the wearer of this ring is partially reflected back at the caster. Roll a d6 to determine how much of the spell's power bounces back (1: 17%; 2: 33%; 3: 50%; 4: 67%; 5: 83%; 6: 100%); the exact determination of what happens is up to the Referee.

TELEKINESIS: The wearer can mentally lift and move up to 200 pounds of weight at a range of 120 feet.

THREE WISHES: Grants the wearer 3 wishes; outrageous wishes backfire.

X-RAY VISION: The wearer has x-ray vision at a range of 40 feet. The maximum distance through which the character can see through solid rock is just over 10 feet, though solid metals (other than lead) is 1 foot, and through lead is 1 inch.

Table 56: Staves

D66 ROLL	STAVES
11-14	Healing
15-22	Command
23-26	Snake, the
31-34	Striking
35-42	Withering
43-46	Power
51-53	Wizardry
54-56	Beguiling
61-63	Absorption
64-66	Lordly Might



Staff Descriptions

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

BEGUILING: Casts *Charm Person* in a radius of 20 feet from the wielder (uses one charge). The duration of the charm is 1 hour.

COMMAND: A charge can be used to control humans (as per *Charm Person*), plants, or animals.

HEALING: Cures 1d6+1 hit points of damage per charge.

POWER: Casts *Light* (no charge used), casts *Fireball* (4d6 damage), cold as a *Wand of Cold*, *Lightning Bolt* (4d6 damage), acts as a ring of *Telekinesis* (costs one charge) and hits for 2d6 damage (no charge used).

LORDLY MIGHT: These staves only carry 10 charges, but a charge may be used to cast *Raise Dead*.

SNAKE, THE: +1 “to-hit” and +1 damage. When commanded (by using a charge) the staff coils around the target with a successful hit and pinions the victim for 1d3 × 10 minutes. The victim must be about the size of a human or smaller to use this power. The staff will slither back to its owner afterwards at a speed of 24. Only Clerics can employ a Staff of the Snake.

STRIKING: Inflicts 2d6 points of damage with a successful hit (does not use charges).

WITHERING: Adds ten years of physical aging with a successful hit.

WIZARDRY: The most powerful of staves. It is a staff of power with additional abilities. At the cost of one charge, it allows invisibility, summoning elementals (calling 1d6 at a time), *Hold Person*, a *Wall of Fire*, *Passwall*, a *Web* spell, or *Fly*.

Table 57: Miscellaneous Lesser Items

D66 ROLL	LESSER MAGIC ITEMS
11-12	Arrow of Direction
13-14	Bag of Holding
15-16	Boots of Elvenkind
21-22	Boots of Speed or Leaping (50%)
23-24	Bracers of Defense, AC 8
25-26	Chime of Opening
31-32	Cloak of Elvenkind
33-34	Cloak of Protection, +1
35-36	Cursed Item
41-42	Decanter of Endless Water
43-44	Dust of Appearance or Disappearance (50%)
45-46	Dust of Sneezing and Choking
51-52	Gauntlets of Swimming and Climbing
53-54	Horseshoes of Speed
55-56	Luckstone (+1 to saving throws and “to-hit” rolls)
61-62	Manual of Beneficial Exercise
63	Pipes of the Sewers
64	Rope of Climbing
65	Rope of Entanglement
66	Spade of Excavation

Table 58: Miscellaneous Medium Items

D66 ROLL	MEDIUM MAGIC ITEMS
11-12	Amulet Against Scrying
13-14	Boots of Flying
15-16	Bracers of Defense, AC 9 or 10
21-22	Carpet of Flying
23-24	Cloak of Displacement
25-26	Cloak of Protection, +2 or +3
31-32	Deck of Many Things
33-34	Figurine of the Onyx Dog
35-36	Gauntlets of Ogre Power
41-42	Helm of Read Magic and Languages
43-44	Hole, portable
45-46	Horn of Valhalla, bronze
51-52	Horn of Valhalla, silver
53-54	Jug of Alchemy
55-56	Manual of Quickness
61-62	Medallion of Detect Thoughts (ESP)
63	Mirror of Mental Scrying
64	Robe of Blending
65	Robe of Eyes
66	Robe of Wizardry

