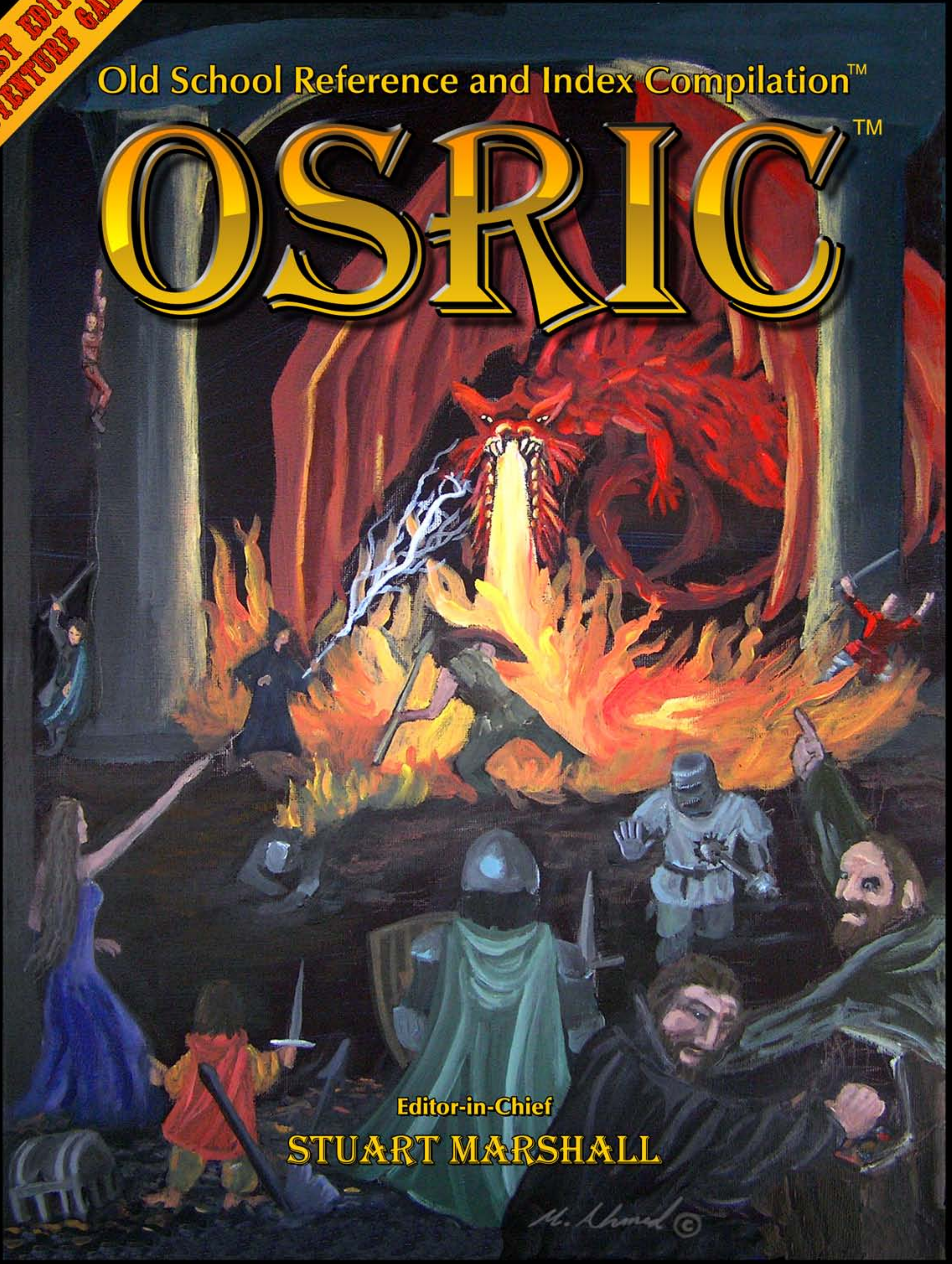
FIRST EDITION
ADVENTURE GAMES™

Old School Reference and Index Compilation™

OSRIC™



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OSRIC™

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EXPLANATORY NOTES AND DEFINITIONS OF TERMS

The authors envisage that OSRIC will be used primarily by people who are already familiar with 1e-compatible systems, so we have not burdened the following text with long passages of explanation concerning matters probably already familiar to our target audience. Nevertheless, we cannot assume that everyone who uses OSRIC will already be familiar with every term that we use, so we have provided brief explanations of some of the terminology here.

Readers who are familiar with 1e-compatible systems will probably not need to refer to this section and should skip on ahead to the next.

Attribute; (also called: Ability Score; Characteristic)—defined in paragraph 1, page 1.

Character; A character is an individual featuring in the game. Each player controls one character, save the GM, who controls all the characters not controlled by a player.

Class; Characters in OSRIC-compatible games frequently have special skills and talents. (This is always the case with PCs.) These special skills and talents are summarised by describing the individual as a member of a particular character class—"class" for short. See Chapter I for a detailed explanation of character classes.

Demi-Human; Demi-humans are human-like creatures generally of good alignment or well-disposed towards humankind. They include elves, dwarfs, gnomes, halflings, and other similar creatures.

Dice and Notation; Game and hobby stores often sell dice with varying numbers of sides. If there is no such game or hobby store near you, you can also order them from distributors such as Chessex (http://www.chessex.com). You will need a set of such dice in order to play OSRIC.

The abbreviation "d" means "die" or "dice", always printed in conjunction with a subsequent number indicating the number of sides (hence, a traditional cube-shaped dice with six sides is called a d6). A number appearing before the "d" indicates how many dice are to be rolled (and if there is no number, it should be assumed to be 1)—hence, "3d8" means "roll three eight-sided dice and sum the total."

You will need at least one d4, d6, d8, d10, d12 and d20 to play OSRIC, and the authors recommend at least one complete set per player. The special notation "d%" means "roll 2d10 and treat the first number as tens and the second number as units", thus generating a random number from 1 to 100. (If both dice show "0", this is interpreted as a roll of "100".)

GM; The Game Master ("GM") does not normally have a particular character of his or her own. Instead, he or she is responsible for controlling the remainder of the game universe apart from the player characters. The GM has ultimate power over the game, including the ability to waive or rewrite the rules, and also controls all the Non-Player Characters ("NPCs"—see below) in the game universe. The GM's job is to ensure that the game is entertaining, yet difficult and demanding, for the players.

Humanoid; Humanoids are human-like creatures generally of evil alignment or ill-disposed towards humankind, for example, orcs, goblins or hobgoblins.

Level; This term has a wide variety of meanings in OSRIC-compatible games. It can refer to a character's progression on his or her experience chart, to a monster's power relative to character level, to the relative power of a spell, or to a particular depth into a dungeon.

Monster; "Monster" is sometimes used interchangeably with "NPC"—thus, a wandering "monster" table might include helpful creatures and humans or humanoids. Generally, "NPC" means a human or humanoid character while "monster" could mean any creature the players might encounter.

Player; In an OSRIC-compatible game, one participant must be the Game Master (see below). All the others are referred to as "players". This term is sometimes used to distinguish between a player and his or her character.

"PC" and "NPC"; "PC" is an abbreviation for "Player Character" and refers to a character controlled by a player. "NPC" is an abbreviation for "Non-Player Character" and refers to a character controlled by the GM.

Prime Requisite; The Prime Requisites for a character class are those Attributes which affect its experience point bonus, e.g. strength for fighters, intelligence for magic users, and so on. Classes such as assassin which have no experience point bonus use the most logical attribute. (In the case of assassins, this would be dexterity.)

Race; This refers to a character's species (rather than his or her ethnic origin, which is irrelevant to OSRIC-compatible games except in very unusual circumstances). OSRIC-compatible games feature a wide variety of non-human races, some of which (such as elves or dwarfs) can be PCs, but the majority of which (such as dragons) are confined to NPCs only. See Chapter I for a detailed description of the various nonhuman PC races.

To Hit and Saving Throw Tables; The numbers indicated on the to hit and saving throw tables are the scores required (or greater) on a d20 for the creature to hit its target or save against an attack of the type indicated.

Weapon Proficiencies; Each character class may only have a certain number of "Weapons of Proficiency" at first level. All classes gain additional proficiencies at regular intervals. The weapon proficiencies for each specific class are described in the rules entry pertaining to that class.

The Weapon of Proficiency must be an individual weapon type (e.g. "Longsword" rather than "Sword"). If a character is fighting with a weapon with which he or she is not proficient, the Non-Proficiency Penalty is applied to his or her rolls "to hit".

PREAMBLE: OSRIC—FIRST EDITION REBORN

Much has happened since my friend and colleague Matt Finch wrote the paragraphs below (the ones entitled "Introduction and Purpose"). I think it's fair to say that Matt wrote these words in fear and hope—fear that the document might not be well-received by the gaming public, balanced by the hope that we would achieve what we always intended: a revival of First Edition in print. I certainly believe that Matt's fears have been allayed, and his hopes wildly exceeded.

I write this now with the advantage of considerable hindsight, and I can say that OSRIC's success has gone beyond anything we ever expected. I certainly never expected such demand for a print edition! And neither did I expect to receive so much help in drafting it.

This document is a collaborative work from more than twenty artists, editors and authors, who have given freely of their time and expertise to bring it to you. I am immensely proud of it.

There have been challenges along the way, and doubtless there are more to come, but nevertheless, OSRIC has reached the stage where I feel I can truly describe it as: First Edition Reborn. I hope there remain new heights to reach.

I cannot thank everyone I ought to thank, or this book would be much longer. Writing OSRIC has been such a huge project, involving so many people, that it is quite beyond me to express my gratitude to every single one of you. So I hope you will forgive me for simply saying, if you contributed to OSRIC in some way—large or small, with advice, suggestions, or merely a kindly word of encouragement—then, thank you!

— *Stuart Marshall*

INTRODUCTION AND PURPOSE

This document represents a compilation of rules for old school-style fantasy gaming. The book is intended to reproduce underlying rules used in the late 1970s to early 1980s, which being rules are not subject to copyright, without using any of the copyrighted "artistic presentation" originally used to convey those rules. In creating this new "artistic presentation," we have made use of the System Reference Document produced by Wizards of the Coast ("WOTC").

The reason for going back to square one and restating the underlying rules is simple. It allows old school publishers (both commercial and fans) to reference the rules set forth in this document without making reference to any protected trademark. (This document is trademarked, but the use of the trademark is permitted under the terms of the OSRIC Open License—see below). By using this document in tandem with the Open Game License ("OGL") of WOTC, a publisher should be able to create products for old-school fantasy gaming and clearly refer to this particular rule set without violating the terms of the OGL.

Thus, in many ways, this entire book is nothing more than a tool for old-school writers, a stepping stone to put the original, non-copyrightable portion of the old-school rules into an open license, as permitted by law. Great pains have been taken to ensure that we have used none of the original artistic presentation, for we have the greatest possible respect for the authors who originally created these games.

We considered the non-copyrightable rules to be the numerical algorithms that would be in a computer version of the game (most precedent in the area of game copyrights has come from computer games, not RPGs), and have included these and the relations between the results of the formulae. "To hit" numbers are a clear example. On the other hand, level titles other than "name" level are clearly artistic presentation and are excluded.

When "name" level does not create a numerical effect such as taxes from a stronghold or the ability to improve fighting power with followers, we have not used name level titles, even though the titles themselves are generic words.

In a few cases you may find that rules themselves have been clarified, or are more based on the SRD than on original rules (when it was difficult to separate rules from artistic presentation). The greatest difference is in the inclusion of some random factors into the experience progression.

CHAPTER I:
CREATING A CHARACTER

ABILITY SCORES

A character's basic attributes are represented in the game by six "ability scores." These abilities are Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). The first three represent the character's physical qualities, and the second three his or her mental ones. Each of these abilities is represented by a number from 3-18, the higher the better. The Game Master ("GM") will decide how you should generate these scores. For a truly brutal game, characters are generated using 3d6 for each ability in order. Because these numbers will be relatively low (compared to other methods for generating scores, described hereafter) and cannot be switched around, the players will be forced to use their utmost skill in creating a party of adventurers from whatever raw material the dice hand to them.

Many GMs will allow the players to roll up six ability scores and then decide which scores will go with which ability. This gives the players more flexibility to create a good party and to decide among themselves who will be playing which class. A player may come to the table wanting to play a particular type of character, and unless the gamers agree that they want to test their skills with a completely random challenge it is usually best to let the players take on the fantasy roles that satisfy them most.

As well as eliminating or reducing the randomness of a character's strengths and weaknesses, the GM may also allow players a bit of a numerical advantage. Many GMs permit ability scores to be rolled using 4d6, dropping the result of the lowest die. This method, obviously, will tend to result in higher scores.

STRENGTH

Strength ("Str") is a measure of physical power, and is the most important attribute for fighters. If a fighter, paladin, or ranger character rolls an 18 strength, the player then rolls a d%, and that number is added as a decimal, or percentage, to the 18 strength. (See the table below for details.) A roll of 00 on the percentage die indicates a strength score of 19. Members of other classes cannot naturally gain strength in excess of 18.

The following table summarises the bonuses and penalties for strength scores. Note that an "Extraordinary Success" indicates the possibility for extremely strong characters to perform exceptional or normally impossible feats of strength, such as opening a door which is held closed by some relatively minor magic rather than a lock.

Strength	Bonus to Hit	Bonus to Damage	Encumbrance Adjustment (in lbs)	Minor Tests, e.g. forcing doors (chance on d6)	Major Tests, e.g. bending bars and lifting portcullis (chance on d%)
3	-3	-1	-35	1	0
4-5	-2	-1	-25	1	0
6-7	-1	0	-15	1	0
8-9	0	0	0	1-2	1
10-11	0	0	0	1-2	2
12-13	0	0	+10	1-2	4
14-15	0	0	+20	1-2	7
16	0	+1	+35	1-3	10
17	+1	+1	+50	1-3	13
18	+1	+2	+75	1-3	16
18.01-18.50	+1	+3	+100	1-3	20
18.51-18.75	+2	+3	+125	1-4	25
18.76-18.90	+2	+4	+150	1-4	30
18.91-18.99	+2	+5	+200	1-4 (1 in 6 extraordinary success)	35
19	+3	+6	+300	1-5 (1 in 6 extraordinary success)	40

DEXTERITY

Dexterity ("Dex") is a measure of the character's speed, hand-eye coordination, and nimbleness of foot. It affects the accuracy of missile fire and the character's ability to dodge blows, so a high dexterity score can be extremely useful to characters of any class. It is the most important ability score for thieves.

Except in surprise situations, dexterity does not modify the initiative roll in melee combat. However, it may modify initiative in missile combat (see "Combat").

Dexterity Score	Surprise Bonus	Missile Bonus to Hit	AC Adjustment
3	-3	-3	+4
4	-2	-2	+3
5	-1	-1	+2
6	0	0	+1
7	0	0	0
8	0	0	0

Dexterity Score	Surprise Bonus	Missile Bonus to Hit	AC Adjustment
9	0	0	0
10	0	0	0
11	0	0	0
12	0	0	0
13	0	0	0
14	0	0	0
15	0	0	-1
16	+1	+1	-2
17	+2	+2	-3
18	+3	+3	-4
19	+3	+3	-4

CONSTITUTION

Constitution ("Con") is a measure of the character's overall health and vitality. A high constitution score can give the character bonus hit points ("hp"), so it is a desirable score for any character class. Constitution is also important in two other regards, for it determines both a character's ability to survive being raised from the dead (Survive Resurrection/Raise Dead) and to survive a traumatic magical change in form, such as that caused by a polymorph spell (Survive System Shock).

Constitution Score	Hit Point Bonus per Die	Survive Resurrection/ Raise Dead (d%)	Survive System Shock (Minor Test) (d%)
3	-2	40	35
4	-1	45	40
5	-1	50	45
6	-1	55	50
7	0	60	55
8	0	65	60
9	0	70	65
10	0	75	70
11	0	80	75
12	0	85	80
13	0	90	85
14	0	92	88
15	+1	94	91
16	+2	96	95
17	+2 (+3 for Fighters, Paladins, and Rangers)	98	97
18	+2 (+4 for Fighters, Paladins, and Rangers)	100	99
19	+2 (+5 for Fighters, Paladins and Rangers)	100	99

INTELLIGENCE

Intelligence ("Int") is a measure of a character's raw mental power—his or her ability to calculate, recall facts, and solve abstract problems. It is the most important attribute for magic users and illusionists. Intelligence also determines how many additional languages the character may learn beyond those he or she knows at the start of play.

Characters with intelligence higher than 18 are not affected by certain spells of the illusion type (whether cast by a magic user, cleric, illusionist, etc.). A character with intelligence 19 is immune to the effects of first level illusion spells. If a character were somehow to attain the godly intelligence of 20, he or she would also be immune to second level illusion spells, and so on.

Intelligence Score	Maximum Additional Languages
3	0
4	0
5	0
6	0
7	0
8	1
9	1
10	2
11	2
12	3
13	3
14	4
15	4
16	5
17	6
18	7
19	8

WISDOM

A character's wisdom score ("Wis") indicates how "in tune" the character is with his or her surroundings. This translates not only to general awareness, but also to mystical attunement and the ability to understand peoples' motives. It is, in many ways, a measure of the "sixth sense." Wisdom is the most important attribute for clerics and druids.

Wisdom Score	Mental Saving Throw Bonus
3	-3
4	-2
5	-1
6	-1
7	-1
8	0
9	0
10	0
11	0
12	0
13	0
14	0
15	+1

Wisdom Score	Mental Saving Throw Bonus
16	+2
17	+3
18	+4
19	+5

CHARISMA

Charisma ("Cha") determines the character's maximum number of henchmen (see Chapter III), the henchmen's loyalty (which is also applied as a modifier to the henchmen's morale scores, see "Morale" in Chapter III) and a Reaction Bonus. The Reaction Bonus should be added to the d% roll which indicates how an NPC or creature reacts to negotiation approaches; scores under 30% will generally indicate hostility or attacks, while higher scores may indicate a willingness to negotiate or even make friends. Note that a character is not always permitted a Reaction roll, since some creatures will be hostile irrespective of the character's charisma, and of course any negotiation approaches must be made in a language that the creature understands.

Charisma does not determine the outcome of negotiations, although it will affect them. The GM may well wish to roleplay through the encounter and determine the creature or NPC's reactions based on what the player says rather than the scores on the character sheet.

For players who understand the importance of henchmen and use them intelligently, charisma is the most important attribute in OSRIC.

Charisma Score	Maximum Henchmen	Loyalty Bonus (d%)	Reaction Bonus (d%)
3	1	-30	-25
4	1	-25	-20
5	2	-20	-15
6	2	-15	-10
7	3	-10	-5
8	3	-5	0
9	4	0	0
10	4	0	0
11	4	0	0
12	5	0	0
13	5	0	+5
14	6	+5	+10
15	7	+15	+15
16	8	+20	+25
17	10	+30	+30
18	15	+40	+35
19	20	+50	+40

CHARACTER RACES

A character's race is a matter for the creating player's choice, from all the races for which the character qualifies by virtue of his or her ability scores. It is possible for a player voluntarily to lower an ability score in order to qualify for a desired race, but not to raise it for the same reason unless the GM grants special permission.

A note on starting ages and aging: It is a matter for the GM's discretion whether to adjust a character's ability scores based on the character's age. Some GMs add to constitution, and sometimes strength, and subtract from wisdom for younger characters, and make the converse change for older ones.

A note on racial languages: Demi-humans usually begin with several "free" languages. None may learn more than two additional languages over and above these, however, irrespective of their intelligence, save elves, who may learn three languages if their intelligence is 18.

DWARFS

Dwarfs are a short and burly race, living in mountain fastnesses underground. They are loyal friends and fierce adversaries, known for their steadfastness in all things.

The dwarfs are inherently resistant to many spells and spell-like effects. Dwarfish characters gain bonuses against the use of most magic, including all spells, wands, rods, and staves. The amount of the bonus depends upon the dwarf's constitution: every 3.5 points of constitution (rounding down fractions) grants a bonus of +1 against such magic. Moreover, the hardy dwarfish nature imparts a similar bonus on any saving throws against poison.

Dwarfs are not a numerous folk, but they are adventurous, loving the lustre of gold, the glitter of gems, and the quality of well-wrought metals. Dwarfs can live to an age of 350 years or more.

Summary of Dwarfish Racial Abilities:

- +1 constitution, -1 charisma (with respect to all but dwarfs)
- +1 to hit against goblins, half-orcs, hobgoblins, and orcs
- +1 bonus per 3.5 points of Con to saves against magic and poison
- -4 penalty to any attacks made against the dwarf by giants, ogres, ogre mages, titans and trolls.

Languages: Dwarfish, gnomish, goblin, kobold, and orcish, and the common tongue and the appropriate alignment tongue. Regardless of intelligence, a dwarf may only ever learn two languages in addition to those listed.

Infravision*: 60 ft

* *Infravision* is defined under ***Light and Vision*** on page 119.

Within ten ft, a dwarf can detect certain facts concerning engineering, stonework, etc. Although no significant time is required, the character must deliberately observe his or her surroundings (i.e., the player must state that the dwarf is using this particular talent in order to gain information).

• Detect the existence of slopes or grades:	75%
• Detect the existence of new construction:	75%
• Detect sliding or shifting rooms or walls:	66%
• Detect traps involving stonework:	50%
• Determine depth underground:	50%

Multi-class restrictions: The more restrictive of any two class requirements apply to multi-classed Dwarfish characters for the use of class abilities.

Permitted class options: Assassin, Cleric, Fighter, Thief, Fighter/Thief

Movement Rate: 90 ft

Starting Age*:

Cleric	250 + 2d20
Fighter	40+5d4
Thief	75+3d6

* For the purposes of starting age, for all races, treat assassins as thieves, illusionists as magic users, druids as clerics, and paladins and rangers as fighters.

Racial Limitations:

Minimum/Maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of dwarf is not a valid choice for the character:

Strength	8/18
Dexterity	3/17
Constitution	12/19
Intelligence	3/18
Wisdom	3/18
Charisma	3/16

Level Limitations:

Assassin	9
Cleric	8
Druid	N/A
Fighter	9 (Str 18), 8 (Str 17), 7 (Str 16 or less)
Illusionist	N/A
Magic User	N/A
Paladin	N/A
Ranger	N/A
Thief	Unlimited

ELVES

Elves are thinner and generally smaller in stature than humans. The elves have a powerful bond with nature and do not have souls; their thinking and motives are quite alien to those of humankind, and in any dealings with elves, it is perilous to forget this.

Some elven clans have built elaborate civilisations, remote and beautiful places of profound learning, master craftsmanship, and long history. Such elves tend to be chaotic good in alignment and friendly, if aloof, from humans. More numerous are the wilder elves, predominantly chaotic neutral in alignment and often not friendly to other races, inclining even toward hostility.

Intruding into the territory of such elves is inadvisable, for their sense of humour with regard to humans is, at best, arbitrary and, at worst, cruel. Different as they are, these varied elven cultures all share the same racial abilities, unless the GM chooses otherwise. Elves can live to an age of 1,000 years or more.