Table 59: Miscellaneous Greater Items

D66 ROLL	GREATER MAGIC ITEM
11-12	Amulet of Demon Control
13-14	Beaker of Potions
15-16	Censer, Bowl, Brazier, or Stone of Controlling Elementals
21-22	Crystal Ball
23-24	Efreeti Bottle
25-26	Figurine of the Golden Lions
31-32	Gauntlets of Dexterity
33-34	Gem of Seeing
35-36	Girdle of Giant Strength
41-42	Helm of Fiery Brilliance
43-44	Helm of Teleportation
45-46	Horn of Blasting
51-52	Horn of Valhalla, iron
53-54	Lenses of Charming
55-56	Libram, magical (level gain)
61-62	Manual of the Golems
63	Manual of Intelligence
64	Manual of Wisdom
65	Necklace of Fireballs
66	Symbol—Scarab of Insanity

Miscellaneous Item Descriptions

AMULET AGAINST SCRYING: Protects the wearer from all scrying, such as Detect Thoughts or being viewed through a crystal ball. Usable by: All Classes.

AMULET OF DEMON CONTROL: Functions as a Protection from Chaos spell, and allows the wearer to attempt to cast Charm Monster upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. Usable by: Magic-users and Clerics.

ARROW OF DIRECTION: Points the direction of whatever the owner requests. Cannot be used more than 7 times in a single week. Usable by: All Classes.

BAG OF HOLDING: The inside of this bag is larger than the outside. The inside dimensions are roughly 10 × 5 × 3 feet, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. Usable by: All Classes.

BEAKER OF POTIONS: This small jug fills itself with the requested potion, out of the 1d6 potions it is able to produce. The jug can be used as many times per week as it can create potions. Usable by: All Classes.

BOOTS OF ELVENKIND: The wearer moves with complete silence. Usable by: All Classes.

BOOTS OF LEVITATION: These boots allow the wearer to Levitate (as per the spell) with unlimited duration. Usable by: All Classes.

BOOTS OF SPEED OR BOOTS OF LEAPING (50%): Boots of Speed double the wearer's movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make prodigious leaps 10 feet high and up to 30 feet horizontally. These boots also double movement rates, but outdoors only. They do not

require the wearer to rest after using them. Usable by: All Classes.

BRACERS OF DEFENSE, AC 9 OR AC 10 (50% CHANCE): These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

BRACERS OF DEFENSE, AC 8: These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

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

CENSER, BOWL, BRAZIER, OR STONE OF CONTROLLING ELEMENTALS: Censers control air elementals, bowls (when filled) control water elementals, braziers control fire elementals, and Stones control earth elementals. These items can be used to summon a 12 HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. Usable by: Magic-users.

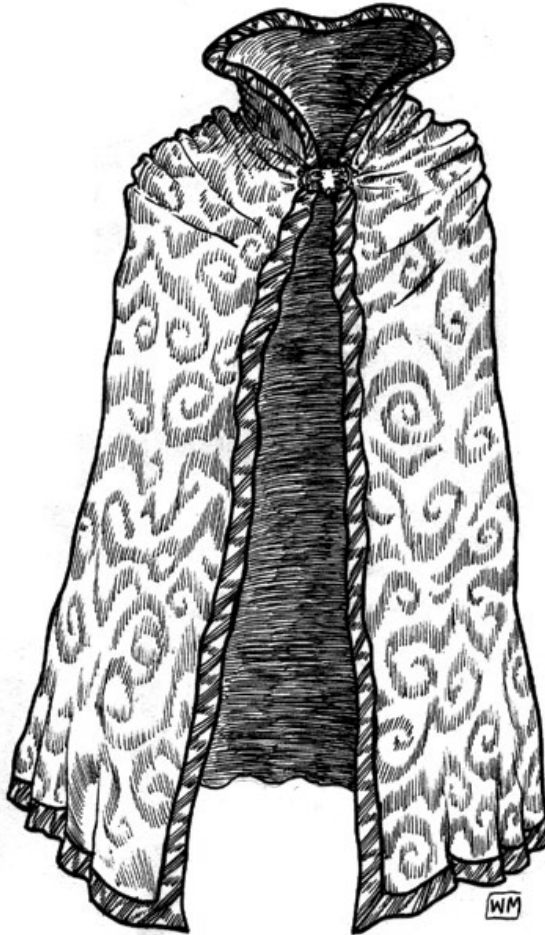
CHIME OF OPENING: Sounding this small chime opens any door, even if the door is barred or Wizard Locked. Usable by: All Classes.