Summary of Elven Racial Abilities:

- +1 dexterity, -1 constitution
- 90% resistance to *sleep* and *charm* spells

Any pulled bow: +1 to hit

Longsword and short sword: +1 to hit

Languages: Common, elven, gnoll, gnomish, goblin, halfling, hobgoblin, orcish. Languages in addition to these are only possible if the character has an intelligence of 16+, with one additional language possible for each point of intelligence over 15.

Infravision: 60 ft

Detect secret doors: 1 in 6 chance to notice secret doors when passing within 10 ft, 2 in 6 chance to discover secret doors when searching, and 3 in 6 chance to discover concealed doors when searching.

Surprise: 4 in 6 chance to surprise when travelling in non-metal armour and alone, or more than 90 ft in advance of others, or with a party entirely consisting of elves and/or halflings. If a door must be opened (or some similar task), the chance of surprise drops to 2 in 6.

Multi-class restrictions: The less restrictive of any two class requirements apply to multi-classed elven characters, except that thieving abilities can only be used while wearing armour permitted to thieves.

Permitted Class Options: Assassin, Cleric, Fighter, Magic user, Thief, Fighter/Magic user, Fighter/Thief, Magic user/Thief, Fighter/ Magic user/Thief.

Movement Rate: 120 ft

Starting Age:

Cleric:	500 + 10d10
Fighter:	130+5d6
Magic User:	150+5d6
Thief:	100+5d6

Racial Limitations:

Minimum/Maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of Elf is not a valid choice for the character:

Strength	3/18
Dexterity	7/19
Constitution	8/17
Intelligence	8/18
Wisdom	3/18
Charisma	8/18

Level Limitations:

Assassin	10
Cleric	7
Druid	N/A
Fighter	7 (Str 18), 6 (Str 17), 5 (Str 16 and below)
Illusionist	N/A

Magic User	11 (Int 18+), 10 (Int 17), 9 (Int 16 and below)
Paladin	N/A
Ranger	N/A
Thief	Unlimited

GNOMES

Gnomes are small folk imbued with the wilding power of illusion and misdirection. They are inveterate burrowers, often seeking hilly lands where gems and precious metals may be found. On average, they are shorter and slimmer of build than dwarfs, with larger noses and longer beards.

Like dwarfs, who are perhaps related to gnomes from some time in the distant and mythical past, gnomes are quite resistant to magic and sensitive to the nuances of construction. Gnomes can live to an age of 650 years or more.

Summary of Gnomish Racial Abilities:

- +1 bonus per 3.5 points of Con to saves against magic and poison
- +1 to hit kobolds and goblins
- -4 to attack rolls by bugbears, giants, gnolls, ogres, ogre mages, titans, and trolls.

Languages: Common, dwarfish, gnomish, goblin, halfling, kobold. Gnomes may communicate with any normal burrowing animal. They may not learn more than two additional languages to those listed, regardless of intelligence.

Infravision: 60 ft

Within ten ft, a gnome can detect certain facts concerning engineering, stonework, etc. Although no significant time is required, the character must deliberately observe his or her surroundings (i.e., the player must state that the gnome is using this particular talent in order to gain information).

Detect the existence of slopes or grades:	80%
Detect the existence of unsafe wall, ceiling, floor:	70%
Determine depth underground:	60%
Determine direction of north underground:	50%

Multi-class restrictions: Multi-classed gnomish characters may wear only leather armour, no better.

Permitted Class Options: Assassin, Cleric, Fighter, Illusionist, Thief, Fighter/Illusionist, Fighter/Thief, Illusionist/Thief.

Movement Rate: 90 ft

Starting Age:

Cleric	300 + 3d12
Fighter	60+5d4
Magic User	100+2d12
Thief	80+5d4

Racial Limitations:

Minimum/Maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of gnome is not a valid choice for the character:

Strength	6/18
Dexterity	3/18
Constitution	8/18
Intelligence	7/18
Wisdom	3/18
Charisma	3/18

Level Limitations:

Assassin	8
Cleric	7
Druid	N/A
Fighter	6 (Str 18), 5 (Str 17 and below)
Illusionist	7 (One of Dex or Int 18+ and the other 17+), 6 (Dex and Int 17), 5 (Dex or Int under 17)
Magic User	N/A
Paladin	N/A
Ranger	N/A
Thief	Unlimited

HALF ELVES

It is possible for elves and humans to interbreed, although elven fastidiousness makes this a fairly uncommon occurrence. Half elves do not have a separate culture or civilisation of their own, usually assimilating into the elven or human society in which they were raised.

Summary of half-elven racial abilities:

- 30% resistance to sleep and charm spells

Secret doors: When searching, a half-elf character can detect secret doors on a 2 in 6 and concealed doors on a 3 in 6. When passing within 10ft of a concealed door, a half-elf will notice it on a 1 in 6.

Languages: Common, elven, gnoll, gnome, goblin, halfling, hobgoblin, orcish.

Multi-class restrictions: The less restrictive of any class requirements apply to multi-classed half-elven characters, except that thieving abilities can only be used while wearing armour permitted to thieves.

Permitted Class Options: Assassin, Cleric, Fighter, Magic user, Ranger, Thief, Cleric/Fighter, Cleric/Ranger, Cleric/Magic user, Fighter/Magic user, Fighter/Thief, Magic user/Thief, Cleric/Fighter/ Magic user, or Fighter/Magic user/Thief.

Infravision: 60 ft

Movement Rate: 120 ft

Starting Age:

Cleric	40 + 2d4
Fighter	22+3d4
Magic User	30+2d8
Thief	22+3d8

Racial Limitations:

Minimum/Maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of half-elf is not a valid choice for the character:

- Strength 3/18
- Dexterity 6/18
- Constitution 6/18
- Intelligence 4/18
- Wisdom 3/18
- Charisma 3/18

Level Limitations:

- Assassin 11
- Cleric 5
- Druid N/A
- Fighter 8 (Str 18), 7 (Str 17 and below), 6 (Str 16 and below)
- Illusionist N/A
- Magic User 8 (Int 18+), 7 (Int 17), 6 (Int 16 and below)
- Paladin N/A
- Ranger 8 (Str 18), 7 (Str 17 and below), 6 (Str 16 and below)
- Thief Unlimited

HALFLINGS

Halflings are a small and unprepossessing race, often living near human settlements at an agreeable remove from the bustle and hurriedness characteristic of humans. Halfling society is comfortable and staid, rooted in polite, placid, well-fed life. Halfling adventurers are thought aberrant, even lunatic, but also dashing and heroic figures, a charming and amusing contradiction of logic.

Halflings value learning and craftsmanship, as long as nothing is taken to an embarrassing extreme. They are capable of moving very quietly and are excellent marksmen; given the right personality, halflings can become excellent thieves. Halflings live to be 150 or more years old.

Summary of halfling racial abilities:

- -1 Str, +1 Dex
- +1 bonus per 3.5 points of Con to saves against magic (both aimed magic items and spells) and poison.
- +3 bonus to attacks with a bow or sling

Surprise: 4 in 6 chance to surprise when travelling in non-metal armour and alone, or more than 90 ft in advance of others, or with a party entirely consisting of elves and/or halflings. If a door must be opened (or some similar task), the chance of surprise drops to 2 in 6.

Languages: Common, dwarfish, gnome, goblin, halfling and orcish. For every point of intelligence above 16, a halfling may learn an additional language, but may not more than two additional languages regardless of intelligence.

Multi-class restrictions: Use of thieving abilities is only possible when wearing armour permitted to thieves.

Permitted Class Options: Fighter, Druid, Thief, or Fighter/Thief.

Infravision: 60 ft

Movement Rate: 90 ft

Starting Age:

- Fighter 20+3d4
- Druid 40+3d4
- Thief 40+2d4

Racial Limitations:

Minimum/Maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of halfling is not a valid choice for the character:

- Strength 6/17
- Dexterity 8/19
- Constitution 10/18
- Intelligence 6/18
- Wisdom 3/17
- Charisma 3/18

Level Limitations:

- Assassin N/A
- Cleric N/A
- Druid 6
- Fighter 4
- Illusionist N/A
- Magic User N/A
- Paladin N/A
- Ranger N/A
- Thief Unlimited

HALF-ORCS

The progeny of human/orc breeding are normally indistinguishable from orcs. However, a few are sufficiently human to gain levels in a character class, although they are severely limited in classes that do not focus upon violence and death.

Orcish blood runs strong in these half-breeds, and most of them are shifty, morally questionable, and unsophisticated. They are typically ugly, carrying the mark of orcish ancestry, but the same ancestry makes them deadly adversaries when the chips are down and the swords are out. Half-orcs can live to be 70 years old or older.

Summary of half-orcish racial abilities:

- +1 Str and Con, -2 Cha

Languages: Common, orcish. A half-orc may learn a maximum of two additional languages, regardless of intelligence.

Multi-class Restrictions: For armour, the more restrictive of any two class requirements apply to multi-classed half-orc characters for the use of class abilities. For weapons, the less restrictive requirements apply.

Class Options: Assassin, Cleric, Fighter, Thief, Cleric/Fighter, Cleric/Thief, Cleric/Assassin, Fighter/Thief, Fighter/Assassin.

Infravision: 60 ft

Movement Rate: 120 ft

Starting Age:

Cleric	20+1d4
Fighter	13+1d4
Thief	20+2d4

Racial Limitations:

Minimum/Maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of half-orc is not a valid choice for the character:

Strength	6/18
Dexterity	3/17
Constitution	13/19
Intelligence	3/17
Wisdom	3/14
Charisma	3/12

Level Limitations:

Assassin	15
Cleric	4
Druid	N/A
Fighter	10
Illusionist	N/A
Magic User	N/A
Paladin	N/A
Ranger	N/A
Thief	7 (Dex 17), 6 (Dex 16 and below)

HUMANS

Humans are the standard for the game, and as such, humans have no unusual abilities or limitations in game terms. Because of their potential for unlimited progression in all the character classes save assassin and druid, humans are a popular choice for most players. This is an intentional feature of the rules.

A common house rule in OSRIC-compatible games is the adjustment or removal of demi-human level limits. This will unbalance the game in favour of demi-humans unless humans are given some corresponding advantage. GMs considering such a house rule for their own OSRIC-compatible games are advised to ensure that in most campaigns, humans should still represent an attractive choice for their players.

Level Limitations:

Assassin	15
Cleric	Unlimited
Druid	14
Fighter	Unlimited
Illusionist	Unlimited
Magic User	Unlimited
Paladin	Unlimited
Ranger	Unlimited
Thief	Unlimited

Starting age:

Cleric	20+1d4
Fighter	15+1d4
Mage	24+2d8
Thief	20+1d4

CHARACTER CLASSES

A character's class is a matter for the creating player's choice, within the range of classes for which the character qualifies by virtue of his or her ability scores and race. Some classes—particularly those with very high ability score requirements, such as paladin—should be very rare within the campaign, and even if some exceptional player character qualifies for the class, non-player characters of that class will be very uncommon.

Non-player characters will, for the most part, lack any kind of class at all. Such individuals are called "0-level" and their abilities are subsumed into fighters, hence the "0-level" entries for fighters; all player character fighters should begin at level 1. In the author's campaign, perhaps one non-player character in a hundred has a class (rising to as many as one in fifty in borderlands, or even one in thirty in the wilderness).

ASSASSIN

Assassins are stealthy killers, trained by their shadowy guilds in the arts of spying, disguise, poison, and murder. Although assassins of lower level are little more than well-trained thugs, the eminences of this reprehensible profession are so feared as to be spoken of only in whispers. High-level assassins are artists of murder, and their experience with hunting highly-placed targets, coupled with extensive education and training, often gives the sinister nobility of this class a silken, refined veneer over their true, murderous natures. This veneer, like many things pertaining to the assassins, is deceptive; survival in the higher echelons of an assassins' guild requires animal cunning and a complete absence of mercy. Assassin characters must begin with an evil alignment.

Virtually all cities (and many towns) will have a guild of assassins operating within the city walls and in the surrounding region, made up of 6-24 assassins of varying level. Player character assassins, if they are identified by the local guild, will be invited to join (such invitations ranging from polite to violent). Joining a guild places the assassin under the command of the local guildmaster, which may be inconvenient (and will require the assassin to pay a share of his take to the guild), but assassins' guilds take a very dim view of freelancers working in their territory. Freelance assassins—and their companions—do not ordinarily live to enjoy old age. There are, of course, benefits to joining such a guild; training costs may be reduced, and the guild may be a good source of information about potential missions or nearby enemies.

Assassins' guilds are controlled by a guildmaster of 14th level—an assassin of lower level might take control, but would be unable to inspire the fear necessary to keep rival guilds from forming. To gain 14th level, an assassin character must take control of an assassins' guild by killing (directly or indirectly) the existing guildmaster. Whenever the control of an assassins' guild changes hands, most of the assassins will abandon the guild and depart the area, normally leaving the guild reduced to a quarter of its original membership.

The grandmaster of assassins (a campaign may have one or more) is a figure of legend and fear. These dark eminences usually live far from the cities, in remote and well-guarded locations—their fame is such that those who need their services will seek them out. To advance to 15th level, an assassin must find and kill one of the existing grandmasters.

The Assassin Character

Minimum Scores:	Str 12, Dex 12, Con 6, Int 11, Wis 6
Hit Die Type:	d6 (max 15)
Alignment:	Any evil
Experience bonus:	None
Armour/Shield Permitted:	Leather or studded leather only (shields allowed)
Weapons Permitted:	Any
Weapon Proficiencies:	3 + 1 every 4 levels
Penalty to hit for non-proficiency:	-3
Weapon Specialisation:	N/A

Assassin Class Abilities:

Assassination: If an assassin gains surprise (see "Combat") he or she may elect to assassinate the victim. The assassin need not roll to hit for an assassination attempt, which is a special attack resulting in a chance to kill the victim instantly and ensure damage even if the victim is not successfully killed. The percentage chance to kill a victim is 50%, with a bonus of 5% per level of the assassin and a penalty of 5% for every two levels of the target (rounding down; in the case of monsters, substitute "hit dice" for "level"). These numbers are approximate, for the GM should modify the assassin's chances slightly upward or downward according to the circumstances—guarded or wary targets are less likely to be killed, and unwary victims are more likely to die. If the assassination attempt does not succeed, the attack still inflicts normal damage, together with any applicable bonuses. The assassin does not gain backstab multiple damage on a failed assassination attempt, even if the assassination attempt was made from behind.

Backstab: An assassin may backstab with any of the melee weapons permissible to the thief class. Backstabbing doubles the weapon's damage at levels 1-4, triple at levels 5-8, quadruple at level 9-12, and so on. Also, an assassin attacks from behind with a bonus to hit of +4 rather than the ordinary +2.

Disguise: Assassins are masters of disguise. Within reasonable limits, an assassin can make him- or herself appear slightly shorter or considerably taller, fatter or thinner, or of the opposite gender. An assassin can even disguise him- or herself as a member of another race (again, within reason). Any person observing the disguised assassin has a base 2% chance to see through the disguise, with one chance per day to do so. The base chance of seeing through a disguise increases another 2% if the assassin is posing as another class, race or gender (max 8% chance). The GM may assign additional penalties and bonuses to this check if the observer is unusually wise or intelligent (or particularly stupid), and common sense, of course, applies at all times.

Poison: Assassins are not inherently better at using poison than any other character class capable of using poison, but generally have more opportunities to gain knowledge of poisons and their effects.

Thief Abilities: The assassin has thief abilities as a thief two levels below the assassin's level. At first level, the assassin has the thieving abilities of a first level thief, but does not gain the abilities of a second level thief until reaching fourth level.

Advanced Abilities

Languages (9th): Ninth and higher-level assassins with Int 15+ may learn languages that it would be impossible for a non-assassin to learn. An assassin can learn an alignment tongue other than his or her own, druids' cant, and thieves' cant as additional languages, but can only learn a maximum of four such special languages, one for each point of intelligence above 14. Only one such language can be learned per level above eighth. Such languages are over and above any limits imposed by the assassin's race and intelligence.

Read Scrolls (12th): When an assassin reaches 12th level, he or she has received sufficient training to cast spells from an arcane scroll (magic user or illusionist).

Assassin Level Advancement

Level	Base Experience Points Required	Hit Dice (d6)	Notes
1	0	1	
2	1,600	2	
3	3,000	3	
4	5,750	4	The assassin may recruit assassins as henchmen
5	12,250	5	
6	24,750	6	
7	50,000	7	
8	99,000	8	The assassin may recruit thieves as henchmen
9	200,500	9	Master Assassin
10	300,000	10	
11	400,000	11	
12	600,000	12	The assassin may recruit henchmen of any class
13	750,000	13	
14	1,000,000	14	Guildmaster
15*	1,500,000	15	Grandmaster Assassin

*Level 15 at 1,500,000 experience points is the ceiling for assassins. Any further experience points gained by a character of this level are simply lost.

Assassin Saving Throw Table

Type of Saving Throw

Level	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells for unlisted categories
1-4	14	16	13	12	15
5-8	12	15	12	11	13
9-12	10	14	11	10	11
13-15	8	13	10	9	9

Assassin To Hit Table

Roll required to hit Armour Class

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

CLERIC

Clerics are moral and spiritual leaders, warriors of faith who preach the will of the gods, interpret omens and portents, and strike down the evil or unfaithful. Most clerics have a patron deity, but some are champions of a particular moral alignment, venerating all deities of that alignment in addition to a patron deity, and yet others are the servants of a particular pantheon of deities. In a world of swords and sorcery, force of arms often speaks louder than moral suasion, and clerics are trained to do battle against the enemies of their gods. Some clerics are fanatics, zealously seeking new converts or hunting heretics. Others seem almost burdened by an inconvenient or even oppressive relationship with the divine forces. Evil clerics—sinister villains who prey upon fear and jealousy—sow discord in the world and gather converts for their demonic masters.

Clerics play an important support role for an adventuring party. Most clerical spells are oriented toward healing, strengthening, and defending others. However, when the need arises the cleric is fully capable of taking a place in the line of battle and smiting down infidels and foes. Clerics employ their holy symbols rather than spell books as a focus for their meditation.

Cleric spells are automatically acquired as the cleric gains levels and no check is necessary to ensure they are understood; thus clerics may normally memorise any spell appropriate to their level. However, in some circumstances the powers the cleric serves may intervene and grant different spells to those requested; it is suggested that this is only done in extreme cases (such as when the cleric has been guilty of an alignment transgression of some kind, for example; more serious transgressions may result in fewer spells being granted, or even none at all). Some GMs may permit clerics of specific deities to have slightly different abilities from those described here.

When a cleric attains ninth level, he or she has accumulated sufficient divine favour and mortal renown to found a temple/stronghold. Such places are normally carved from the wilderness, in the same manner as a fighter establishes a freehold. For a cleric to assume the leadership of an existing temple, the details are left to the discretion of the GM; a level somewhat higher than ninth might be required. Whether the cleric establishes a stronghold or a temple, followers and acolytes will flock to the cleric's banner.

The Cleric Character

Minimum Scores:	Str 6, Dex 3, Con 6, Int 6, Wis 9, Cha 6
Hit Die Type:	d8 (max 9)
Alignment:	Any
Experience bonus:	Wisdom 16+
Armour/Shield Permitted:	Any
Weapons Permitted:	Blunt only—club, flail, hammer, mace, oil, staff; clerics may hurl hammers, clubs, or oil, but may not employ other missile weapons
Weapon Proficiencies:	2 + 1 every 3 levels
Penalty to hit for non-proficiency:	-3
Weapon Specialisation:	N/A

Cleric Class Abilities

Spell Casting: Clerics may memorise and cast clerical spells in accordance with the tables provided hereafter.

Turning Undead: Clerics can "turn" the undead, making them flee from the cleric's holiness (or, in the case of an evil cleric, bringing them to heel as servants and minions). Because paladins are also capable of turning undead (though not with the same power as a cleric), rules for turning the undead are found later in this book rather than repeating them in the descriptions of both the paladin and cleric classes.

Bonus spells: These are awarded to clerics with high wisdom. They are not cumulative and are awarded by level; hence "2/2/1/1" means the cleric is granted 2—1st level, 2—2nd level, 1—3rd level, and 1—4th level bonus spells.

Wisdom Score	Bonus Spells	Chance of Spell Failure (d%)
9	0	15
10	0	10
11	0	5
12	0	1
13	1	0
14	2	0
15	2/1	0
16	2/2	0
17	2/2/1	0
18	2/2/1/1	0
19	3/2/1/1	0

Cleric Level Advancement

				Spells by Level						
Level	Base Experience Points Required	Hit Dice (d8)	Notes	1	2	3	4	5	6	7
1	0	1		1	-	-	-	-	-	-
2	1,550	2		2	-	-	-	-	-	-
3	2,900	3		2	1	-	-	-	-	-
4	6,000	4		3	2	-	-	-	-	-
5	13,250	5		3	3	1	-	-	-	-
6	27,000	6		3	3	2	-	-	-	-
7	55,000	7		3	3	2	1	-	-	-
8	110,000	8		3	3	3	2	-	-	-
9	220,000	9	High Priest(ess)	4	4	3	2	1	-	-
10	450,000	9+2*		4	4	3	3	2	-	-
11	675,000	9+4*		5	4	4	3	2	1	-
12	900,000	9+6*		6	5	5	3	2	2	-
13	1,125,000	9+8*		6	6	6	4	2	2	-
14	1,350,000	9+10*		6	6	6	5	3	2	-
15	1,575,000	9+12*		7	7	7	5	4	2	-
16	1,800,000	9+14*		7	7	7	6	5	3	1
17	2,025,000	9+16*		8	8	8	6	5	3	1
18	2,250,000	9+18*		8	8	8	7	6	4	1
19	2,475,000	9+20*		9	9	9	7	6	4	2
20	2,700,000	9+22*		9	9	9	8	7	5	2
21	2,925,000	9+24*		9	9	9	9	8	6	2
22	3,150,000	9+26*		9	9	9	9	9	6	3
23	3,375,000	9+28*		9	9	9	9	9	7	3
24	3,600,000	9+30*		9	9	9	9	9	8	3

* Constitution hp adjustments no longer apply

Each level gained thereafter requires 225,000 experience points and grants +2 hit points.

Cleric Saving Throw Table

	Type of Saving Throw				
Level	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells for unlisted categories
1-3	14	16	10	13	15
4-6	13	15	9	12	14
7-9	11	13	7	10	12
10-12	10	12	6	9	11
13-15	9	11	5	8	10
16-18	8	10	4	7	9
19+	6	8	2	5	7

Cleric To Hit Table

	Roll required to hit Armour Class																				
Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-3	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
7-9	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
10-12	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
13-15	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
16-18	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
19+	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1

DRUID

Druids worship the spiritual power of nature, maintain and protect holy places, perform festivals and ritual observances, and protect balance and harmony between civilisation and nature. Their magic is rooted in the mystical oneness of nature, and they have particular power over fire, stone, and weather, as well as over plant- and animal life.

Some druids pay homage to particular nature gods (some of these quite savage), while others eschew all deities and commune directly with the spiritual power of nature.

Rather than using a holy symbol as clerics do, druids require mistletoe, holly, or (if neither can be found) oak leaves to cast their spells, and one of these is a required component for all druidic spells unless a druidic spell has no material component specified in the spell description.

The druid must harvest these materials by the light of a full moon, or the darkness of a new moon, in order for the component to work with full efficacy. If mistletoe or holly is not gathered by the druid's hand at the proper time, the druid's spells will have only half the normal effect. Oak leaves always produce spells of half power, and if they are not harvested properly, oak leaves will permit spells of only one-quarter power.

Player character druids must be neutral, although druids of differing alignments may be found as non-player characters in some GMs' campaigns.

Druids receive bonus spells for high wisdom, just as clerics do. See the table provided under "Cleric" for details.

There can only be a certain number of high-level druids in the world. The limits are: 12th level druid (High Druid)—no more than 3 in the world at any one time; 13th level druid (Archdruid)—no more than 2 in the world at any given time, 14th level druid (Supreme Druid)—no more than a single Supreme Druid can exist.

If a druid receives so many experience points that he or she is eligible to increase to these levels, but all the vacant slots are already filled, then he or she must create a vacancy. This is done by issuing a formal challenge to the druid in question, following which the two characters must compete in a contest of some kind—often, but not necessarily, a duel.

The loser of the contest goes down to the next lowest level (losing all experience down to the very minimum to qualify for the new level). This may, in turn, result in a further contest if the preceding level is also fully occupied.

The Druid Character

Minimum Scores:	Str 6, Dex 6, Con 6, Int 6, Wis 12, Cha 15
Hit Die Type:	d8 (max 14)
Alignment:	Neutral only
Experience bonus:	Wisdom and Charisma 16+
Armour/Shield Permitted:	Leather only, wooden shields only
Weapons Permitted:	Club, dagger, dart, hammer, oil, scimitar, sling, spear, staff
Weapon Proficiencies:	2 + 1 every 3 levels
Penalty to hit for non-proficiency:	-4
Weapon Specialisation:	N/A

Druid Class Abilities

Druids’ Cant: All druids speak a secret language called the druids’ cant. The druidic cant cannot be learned by non-druids (unless otherwise noted, such as in the case of higher-level assassins).

Saving Throw Bonus: All druids gain a saving throw bonus of +2 against fire and lightning attacks of all kinds.

Spell Casting: Druids may memorise and cast druidic spells in accordance with the tables provided below.

Advanced Abilities

Druid’s Knowledge (3rd): At third level and higher, a druid can identify plant and animal types, and can determine when water is pure and safe to drink.

Wilderness Movement (3rd): At third level and higher, a druid can move through any natural undergrowth leaving no trace of his or her passage, and may do so with no reduction in his or her normal movement speed.

Immunity to Fey Charm (7th): At seventh level and higher, the druid becomes immune to charms and other such mental enchantments cast by fey creatures such as dryads, pixies, brownies, etc.

Shapeshift (7th): Druids of 7th level or higher may change their forms up to three times per day. The form assumed must be a natural animal, no smaller than a mouse, and no larger than double the druid’s normal weight; in the process of shapeshifting, the druid recovers 1d6 x 10 percent of any hit points he or she might have sustained as damage.

Druid Level Advancement

				Spells by Level						
Level	**Base Experience Points Required**	**Hit Dice (d8)**	**Notes**	**1**	**2**	**3**	**4**	**5**	**6**	**7**
1	0	1		2	-	-	-	-	-	-
2	2,000	2		2	1	-	-	-	-	-
3	4,000	3	Druid’s Knowledge; Wilderness Movement	3	2	1	-	-	-	-
4	8,000	4		4	2	2	-	-	-	-
5	12,000	5		4	3	2	-	-	-	-
6	20,000	6		4	3	2	1	-	-	-
7	35,000	7	Immunity to Fey Charm; Shapeshift	4	4	3	1	-	-	-
8	60,000	8		4	4	3	2	-	-	-
9	90,000	9		5	4	3	2	1	-	-
10	125,000	10		5	4	3	3	2	-	-
11	200,000	11		5	5	3	3	2	1	-
12	300,000	12	High Druid	5	5	4	4	3	2	1
13	750,000	13	Archdruid	6	5	5	5	4	3	2
14*	1,500,000	14	Supreme Druid	6	6	6	6	5	4	3

* 14th level (at 1,500,000 experience points) is the ceiling for druids. Any further experience points the druid receives will simply be lost.

Druid Saving Throw Table

	Type of Saving Throw				
Level	**Aimed Magic Items (e.g., rod, staff, wand)**	**Breath Weapons**	**Death, Paralysis, Poison**	**Petrifaction, Polymorph**	**Spells for unlisted categories**
1-3	14	16	10	13	15
4-6	13	15	9	12	14
7-9	11	13	7	10	12
10-12	10	12	6	9	11
13-14	9	11	5	8	10

Druid To Hit Table

	Roll required to hit Armour Class																				
Level	**-10**	**-9**	**-8**	**-7**	**-6**	**-5**	**-4**	**-3**	**-2**	**-1**	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1-3	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
7-9	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
10-12	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
13-14	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2

FIGHTER

When the clash of steel rings out in dark forests or dimly lit dungeons beneath the earth, it is the fighter who bears the brunt of the combat. Fighters are trained in the use of weapons and armour, usually beginning their adventuring careers after a stint of training as a town guardsman, soldier, man at arms, bandit, pirate, or mercenary.

Fighters are the backbone of an adventuring party; without them to hold the line, the other members of the party will be overrun before they can bring their own skills to bear. Fighters are the most powerful characters in melee or missile combat, whether on offence or defence. Together with the ranger and paladin, they have the most hit points, and their ability to survive the most brutal battles is therefore unrivalled.

They also have the best chance "to hit" of all the classes, particularly at higher level. They may use any kind of armour, shield, or weapon. Most fighters look forward to the day when their reputations will bring them into the ranks of the lesser nobility, where fighting prowess and armed followers are more important than high-flown bloodlines. It is no small matter to carve a freehold out of the wilderness, but to do so is to leave behind a legacy in a world where most fortune-seekers die an unsung death.

A fighter of 9th level or higher who has built a castle and cleared a wide area around it of monsters (at least a 20 mile radius), will attract a body of mercenaries to his or her service, provided that these are paid a fair wage. He or she will also be able to tax each freeholder, at up to the maximum rate of 1 gp per month per resident. Some players may choose to retire a character at this point, satisfied that the character has entered the historical records and legends of the campaign world. Others may choose to view the stronghold merely as the first step toward the pinnacles of mythic power. Such player-held castles and villages provide a higher-level party with a base for adventures, a stronghold against enemies, and possibly the introduction of feudal politics and war into their already-eventful lives.

The Fighter Character

Minimum Scores:	Str 9, Dex 6, Con 7, Int 3, Wis 6, Cha 6
Hit Die Type:	d10 (max 9 hit dice)
Alignment:	Any
Experience bonus:	Strength 16+
Armour/Shield Permitted:	Any
Weapons Permitted:	Any
Weapon Proficiencies:	4 + 1 every 2 levels
Penalty to hit for non-proficiency:	-2
Weapon Specialisation:	Optional

Fighter Class Abilities

Bonus Attacks: Fighters with melee weapons attack once per round at 1st to 6th levels (1/1 attacks); at 7th to 12th levels, they attack thrice every two rounds (3/2 attacks); and at 13th or higher levels they attack twice per round (2/1 attacks). A partial additional attack (e.g. 3/2 attacks) means that the extra attack is taken on odd-numbered rounds in the combat sequence, hence two attacks on the first round, one on the second, two on the third and one on the fourth, if applicable.

Fighting the Unskilled: When the fighter is attacking creatures with less than a full hit die (i.e. less than 1d8 hit points), the fighter receives one attack for each of his or her levels of experience, e.g. a 4th-level fighter attacking goblins would receive 4 attacks per round.

NB: A fighter exercising multiple attacks departs from the normal initiative procedure. The fighter will automatically attack first in the round unless fighting an opponent with multiple attacks of its own (in which case initiative should be rolled as normal). The fighter's second attack in any given melee round will come last in the sequence.

Weapon Specialisation (optional): With the permission of the GM, weapon specialisation may be selected during character generation. If weapon specialisation is not selected during character generation, it remains forever unavailable to the character, barring some magical or divine intervention.

If weapon specialisation is in play, fighters may take a second proficiency in the same weapon as the first, granting them one extra attack every 2 rounds with the weapon (hence 3/2 attacks with a melee weapon at 1st level, 2/1 at 7th and 5/2 at 13th), +1 to hit and +2 damage owing to their skill. Specialisation costs one proficiency "slot" for melee weapons and crossbows, and two "slots" for missile weapons other than crossbows.

Double Specialisation (optional): For melee weapons that are not polearms or two-handed swords, a third weapon proficiency may be used to specialise further; this increases combat bonuses to +3 to hit and +3 damage with the weapon.

Fighter Level Advancement

Level	Base Experience Points Required	Hit Dice (d10)	Notes
1	0	1	
2	1,900	2	
3	4,250	3	
4	7,750	4	
5	16,000	5	
6	35,000	6	
7	75,000	7	Bonus attacks
8	125,000	8	
9	250,000	9	Lord (Lady)
10	500,000	9+3*	
11	750,000	9+6	

* Constitution-based hp adjustments no longer apply

Each level gained thereafter requires 250,000 additional experience points and gains 3hp.

Fighter Saving Throw Table

	Type of Saving Throw				
Level	**Aimed Magic Items (e.g., rod, staff, wand)**	**Breath Weapons**	**Death, Paralysis, Poison**	**Petrifaction, Polymorph**	**Spells for unlisted categories**
0	18	20	16	17	19
1-2	16	17	14	15	17
3-4	15	16	13	14	16
5-6	13	13	11	12	14
7-8	12	12	10	11	13
9-10	10	9	8	9	11
11-12	9	8	7	8	10
13-14	7	5	5	6	8
15-16	6	4	4	5	7
17-18	5	4	3	4	6
19+	4	3	2	3	5

Fighter To Hit Table

	Roll required to hit Armour Class																				
Level	**-10**	**-9**	**-8**	**-7**	**-6**	**-5**	**-4**	**-3**	**-2**	**-1**	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
0	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

Optional Rule: Where a fighter of extremely high level or with many bonuses "to hit" actually requires a negative score to hit his or her target, then at the GM's option, the negative score may be converted to a positive and applied as additional damage to the automatic hit. Thus, for example, a 20th level fighter with 19 strength and a +5 sword attacking an AC 2 dragon would require a roll of -8 to hit it; the character would be allowed to modify his or her damage roll by +8.

ILLUSIONIST

Illusionists are practitioners of phantasmal magic, a type of spell casting that influences the minds and senses of other beings, and at higher levels becomes intertwined with the shadow-realities beyond the Prime Material Plane. They are often classed with magic users, since phantasmal magic operates in the same manner as arcane spells—indeed, some sages state that it represents a different means of tapping into the same source. Illusionists are dependent upon their spell books, and can only normally cast spells they have learned from these books (exception: spells may be cast from illusionist scrolls). Acquisition of new spells is difficult and demanding, and must normally be accomplished through adventuring, although illusionists will automatically receive one new spell of the highest spell level that he or she may cast upon completing training after acquiring a new level of experience. They are limited by their intelligence in what spells they can learn according to the same table as provided under magic users.

At 10th level, an illusionist may establish a stronghold, usually a tower or small keep, as a fighter does.

The Illusionist Character

Minimum Scores:	Str 6, Dex 16, Int 15, Wis 6, Cha 6
Hit Die Type:	d4 (max 10)
Alignment:	Any
Experience bonus:	None
Armour/Shield Permitted:	None
Weapons Permitted:	Dagger, dart, oil, staff
Weapon Proficiencies:	1 + 1 per 5 levels
Penalty to hit for non-proficiency:	-5
Weapon Specialisation:	N/A

Illusionist Class Abilities

Spellcasting: Illusionists may memorise and cast phantasmal spells in accordance with the tables provided below. A beginning illusionist character will know four spells. Two spells should be chosen by the player from the list of first level spells, and the other two should be determined randomly from the list of first level spells. Illusionist spells are written in phantasmal script, which can ordinarily only be deciphered by an illusionist. Illusionists do not employ (or require) the read magic spell.

Illusionist Level Advancement

				Spells by Level						
Level	Base Experience Points Required	Hit Dice (d4)	Notes	1	2	3	4	5	6	7
1	0	1		1	-	-	-	-	-	-
2	2,500	2		2	-	-	-	-	-	-
3	4,750	3		2	1	-	-	-	-	-
4	9,000	4		3	2	-	-	-	-	-
5	18,000	5		4	3	1	-	-	-	-
6	35,000	6		4	3	2	-	-	-	-
7	60,250	7	May hire followers	4	3	2	1	-	-	-
8	95,000	8		4	3	2	2	-	-	-
9	144,500	9		5	3	3	2	-	-	-
10	220,000	10	Master of Phantasms	5	4	3	2	1	-	-
11	440,000	10+1*		5	4	3	3	2	-	-
12	660,000	10+2*		5	5	4	3	2	1	-
13	880,000	10+3*		5	5	4	3	2	2	-
14	1,100,000	10+4*		5	5	4	3	2	2	1
15	1,320,000	10+5*		5	5	4	4	2	2	2
16	1,540,000	10+6*		5	5	5	4	3	2	2
17	1,760,000	10+7*		6	5	5	4	3	3	2
18	1,980,000	10+8*		6	6	5	4	4	3	2
19	2,200,000	10+9*		6	6	5	5	5	3	2
20	2,420,000	10+10*		6	6	6	5	5	4	2
21	2,640,000	10+11*		6	6	6	6	5	4	3
22	2,860,000	10+12*		6	6	6	6	5	5	3
23	3,080,000	10+13*		6	6	6	6	6	5	4
24	3,300,000	10+14*		6	6	6	6	6	6	5

* Constitution-based hp adjustments no longer apply.

Each level gained thereafter requires 220,000 experience points and grants +1 hit point.

Illusionist Saving Throw Table

	Type of Saving Throw				
Level	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells for unlisted categories
1-5	11	15	14	13	12
6-10	9	13	13	11	10
11-15	7	11	11	9	8
16-20	5	9	10	7	6
21+	3	7	8	5	4

Illusionist To Hit Table

	Roll required to hit Armour Class																				
Level	**-10**	**-9**	**-8**	**-7**	**-6**	**-5**	**-4**	**-3**	**-2**	**-1**	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1-5	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
6-10	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
11-15	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
16-20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
21+	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3

MAGIC USER

Magic users are a rare breed—practitioners of the mysterious art of arcane spell casting. A lengthy apprenticeship of study and practice allows these somewhat eerie individuals to store arcane energy within their minds and to release it in the form of spells. Magic users cast spells by speaking a few magic words, weaving complex gestures in the air, and employing rare and magical materials. While magic users (with illusionists) are the weakest character class in combat, this weakness is balanced by possessing the most powerful and versatile spells in the game.

The full underlying principles of magic are beyond mortal comprehension; even wizards of the profoundest intellect struggle from momentary inklings to understand its more complex patterns. Nevertheless, those character who possess formidable intelligence and a certain intuitive gift, who are willing to devote themselves to a lifetime of study, may in time sufficiently master the art to be capable of shifting mountains and shattering entire armies. High-level magic users are the most feared and dangerous characters in the game.

Magic users do not gain bonus spells for high intelligence scores; intelligence does determine which spells they can understand and how many spells they may learn for each spell level.

Magic users are dependent upon their spell books, and normally may only cast spell they have learned from these books (exception: magic users may cast spells from arcane magical scrolls). Mages may not cast spells from divine, druidic or phantasmal magic scrolls. The acquisition of a new spell is difficult and demanding and must normally be accomplished through adventuring, although the mage will automatically receive one new spell of the highest spell level that he or she may cast upon acquiring a new level of experience.

OSRIC magic users are superficially similar to the wizards of fantasy literature such as Gandalf and Merlin, but they are more closely similar to mages described in the works of Jack Vance. His "Dying Earth" cycle, and particularly "Rhialto the Marvellous", are highly recommended.

Magic users are the only class capable of fabricating magic items that they cannot themselves employ. Clerics, druids and illusionists can fabricate magic items, but only those they themselves can use; items such as magical swords, that no primary spell casting class may use, are in their creation the sole province of magic users.

At 11th level, a magic user may establish a stronghold (usually a tower or small keep) in the same manner as a fighter.

The Magic User Character

Minimum Scores:	Str 3, Dex 6, Int 9, Wis 6, Con 6, Cha 6
Hit Die Type:	d4 (max 11)
Alignment:	Any
Experience bonus:	Int 16+
Armour/Shield Permitted:	None
Weapons Permitted:	Dagger, dart, oil, staff
Weapon Proficiencies:	1 + 1 per 5 levels
Penalty to hit for non-proficiency:	-5
Weapon Specialisation:	N/A

Magic User Class Abilities

Spellcasting: Magic users may memorise and cast arcane spells in accordance with the tables provided below. A beginning magic user character will know four spells. One of these will automatically be Read Magic. The second spell should be chosen by the player from the list of first level spells, and the last two should be determined randomly from the list of first level spells.

Advanced Abilities

Eldritch Craft (7th): Mages of 7th or higher level may create magical potions, scribe arcane scrolls (of spells that he or she already knows) and recharge magical rods, staves and wands. This process should be overseen by the GM, who must take care to ensure that it is not too easy! A long list of ingredients will always be required, some of which should be expensive, and others of which should be a challenge to acquire.

Eldritch Power (12th): Magic users of 12th level or higher may attempt to create other magical items by means of the *enchant an item* spell. However, this is even more difficult than creating a potion or scroll, and the various components required should be of a rarity and value appropriate to the magic item under consideration. Even then, success will not be guaranteed.

Magic User Spell Acquisition Table

Intelligence Score	Chance to Understand Spells (d%)	Minimum/Maximum Spells Understood Per Level
9	35	4/6
10-12	45	5/7
13-14	55	6/9
15-16	65	7/11
17	75	8/14
18	85	9/18
19	90	10/22

Magic User Level Advancement

				Spells by Level								
Level	**Base Experience Points Required**	**Hit Dice (d4)**	**Notes**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
1	0	1		1	-	-	-	-	-	-	-	-
2	2,400	2		2	-	-	-	-	-	-	-	-
3	4,800	3		2	1	-	-	-	-	-	-	-
4	10,250	4		3	2	-	-	-	-	-	-	-
5	22,000	5		4	2	1	-	-	-	-	-	-
6	40,000	6		4	3	2	-	-	-	-	-	-
7	60,000	7	Eldritch Craft	4	3	2	1	-	-	-	-	-
8	80,000	8		4	3	3	2	-	-	-	-	-
9	140,000	9		4	4	3	2	1	-	-	-	-
10	250,000	10		4	4	3	2	2	-	-	-	-
11	375,000	11	Wizard	4	4	4	3	3	-	-	-	-
12	750,000	11+1*	Eldritch Power	5	4	4	3	3	1	-	-	-
13	1,125,000	11+2*		5	5	4	3	3	2	-	-	-
14	1,500,000	11+3*		5	5	5	4	4	2	1	-	-
15	1,875,000	11+4*		5	5	5	4	4	3	2	-	-
16	2,250,000	11+5*	Mage	5	5	5	4	4	3	2	1	-
17	2,625,000	11+6*		5	5	5	5	5	4	3	2	-
18	3,000,000	11+7*	Archmage	5	5	5	5	5	4	3	2	1
19	3,375,000	11+8*		5	5	5	5	5	5	4	3	1
20	3,750,000	11+9*		5	5	5	5	5	5	4	3	2
21	4,125,000	11+10*		6	6	5	5	5	5	4	4	2
22	4,500,000	11+11*		6	6	6	6	5	5	5	4	2
23	4,875,000	11+12*		6	6	6	6	6	6	5	4	3
24	5,250,000	11+13*		6	6	6	6	6	6	6	5	3

* Constitution-based hp adjustments no longer apply.

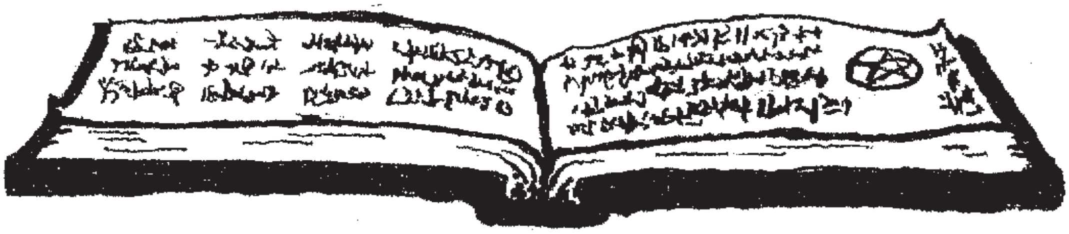
Each level gained thereafter requires 375,000 experience points and grants +1 hit point.

Magic User Saving Throw Table

	Type of Saving Throw				
Level	**Aimed Magic Items (e.g., rod, staff, wand)**	**Breath Weapons**	**Death, Paralysis, Poison**	**Petrifaction, Polymorph**	**Spells for unlisted categories**
1-5	11	15	14	13	12
6-10	9	13	13	11	10
11-15	7	11	11	9	8
16-20	5	9	10	7	6
21+	3	7	8	5	4

Magic User To Hit Table

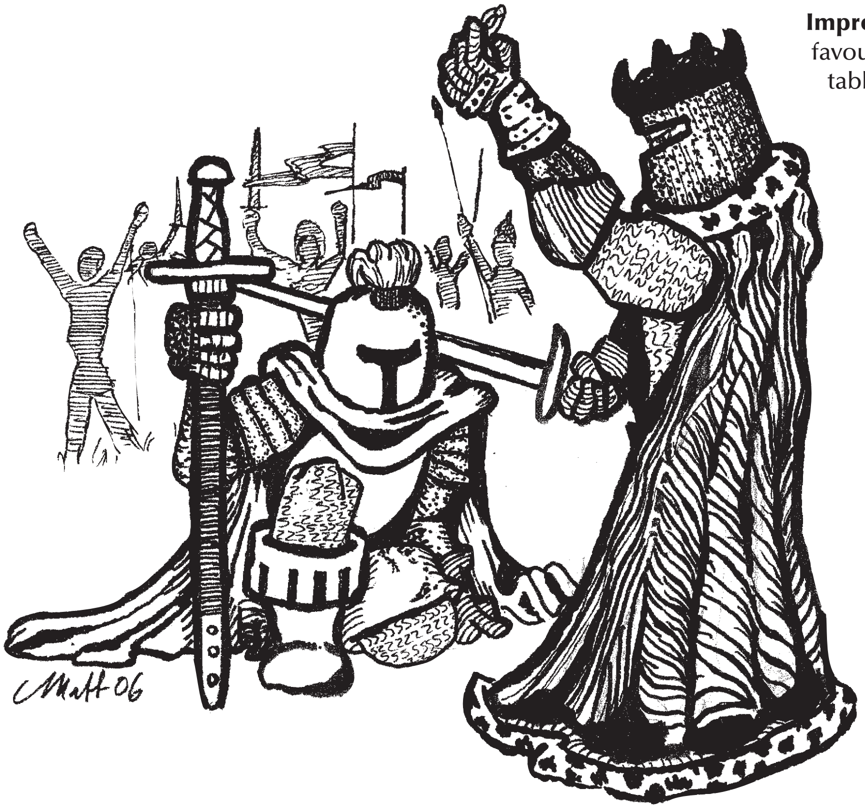
	Roll required to hit Armour Class																			
Level	**-10**	**-9**	**-8**	**-7**	**-6**	**-5**	**-4**	**-3**	**-2**	**-1**	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1-5	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
6-10	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
11-15	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
16-20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
21+	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3



PALADIN

A paladin is a paragon of righteousness sworn to be, and always to remain, Lawful Good. If this vow is ever breached, the paladin must atone and perform penance to be decided by a powerful NPC cleric of the same alignment—unless the breach was intentional, in which case the paladin instantly loses his or her enhanced status as a paladin and may never regain it. Such a "fallen paladin" is in all respects a fighter, with no special powers, for the remainder of his or her career.