CLOAK OF DISPLACEMENT: The wearer appears to be in a slightly different location than he really is. His AC improves by 2, and he gains a +2 saving throw against any targeted attack upon him. Usable by: All Classes.

CLOAK OF ELVENKIND: The wearer is almost, but not quite, invisible. Usable by: All Classes.

CLOAK OF PROTECTION, +1: This cloak improves the wearer's AC by +1, and grants a bonus of +1 on saving throws. Usable by: All but Fighters.

CLOAK OF PROTECTION, +2 OR +3 (50%): This cloak improves the wearer's armor class by +1, and grants a bonus of +2 (or +3) on saving throws. Usable by: All but Fighters.



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

CURSED ITEM: (See Cursed Items, at the end of this)

DECANTER OF ENDLESS WATER: This jug pours out one gallon of water per minute when unstoppered. Usable by: All Classes.

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

THE HEARTS (♥)

ACE: Gain 50,000 xp.

KING: Gain a magic item from the Misc. Magic Items (Greater) table.

QUEEN: Gain 1d3 wishes

JACK: Gain the ability to summon an 8 HD warrior with +3 sword, shield, to serve for a total of 1 hour.

THE CLUBS (♣)

ACE: The character's alignment is changed. If the game does not use alignment, the character receives a dangerous *Quest* (per the spell).

KING: The character's most powerful magic item is sucked into the void and disappears.

QUEEN: The character is instantly turned to stone, a look of great surprise upon his face.

JACK: The character loses one point from his Prime Attribute.

THE SPADES (♠)

ACE: Lose a level of experience

KING: A warrior with 9 HD, a +4 weapon, +4 shield, and +4 armor appears and attacks. When he is killed, his body and all his possessions disappear again.

QUEEN: The character dies instantly.

JACK: A random monster, with $1d4+6$ HD, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

THE DIAMONDS (♦)

ACE: Gain a map to a very significant treasure

KING: Gain $5d6$ items of jewelry

QUEEN: Gain a scroll of seven spells, all 2nd level or higher

JACK: Add one point to a single attribute of the player's choice

THE JOKER: Gain 25,000 XP or choose to draw two more cards.

DUST OF APPEARANCE OR DISAPPEARANCE (50%): Dust of Appearance is tossed in a radius of 10 feet around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. *Dust of Disappearance* works in the opposite way: when it is sprinkled in a 10 foot radius, everything therein becomes invisible for $5d6$ turns. Normal means of detecting invisibility (such as a Detect Invisibility spell) are not strong enough to work against the dust's powerful enchantment. Usable by: All Classes.

DUST OF SNEEZING AND CHOKING: Pouches containing this dust ordinarily contain only enough for one “dose.” When scattered in a radius of 10 feet, the dust causes all in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. Usable by: All Classes.

EFREETI BOTTLE: The efreeti of the bottle will serve the bottle’s owner for a year and a day unless it is accidentally released from servitude. Usable by: All Classes.

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

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

GAUNTLETS OF DEXTERITY: When worn, these gloves grant a bonus of +2 to the wearer’s dexterity (to a maximum of 18). Usable by: All Classes.