The Paladin class in OSRIC superficially resembles such legendary warriors as Sir Galahad or Sir Gawaine of the Arthurian cycle, but is more closely similar to characters described in the works of Poul Anderson. His "Three Hearts and Three Lions" is particularly highly recommended.



Paladins suffer the following restrictions:

First, the paladin may never possess more than ten magic items, and no more than a single suit of magic armour with no more than one magic shield may be so owned.

Second, the paladin must always give away a tenth of any money which he or she receives to some Lawful Good cause, and if he or she has any money remaining after paying his or her costs (such as maintaining equipment and paying servants' wages) this surplus must be likewise donated.

Third, paladins will not associate with characters who are not Good in alignment save under very exceptional circumstances (i.e., if approved by the GM).

The Paladin Character

Minimum Scores:	Str 12, Dex 6, Con 9, Int 9, Wis 13, Cha 17
Hit Die Type:	d10 (max 9)
Alignment:	Lawful Good only
Experience bonus:	Str and Wis 16+
Armour/Shield Permitted:	Any
Weapons Permitted:	Any
Weapon Proficiencies:	3 + 1 every 2
Penalty to hit for non-proficiency:	-2
Weapon Specialisation:	Optional rule—as fighter

Paladin Class Abilities

Improved Saving Throws: The paladin uses a more favourable saving throw table than other classes (see table, below).

Cure Disease: Paladins can cure disease (as the clerical spell) by touch, once per week. Paladins of higher than 5th level may do so twice per week, and those higher than 10th level thrice per week. Paladins themselves are completely immune to disease.

Detect Evil: A paladin may detect evil at any range up to 60 ft at will, provided he or she concentrates on doing so.

Protection from Evil: A paladin radiates an aura within a 10 ft radius, equivalent to the clerical spell protection from evil.

Lay on Hands: Once per day, the paladin may heal 2 hit points/ level to any creature touched (e.g. a third level paladin would heal 6hp with this ability)

Advanced Abilities

Turn Undead (3rd): Paladins of third level and higher gain the ability to turn undead as a good aligned cleric does, but as a cleric of two levels lower than the paladin's level.

Summon Warhorse (4th): At fourth level, the paladin may summon a special Paladin's Warhorse, a heavy warhorse with enhanced hit points, intelligence and movement speed. Such a destrier may be called only once every ten years.

Bonus Attacks (8th): Paladins gain additional attacks as fighters do, but less swiftly. A paladin has one attack at 1st to 7th level, 3/2 attacks at 8th to 14th level, and two attacks at 15th level and above. If the optional weapon specialisation rules are permitted by the GM, paladins may specialise as fighters do, save that they receive fewer proficiencies and gain extra attacks more slowly as described above.

Clerical Spellcasting (9th): Paladins gain the ability to cast certain cleric spells at 9th level (see table, below).

Paladin Level Advancement

Level	Base Experience Points Required	Hit Dice (d10)	Notes	Spell Casting Level	Spells by Level			
					1	2	3	4
1	0	1		0	-	-	-	-
2	2,550	2		0	-	-	-	-
3	5,500	3	Turn Undead	0	-	-	-	-
4	12,500	4	Warhorse	0	-	-	-	-
5	25,000	5		0	-	-	-	-
6	45,000	6		0	-	-	-	-
7	95,000	7		0	-	-	-	-
8	175,000	8	Bonus Attacks	0	-	-	-	-
9	325,000	9	Knight	1	1	-	-	-
10	600,000	9+3*		2	2	-	-	-
11	1,000,000	9+6*		3	2	1	-	-
12	1,350,000	9+9*		4	2	2	-	-
13	1,700,000	9+12*		5	2	2	1	-
14	2,050,000	9+15*		6	3	2	1	-
15	2,400,000	9+18*		7	3	2	1	1
16	2,750,000	9+21*		8†	3	3	1	1
17	3,100,000	9+24*		8†	3	3	2	1
18	3,450,000	9+27*		8†	3	3	3	1
19	3,800,000	9+30*		8†	3	3	3	2
20	4,150,000	9+33*		8†	3	3	3	3
21	4,500,000	9+36*		8†	4	3	3	3
22	4,850,000	9+39*		8†	4	4	3	3
23	5,200,000	9+42*		8†	4	4	4	3
24	5,550,000	9+45*		8†	4	4	4	4

* Constitution-based hp adjustments no longer apply

† 8th is the ceiling spell casting level for paladins; they may never cast spells as a High Priest or Priestess does.

Each level gained thereafter requires 350,000 additional experience points and gains 3hp.

NB: Paladins do not gain bonus cleric spells for having high wisdom. This ability is limited to "true" priests, i.e. clerics or druids.

Paladin Saving Throw Table

Level	Type of Saving Throw				
	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells for unlisted categories
1-2	14	15	12	13	15
3-4	13	14	11	12	14
5-6	11	11	9	10	12
7-8	10	10	8	9	11
9-10	8	7	6	7	9
11-12	7	6	5	6	8
13-14	5	3	3	4	6
15-16	4	2	2	3	5
17-18	3	2	2	2	4
19+	2	2	2	2	3

Paladin To Hit Table

	Roll required to hit Armour Class																				
Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6

Roll required to hit Armour Class

Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

RANGER

Rangers are a special variation of the fighter class. They are modelled on such characters of fiction as Aragorn and Robin Hood and are particularly expert in wilderness situations. Rangers are defenders of the poor and serve to protect civilisation from the evil forces that lurk beyond civilised lands.

Rangers must abide by certain limitations, in the same fashion as paladins:

First, the ranger must always remain of good alignment (lawful, neutral or chaotic). Any deliberate change in the ranger's alignment away from good will result in the character becoming a mere fighter, with 8-sided hit dice, never able to regain rangerhood. An unintentional change will transform the character into a fighter as above, but in this case, with sufficient questing and atonement, the ranger may be permitted to recover his or her status. The GM will determine the precise details of this process according to the situation.

Second, rangers may not employ mercenaries or servants until they reach 8th level or higher. Even once permitted, a ranger may not employ any mercenary or servant who he or she suspects (or ought to suspect) is not of good alignment.

Third, a maximum of three rangers may travel or operate together at any one time.

Fourth, rangers travel light and may not keep any more treasure than they can lift (including any amount the ranger can carry on his or her steed, if any).

The Ranger Character

Minimum Scores:	Str 13, Dex 6, Con 14, Int 13, Wis 14, Cha 6
Hit Die Type:	d8 (max 11 at 10th level)
Initial Hit Die:	2*
Alignment:	Any good
Experience bonus:	Str, Int, and Wis 16+
Armour/Shield Permitted:	Any
Weapons Permitted:	Any
Weapon Proficiencies:	3 + 1 every 2
Penalty to hit for non-proficiency:	-2
Weapon Specialisation:	Optional rule—as fighter

* Rangers are different from fighters and paladins in terms of hit points. Rangers roll 8-sided dice to determine their hp, but they receive two such dice at first level. They gain 1d8 per level thereafter until they achieve a ceiling of 11 hit dice (at tenth level).

Ranger Class Abilities

Alert Against Surprise: Rangers are less likely to be surprised (only on a 1 on 1d6), and more likely to surprise others (1-3 on 1d6) than other character classes.

Damage Bonus vs Humanoids: Rangers receive a bonus of +1 damage per ranger level against evil humanoid or giantish opponents (including such creatures as orcs, goblins, and giants, for example). Thus, a 3rd level ranger would receive +3 damage per hit against these creatures. This damage bonus applies only in hand-to-hand "melee" combat.

Tracking: Rangers may track other creatures, with a base 90% chance of success in rural settings (modified by the GM according to such factors as the age of the trail, the prevailing terrain and current weather conditions) and a base 65% chance in urban or dungeon settings (again, modified by the GM to take account of local conditions).

Advanced Abilities

Bonus Attacks (8th): Rangers gain additional attacks as fighters do, but less swiftly. A ranger has one attack at 1st to 7th level, 3/2 attacks at 8th to 14th level, and two attacks at 15th and above. If the optional weapon specialisation rules are permitted by the GM, rangers may specialise as fighters do, save that they receive fewer proficiencies and gain extra attacks more slowly as described above.

Spell Casting (8th): At eighth level, rangers receive limited spell powers, drawn from the Druid and Magic user spell lists according to the table given hereafter.

Band of Followers (10th): Rangers of 10th level or higher receive a special body of followers. The GM will determine the exact nature of a ranger's special followers, but the group may include unusual and magical creatures; centaurs and werebears, for example, would be possible followers.

Scrying Device Use (10th): Rangers of 10th level or higher may use crystal balls and other such devices that permit magical scrying.

Ranger Level Advancement

Level	Base Experience Points Required	Hit Dice (d8)	Notes	Spell Casting Level	Druid Spells			Mage Spells	
					1	2	3	1	2
1	0	2		0	-	-	-	-	-
2	2,250	3		0	-	-	-	-	-
3	4,500	4		0	-	-	-	-	-
4	9,500	5		0	-	-	-	-	-
5	20,000	6		0	-	-	-	-	-
6	40,000	7		0	-	-	-	-	-
7	90,000	8	May employ followers	0	-	-	-	-	-
8	150,000	9	Bonus attacks	1	1	-	-	-	-
9	225,000	10		1	1	-	-	1	-
10	325,000	11	Ranger Lord (Lady)	2	2	-	-	1	-
11	650,000	11+2*		2	2	-	-	2	-
12	975,000	11+4*		3	2	1	-	2	-
13	1,300,000	11+6*		3	2	1	-	2	1
14	1,625,000	11+8*		4	2	2	-	2	1
15	1,950,000	11+10*	Bonus attacks	4	2	2	-	2	2
16	2,275,000	11+12*		5	2	2	1	2	2
17	2,600,000	11+14*		5	2	2	2	2	2
18	2,925,000	11+16*		6†	3	2	2	2	2
19	3,250,000	11+18*		6†	3	2	2	3	2
20	3,575,000	11+20*		6†	3	3	2	3	2
21	3,900,000	11+22*		6†	3	3	2	3	3
22	4,225,000	11+24*		6†	3	3	3	3	3
23	4,550,000	11+26*		6†	4	3	3	3	3
24	4,875,000	11+28*		6†	4	3	3	4	3

* Constitution-based hp adjustments no longer apply

† 6th is the ceiling spell casting level for rangers.

Each level gained thereafter requires 325,000 additional experience points and gains 2hp.

NB: Rangers do not gain bonus druid spells for having high wisdom. This ability is limited to "true" priests, i.e. clerics or druids.

Ranger Saving Throw Table

	Type of Saving Throw				
Level	**Aimed Magic Items (e.g., rod, staff, wand)**	**Breath Weapons**	**Death, Paralysis, Poison**	**Petrifaction, Polymorph**	**Spells for unlisted categories**
1-2	16	17	14	15	17
3-4	15	16	13	14	16
5-6	13	13	11	12	14
7-8	12	12	10	11	13
9-10	10	9	8	9	11
11-12	9	8	7	8	10
13-14	7	5	5	6	8
15-16	6	4	4	5	7
17-18	5	4	3	4	6
19+	4	3	2	3	5

Ranger To Hit Table

	Roll required to hit Armour Class																				
Level	**-10**	**-9**	**-8**	**-7**	**-6**	**-5**	**-4**	**-3**	**-2**	**-1**	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

THIEF

Thieves sneak furtively in the shadowed alleyways of cities, living by their wits. They are often members of the criminal underclass, usually trained by a thieves' guild in the arts of burglary and stealth. It is not uncommon for a thief to seek out the great rewards that can be gained from the adventuring life, especially when circumstances require lying low for a while.

Most thieves come from the teeming masses of a large city, wherein a thieves' guild is often the only source of justice and exercises as much power as the city's legitimate government. Of course, not all thieves are members of a guild. Some are freelancers, evading both the authorities and the guild, living on the edge of the knife. Some are even found working on the side of the law; agents or spies who use their skills in more accepted (though equally shadowy) pursuits. A thief character must be of any neutral or evil alignment. Neutral good thieves are permitted because of the neutral component of their alignment.

Sensible adventuring parties will almost always include a thief, for the skills of such a character are invaluable in reaching inaccessible places via climb walls, pick locks, and so on. In addition, dungeons frequently contain traps which must be located and disarmed, and the thief's cunning and stealth conspire to make him or her very useful in a scouting role.

Thieves in OSRIC are modelled on characters of fiction and legend, particularly characters from the works of Fritz Leiber and Jack Vance. Leiber's "Lankhmar" series is highly recommended, particularly for its description of the operation of a typical thieves' guild; but the high-level thief's ability to read (or misread) magic scrolls is a nod to Vance's Cugel.

The Thief Character

Minimum Scores:	Str 6, Dex 9, Con 6, Int 6, Cha 6
Hit Die Type:	d6
Initial Hit Die:	1

Alignment:	Any neutral or any evil
Experience bonus:	Dex 16+
Armour/Shield Permitted:	Leather or studded leather only, no shields
Weapons Permitted:	Club, dagger, dart, oil, sling, single-handed swords (except bastard swords)
Weapon Proficiencies:	2 + 1 every 4 levels
Penalty to hit for non-proficiency:	-3
Weapon Specialisation:	N/A

Thief Class Abilities

Backstab: If the thief can approach his or her target unobserved and strike with a melee weapon, the attack is made at +4 to hit. Damage from a backstab is doubled—or trebled if the thief is of 5th level or higher. Thieves of 9th level or higher do quadruple damage, while those of 13th or greater level quintuple the number shown on the die. Damage modifiers (such as those pertaining to strength or magic) are not multiplied from a backstab.

Climb: Climbing represents a thief's ability to scale sheer walls and surfaces, cling to ceilings, and perform other feats of climbing that would normally be impossible. Climbing checks must ordinarily be repeated for every ten ft of climbing. Non-thieves cannot climb walls, cliffs, or any vertical surface without the use of a rope or magic, making the presence of a thief vital to many adventuring parties.

Find Traps: This ability represents the thief's minute visual inspection of a new area for tiny telltale signs that something of interest or danger may be concealed nearby. It requires a full turn (10 minutes) to accomplish.

Hide in Shadows: Some shadow must be present for this ability to be used, but if the check is successful the thief is effectively invisible until he makes an attack or moves from the shadows. The ability can also be used to blend in with a crowd of people rather than disappear into shadows.

Move Quietly: Use of this skill allows the thief to move with preternatural silence even over surfaces such as squeaky floors.

Open Locks/ Disarm Traps: Opening locks and disarming traps (without springing them) is a skill unique to thieves, which cannot be successfully attempted by members of other classes. A thief can also set traps (with the same chance as to disarm).

Pick Pockets: If the thief's pick pockets check fails by 20% or more, then his or her attempt has been discovered and the intended victim will almost always take hostile action.

Read Languages: The thief may attempt to read languages and ciphers of a non-magical nature only.

Thieves' Cant: Thieves have their own language.

Advanced Abilities

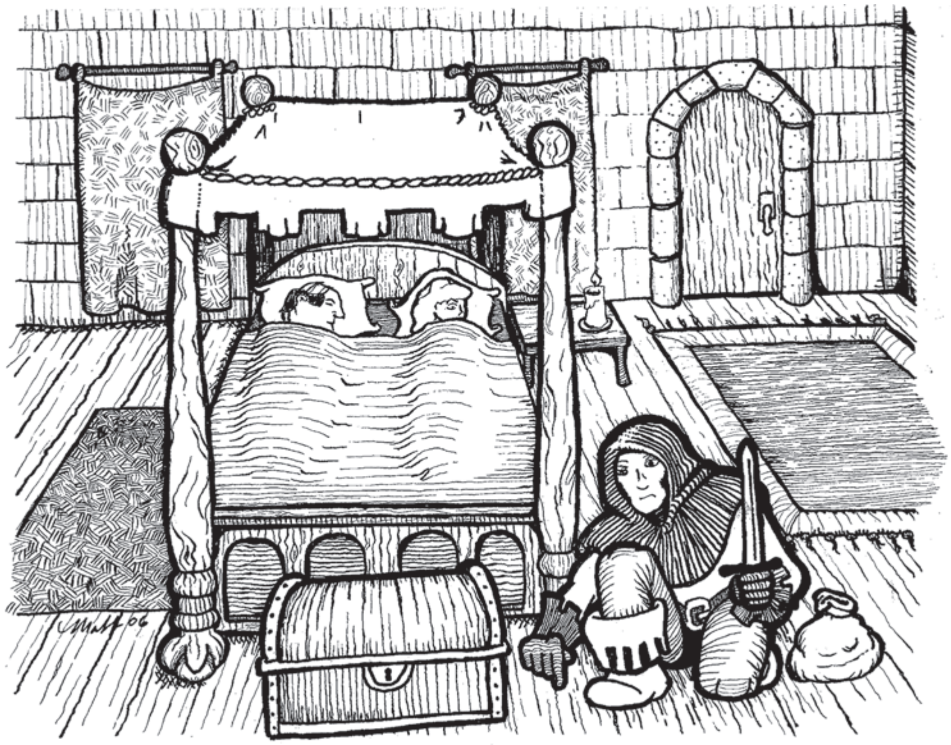
Read Scrolls (10th): When a thief reaches 10th level, he or she has become well-versed enough in training to cast spells from an arcane or phantasmal scroll (magic user or illusionist). However, this casting is not always successful. The thief should roll against his or her intelligence as a magic user or illusionist does, and if the score shown on the die is insufficient for the thief to cast the spell, then the casting will fail, possibly (at the GM's option) having some entirely unexpected effect.

Thief Level Advancement

Level	Base Experience Points Required	Hit Dice (d6)	Notes
1	0	1	
2	1,250	2	
3	2,500	3	
4	5,000	4	
5	10,000	5	
6	20,000	6	
7	40,000	7	
8	70,000	8	
9	110,000	9	
10	160,000	10	Master Thief; may read scrolls
11	220,000	10+2*	
12	440,000	10+4*	

*Con-based hp adjustments no longer apply

Each level thereafter requires 220,000 experience points and grants +2 hit points.



Thief Skills Table—Base chance

Level	Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Quietly	Open Locks	Pick Pockets	Read Languages
1	80%	25%	10%	20%	20%	30%	35%	1%
2	82%	29%	13%	25%	25%	34%	39%	5%
3	84%	33%	16%	30%	30%	38%	43%	10%
4	86%	37%	19%	35%	35%	42%	47%	15%
5	88%	41%	22%	40%	40%	46%	51%	20%
6	90%	45%	25%	45%	45%	50%	55%	25%
7	91%	49%	28%	50%	50%	54%	59%	30%
8	92%	53%	31%	55%	55%	58%	63%	35%
9	93%	57%	34%	60%	60%	62%	67%	40%
10	94%	61%	37%	65%	65%	66%	71%	45%
11	95%	65%	40%	70%	70%	70%	75%	50%
12	96%	69%	43%	75%	75%	74%	79%	55%
13	97%	73%	46%	80%	80%	78%	83%	60%
14	98%	77%	49%	85%	85%	82%	87%	65%
15	99%	81%	52%	90%	90%	86%	90%	70%
16	99%	85%	55%	91%	91%	90%	91%	75%
17	99%	89%	58%	92%	92%	92%	92%	80%
18	99%	91%	61%	93%	93%	93%	93%	85%
19	99%	93%	64%	94%	94%	94%	94%	90%
20	99%	95%	67%	95%	95%	95%	95%	92%
21	99%	97%	70%	96%	96%	96%	96%	94%
22	99%	99%	73%	97%	97%	97%	97%	96%
23	99%	99%	76%	98%	98%	98%	98%	98%
24	99%	99%	79%	99%	99%	99%	99%	99%

Thief Skills Table—Dexterity adjustments

Dexterity	Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Quietly	Open Locks	Pick Pockets	Read Languages
9	-	-15%	-	-10%	-20%	-10%	-15%	-
10	-	-10%	-	-5%	-15%	-5%	-10%	-
11	-	-5%	-	-	-10%	-	-5%	-
12	-	-	-	-	-5%	-	-	-
13	-	-	-	-	-	-	-	-
14	-	-	-	-	-	-	-	-
15	-	-	-	-	-	-	-	-
16	-	-	-	-	-	+5%	-	-
17	-	+5%	-	+5%	+5%	+10%	-	-
18	-	+10%	-	+10%	+10%	+15%	+5%	-
19	-	+15%	-	+15%	+15%	+20%	+15%	-

Thief Skills Table—Racial Adjustments

Race	Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Quietly	Open Locks	Pick Pockets	Read Languages
Dwarf	-10%	+15%	-	-	-5%	+15%	-	-5%
Elf	-5%	+5%	+5%	+10%	+5%	-5%	+5%	+10%
Gnome	-15%	-	+5%	-	-	+10%	-	-
Half-elf	-	-	-	+5%	-	-	+10%	-
Halfling	-15%	-	+5%	+15%	+15%	-	+5%	-5%
Half-orc	+5%	+5%	+5%	-	-	+5%	-5%	-10%
Human	+5%	-	-	-	-	+5%	-	-

Note: Subject to the GM's discretion, no combination of adjustments can reduce a thief's chance of success in a thieving skill below 1% or increase it above 99%. In other words, there is always a small chance of success or risk of failure unless the GM decides the circumstances are exceptional.

Thief Saving Throw Table

	Type of Saving Throw				
Level	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells for unlisted categories
1-4	14	16	13	12	15
5-8	12	15	12	11	13
9-12	10	14	11	10	11
13-16	8	13	10	9	9
17-20	6	12	9	8	7
21+	4	11	8	7	5

Thief To Hit Table

	Roll required to hit Armour Class																				
Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-4	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
5-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
9-12	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
13-16	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
17-20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
21+	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

MULTI-CLASSING AND DUAL-CLASSING

Multi-classing, which is an option available only to non-human characters, is simultaneous advancement in two or more different classes. Dual-classing, an option available only to human characters, is the ability to switch classes and begin advancing exclusively in a new character class. Specific information about the interaction of the restrictions and abilities of a multi-classed character are described in the racial description of each race. Gnomish multi-classed characters are, for example, limited to leather armour in order to cast spells, while elven multi-classed characters are not. These restrictions reflect the particular nature of the non-human races and thus are detailed in the race descriptions. There is a general rule, however, that a cleric/fighter may use edged weapons. When a non-human character has more than one character class, any experience points gained by the character will be divided evenly between these two classes, even once the character can no longer progress in one of the classes.