GAUNTLETS OF OGRE POWER: These gauntlets raise the wearer’s strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +4 (not cumulative with the wearer’s existing strength bonus, if any). Usable by: all but Magic-users.

GAUNTLETS OF SWIMMING AND CLIMBING: These gloves permit the wearer to swim at a rate of 18, and climb sheer walls with a roll

of 4 or higher on 2d6 to succeed per ten feet of climbing. Usable by: all but Magic-users.

GEM OF SEEING: A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. Usable by: All Classes.

GIRDLE OF GIANT STRENGTH: This wide belt grants the wearer the strength of a hill giant (+8 damage, not cumulative with any existing strength bonuses). It does not increase “to-hit” probability. Usable by: All Classes.

HELM OF FIERY BRILLIANCE: This prodigiously powerful helm grants many benefits to the wearer. He gains a +10 on saving throws against fire damage, and can create a Wall of Fire himself. Fighters wearing the helm may command a weapon in hand to flame (+1d6 damage). Magic-users wearing the helm can add +1 to each die of damage inflicted by a *Fireball* spell. Clerics wearing the helm can ignite objects within 30 feet at will, and may cast two *Light* or *Continual Light* spells for each one actually prepared. The wearer of this helm is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed toward the wearer. Usable by: All Classes.

HELM OF READING MAGIC AND LANGUAGES: The wearer can read all languages, including magic script. Usable by: All Classes.

HELM OF TELEPORTATION: When the wearer casts a Teleportation spell on himself, while wearing the helm, he may teleport himself without error, anywhere he desires. The helm does not permit the casting of a *Teleportation* spell on anyone other than the wearer. Usable by: Magic-users.

HOLE, PORTABLE: A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10 feet deep—items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying in-

side will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name “portable.” Usable by: All Classes.

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

HORN OF VALHALLA, BRONZE: Summons 1d6+1 berserk warriors (3 HD) to assist the one who winded the horn. Usable by: Fighters and Clerics only.

HORN OF VALHALLA, IRON: Summons 1d6+1 berserk warriors (4 HD) to assist the one who winded the horn. Usable by: Fighters.

HORN OF VALHALLA, SILVER: Summons 1d6+1 berserk warriors (2 HD) to assist the one who winded the horn. Usable by: All Classes.

HORSESHOES OF SPEED: Double a horse’s movement rate. Usable by: Horses.

JUG OF ALCHEMY: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than 7 times per day, and will only produce the liquid first requested in that day. It does not produce magical liquids. Usable by: All Classes.

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

LIBRAM, MAGICAL (LEVEL GAIN): Magical librams grant a level of experience to the reader, if the reader is of the right class. Randomly determine the class for which the libram is written.

LUCKSTONE: This stone grants +1 to saving throws and “to-hit” rolls. Usable by: All Classes.

MANUAL OF BENEFICIAL EXERCISE: Reading this tome increases the reader’s strength by 1 point (to a maximum of +1). Usable by: All Classes.

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

MANUAL OF INTELLIGENCE: Reading this tome increases the reader’s intelligence by 1 point (to a maximum of +1). Usable by: All Classes.

MANUAL OF QUICKNESS: Reading this tome increases the reader’s dexterity by 1 point (to a maximum of +1). Usable by: All Classes.

MANUAL OF WISDOM: Reading this tome increases the reader’s wisdom by 1 point (to a maximum of +1). Usable by: All Classes.

MEDALLION OF DETECT THOUGHTS (ESP): Functions as a *Detect Thoughts (ESP)* spell within 30 feet (75%) or 90 feet (25%). Usable by: All Classes.

MIRROR OF MENTAL SCRYING: This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast *Clairaudience*, *Clairvoyance*, and *Detect Thoughts (ESP)*, with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible. Usable by: All Classes.

NECKLACE OF FIREBALLS: This necklace is hung with 2d6 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell). Usable by: All Classes.

PIPES OF THE SEWERS: These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d3 × 10 minutes), but it is wise to do so. When the rats arrive, there is a 2 in 12 chance that they will not obey him, and if he ceases to concentrate on his tune there is a 3 in 12 chance that he will lose control of them. Every subsequent round in which he fails to concentrate there is another chance to lose control, and the chance increases by 1 each time it is made (first round, 2 in 12, second round 3 in 12, etc.). Usable by: All Classes.

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

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

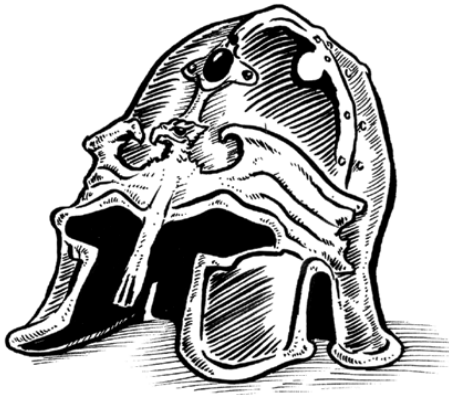
ROBE OF WIZARDRY: This robe grants the wearer the ability to cast *Charm*, *Polymorph*, and *Hold Person* with a 5 in 6 chance of success. The robes may be tied to specific alignments. Usable by: Magic-users only.

ROPE OF CLIMBING: A 50 foot length of rope that leaps magically upward and can tie and untie itself upon command. Usable by: All Classes.

ROPE OF ENTANGLEMENT: This rope, on command, twines itself around as many as $1d6+2$ human-sized foes. The rope cannot be hit except with a natural roll of 12 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless. Usable by: All Classes.

SPADE OF EXCAVATION: This ordinary-looking spade digs by itself when commanded, shoveling out 1 cubic yard (27 cubic feet) per ten minutes. Usable by: Fighters.

SYMBOL—SCARAB OF INSANITY: This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30 feet, fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 1 in 4 chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. At the option of the Referee, it might be recharged but with a 2 in 12 chance per charge that the item will be destroyed. Usable by: All Classes.

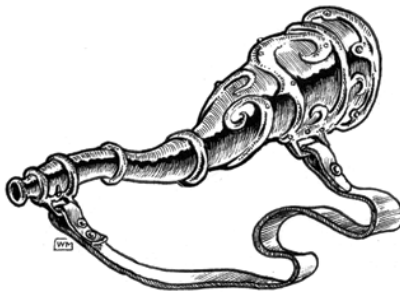


Cursed Items

Cursed items come in many shapes and forms—most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker’s enemies, perhaps). Note that cursed items cannot usually be dropped or removed without the assistance of a *Remove Curse* spell. Although the Referee is encouraged to create his own cursed items, the samples on the following page should prove useful guidance:

Table 60: Cursed Items

D66 ROLL	CURSED ITEMS
11-14	Bag of Devouring
15-22	Censer of Hostile Elementals
23-26	Cloak of Poison
31-34	Crystal Ball of Suggestion
35-42	Dancing Boots
43-46	Flask of Stopped Curses
51-53	Horn of Collapse
54-56	Medallion of Projecting Thoughts
61-63	Mirror of Opposition
64-66	Robe of Feeblemindedness



Cursed Item Descriptions

BAG OF DEVOURING: Functions as a bag of holding, but devours any item placed into it within 1d6 hours.

CENSER OF HOSTILE ELEMENTALS: A censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner's control.

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

CRYSTAL BALL OF SUGGESTION: Does not function as a crystal ball, but implants a suggestion in the viewer's mind. Powerful versions of this item might even implant a *Quest*.

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

FLASK OF STOPPERED CURSES: This flask releases a curse of some kind when its seal is broken.

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

MEDALLION OF PROJECTING THOUGHTS: The wearer's thoughts can be "heard" by all nearby.

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

ROBE OF FEEBLEMINDEDNESS: Anyone donning this cloak has his intelligence reduced to that of a garden snail.



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WELCOME TO THE DUNGEON QUESTING COMPANION, The first official supplement for the Dungeon Questing fantasy role playing game! Sooner or later there will come a time when

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