When the character advances in one of his or her classes, additional hit points are determined by rolling the appropriate die (d4 for magic users and illusionists, d6 for thieves and assassins, etc.), adding the appropriate constitution modifier, and dividing by the number of classes involved (so two for a cleric/thief, or three for a fighter/cleric/magic user, for example).

It is therefore entirely possible for a multi-class character to be at different levels of experience in different classes. As an extreme example, a half-orcish cleric/assassin of level 4/15 is possible.

Optional Rule: Some GMs limit elven and half-elven fighter/magic users and fighter/magic user/clerics in respect of the armour they may wear while casting spells. If this optional rule is in play, such a character may only cast arcane spells if unarmoured—unless they are wearing elfin chain. The character may still cast divine spells regardless of the armour he or she is wearing. (This rule assumes that elfin chain is specially designed to allow fighter/magic users to wear it.)

Dual-class characters are humans who elect to change irrevocably from one class to another. The character class of a non-human represents talents and abilities that are somewhat more innate than those of humankind. Humans are more flexible and can generally become more skilled in any one class than non-humans, but lacking the innate talents of the other races, they can only focus upon one class at a time.

In order to switch from one class to another, the human character must have an ability score of 15+ in the prime requisite(s) of the original class, and of 17+ in the prime requisite(s) of the new class. The character retains his or her hit points. He or she can use the particular abilities of the original class, but doing so will cause the character to forfeit all experience points from that adventure (as determined by the GM). This restriction applies until the character has advanced in the new class to a level at least one higher than was attained in the original class.

When the character begins the process of learning a new class, he or she gains the abilities of the new class as a first level member of that class, and all experience is applied to progressing in the new class. The character gains no additional hit points until reaching a level in the new class one higher than in the original class, after which time the character's hit points advance as per the new class.

Unlike multi-class characters, dual-classed characters cannot perform the functions of several different classes simultaneously. So, for example, an elven fighter/magic user could cast arcane spells while wearing armour, but a human dual-classed fighter and magic user would have to remove his or her armour to do the same thing.

However, with dual-classed characters, any combination of classes is possible, provided the character qualifies in terms of ability scores and can comply with any relevant alignment restrictions. Theoretically, an individual with very high ability scores could play a cleric/paladin or a magic user/illusionist.

ALIGNMENT

Alignment represents where a character falls in terms of the ever-present battle between good and evil. Along the law-chaos axis, it also represents how the character approaches such issues. Alignment is more than a philosophy; evil and good are palpably real in the game world. An evil person bears the poison of his or her alignment in his or her very soul, and magic spells can even be used to detect the stain of it. In general, the good alignments will work together, although there may well be misunderstandings and disputes between those of differing good alignments. Relationships between those of evil alignments will generally be based on power and fear, although many evil aligned individuals or monsters are natural followers, not seeking to usurp power as much as they will seek to ally themselves with and serve the most powerful. The moral dictates of alignment are not tied to culture in any way; they are objective reality. If a barbarian comes from a society that kills the weak, he or she is evil if he or she accedes to the practice, even though it is considered necessary or beneficial in that culture. Such a culture is evil.

Each alignment has an "alignment language" specific to that alignment, allowing characters of that alignment to communicate with one another to a certain degree. Alignment tongues are not precisely languages; they cannot be rendered into writing, but they can be an effective mode of communication nonetheless, consisting of a variety of words, gestures, and even facial expressions. Alignment tongues are almost never used unless the speaker is certain he or she will be heard only by members of the same alignment.

Note that not all creatures of a particular alignment will speak their alignment tongue, although demi-humans and humanoids will normally do so. A creature such as a chimæra, for example, that is non-humanoid and generally evil by nature rather than by choice, might be chaotic evil in alignment but would not speak the chaotic evil alignment tongue. A gnoll, however, that is humanoid and evil by choice as well as by nature, will tend to speak the chaotic evil alignment tongue.

THE NINE ALIGNMENTS

Nine distinct alignments define all the possible combinations of the law–chaos axis with the good–evil axis. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

Lawful Good, "Crusader": A lawful good character acts as a good person is expected or required to act. He or she combines a commitment to oppose evil with the discipline to fight relentlessly. He or she normally tells the truth, keeps his or her word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished. Generally, lawful good characters seek to combine the values of both honour and compassion.

Neutral Good, "Benefactor": A neutral good character does the best that a good person can do. He or she is devoted to helping others. He or she might work with or on behalf of kings and magistrates, but does not feel beholden to them if he or she feels that they are not serving the cause of good. Neutral good characters value doing what is good without a particular bias for or against order (or laws).

Chaotic Good, "Rebel": A chaotic good character acts as his or her conscience directs, with little regard for what others might expect. He or she makes his or her own way, but is generally

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kind and benevolent. He or she believes in goodness and personal honour, but has little use for laws and regulations.

Such a character disdains those who seek to intimidate others and tell them what to do. He or she follows his or her own moral compass, which, although good, may not agree with that of society. Chaotic good characters value the combination of a good heart with a free spirit.

Lawful Neutral, "Judge": A lawful neutral character acts as law, tradition, or a personal code directs him. Order and organisation are paramount. He or she may believe in personal order and live by a code or standard, or might believe in order for all, favouring a strong, organised government. Lawful neutral characters value reliability and honour, and some can be quite zealous about forcing these attributes onto society or other individuals.

Neutral: A neutral character has no allegiance to either good vs evil or law vs chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. These normally think of good as preferable to evil—after all, they would rather have good neighbours and rulers than evil ones.

Still, such characters are not personally committed to upholding good in any abstract or universal way, especially when there is treasure to be had. Some neutral characters, on the other hand, are morally committed to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes, advocating and supporting neutrality as the best, most balanced road in the long run.

Chaotic Neutral, "Free Spirit": A chaotic neutral character follows his or her whims. He or she is an individualist first and last. He or she values his or her own liberty but does not strive to protect others' freedom. He or she avoids authority, resents restrictions, and challenges traditions.

A chaotic neutral character does not normally intentionally disrupt organisations as part of a campaign of anarchy. To do so, he or she would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from him- or herself suffer). A chaotic neutral character may be unpredictable, but his or her behaviour is not normally totally random.

Lawful Evil, "Dominator": A lawful evil villain methodically takes what he or she wants within the limits of his or her code of conduct without regard for whom it hurts. He or she cares about tradition, loyalty, and order but not about freedom, dignity, or life. He or she plays by the rules but without mercy or compassion. He or she is comfortable in a hierarchy and would like to rule, but is willing to serve. He or she condemns others not according to their actions but according to race, religion, homeland, or social rank. He or she is loath to break laws or promises.

This reluctance comes partly from his or her nature and partly because he or she depends on order to protect him- or herself from those who oppose him or her on moral grounds. Some lawful evil characters have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains. Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good.

Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master. Lawful evil is sometimes called "diabolical," because devils are the epitome of lawful evil.

Neutral Evil, "Malefactor": A neutral evil villain does whatever he or she can get away with. He or she is out for him- or herself, pure and simple. He or she sheds no tears for those he or she kills, whether for profit, sport, or convenience. He or she has no love of order and holds no illusion that following laws, traditions, or codes would make him or her any better or more noble. On the other hand, he or she doesn't have the restless nature or love of conflict that a chaotic evil villain has. Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Chaotic Evil, "Destroyer": A chaotic evil character does whatever his or her greed, hatred, and lust for destruction drive him to do. He or she is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he or she is simply out for whatever he or she can get, he or she is ruthless and brutal. If he or she is committed to the spread of evil and chaos, he or she is even worse. His or her plans may be worked out well in advance, but their implementation will often be haphazard, and any group he or she forms is likely to be poorly organised.

Typically, chaotic evil creatures can be made to work together only by force, and their leader lasts only as long as he or she can thwart attempts to topple or assassinate him or her. Chaotic evil is sometimes called "demonic" because demons are the epitome of chaotic evil. Chaotic evil represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

MONEY

In OSRIC, coins are heavy. Ten coins weigh one lb. They are also of primary importance when keeping track of character experience, since gold the party recovers is converted to experience at the rate of 1gp = 1xp. (The GM may well wish to reduce the experience point award for gold if large amounts are gained for relatively small risk.) OSRIC prices normally far exceed prices as they were in the real mediæval world. Gold is plentiful and hence of relatively little value. The purpose of this is to allow GMs to place the kinds of treasure mentioned in works of fantasy literature—huge piles of gold, enormous gems and pieces of beautiful jewellery—without destroying the fantasy economy of his or her game.

A fundamental, driving assumption of OSRIC-compatible games is that the player characters are, at least partially, motivated by a desire (or need) for wealth. This need not necessarily be for reasons of greed; a cleric or paladin character, for example, could be driven to acquire money to donate to the poor, or to enable his or her superiors to construct a new church. However this is managed, the mechanics of the game specifically reward the acquisition of money, and so successful players will tend to find an awful lot of it!

Shrewd GMs will usually use all the tools at their disposal to ensure that while a lot of money flows through the players' hands, other pressures will keep their expenses high. In particular, training costs (see Chapter III) will absorb the majority of the characters' income during the early levels. If any players are skilled and fortunate enough that their characters survive to higher levels, they will find that the construction and maintenance of a stronghold also creates a great strain on the purse; while creating magic items is more expensive still.

This constant drive for money should serve to motivate the player characters to explore dark dungeons, seek dragons' hoards and otherwise constantly quest for wealth!

OSRIC games normally use the following conversion rate for currency. Of course, a GM's specific campaign may change this, but in this case the GM should consider revising the price lists provided in the following section.

1 platinum piece = 5 gold pieces
1 gold piece = 2 electrum pieces
1 gold piece = 10 silver pieces
1 gold piece = 100 copper pieces

Each character begins the game with a certain amount of money to buy initial equipment—how much depends on the character's class. Clerics and druids receive 30-180gp (3d6 x 10); fighters, rangers and paladins receive 50-200gp ((3d6+2) x 10); magic users and illusionists receive 20-80gp (2d4 x 10), while thieves and assassins receive 20-120gp (2d6 x 10). Multiclass individuals receive the award for the wealthiest of their classes (thus, a fighter/thief would receive the starting money of a fighter, while a cleric/magic user would receive the starting money of a cleric).

EQUIPMENT

The following table shows suggested general equipment prices for a typical campaign. Players should check with their GM whether the prices show below apply in his or her specific campaign.

Item	Weight	Cost
Ale, pint	1	1 sp
Backpack	10 (empty)	2 gp
Barrel	30 (empty)	2 gp
Bedroll	5	2 sp
Bell	-	1 gp
Belt	-	5 sp
Blanket, woollen	2	5 cp
Block and tackle	5	5 gp
Boots, soft	3	1 gp
Boots, heavy	5	2 gp
Bottle (wine), glass	1	2 gp
Box (empty)	15	1 gp
Bracer, leather (archery)	1	8 sp
Caltrops	2	1 gp
Candle, beeswax	-	1 cp
Canvas (per sq. yd)	1	1 sp
Cauldron and tripod	15	2 gp
Chain (per 10 ft)	10	30 gp
Chalk, piece	-	1 cp
Chest (empty)	25	2 gp
Cloak	2	3 cp
Crowbar	5	2 gp
Dice, bone, pair	-	5 sp
Dice, loaded, pair	-	5 gp
Doublet, linen	1	3 gp
Firewood (per day)	20	1 cp
Fish hook	-	1 sp
Fishing net (per 25 sq. ft)	-	1 sp
Flask (leather)	-	3 cp
Flint and steel	-	1 gp
Gloves, kidskin, pair	½	3 gp
Gown, woollen	1	5 cp
Gown, linen	1	3 gp
Gown, silk	1	50+ gp
Grappling hook	4	1 gp
Hammer (tool, not war)	2	5 sp
Holy symbol, silver	1	25 gp
Holy symbol, pewter	1	5 gp
Holy symbol, wooden	1	6 sp
Horse, cart	N/A	15 gp
Horse, nag	N/A	8 gp
Horse, palfrey	N/A	40+ gp
Horse, rouncey	N/A	25 gp
Horse, war, heavy	N/A	500+ gp
Horse, war, light	N/A	200+ gp
Horse, war, medium	N/A	350+ gp
Hose	-	1 gp
Iron spikes, dozen	5	1 gp
Ladder (per 10 ft)	20	5 sp
Lamp (bronze)	1	1 sp
Lantern, bullseye	3	12 gp
Lantern, hooded	2	7 gp
Lock	1	20+ gp
Manacles	2	15 gp
Mirror (small steel)	½	20 gp
Mirror (small silver)	½	45 gp
Mule	N/A	18 gp
Musical instrument	1+	5+ gp
Needle and thread	-	3 cp
Oil (lamp) (per pint)	1	1 sp
Ox	N/A	15 gp
Parchment (per sheet)	-	2 sp
Pin (cloak)	-	4 sp
Piton	½	1 sp
Pole (per 10 ft)	8	2 sp
Pony	N/A	12 gp
Pot, iron	10	5 sp
Pouch, belt, large	2 (empty)	4 sp
Pouch, belt, small	1 (empty)	2 sp
Quill (pen)	-	1 sp
Quiver (holds 12 arrows)	1 (empty)	1 gp
Quiver (holds 24 arrows)	2 (empty)	25 sp
Quiver (holds 12 bolts)	1 (empty)	12 sp
Quiver (holds 24 bolts)	2 (empty)	3 gp
Rations, standard (per day)	2	2 gp
Rations, trail (per day)	1	6 gp
Reins, bit and bridle	5	2 gp
Robe, linen	1	3 gp
Robe, silk	1	60+ gp
Rope, hemp (per 50 ft)	10	1 gp
Rope, silk (per 50 ft)	5	10 gp
Sack, small	½ (empty)	9 cp
Sack, large	1 (empty)	15 cp
Saddle and stirrups	20	10 gp
Satchel	5 (empty)	1 gp
Scrollcase, bone	½	4 gp
Scrollcase, leather	½	1 gp
Shoes, common	1	5 sp
Shoes, noble	1	30+ gp
Shovel	8	2 gp
Signal whistle	-	8 sp
Skillet	5	1 gp
Soap (per lb)	1	5 sp
Spell book (blank)	5	25 gp
Tent	20	10 gp
Thieves' Tools	1	30 gp
Torch	1	1 cp
Tunic, woollen	1	5 cp
Tunic, banqueting	1	10+ gp
Twine, linen (per 100 ft)	½	8 cp
Vellum (per sheet)	-	3 sp
Wagon, small	N/A	100 gp
Wagon, large	N/A	250 gp
Water, holy (per vial)	½	25 gp
Waterskin (3 pint)	1 (empty)	1 gp
Whetstone	½	2 cp
Wine, pint	1	5 sp

Master Weapon Table

Weapon type	Damage vs Small or Medium	Damage vs Large	Encumbrance	Cost
Arrows	1d6	1d6	4 (per dozen)	2 gp (per dozen)
Axe, battle	1d8	1d8	7	5 gp
Axe, hand	1d6	1d4	5	1 gp
Bolt, heavy crossbow	1d6+1	1d6+1	4 (per dozen)	4 gp (per dozen)
Bolt, light crossbow	1d4+1	1d4+1	2 (per dozen)	2 gp (per dozen)
Club	1d4	1d3	3	2 cp
Dagger	1d4	1d3	1	2 gp
Dart	1d3	1d2	½	2 sp
Flail, heavy	1d6+1	2d4	10	3 gp
Flail, light	1d4+1	1d4+1	4	6 gp
Halberd	1d10	2d6	18	9 gp
Hammer, war, heavy	1d6+1	1d6	10	7 gp
Hammer, war, light	1d4+1	1d4	5	1 gp
Javelin*	1d6	1d4	4	5 sp
Lance*	2d4+1	3d6	15	6 gp
Mace, heavy	1d6+1	1d6	10	10 gp
Mace, light	1d4+1	1d4+1	5	4 gp
Morning star	2d4	1d6+1	12	5 gp
Pick, heavy	1d6+1	2d4	10	8 gp
Pick, light	1d4+1	1d4	4	5 gp
Pole arm*	1d6+1	1d10	8	6 gp
Sling bullet	1d4+1	1d6+1	4 (per dozen)	1 gp (per dozen)
Sling stone	1d4	1d4	2 (per dozen)	Free
Spear*	1d6	1d8	5	1 gp
Staff	1d6	1d6	5	Free
Sword, claymore/bastard	2d4	2d8	10	25 gp
Sword, broad	2d4	1d6+1	8	10 gp
Sword, long	1d8	1d12	7	15 gp
Sword, scimitar	1d8	1d8	5	15 gp
Sword, short	1d6	1d8	3	8 gp
Sword, two-handed	1d10	3d6	25	30 gp
Trident*	1d6+1	3d4	5	4 gp

* Long-hafted, pointed weapons, such as the spear, lance (when used dismounted), pole arm, or trident, inflict double damage when set to receive a charge and the foe actually charges. The lance inflicts double damage when used by a character riding a charging heavy warhorse or similar animal; if the attacker is mounted on a normal riding or cavalry horse, the damage should be reduced.

Missile Weapon Table

Weapon Type	Damage vs Small or Medium	Damage vs Large	Rate of Fire (in shots per round)	Range (-2 to hit per increment)	Encumbrance	Cost
Axe, hand	1d6	1d4	1	10 ft	5	1 gp
Bow, long †	1d6	1d6	2	70 ft	12	60 gp
Bow, short †	1d6	1d6	2	50 ft	8	15 gp
Club	1d4	1d3	1	10 ft	3	2 cp
Composite bow, long †	1d6	1d6	2	60 ft	13	100 gp
Composite bow, short †	1d6	1d6	2	50 ft	9	75 gp
Crossbow, heavy*	1d6+1	1d6+1	½	60 ft	12	20 gp
Crossbow, light	1d4+1	1d4+1	1	60 ft	4	12 gp
Dagger	1d4	1d4	2	10 ft	1	2 gp
Dart	1d3	1d2	3	15 ft	½	2 sp
Hammer	1d4+1	1d4	1	10 ft	5	1gp
Javelin	1d6	1d4	1	20 ft	2	5 sp
Sling	1d4+1 or 1d4	1d6+1 or 1d4	1	35 ft	½	5 sp
Spear	1d6	1d8	1	15 ft	5	1 gp

* Heavy crossbows may not be used from horseback; only a footman can brace them correctly before firing.

† Some specially-made bows (sold at special cost if at all—GM's discretion) permit the user to add his or her strength bonus to damage inflicted with the weapon. Otherwise the strength damage bonus with missile weapons is restricted to hurled weapons (axes, hammers, clubs, darts, javelins and spears).

ARMOUR

Armour Table 1

Armour Type	Encumbrance*	Max Move Rate	Effect on AC (base AC 10)	Cost
Banded	35 lbs	90 ft	-6	90 gp
Mail hauberk or byrnie (chain)	30 lbs	90 ft	-5	75 gp
Mail, elfin (chain)	15 lbs	120 ft	-5	Not sold
Leather	15 lbs	120 ft	-2	5 gp
Padded gambeson	10 lbs	90 ft	-2	4 gp
Plate	45 lbs	60 ft	-7	400 gp
Ring	35 lbs	90 ft	-3	30 gp
Scale or lamellar	40 lbs	60 ft	-4	45 gp
Shield, large	10 lbs	N/A	-1	15 gp
Shield, medium	8 lbs	N/A	-1	12 gp
Shield, small	5 lbs	N/A	-1	10 gp
Splint	40 lbs	60 ft	-6	80 gp
Studded	20 lbs	90 ft	-3	15 gp

* For non-magic armour. Magic armour is un-encumbering, and allows a maximum move rate 30 ft faster than normal (up to 120 ft). Magic shields weigh as much as normal shields of the same type.

Armour Table 2

Type of Armour	AC Rating
None	10
Shield only	9
Leather or padded armour	8
Studded leather or ring	7
Scale or lamellar	6
Mail hauberk or byrnie	5
Banded armour	4
Plate	3

The AC rating of a character employing a shield is improved by 1, so a character wearing leather armour and carrying a shield would be AC 7, while a character with plate armour and shield would be AC 2. Magic armour with a rating of +1 reduces AC by 1, +2 reduces by 2, and so forth; the principle is that a positive rating for a magic item shows that it is beneficial, but AC is rated on a descending scale whereby the lower the figure, the better the protection.

Shields do NOT affect armour class where the target is being attacked from the rear. Likewise, a figure attacked by several opponents may only employ the shield against one (in the case of a small shield), two (in the case of a medium shield) or three (for a large shield) attacks in any one given round; thus AC against multiple opponents will tend to deteriorate.

This table should not be used to extrapolate monster armour types. These are assigned rather than calculated. For example, most hobgoblins are AC 5, but this does not mean that the hobgoblin will automatically be wearing chain mail armour worth 75gp! More than likely, the creature is wearing a mishmash of assorted pieces of armour of negligible value, but its armour class is considered to be 5 owing to its combat skill and the needs of the game system.

Elfin mail counts as normal (chain) mail except for the purposes of weight calculation and encumbrance. It is rarely sold, but suits are occasionally fashioned by elven master craftsmen as gifts for those who have performed some great service for the elven race. 99% of them are awarded to elves, the majority of the remainder to humans or half-elves. Dwarf-sized or smaller suits are prohibitively rare.

Field plate is optional, and rather anachronistic (and hence not listed on the standard tables). It means the Gothic and Milanese plate of the fifteenth century or later. If field plate is used in a campaign, it should be treated as having an AC modifier of -8 (i.e. field plate plus shield would be equivalent to AC 1) and a maximum movement rate of 90 ft. Some GMs may also wish to permit full plate, representing the jousting or tourney plate of the same period and later, which should be treated as having an AC modifier of -9 and a maximum movement rate of 60 ft.

Druids are restricted to armour that does not contain metal. They are permitted leather (optionally studded leather at the GM's discretion) and shields not bound with metal. A wooden shield bound with rawhide costs the same, and has the same characteristics, as a small shield.

Thieves are restricted to leather or padded armour. Some kindly GMs permit thieves to use studded leather or elfin mail.

Normally, plate gauntlets and helms must be removed before missile weapons such as bows can be employed.

HEIGHT AND WEIGHT (OPTIONAL RULE)

Some GMs and/or players like to assign their character's height and weight from the character's ability scores and background, and others do not bother with them. These are perfectly acceptable approaches. Some groups prefer to use random tables for these things, and for these groups, the following tables are provided.

Dwarf Male

d%	Description	Height	Weight
01-10	Small	3 ft 9 in + 1d4 in	130 lbs + 1d20 lbs
11-25	Slim	4 ft 1 in + 1d4 in	140 lbs + 1d20 lbs
26-55	Normal	4 ft 2 in + 1d4 in	150 lbs + 1d20 lbs
56-85	Stout	4 ft 2 in + 1d4 in	160 lbs + 1d20 lbs
86-95	Tall	4 ft 6 in + 1d4 in	160 lbs + 1d20 lbs
96-00	Outsize	4 ft 9 in + 1d4 in	170 lbs + 1d20 lbs

Dwarf Female

d%	Description	Height	Weight
01-15	Petite	3 ft 7 in + 1d4 in	100 lbs + 1d20 lbs
16-30	Svelte	3 ft 11 in + 1d4 in	110 lbs + 1d20 lbs
31-65	Normal	4 ft 0 in + 1d4 in	120 lbs + 1d20 lbs
66-85	Curvy	4 ft 0 in + 1d4 in	130 lbs + 1d20 lbs
86-95	Tall	4 ft 4 in + 1d4 in	130 lbs + 1d20 lbs
96-00	Outsize	4 ft 7 in + 1d4 in	140 lbs + 1d20 lbs

Elf Male

d%	Description	Height	Weight
01-15	Small	4 ft 7 in + 1d4 in	70 lbs + 1d20 lbs
16-45	Slim	4 ft 11 in + 1d4 in	80 lbs + 1d20 lbs
46-75	Normal	5 ft 0 in + 1d4 in	90 lbs + 1d20 lbs
76-80	Stout	5 ft 0 in + 1d4 in	95 lbs + 1d20 lbs
81-95	Tall	5 ft 4 in + 1d4 in	95 lbs + 1d20 lbs
96-00	Outsize	5 ft 7 in + 1d4 in	100 lbs + 1d20 lbs

Elf Female

d%	Description	Height	Weight
01-15	Petite	4 ft 3 in + 1d4 in	64 lbs + 1d20 lbs
16-45	Svelte	4 ft 7 in + 1d4 in	72 lbs + 1d20 lbs
46-75	Normal	4 ft 8 in + 1d4 in	80 lbs + 1d20 lbs
76-80	Curvy	4 ft 8 in + 1d4 in	85 lbs + 1d20 lbs
81-95	Tall	5 ft 0 in + 1d4 in	85 lbs + 1d20 lbs
96-00	Outsize	5 ft 3 in + 1d4 in	90 lbs + 1d20 lbs

Gnome or Halfling Male

d%	Description	Height	Weight
01-10	Small	2 ft 10 in + 1d3 in	50 lbs + 1d20 lbs
11-25	Slim	3 ft 1 in + 1d3 in	55 lbs + 1d20 lbs
26-55	Normal	3 ft 2 in + 1d3 in	60 lbs + 1d20 lbs
56-85	Stout	3 ft 2 in + 1d3 in	65 lbs + 1d20 lbs
86-95	Tall	3 ft 5 in + 1d3 in	65 lbs + 1d20 lbs
96-00	Outsize	3 ft 7 in + 1d3 in	70 lbs + 1d20 lbs

Gnome or Halfling Female

d%	Description	Height	Weight
01-15	Petite	2 ft 8 in + 1d3 in	42 lbs + 1d20 lbs
16-30	Svelte	2 ft 11 in + 1d3 in	45 lbs + 1d20 lbs
31-65	Normal	3 ft 0 in + 1d3 in	50 lbs + 1d20 lbs
66-85	Curvy	3 ft 0 in + 1d3 in	55 lbs + 1d20 lbs
86-95	Tall	3 ft 3 in + 1d3 in	55 lbs + 1d20 lbs
96-00	Outsize	3 ft 5 in + 1d3 in	60 lbs + 1d20 lbs

Half-Elf Male

d%	Description	Height	Weight
01-10	Small	5 ft 1 in + 1d4 in	105 lbs + 1d20 lbs
11-30	Slim	5 ft 5 in + 1d4 in	115 lbs + 1d20 lbs
31-70	Normal	5 ft 6 in + 1d4 in	125 lbs + 1d20 lbs
71-80	Stout	5 ft 6 in + 1d4 in	135 lbs + 1d20 lbs
81-95	Tall	5 ft 10 in + 1d4 in	135 lbs + 1d20 lbs
96-00	Outsize	6 ft 1 in + 1d4 in	145 lbs + 1d20 lbs

Half-Elf Female

d%	Description	Height	Weight
01-15	Petite	4 ft 9 in + 1d4 in	80 lbs + 1d20 lbs
16-30	Svelte	5 ft 1 in + 1d4 in	90 lbs + 1d20 lbs
31-65	Normal	5 ft 2 in + 1d4 in	100 lbs + 1d20 lbs
66-85	Curvy	5 ft 2 in + 1d4 in	110 lbs + 1d20 lbs
86-95	Tall	5 ft 6 in + 1d4 in	110 lbs + 1d20 lbs
96-00	Outsize	5 ft 9 in + 1d4 in	120 lbs + 1d20 lbs

Half-Orc Male

d%	Description	Height	Weight
01-10	Small	5 ft 3 in + 1d4 in	130 lbs + 1d20 lbs
11-25	Slim	5 ft 7 in + 1d4 in	140 lbs + 1d20 lbs
26-55	Normal	5 ft 8 in + 1d4 in	150 lbs + 1d20 lbs
56-85	Stout	5 ft 8 in + 1d4 in	165 lbs + 1d20 lbs
86-95	Tall	6 ft 0 in + 1d4 in	160 lbs + 1d20 lbs
96-00	Outsize	6 ft 3 in + 1d4 in	170 lbs + 1d20 lbs

Half-Orc Female

d%	Description	Height	Weight
01-15	Petite	4 ft 10 in + 1d4 in	100 lbs + 1d20 lbs
16-30	Svelte	5 ft 2 in + 1d4 in	110 lbs + 1d20 lbs
31-65	Normal	5 ft 3 in + 1d4 in	120 lbs + 1d20 lbs
66-85	Curvy	5 ft 3 in + 1d4 in	135 lbs + 1d20 lbs
86-95	Tall	5 ft 7 in + 1d4 in	130 lbs + 1d20 lbs
96-00	Outsize	5 ft 10 in + 1d4 in	140 lbs + 1d20 lbs

Human Male

d%	Description	Height	Weight
01-10	Small	5 ft 4 in + 1d4 in	140 lbs + 1d20 lbs
11-30	Slim	5 ft 8 in + 1d4 in	155 lbs + 1d20 lbs
31-70	Normal	5 ft 9 in + 1d4 in	170 lbs + 1d20 lbs
71-80	Stout	5 ft 9 in + 1d4 in	185 lbs + 1d20 lbs
81-95	Tall	6 ft 1 in + 1d4 in	185 lbs + 1d20 lbs
96-00	Outsize	6 ft 4 in + 1d4 in	200 lbs + 1d20 lbs

Human Female

d%	Description	Height	Weight
01-15	Petite	4 ft 11 in + 1d4 in	105 lbs + 1d20 lbs
16-30	Svelte	5 ft 3 in + 1d4 in	115 lbs + 1d20 lbs
31-65	Normal	5 ft 4 in + 1d4 in	125 lbs + 1d20 lbs
66-85	Curvy	5 ft 4 in + 1d4 in	135 lbs + 1d20 lbs
86-95	Tall	5 ft 8 in + 1d4 in	135 lbs + 1d20 lbs
96-00	Outsize	5 ft 11 in + 1d4 in	145 lbs + 1d20 lbs

These tables provide base height and weight. Then roll 1d6; on a "1", subtract 1d4 in and 1d20 lbs, and reroll. On a "6", add 1d4 in and 1d20 lbs, and reroll. Continue rolling until a 2, 3, 4, or 5 appears. Discard any nonsensical results.

CHAPTER II:
SPELLS

Arcane and phantasmal spells are acquired as a result of long study and diligent practice. To cast a spell, the illusionist or magic user must have the spell scribed in his or her spell book and have prepared it for casting.

Clerical and druidic spells, on the other hand, are acquired as a result of faithful religious service. To cast a spell, the cleric or druid must have spent time in prayer and meditation to prepare it for casting.

In either case, the procedure for memorising a spell is the same. Spell memorisation requires a minimum rest period of 4 hours, which must be spent in a quiet place without interruption. Once this period has expired, it takes fifteen minutes per level to memorise spells; in other words, a character memorising one 3rd, two 2nd and four 1st level spells would require a further (45+30+30+15+15+15+15=) two hours and forty-five minutes of memorisation time.

Spells, once cast, are lost from the casting character's memory and cannot be reused until the caster memorises them again. (Exception: It is possible to memorise the same spell twice or even more times if the caster has sufficient spell slots.)

Under "saving throw" the notation "none (neg.)" indicates the spell does not normally have a saving throw, but one is permitted for the spell's reverse. For example, *cure light wounds* has no saving throw, but its reverse *cause light wounds* does have one.

Also under "saving throw", the notation "half" indicates that if the saving throw is passed, the spell takes half-effect. For example, with *fireball* if the saving throw is halved, targets within the area of effect take half the damage shown on the die.

SPELL SCROLLS

Spells are also sometimes found written on scrolls. It is not possible to memorise a spell from a scroll, although magic users and illusionists may copy the spell from the scroll into their spell books, if they understand the spell. This process always erases the scroll. This is the primary means by which magic users and illusionists will acquire new spells for their spell books.

Alternatively, the spell may be cast directly from the scroll, in which case the scroll is erased as the spell is cast. In this case, it is not necessary for the caster to know the spell beforehand, and indeed it is possible to cast a spell from a scroll even if the caster does not know the spell or is of insufficient level to use the magic.

In extreme cases (such as when a character casts a spell from a scroll well above the level he or she could normally memorise) the GM will assign a chance that the spell will fail.

A character must be of the correct class to cast a spell from a scroll. Thus, only clerics or paladins may cast spells from clerical scrolls, only druids or rangers from druidic ones, and so on. (Exception: Thieves and assassins may attempt to cast arcane and phantasmal spells from scrolls.)

EXPLANATORY NOTES CONCERNING THE SPELL DESCRIPTIONS

If the range of a spell is "0," this indicates that the spell must be cast right at the caster's location, but that it remains stationary (in other words, it does not travel). If the range is "caster," this indicates that the spell moves with the caster.

Spell duration refers to the length of time that the spell's magic remains "magical." Thus a permanent duration means that the spell creates an enchantment (which can probably be dispelled). A spell with instantaneous duration is a spell that causes a permanent change in the world, but one that no longer requires a spell to maintain. The effect of a spell with instantaneous duration cannot later be dispelled. The cleric's cure spells are an excellent example: once a wounded person is cured, the regained hit points cannot be removed with a *dispel magic* spell, but they are not magically protected from being removed with a sword stroke, either. The spell is simply complete once it is cast, and no more magic is active after that point. Spells marked with "Instantaneous (permanent)" under "duration" all have this property—they cannot be removed by being dispelled.

Spell components may be verbal (representing the words used to incant the spell), somatic (representing the gesture or gestures that must accompany the casting), and/or material (representing physical components that are normally consumed in the spell's casting). Exception: Material components that are not normally consumed include a cleric's holy symbol.

Spells with a verbal component may not be cast within the area of effect of a *silence* spell or if the caster is gagged. Spells with a somatic component will require that the caster has at least one hand free for the casting. Spells with a material component will usually require two free hands as well as the material component itself.

The precise nature of the material component for most spells has been left as a matter for the GM to determine, if relevant. Where such components are costly, an approximate cost is provided. Otherwise, the components should not usually be rare or difficult to acquire.

As typical examples, the spell *fireball* might require explosive materials such as charcoal or saltpetre, while the spell *sleep* might require a pinch of sand thrown towards the targets at the culmination of the spell.

It is possible for high level magic users and illusionists to research new spells. Such spells should be assigned a level by the GM which should be commensurate with the approximate power of the spell. The GM should always ensure that such spell research is difficult, demanding, dangerous and very, very expensive!

The spell names provided are generic, and may (or should) be adjusted for additional flavour and relevance to the particular campaign in question. Thus, for example, *Animate Dead* might be re-named *Jaxon's Fearsome Marching Corpse* after the name of the mage who originally researched it in that particular campaign—or perhaps, after the spell's most famous (or infamous) victim.

CLERIC SPELLS BY LEVEL

Level One		Level Two		Level Three	
1	Bless	1	Augury	1	Animate Dead
2	Command	2	Chant	2	Continual Light
3	Create Water	3	Detect Charm	3	Create Food and Water
4	Cure Light Wounds	4	Find Traps	4	Cure Blindness
5	Detect Evil	5	Hold Person	5	Cure Disease
6	Detect Magic	6	Know Alignment	6	Dispel Magic
7	Light	7	Resist Fire	7	Feign Death
8	Protection From Evil	8	Silence 15′ Radius	8	Glyph of Warding
9	Purify Food and Drink	9	Slow Poison	9	Locate Object
10	Remove Fear	10	Snake Charm	10	Prayer
11	Resist Cold	11	Speak With Animals	11	Remove Curse
12	Sanctuary	12	Spiritual Weapon	12	Speak with Dead

Level Four		Level Five		Level Six		Level Seven	
1	Cure Serious Wounds	1	Atonement	1	Aerial Servant	1	Astral Spell
2	Detect Lie	2	Commune	2	Animate Object	2	Control Weather
3	Divination	3	Cure Critical Wounds	3	Blade Barrier	3	Earthquake
4	Exorcise	4	Dispel Evil	4	Conjure Animals	4	Gate
5	Lower Water	5	Flame Strike	5	Find the Path	5	Holy Word
6	Neutralise Poison	6	Insect Plague	6	Heal	6	Regenerate
7	Protection From Evil 10 ft Radius	7	Plane Shift	7	Part Water	7	Restoration
8	Speak With Plants	8	Quest	8	Speak With Monsters	8	Resurrection
9	Sticks to Snakes	9	Raise Dead	9	Stone Tell	9	Symbol
10	Tongues	10	True Seeing	10	Word of Recall	10	Wind Walk

DRUID SPELLS BY LEVEL

Level One		Level Two		Level Three		Level Four	
1	Animal Friendship	1	Barkskin	1	Call Lightning	1	Animal Summoning I
2	Detect Magic	2	Charm Person or Mammal	2	Cure Disease	2	Call Woodland Beings
3	Detect Pits and Snares	3	Create Water	3	Hold Animal	3	Control Temperature 100 ft r.
4	Entangle	4	Cure Light Wounds	4	Neutralise Poison	4	Cure Serious Wounds
5	Faerie Fire	5	Feign Death	5	Plant Growth	5	Dispel Magic
6	Invisibility to Animals	6	Fire Trap	6	Protection From Fire	6	Hallucinatory Forest
7	Locate Animals	7	Heat Metal	7	Pyrotechnics	7	Hold Plant
8	Pass Without Trace	8	Locate Plants	8	Snare	8	Plant Door
9	Predict Weather	9	Obscurement	9	Stone Shape	9	Produce Fire
10	Purify Water	10	Produce Flame	10	Summon Insects	10	Protection From Lightning
11	Shillelagh	11	Trip	11	Tree	11	Repel Insects
12	Speak with Animals	12	Warp Wood	12	Water Breathing	12	Speak with Plants

Level Five		Level Six		Level Seven	
1	Animal Growth	1	Animal Summoning III	1	Animate Rock
2	Animal Summoning II	2	Anti-Animal Shell	2	Chariot of Fire
3	Anti-Plant Shell	3	Conjure Fire Elemental	3	Confusion
4	Commune With Nature	4	Cure Critical Wounds	4	Conjure Earth Elemental
5	Control Winds	5	Feeblemind	5	Control Weather
6	Insect Plague	6	Fire Seeds	6	Creeping Doom
7	Pass Plant	7	Transport via Plants	7	Finger of Death
8	Sticks to Snakes	8	Turn Wood	8	Fire Storm
9	Transmute Rock to Mud	9	Wall of Thorns	9	Reincarnate
10	Wall of Fire	10	Weather Summoning	10	Transmute Metal to Wood

MAGIC USER SPELLS BY LEVEL

Level One		Level Two		Level Three	
1	Affect Normal Fires	1	Audible Glamour	1	Blink
2	Burning Hands	2	Continual Light	2	Clairaudience
3	Charm Person	3	Darkness 15 ft Radius	3	Clairvoyance
4	Comprehend Languages	4	Detect Evil	4	Dispel Magic
5	Dancing Lights	5	Detect Invisibility	5	Explosive Runes
6	Detect Magic	6	ESP	6	Feign Death
7	Enlarge	7	Fool's Gold	7	Fireball
8	Erase	8	Forget	8	Flame Arrow
9	Feather Fall	9	Invisibility	9	Fly
10	Find Familiar	10	Knock	10	Gust of Wind
11	Floating Disk	11	False Trap	11	Haste
12	Friends	12	Levitate	12	Hold Person
13	Hold Portal	13	Locate Object	13	Infravision
14	Identify	14	Magic Mouth	14	Invisibility 10 ft Radius
15	Jump	15	Mirror Image	15	Lightning Bolt
16	Light	16	Pyrotechnics	16	Monster Summoning I
17	Magic Aura	17	Ray of Enfeeblement	17	Phantasmal Force
18	Magic Missile	18	Rope Trick	18	Protection From Evil 10 ft Radius
19	Mending	19	Scare	19	Protection From Normal Missiles
20	Message	20	Shatter	20	Slow
21	Protection From Evil	21	Stinking Cloud	21	Suggestion
22	Push	22	Strength	22	Tiny Hut
23	Read Magic	23	Web	23	Tongues
24	Shield	24	Wizard Lock	24	Water Breathing
25	Shocking Grasp				
26	Sleep				
27	Spider Climb				
28	Unseen Servant				
29	Ventriloquism				
30	Write				

Level Four		Level Five		Level Six	
1	Charm Monster	1	Airy Water	1	Anti-Magic Shell
2	Confusion	2	Animal Growth	2	Control Weather
3	Dig	3	Animate Dead	3	Death Spell
4	Dimension Door	4	Cloudkill	4	Disintegrate
5	Enchanted Weapon	5	Cone of Cold	5	Enchant an Item
6	Extension I	6	Conjure Elemental	6	Extension III
7	Fear	7	Contact Other Plane	7	Forceful Hand
8	Fire Charm	8	Distance Distortion	8	Freezing Sphere
9	Fire Shield	9	Extension II	9	Geas
10	Fire Trap	10	Feeblemind	10	Glasseye
11	Fumble	11	Hold Monster	11	Globe of Invulnerability
12	Hallucinatory Terrain	12	Interposing Hand	12	Guards and Wards
13	Ice Storm	13	Mage's Faithful Hound	13	Invisible Stalker
14	Massmorph	14	Magic Jar	14	Legend Lore
15	Minor Globe of Invulnerability	15	Monster Summoning III	15	Lower Water
16	Mnemonic Enhancement	16	Passwall	16	Monster Summoning IV
17	Monster Summoning II	17	Secret Chest	17	Move Earth
18	Plant Growth	18	Stone Shape	18	Part Water
19	Polymorph Other	19	Telekinesis	19	Project Image
20	Polymorph Self	20	Teleport	20	Reincarnation
21	Remove Curse	21	Transmute Rock to Mud	21	Repulsion
22	Wall of Fire	22	Wall of Force	22	Spirit-rack
23	Wall of Ice	23	Wall of Iron	23	Stone to Flesh
24	Wizard Eye	24	Wall of Stone	24	Transformation

Level Seven		Level Eight		Level Nine	
1	Cacodemon	1	Antipathy/ Sympathy	1	Astral Spell
2	Charm Plants	2	Clenched Fist	2	Crushing Hand
3	Delayed Blast Fireball	3	Clone	3	Gate
4	Duo-Dimension	4	Glass-steel	4	Imprisonment
5	Grasping Hand	5	Incendiary Cloud	5	Meteor Swarm
6	Instant Summons	6	Irresistible Dance	6	Monster Summoning VII
7	Limited Wish	7	Mass Charm	7	Power Word Kill
8	Mage's Sword	8	Maze	8	Prismatic Sphere
9	Mass Invisibility	9	Mind Blank	9	Shape Change
10	Monster Summoning V	10	Monster Summoning VI	10	Temporal Stasis
11	Phase Door	11	Permanency	11	Time Stop
12	Power Word Stun	12	Polymorph Object	12	Wish
13	Reverse Gravity	13	Power Word Blind		
14	Simulacrum	14	Spell Immunity		
15	Statue	15	Symbol		
16	Vanish	16	Trap the Soul		

ILLUSIONIST SPELLS BY LEVEL

Level One		Level Two		Level Three	
1	Audible Glamour	1	Blindness	1	Continual Darkness
2	Change Self	2	Blur	2	Continual Light
3	Colour Spray	3	Deafness	3	Dispel Illusion
4	Dancing Lights	4	Detect Magic	4	Fear
5	Darkness	5	Fog Cloud	5	Hallucinatory Terrain
6	Detect Illusion	6	Hypnotic Pattern	6	Illusory Script
7	Detect Invisibility	7	Improved Phantasmal Force	7	Invisibility 10 ft Radius
8	Gaze Reflection	8	Invisibility	8	Non-Detection
9	Hypnotism	9	Magic Mouth	9	Paralysation
10	Light	10	Mirror Image	10	Rope Trick
11	Phantasmal Force	11	Misdirection	11	Spectral Force
12	Wall of Fog	12	Ventriloquism	12	Suggestion

Level Four		Level Five		Level Six		Level Seven	
1	Confusion	1	Chaos	1	Conjure Animals	1	Alter Reality
2	Dispel Exhaustion	2	Demi-Shadow Monsters	2	Demi-Shadow Magic	2	Astral Spell
3	Emotion	3	Major Creation	3	Mass Suggestion	3	Prismatic Spray
4	Improved Invisibility	4	Maze	4	Permanent Illusion	4	Prismatic Wall
5	Massmorph	5	Project Image	5	Programmed Illusion	5	Vision
6	Minor Creation	6	Shadow Door	6	Shades	6	Arcane Spells level 1
7	Phantasmal Killer	7	Shadow Magic	7	True Sight		
8	Shadow Monsters	8	Summon Shadow	8	Veil		

CLERIC SPELLS

Clerical spells draw upon divine power, channelling unearthly forces through the cleric's words and gestures. Any clerical spell with a material component requires (at a minimum) the use of the cleric's holy symbol unless the spell description states otherwise.

Aerial Servant

Clerical Conjuration/Summoning

Level:	Cleric 6
Range:	10 ft
Duration:	1 day/ caster level
Area of Effect:	See below
Components:	V,S
Casting Time:	9 segments
Saving Throw:	None

By casting this spell, the cleric summons an aerial servant to do his or her bidding. The aerial servant will not fight, but will find and bring to the caster whatever creature or object the caster describes (provided the task is within the aerial servant's capacity to complete). The aerial servant will return to its native plane of existence at the end of the spell's duration, and earlier if the cleric who summoned it is slain, if the cleric releases the creature from its bondage, or if the servant is banished. When summoning an aerial servant, the cleric must be protected by a *protection from evil* spell or a holy symbol, or must stand within a magic circle. If the summoner does not take these precautions, the aerial servant will not be subject to any sort of control and will immediately attack the one who called it forth.

When fetching forth a living subject, the aerial servant always gains the benefit of surprise on its first attack for 4 surprise segments (unless it is detected). When the aerial servant scores a hit, it has successfully grabbed hold of its target and may bring it back to the cleric if the aerial servant is stronger than its victim. To determine the result of this test of strength, both the aerial servant and its victim roll their hit dice (using the proper die type), and the higher number wins.

Animate Dead

Clerical Necromancy

Level:	Cleric 3
Range:	10 ft
Duration:	Permanent
Area of Effect:	See below
Components:	V,S,M
Casting Time:	1 round
Saving Throw:	None

By casting this spell, the cleric calls the bones or bodies of dead humans or humanoids to rise and become lesser undead (skeletons or zombies). The undead will obey their creator's simple commands, following him or her, or perhaps guarding a location he or she designates against any creature (or not guarding it against certain creatures) that might enter. The spell's effects are permanent, but can be dispelled by the use of *dispel magic*. Use of this spell is inherently not in accordance with the good alignment and is seldom used by good clerics unless there is pressing need. Moreover, casting the spell in the confines of a city may subject the caster to inquiry by secular and religious authorities alike. A cleric may animate one zombie or skeleton per caster level.

Animate Object

Clerical Transmutation/Alteration

Level:	Cleric 6
Range:	30 ft
Duration:	1 round/ caster level
Area of Effect:	1 cubic ft/ caster level
Components:	V,S
Casting Time:	9 segments
Saving Throw:	None

By means of this spell, the cleric "brings to life" an inanimate object, allowing it to move and follow the cleric's simple commands. The GM will determine an object's speed and combat specifics. An object's mode of locomotion will determine its speed: rocking (a pedestal or bookshelf) at 10 ft/ round, slithering (rope, carpet) at 10-30 ft per round, walking (statue, table) at 40-80 ft/ round, scampering (footstool) at 120 ft/ round. The object's mode of attack (binding, striking, falling upon) and damage must be adjudicated by the GM's common sense, although as a guideline, an item of approximately human weight will be able to strike for 2d4 hit points of damage.

Astral Spell

Clerical Transmutation/Alteration

Level:	Cleric 7
Range:	Touch
Duration:	See below
Area of Effect:	See below
Components:	V,S
Casting Time:	3 turns
Saving Throw:	None

Casting an *astral* spell allows the cleric and up to five companions to leave their material bodies and travel through the astral plane to other planes of existence. As the spell is cast, the character's material body enters a trance-like state of suspended animation while his or her consciousness enters the astral plane. The astral plane is a nexus with other planes of existence beyond, and the cleric may choose to enter these other planes of existence. If a character does transcend from the astral into another plane, he or she becomes a physical manifestation in that existence, forming a duplicate body identical to the one left in stasis back in the material plane. It is possible to travel astrally to other locations in the material plane, but a new body cannot be formed in a plane where the character already has a physical manifestation. While travelling in the astral plane, and after a new physical manifestation has formed on a plane beyond the astral, the character remains connected to his or her original body by a "silver cord," an invisible, mystical link. If the silver cord is broken or severed (some threats in the astral plane can cause this to happen), the character dies, both on the material plane and in astral form.

Most magic items lose some or all of their power on the astral plane. Unless an item's magical qualities are imbued so deeply as to exist in many planes, an astral traveller's physical manifestation on another plane will be equipped with only the unenchanted substance of otherwise magic items and weapons.

Atonement

Clerical Abjuration

Level: Cleric 5
Range: Touch
Duration: Instantaneous (permanent)
Area of Effect: 1 person
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

The *atonement* spell is a form of spiritual cleansing, removing the stain of actions contrary to a character's moral alignment, but only for actions that the penitent took unwillingly or unwittingly. The penitent must be truly repentant of the deed, unless he or she is affected in such a way that would preclude repentance (such as in the case of someone whose alignment has been magically altered, or who is unconscious, charmed, or insane). In addition to removing the effects and supernatural consequences of evil actions, this spell may be used to negate, undo, or dispel a magical alignment change. Intentional misdeeds cannot be cleansed away by this spell. A cleric can, of course, use this spell to perform atonements for unintentional acts of goodness as well as evil, or for violations of neutral alignment. However, unless the GM rules otherwise based on circumstances, a cleric who is not true neutral cannot perform atonements for an alignment that the cleric does not, in some part, share.

Augury

Clerical Divination

Level: Cleric 2
Range: Caster
Duration: Instantaneous
Area of Effect: Caster
Components: V,S,M
Casting Time: 2 rounds
Saving Throw: None

Casting an *augury* allows the cleric to discern minor omens, indications of what might be in the future. The spell requires a focal point that will allow the omens to manifest—a set of sticks made from dragon's bone or gold is the most common focus for the spell. It is possible to derive omens from tea leaves, but a pearl worth 100 gp must be crushed into the infusion. The divination power of an *augury* is not strong; it will only gather omens from the pattern of the next 3 turns (30 minutes), and can only indicate whether a future action will result in weal or woe to the party. The base chance for correctly interpreting the omens is 70% plus an additional 1% per level of the caster.

Blade Barrier

Clerical Evocation

Level: Cleric 6
Range: 30 ft
Duration: 3 rounds/ caster level
Area of Effect: Circular path 2-10 ft in radius
Components: V,S
Casting Time: 9 segments
Saving Throw: None

This enchantment brings into being a whirling wall of steel blades that circle around a fixed point with blinding speed. Any creature stepping through the circle will suffer 8d8 points of damage. The cleric sets the focal point and the radius of the barrier at the time of casting, and these parameters cannot be changed thereafter (short of dismissing the spell entirely, of course).

Bless *(Reversible)*

Clerical Conjuration/Summoning

Level: Cleric 1
Range: 60 ft
Duration: 6 rounds
Area of Effect: 50 x 50 ft
Components: V,S,M
Casting Time: 1 round
Saving Throw: None

This minor benison raises the morale and attack rolls of any creatures allied with the casting cleric by +1 or +5% as appropriate. Any creatures already engaged in melee combat will not gain the spell's benefits. The spell is reversible, allowing the cleric to curse his or her enemies with—5% morale and –1 to hit.

The spell's area of effect is a circular area centred at the target point, which cannot be more than 60 ft from the cleric. Holy water is required to cast the spell (unholy water for the reverse).

Chant

Clerical Conjuration/ Summoning

Level: Cleric 2
Range: 0
Duration: Indefinite (duration of chant)
Area of Effect: 30 ft radius centred on caster
Components: V,S
Casting Time: 1 turn
Saving Throw: None

Once the spell is cast, the cleric must maintain a sonorous chanting of holy words and prayers, which not only lend divine favour to the cleric and his or her allies but also bring disfavour to their foes. For so long as the cleric remains stationary and continues to chant, his or her allies (within the area of effect) gain a bonus of +1 to all attack rolls, damage rolls, and saving throws. Enemies within the spell's area of effect also suffer a –1 to all such die rolls. If the cleric sustains damage, is grappled, or is in some way silenced, the effect of the spell will end.

Command

Clerical Enchantment/Charm

Level: Cleric 1
Range: 10 ft
Duration: 1 round
Area of Effect: 1 living creature
Components: V
Casting Time: 1 segment
Saving Throw: See below

By speaking a single word of command with the force of divine power behind it, the cleric may force a creature to obey an order. The creature must be able to hear the cleric and understand the language in which he or she utters the command. The command may be only one word, must be a verb, and must be completely unambiguous. "Halt," "Flee," and "Sleep" are typical commands, but many others are possible. The effects may not extend beyond a single round, and the command "Die" has the same effect as the command to "Sleep".

Creatures with intelligence of 13+ and/or hit dice of 6+ gain a saving throw against the spell's influence.

Commune

Clerical Divination

Level:	Cleric 5
Range:	Caster
Duration:	3 rounds (limited number of questions)
Area of Effect:	See below
Components:	V,S,M
Casting Time:	1 turn
Saving Throw:	None

The *commune* spell establishes a mystical link between the cleric and his or her deity, permitting the cleric to ask one yes or no question per caster level. This extraordinarily powerful divination spell does not involve any chance of the cleric's misinterpretation of omens, for the spiritual communion with the deity is direct and not conveyed through symbols or portents. It is likely that a cleric who resorts to this spell too frequently, or for matters not worthy of the god's attention, may fall from divine favour enough that he or she loses the ability to cast the spell, at least for a time.

Conjure Animals

Clerical Conjuration/Summoning

Level:	Cleric 6
Range:	30 ft
Duration:	2 rounds/ caster level
Area of Effect:	Conjured creatures
Components:	V,S
Casting Time:	9 segments
Saving Throw:	None

A cleric may use this spell to conjure animal allies from thin air and order them into combat. The total hit dice of summoned animals cannot exceed the cleric's level, and the animals must all be of the same type. This spell will only summon mammals, although giant or prehistoric forms of normal mammals may be conjured if these are present within a few miles of the caster. The GM determines the specific type of animal that appears.

Continual Light *(Reversible)*

Clerical Transmutation/ Alteration

Level:	Cleric 3
Range:	120 ft
Duration:	Permanent
Area of Effect:	60 ft radius globe
Components:	V,S
Casting Time:	6 segments
Saving Throw:	See below

This spell brings into being a bright, magical illumination almost sufficient to rival the light of day. In some respects the spell is identical to the first level cleric spell *light*, but its effects are permanent until dispelled. The light cast is greater than that produced by a *light* spell, extending 60 ft into the darkness. The reverse of the spell, *continual darkness*, produces an ink-like darkness in the same 60 ft area and negates the illumination of a *continual light* spell if one is present.

By casting the spell upon an enemy's eyes or other organs of sight, the caster may blind the spell's subject, causing the same penalties as if the creature were blinded by a *light* spell. In this instance, a saving throw is permitted, and if it is successful the spell's effect will centre upon the area immediately behind the targeted creature.

Control Weather

Clerical Transmutation/ Alteration

Level:	Cleric 7
Range:	0
Duration:	4d12 hours
Area of Effect:	4d4 square miles
Components:	V,S,M
Casting Time:	1 turn
Saving Throw:	None

The *control weather* spell brings about a rapid change in the weather for several square miles surrounding the point where the spell is cast. It requires no more than 10-40 minutes for the spell to take its full effect across the vast area it covers. The spell affects precipitation, temperature, and wind speed. Existing weather conditions cannot be utterly changed by the force of this spell; a clear day cannot be made cloudy, for instance, but it can be made partly cloudy. Hot weather can be made merely warm, and only a light breeze can be raised from calm weather.

This spell may be cast successively to bring about a dramatic change, moving, for example, from a calm to a light breeze, from the breeze to a strong wind, and on the third casting to transform the strong wind into a gale.

Create Food and Water

Clerical Transmutation/ Alteration

Level:	Cleric 3
Range:	10 ft
Duration:	Instantaneous (permanent)
Area of Effect:	A day's ration per caster level
Components:	V,S
Casting Time:	1 turn
Saving Throw:	None

Upon completion of the ritual words of this spell, food and/ or water will appear from thin air. A caster of fifth level can conjure up enough food and water to sustain a person or even a horse for five full days. The volume of food and water produced by the spell is approximately one cubic ft per level of the caster.

Create Water *(Reversible)*

Clerical Transmutation/Alteration

Level: Cleric 1
Range: 10 ft
Duration: Instantaneous (permanent)
Area of Effect: Up to 30 cubic ft
Components: V,S,M
Casting Time: 1 round
Saving Throw: None

This spell creates potable water, four gallons per level of the caster. The water may be created in a receptacle or in thin air (whence it will, of course, fall). Water cannot be created inside a creature, nor can it be created in any place the caster cannot see. The reverse of the spell destroys water (including fog, steam, mist, etc.) in the same quantities as *create water.*

Cure Blindness *(Reversible)*

Clerical Abjuration

Level: Cleric 3
Range: Touch
Duration: Instantaneous (permanent)
Area of Effect: Creature touched
Components: V,S
Casting Time: 1 round
Saving Throw: None (Neg.)

This powerful spell allows the cleric permanently to remove virtually all forms of blindness. The reverse of the spell permits a saving throw, and the cleric must successfully touch the spell's intended target to inflict blindness (permanent duration).

Cure Critical Wounds *(Reversible)*

Clerical Necromancy

Level: Cleric 5
Range: Touch
Duration: Instantaneous (permanent)
Area of Effect: Creature touched
Components: V,S
Casting Time: 8 segments
Saving Throw: None (Neg.)

This powerful spell is similar in nature to *cure light wounds*, operating in the same fashion but healing 3d8+3 hit points of damage. The reverse of the spell functions as *cause critical wounds*, but delivers 3d8+3 points of damage.

Cure Disease *(Reversible)*

Clerical Abjuration

Level: Cleric 3
Range: Touch
Duration: Instantaneous (permanent)
Area of Effect: Creature touched
Components: V,S
Casting Time: 1 turn
Saving Throw: None (Neg.)

By means of this spell, the cleric may cure most diseases by laying hands upon the afflicted creature. Depending upon the nature of the disease, full recovery may require as little time as a single turn, or as long as a week. The spell's reverse, *cause disease*, requires that the cleric successfully touch the intended victim, who is permitted a saving throw against the spell's insidious effects. If the saving throw is failed, the effects of the disease will manifest within 1d6 turns, inflicting 1 hit point of damage per turn thereafter and one point of lost strength per hour (6 turns) until the victim is reduced to 10% of his or her original hit points and strength. Until the disease is cured or runs its course, the afflicted person will not be able to naturally recover either strength or hit points over and above 10%. The disease runs its course in 1d6 days.

Cure Light Wounds *(Reversible)*

Clerical Necromancy

Level: Cleric 1
Range: Touch
Duration: Instantaneous (permanent)
Area of Effect: Creature touched
Components: V,S
Casting Time: 5 segments
Saving Throw: None (Neg.)

Cure light wounds allows the cleric to lay hands upon a wounded creature, restoring 1d8 hit points to the spell's beneficiary. The reverse of the spell operates in the same manner (although requiring a to hit roll), but inflicts 1d8 hit points rather than healing. If the cleric fails to hit while casting *cause light wounds*, the spell is lost. This spell does not heal disease, reattach limbs, or bring back the dead, nor can it add hit points beyond a character's normal number. Non-corporeal creatures are not affected by this spell, nor are undead, nor are creatures that are harmed only by iron, silver, or magical weapons.

Cure Serious Wounds *(Reversible)*

Clerical Necromancy

Level: Cleric 4
Range: Touch
Duration: Instantaneous (permanent)
Area of Effect: One creature
Components: V,S
Casting Time: 7 segments
Saving Throw: None (Neg.)

A benison similar to *cure light wounds*, *cure serious wounds* permits the cleric to lay on hands for 2d8+1 hit points of healing. The spell's limits are otherwise similar to those of *cure light wounds*. The reverse of the spell causes damage rather than healing, requiring that the cleric successfully touch the target.

Detect Charm *(Reversible)*

Clerical Divination

Level: Cleric 2
Range: 30 ft
Duration: 1 turn
Area of Effect: See below
Components: V,S
Casting Time: 1 round
Saving Throw: None

This spell reveals to the cleric whether a creature is subject to a *charm* spell. The spell's magic can discern a charm (or lack thereof) on up to ten creatures. The reverse of the spell conceals the existence of a charm, but affects only one creature.

Detect Evil *(Reversible)*

Clerical Divination

Level:	Cleric 1
Range:	Caster
Duration:	1 turn + 5 rounds/ level
Area of Effect:	Path 10 ft wide, 120 ft long
Components:	V,S,M
Casting Time:	1 round
Saving Throw:	None

This spell allows the cleric to discern emanations of evil (or good, in the case of the spell's reverse) within the spell's area of effect, a beam-like pathway. The spell detects evil, not danger, so it will be useless to discover such things as a mindless trap or a poisoned wineglass. Neither will it detect a cursed item unless the nature of the curse is such that the cursed item becomes inherently evil.

Detect Lie *(Reversible)*

Clerical Divination

Level:	Cleric 4
Range:	30 ft
Duration:	1 round/ caster level
Area of Effect:	One person
Components:	V,S,M
Casting Time:	7 segments
Saving Throw:	None

The subject of this spell (not necessarily the caster) gains the ability to discern whether the truth is being told, for the duration of the spell. The reverse of the spell allows the spell recipient's most brazen falsehoods to seem logical and believable. The spell's reverse may also be used to ward against the effects of a *detect lie* spell.

Detect Magic

Clerical Divination

Level:	Cleric 1
Range:	Caster
Duration:	1 turn
Area of Effect:	Path 10 ft wide, 30 ft long
Components:	V,S,M
Casting Time:	1 round
Saving Throw:	None

Detect magic creates a tunnel of magical vision in a path ten ft wide and thirty ft long, in which the cleric sees the aura of any magic item as a glowing blue nimbus. The spell's effect is blocked by solid wood 3 ft thick, by stone 1 ft thick, and by solid metal 1 inch thick. The cleric can only scan a 60° arc during the course of a round: turning more quickly does not allow magic auras enough time to form in the cleric's vision.

Dispel Evil *(Reversible)*

Clerical Abjuration

Level:	Cleric 5
Range:	Touch
Duration:	1 round/ caster level
Area of Effect:	Creature touched
Components:	V,S,M
Casting Time:	8 segments
Saving Throw:	See below

This spell banishes summoned creatures of evil, or those summoned for evil purposes, to their home planes of existence. Although a saving throw negates the spell's banishing effect, any creature that would otherwise have been banished will suffer a penalty of –7 to hit the caster for the extent of the spell's duration.

Creatures affected by this spell include, but are certainly not limited to, afreets, demons, devils, genies (either evil or working toward evil purposes under duress), and elementals summoned for evil purposes. The reverse of the spell has the same effects, but upon summoned creatures of good alignment or those summoned for the purposes of good.

Dispel Magic

Clerical Transmutation/ Alteration

Level:	Cleric 3
Range:	60 ft
Duration:	Instantaneous
Area of Effect:	30 ft radius sphere
Components:	V,S
Casting Time:	6 segments
Saving Throw:	None

Dispel magic has a base chance of 50% permanently to negate magic—both the magical properties of potions and the ongoing effects of certain spells. All spell effects and relevant items within the stated area of effect are subject to dispelling. Permanent magical items are not disenchanted by the spell, with the exception of potions, which are treated as 12th level for purposes of resolution. However, even a permanently enchanted item must make a saving throw or become non-operational for one round. Any spells in the process of being cast in the spell's area of effect will be lost, and any ongoing spell effects (such as *invisibility*) will be dispelled.

With respect to each potion, casting, or ongoing spell effect, the base chance of successful dispelling is increased 5% for every level by which the caster's level exceeds the caster level of the potion, the casting, or the spell effect. The base chance is conversely reduced by 2% per level of difference if the caster is lower level than the caster of the magic to be dispelled. The spell will automatically negate the caster's own spells if it is used for this purpose or if the caster has previously cast a spell into the same area.

Divination

Clerical Divination

Level:	Cleric 4
Range:	Caster
Duration:	See below
Area of Effect:	Caster
Components:	V,S,M
Casting Time:	1 turn
Saving Throw:	None

A *divination* spell gives the caster divine insight about a particular place, examples being a ruined castle, a particular region in a dungeon, or a small vale. The location of the place must be known to the cleric (e.g., the "Red Mausoleum," if a legendary location, cannot be the focus of the spell, but if the cleric has seen the doorway of the tomb, the spell will be effective). The spell yields rich information compared to an *augury*, although it may be couched in rather vague and approximate terms.

The spell reveals the relative power of the creatures in the area, the treasure ("low," "moderate," or "rich"), and chances of incurring the wrath of gods or similar beings if the place is disturbed. There is a chance that the cleric will fail to interpret the omens properly; the base chance to succeed in gaining truthful information is 60%, and rises by another 1% per caster level. The chance may also be adjusted by the GM as necessary.

If the cleric's reading of the omens is not correct, of course, he or she will be operating on completely false and useless "insights." The casting of a *divination* spell is quite dramatic, involving the sacrifice of a dove or other such creature appropriate to the religion in question. Valuable items may also be sacrificed, and such may increase the chance of the cleric receiving clear omens that are easily interpreted.

Earthquake

Clerical Transmutation/Alteration

Level:	Cleric 7
Range:	120 ft
Duration:	1 round
Area of Effect:	5 ft diameter/ level
Components:	V,S,M
Casting Time:	1 turn
Saving Throw:	None

The cleric invokes a small but intensely powerful earthquake within this spell's area of effect. The spell may be used to create landslides, drain marshes, cave in tunnels, and collapse buildings. Yawning cracks in the earth have a good chance to swallow creatures in the area: the chance of falling into such a crevice (by creature size) is 1 in 4 (small), 1 in 6 (medium) and 1 in 8 (large). Being swallowed up in such fashion is, of course, fatal. Trees standing in the area of an *earthquake* spell have a 1 in 3 chance of being uprooted.

Exorcise

Clerical Abjuration

Level:	Cleric 4
Range:	10 ft
Duration:	Instantaneous (permanent)
Area of Effect:	One creature or object
Components:	V,S,M
Casting Time:	See below
Saving Throw:	None

Exorcism is a powerful abjuration that casts out demons, devils, or any supernatural inhabitant or influence from a creature or object that has been possessed or otherwise controlled. Exorcism banishes all charms and enchantments, removes curses, and will cast any possessing demon or other creature back into its nearest physical body other than the one being exorcised. The base chance for the cleric to perform a successful exorcism is randomly determined on a d% if the GM has not previously assigned a specific number to represent the relative difficulty of the exorcism. To the base chance is added a modifier of +1/-1 for each level of difference between the cleric's caster level and the level or hit dice of the opposing supernatural force (determined by the GM in the case of supernatural forces with no stated level or HD). The cleric begins the exorcism, rolling a d% for each turn. If the cleric's die roll is equal to or less than the modified chance of success, the exorcism is successful. The process cannot be halted once it has begun, and if the cleric is forced to pause before successfully casting out the supernatural force, the spell will fail.

Feign Death

Clerical Necromancy

Level:	Cleric 3
Range:	Touch
Duration:	1 turn + 1 round/ level
Area of Effect:	One willing creature
Components:	V,S,M
Casting Time:	2 segments
Saving Throw:	None

Except as described here, this spell is identical to the third level magic user spell of the same name. The clerical version of the spell is not subject to a limit on the character level it can affect. Note that the spell cannot be cast upon an unwilling subject.

Find the Path *(Reversible)*

Clerical Divination

Level:	Cleric 6
Range:	Touch
Duration:	1 turn/ level
Area of Effect:	Creature touched
Components:	V,S,M
Casting Time:	3 rounds
Saving Throw:	None

This spell imbues one creature with an uncanny sense for the shortest route into or out of a chosen locale. The spell imparts only a visceral intuition of the right direction and shortest distance, so it is impossible to use the spell either to circumvent dangers or to draw a map. This spell may be used to escape from a *maze* spell (q.v.) in one round and will continue to function thereafter. The spell's reverse makes a creature unable to make any significant movement beyond aimless wandering.

Find Traps

Clerical Divination

Level:	Cleric 2
Range:	30 ft
Duration:	3 turns
Area of Effect:	10 ft wide path
Components:	V,S
Casting Time:	5 segments
Saving Throw:	None

This spell permits the cleric to discern the existence of traps, both of magical and mechanical nature. The cleric must be looking at a trap in order to perceive it.

Flame Strike

Clerical Evocation

Level:	Cleric 5
Range:	60 ft
Duration:	1 segment
Area of Effect:	10 ft diameter column, 30 ft high
Components:	V,S,M
Casting Time:	8 segments
Saving Throw:	Half

Upon the casting of this spell, a blazing column of fire descends from the air. Its searing flames engulf an area 10 ft in diameter, as set by the caster. Each creature caught within the flames will suffer 6d8 points of damage, halved if the creature makes a successful saving throw.

Gate

Clerical Conjuration/Summoning

Level:	Cleric 7
Range:	30 ft
Duration:	See below
Area of Effect:	One summoned creature
Components:	V,S
Casting Time:	5 segments
Saving Throw:	None

A *gate* spell creates an opening between the material plane and another plane of existence, summoning forth a being from the other plane. The caster must know the name of the creature he or she is attempting to summon, or the spell will fail. The particular creature named in the spell's casting might choose not to step through the *gate* into the material plane. Summoning Thor is unlikely to bring the thunder god from the halls of Valhalla—however, a being of some kind will certainly respond to the summons. Thor, if summoned, might choose to send a Valkyrie, for instance. Casting this spell can be risky, for the caster has no control over the summoned creature unless proper precautions are taken, such as a *protection from evil* spell, the drawing of appropriate magical circles, etc. Beings summoned from distant planes of existence, particularly beings with individual names of their own, can be powerful and irascible.

Glyph of Warding

Clerical Abjuration/Evocation

Level:	Cleric 3
Range:	Touch
Duration:	Permanent (until discharged)
Area of Effect:	25 square ft/ caster level
Components:	V,S,M
Casting Time:	See below
Saving Throw:	See below

The *glyph of warding* is a magically charged sigil or rune, scribed and enchanted to serve as the focal point of a powerful magical trap. The enchantment affects surfaces, with the caster being able to ward up to 5 ft x 5 ft of wall, floor, door, etc., per caster level. The cleric writes or otherwise inscribes the surface to be protected with the glyph of his choice, thereby defining what effect the glyph will have when discharged. He or she then traces the area to be affected with incense and, if the area to be covered exceeds 50 sq ft, he or she must also sprinkle it with at least 2,000 gp worth of powdered gems to bind the spell over such a large area. When the spell is completed, the glyph and the tracery of its area fade from sight and remain invisible thereafter until the spell is discharged. Any being touching the protected surface without speaking the name of the glyph will discharge the glyph's power. Depending upon the nature of the glyph, a successful saving throw will either reduce the damage by one-half or negate the glyph's effects entirely. The amount of power that can be held within a glyph depends upon the caster's level. Most glyphs cause physical damage from fire or other elemental energies, causing 2 hit points of damage per caster level. More powerful glyphs are known that can induce paralysis or drain experience levels, although these are clearly the province only of the most powerful clerics. The GM must determine what glyphs may be within the capabilities of such formidable individuals.

Heal *(Reversible)*

Clerical Necromancy

Level:	Cleric 6
Range:	Touch
Duration:	Instantaneous (permanent)
Area of Effect:	Creature touched
Components:	V,S
Casting Time:	1 round
Saving Throw:	None (Neg.)

This spell affects the same general variety of creatures as the *cure light wounds* spell (q.v.), but it is necromancy on an entirely different level than the various cure spells. *Heal* removes all hit point damage with the exception of the last 1d4 points, removes blindness, cures disease, and will negates the effects of a *feeblemind* spell. The reverse, *harm*, causes damage sufficient to reduce the target to 1d4 remaining hit points, and also causes disease.

Hold Person

Clerical Enchantment/ Charm

Level:	Cleric 2
Range:	60 ft
Duration:	4 rounds + 1 round/ level
Area of Effect:	1-3 creatures
Components:	V,S,M
Casting Time:	5 segments
Saving Throw:	Negates

A *hold person* spell completely immobilises up to three medium-sized or smaller persons for the spell's duration. The cleric decides how many of his or her foes he or she will target with the spell. If there is only one target, the saving throw is made at –2; if two, each makes the saving throw at –1; and if the cleric seeks to hold three enemies, each makes its saving throw with no penalty. If a magic item or spell operates partially to negate the effects of paralysis, failing the save will have the effect of a slow spell rather than completely immobilising the target. Creatures affected by this spell include humans, demi-humans and humanoids. Ultimately, it is in the discretion of the GM to decide if a creature is considered a "person" for the purposes of this spell. Persons held by this spell may be killed or bound at a rate of one per round, or, if the attacker chooses, may be attacked at twice the normal rate with an automatic hit, for maximum damage.

Holy Word *(Reversible)*

Clerical Conjuration/Summoning

Level:	Cleric 7
Range:	0
Duration:	See below
Area of Effect:	30 ft radius
Components:	V
Casting Time:	1 segment
Saving Throw:	None

Holy word is a spell of intrinsically good alignment. The intonation of a holy word utterly banishes evil creatures not native to the caster's plane, hurling them back to their respective planes of existence. Additionally, creatures not of good alignment (including those evil creatures which are native to the caster's plane, as well as neutral creatures not of good alignment) will suffer effects from the holy word in accordance with the creature's hit dice:

Less than 4 HD	Kills
4-7 HD	Paralyses (duration 10-40 rounds)
8-11 HD	Stuns, reduces move by 50%, causes –4 to attack rolls (duration 2-8 rounds)
12+ HD	Deafens, reduces move by 25%, causes –2 to attack rolls, causes 50% chance of spell failure (duration 1- 4 rounds)

The spell's reverse is *unholy word*, which functions in the same manner as holy word but against creatures of good alignment rather than evil. Both spells have the same effect upon creatures that are neither of good nor evil alignment.

Insect Plague

Clerical Conjuration/Summoning

Level:	Cleric 5
Range:	360 ft
Duration:	1 turn/ level
Area of Effect:	Cloud of 180 ft radius, 60 ft high
Components:	V,S,M
Casting Time:	1 turn
Saving Throw:	None

While casting this spell, the cleric designates a central point for the spell's origin up to 360 ft from where he or she stands. When the cleric utters the final words of the incantation, this focal point belches forth a massive cloud of stinging insects, which boils outward almost instantly to fill the spell's area of effect. Within the area of this massive cloud, visibility is limited to 30 ft, and all creatures automatically sustain 1 hit point of damage per round from the stings and bites of the numberless flying vermin. All creatures caught in the cloud with 4 or fewer hit dice must check morale, and those with 2 or fewer hit dice will automatically flee until they are 240 ft away from the edge of the roiling cloud. Fire and smoke will keep the swarm at bay (as will *walls of force*, etc.), but virtually the only way to disperse a swarm before the spell duration expires is to cast dispel magic upon the swarm's focal point. Even a *fireball* or *flame strike* will do nothing other than temporarily (1 turn) to clear the insects out of the area affected by their flames.

Know Alignment *(Reversible)*

Clerical Divination

Level:	Cleric 2
Range:	Touch
Duration:	1 turn
Area of Effect:	1 creature/ round
Components:	V,S
Casting Time:	1 round
Saving Throw:	None

All creatures are surrounded by an aura that can indicate their alignment, and this spell allows the caster to perceive and read such auras. The auras of up to ten creatures may be examined by use of the spell, and the cleric will be able to identify the exact alignment of each. The reverse of the spell obscures alignment (even against the use of this spell) with respect to one creature for a period of 1 turn, two people for a period of 5 rounds, and so on.

Light *(Reversible)*

Clerical Transmutation/ Alteration

Level:	Cleric 1
Range:	120 ft
Duration:	6 turns + 1 turn/ caster level (half for darkness)
Area of Effect:	20 ft radius globe
Components:	V,S
Casting Time:	4 segments
Saving Throw:	See below

The *light* spell creates a globe of light 20 ft in radius, centred upon whatever spot or object the caster indicates at the time of casting (including a location in thin air). The caster may extinguish the magical light at any time. The reverse of the spell, *darkness*, creates an area of utter darkness just as the *light* spell creates light, with the only distinction being that the *darkness* spell has half the duration of a *light* spell. If either spell is cast upon a living creature, the creature is entitled to a saving throw (success indicating that the spell affects the area just behind the creature). A *light* spell cast upon a creature's eyes will blind it for the spell's duration, causing it a penalty of -4 on all rolls to hit if sight is its primary sense. The *light* spell remains stationary if it was not originally cast upon a movable object or creature (in which case the target will bring the illumination with it as it moves).

Locate Object *(Reversible)*

Clerical Divination

Level:	Cleric 3
Range:	60 ft + 10 ft/ caster level
Duration:	1 round/ caster level
Area of Effect:	See below
Components:	V,S,M
Casting Time:	1 turn
Saving Throw:	None

Any object (not creature) known or familiar to the caster may be located within the spell's range. It is not necessary for the caster to have seen the precise object that the spell will locate: if the caster is familiar with ladders in general, he or she may cast the spell successfully to locate any ladder within the spell's range. The spell is directional, requiring the cleric to turn in different directions in order to sense an object in his or her path. The cleric may move after casting the spell to search a broader area, and need not be in actual line of sight of the object. (In other words, the spell's effect is not hindered by walls or other such obstacles.) The reverse of the spell may be used to obscure one object from magical detection of virtually all kinds (including such means as a crystal ball as well as divination spells).

Lower Water *(Reversible)*

Clerical Transmutation/ Alteration

Level: Cleric 4
Range: 120 ft
Duration: 1 turn/ caster level
Area of Effect: See below
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

With a majestic gesture, the cleric forces an area of water to sink downward by 5% of its original depth per caster level. Despite its name, the spell's power is not limited to water; it can affect other non-living fluid substances as well, including gases and materials slightly more viscous than water. The GM may adjust the amount by which the spell affects other substances based upon the difference of their material properties from those of water. The spell's area of effect is a square with sides measuring 10 ft per level of the cleric. For example, a cleric of 7th level can affect a square area up to 70 x 70 ft. The reverse of the spell raises water in an area of effect similar to that of *lower water*, but not to the same degree of height, returning water to its natural level plus one foot per caster level.

Neutralise Poison *(Reversible)*

Clerical Transmutation/ Alteration

Level: Cleric 4
Range: Touch
Duration: Instantaneous (permanent)
Area of Effect: 1 ft cube/ 2 caster levels or 1 creature
Components: V,S
Casting Time: 7 segments
Saving Throw: None (neg.)

This spell detoxifies any sort of venom in a creature or object touched by the cleric. An opponent (a venomous spider, for example) must be successfully touched by the cleric, but is not entitled to a saving throw if the attack succeeds. Note that if the venomous creature produces new venom (normally a process that takes time), the new venom will be toxic, but any venom that is stored up in the creature will be affected and detoxified. The spell may also be used to prevent a poisoned character from suffering the poison's effects. The reverse of the spell allows the cleric to deliver a lethally poisonous touch, requiring a successful roll to hit, and allowing a saving throw against the poison.

Part Water

Clerical Transmutation/ Alteration

Level: Cleric 6
Range: 20 ft/ caster level
Duration: 1 turn/ caster level
Area of Effect: See below
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

This spell causes water to draw apart, forming a trench. The depth and length of the water displacement is determined by the cleric's level. For each caster level, the cleric may displace an area of water 30 ft deep and 20 ft wide. The spell can affect other liquids besides water, but the more different the physical properties of the other liquid, the less the cleric may be capable of displacing.

Plane Shift

Clerical Transmutation/ Alteration

Level: Cleric 5
Range: Touch
Duration: Instantaneous (permanent)
Area of Effect: See below
Components: V,S,M
Casting Time: 8 segments
Saving Throw: See below

Up to seven people, in addition to the cleric, can travel from one plane of existence to another by means of a *plane shift* spell. All persons to make the journey must link hands in a circle, and when the cleric finishes the spell and completes the circle, the caster and his or her companions will be drawn beyond the boundaries of the material plane and into the supernatural regions beyond, the home realms of gods, demons, and elementals. An unwilling victim must be touched by the cleric in order for the cleric to send him or her to another plane, and a saving throw is also applicable. The casting of a plane shift spell provides one-way travel to the other plane; a second casting of the spell (or a similar spell of planar travel) is required in order to make the return journey. The cleric must possess a metal tuning fork attuned specifically to the plane of destination in order to cast the spell.

Prayer

Clerical Conjuration/Summoning

Level: Cleric 3
Range: 0
Duration: 1 round/ caster level
Area of Effect: 60 ft radius
Components: V,S,M
Casting Time: 6 segments
Saving Throw: None

Casting *prayer* is a matter of intoning an invocation to the cleric's god(s), following which any of the cleric's allies who were in the spell's area of effect will gain, for the duration of the spell, the same benefits as if they were affected by an ongoing *chant* spell. Note that the cleric is able to move and take other actions while the *prayer* spell is in effect, which is not the case with the more restricted *chant* spell.

Protection from Evil *(Reversible)*

Clerical Abjuration

Level:	Cleric 1
Range:	Touch
Duration:	3 rounds/ caster level
Area of Effect:	Creature touched
Components:	V,S,M
Casting Time:	4 segments
Saving Throw:	None

This spell surrounds the recipient with an invisible aura of divine protection, emanating from the recipient to a distance of one foot. The aura is not invulnerable, but it affords considerable protection against evil and summoned creatures, much as a powerful magic circle would. The power of the aura is such that, regardless of alignment, neither summoned nor conjured creatures, nor those not native to the material planes (such as demons or genies), can reach through it. It is possible, of course, for a weapon wielded by such a creature to breach the magical barrier, but the creature's physical presence is completely hedged out. Moreover, the attacks of evil creatures (with or without a weapon) incur a penalty of –2 to hit, and saving throws caused by such creatures will be made at a bonus of +2. The spell may be reversed into protection from good, and in this form it will still hedge out summoned, conjured, and extra-planar creatures regardless of alignment. To cast either form of the spell, the caster speaks the ritual words of the spell while describing a circle around the being to be warded, using holy water or incense (blood or smouldering dung for the reverse of the spell).

Protection from Evil, 10 ft Radius *(Reversible)*

Clerical Abjuration

Level:	Cleric 4
Range:	Touch
Duration:	1 turn/ caster level
Area of Effect:	10 ft radius sphere around creature touched
Components:	V,S
Casting Time:	7 segments
Saving Throw:	None

This spell has effects and limitations identical to *protection from evil*, but the radius of divine protection extends a full ten ft around the spell's recipient, allowing allies to shelter within the protective ambience. The duration of the spell is also longer.

Purify Food and Drink *(Reversible)*

Clerical Transmutation/ Alteration

Level:	Cleric 1
Range:	30 ft
Duration:	Instantaneous (permanent)
Area of Effect:	1 cubic ft/ level
Components:	V,S
Casting Time:	1 round
Saving Throw:	None

This spell removes poison, rot, and other contaminants from all food and water within the spell's area of effect, also destroying the malignant properties of unholy water. The reverse of the spell contaminates food and water and will spoil holy water.

Quest

Clerical Enchantment/Charm

Level:	Cleric 5
Range:	60 ft
Duration:	See below
Area of Effect:	One creature
Components:	V,S,M
Casting Time:	8 segments
Saving Throw:	Negates

By means of a *quest* spell, the cleric enslaves the subject into fulfilling a task the cleric sets, forcing him or her to perform the task and return to the cleric with proof of its completion. If the enchanted creature does not properly follow the letter and spirit of the quest, it will suffer a cumulative penalty of –1 to all saving throw rolls for each day the quest is neglected. This penalty, which is itself in the nature of a curse, remains with the creature until the quest is completed or the curse is removed by the caster or by some other agency. Possible objectives for a quest are legion; they might include finding and bringing some valuable item to the cleric, capturing a castle, slaying a monster, or any number of other tasks.

Raise Dead *(Reversible)*

Clerical Necromancy

Level: Cleric 5
Range: 30 ft
Duration: Instantaneous (permanent)
Area of Effect: One person
Components: V,S
Casting Time: 1 round
Saving Throw: See below

The eerie, keening incantation of this spell calls a soul back from the afterlife, literally bringing the dead back to life. Elves, as they do not have souls, cannot be brought back to life in this manner, but humans, half-elves, half-orcs, gnomes, dwarfs, and halflings can all be raised from the dead by means of this spell. The longer a soul has been departed from the material plane, the more difficult it is to call it back; a cleric can summon back a soul that has been dead no more days than the cleric's level. In other words, a cleric of tenth level can raise a person who has been dead no more than ten days, but an eleventh level cleric can raise a person who has been dead eleven days. The raised person must survive a system shock saving throw in order to return to life, and he or she will be unable to engage in strenuous activity (such as combat, study, or spell casting) for a period of time equal to one day for each day that he or she was dead.

Perhaps mercifully, the spell erases the returning character's memory concerning any places his or her soul may have visited following death.

Raise dead can instantly destroy most kinds of corporeal undead creatures (exception: it does not destroy liches). Incorporeal undead, such as ghosts or spectres, are immune. This use is treated the same as the reverse of the spell in terms of saving throws and damage.

The reverse of the spell is referred to in hushed tones as *slay living*. The subject of this spell (which must be used with extreme caution by good clerics, lest their alignment be altered) is entitled to a saving throw, and if the throw fails, the subject dies. If the saving throw succeeds, the target will still sustain 2d8+1 points of damage.

Regenerate *(Reversible)*

Clerical Necromancy

Level: Cleric 7
Range: Touch
Duration: Instantaneous
Area of Effect: One creature
Components: V,S,M
Casting Time: 3 rounds
Saving Throw: None

The powerful *regeneration* spell causes severed body parts to reattach themselves in a single round, or to regrow within 2-8 turns. The spell's reverse causes a touched appendage to wither and fall away to dust within 2-8 turns. A successful attack must be made in order to cast the spell upon an unwilling victim, but the victim does not also receive a saving throw.

Remove Curse *(Reversible)*

Clerical Abjuration

Level: Cleric 3
Range: Touch
Duration: Instantaneous
Area of Effect: See below
Components: V,S
Casting Time: 6 segments
Saving Throw: See below

This spell allows the cleric to remove curses from persons and objects, and the spell can have a variety of other applications against evil manifestations. Magical items imbued with curses cannot be destroyed by the spell's power, but use of the spell upon a person under the influence of such an item will generally free the person from the curse and allow him or her to be rid of the item.

The spell's reverse, *bestow curse*, inflicts the subject with a magical curse, the exact nature of which is not entirely within the caster's control:

Reduce one ability score to 3:	50%
Cause –4 penalty to hit and on saving throws:	25%
Cause victim (50% chance per turn) to drop any objects it is holding (or in the case of an non-tool-using creature, not act for one round):	25%

With the GM's agreement, the character may design a specific curse to use with this spell other than the random curse the spell normally unleashes. In order to bestow a curse, the cleric must successfully touch the intended victim, who is entitled to a saving throw. The duration of a bestowed curse is 1 turn/ caster level.

Remove Fear *(Reversible)*

Clerical Abjuration

Level: Cleric 1
Range: Touch
Duration: See below
Area of Effect: Creature touched
Components: V,S
Casting Time: 4 segments
Saving Throw: None

This spell is a divine warding against fear, and it can also banish magical terror in someone already affected. In the latter case, the spell grants a second saving throw at a bonus of +1 per caster level. To a person not already affected by magical fear, the spell grants a bonus of +4 to fear saving throws for 1 turn.

Resist Cold

Clerical Transmutation/ Alteration

Level: Cleric 1
Range: Touch
Duration: 1 turn/ level
Area of Effect: Creature touched
Components: V,S,M
Casting Time: 1 round
Saving Throw: None

By touching the spell's intended recipient and casting the spell, the cleric instills the recipient with a supernatural resistance to the effects of extreme cold. Normal cold, temperatures ranging down to zero degrees Fahrenheit, is perceived as normal temperature. The subject also gains a saving throw bonus of +3 against magical cold, taking one half damage if the save is not successful and one quarter damage if the save is successful. The saving throw is permitted even against attacks that would not ordinarily permit a saving throw (such as a magically cold sword).

Resist Fire

Clerical Transmutation/ Alteration

Level: Cleric 2
Range: Touch
Duration: 1 turn/ caster level
Area of Effect: Creature touched
Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

When this spell is cast, the recipient gains resistance to fire and heat, being able to endure boiling temperatures without discomfort. A person under the influence of this spell can stand unharmed in the middle of a bonfire, and even gains a measure of resistance to magical fire. The subject gains a saving throw bonus of +3 against magical fire, taking one half damage if the save is not successful and one quarter damage if the save is successful. The saving throw is permitted even against attacks that would not ordinarily allow a saving throw.

Restoration *(Reversible)*

Clerical Necromancy

Level: 7
Range: Touch
Duration: Instantaneous (permanent)
Area of Effect: One creature
Components: V,S
Casting Time: 3 rounds
Saving Throw: None

By casting this spell, the cleric restores one lost level of experience to the spell's target. Not necessarily all lost experience points are restored; an afflicted character will only regain enough experience points to regain the lost level, no more. A cleric can only restore a level lost within as many days as the cleric's caster level. For example, a cleric of 12th level cannot restore an experience level lost 13 or more days prior to the casting of the spell. The spell's reverse causes the target to lose one experience level. No saving throw applies, but a successful attack is required. In addition to restoring lost levels, the spell can affect other sorts of magically-induced debilities. The effects of a *feeblemind* spell are reversed by *restoration*, for example.

Resurrection *(Reversible)*

Clerical Necromancy

Level: 7
Range: Touch
Duration: Instantaneous (permanent)
Area of Effect: One person
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

The awesome power of a *resurrection* spell brings the dead back to life. Unlike *raise dead*, a *resurrection* spell may be cast upon a person who has been dead for as many as 10 years per caster level. Casting the spell requires the cleric to rest for one day per level of the person raised. Elves cannot be resurrected, having no souls, but humans and the rest of their ilk (half-elves, dwarfs, etc.) can be affected. As with *raise dead*, the recipient's memory of whatever transpired between death and *resurrection* is erased.

The reverse of the spell kills the subject and turns him or her to dust, requiring a successful attack roll to touch.

Sanctuary

Clerical Abjuration

Level: Cleric 1
Range: Personal
Duration: 2 rounds + 1 round/ level
Area of Effect: Caster
Components: V,S,M
Casting Time: 4 segments
Saving Throw: None

A *sanctuary* spell makes the cleric seem an irrelevant, non-hostile target, one that his or her enemies will ignore. In order for any foe to attack the caster of the spell, the enemy must make a successful saving throw against magic. Failing the saving throw permits the enemy to attack another target, but the cleric will be completely ignored. The spell does not prevent an enemy from including the cleric within the area of effect of a hostile spell, provided that the cleric is not the intended target. The cleric may not undertake any hostile actions while protected by a *sanctuary*, or the spell's power will be dissipated and end. However, the cleric may cast spells and otherwise act in ways that are not directly hostile, such as curing wounds, casting a spell such as bless, or even stealing an item if faith and alignment permit.

Silence, 15 ft Radius

Clerical Transmutation/ Alteration

Level: Cleric 2
Range: 120 ft
Duration: 2 rounds/ caster level
Area of Effect: 30 ft diameter sphere
Components: V,S
Casting Time: 5 segments
Saving Throw: See below

Casting this spell brings into being an area of complete and utter magical silence in which no sound can be heard. The spell may be cast upon a location in the air, upon a physical object (in which case it will move with the object), or upon a creature (in which case a saving throw is applicable). If the creature makes a saving throw, the area of *silence* will centre upon the space just behind the intended victim.

Slow Poison

Clerical Necromancy

Level:	Cleric 2
Range:	Touch
Duration:	2 rounds/ level
Area of Effect:	Creature touched
Components:	V,S,M
Casting Time:	1 segment
Saving Throw:	None

This spell is used to slow the progress of poison through the body. Even a person who has died from poison may be revived if he succumbed to the poison within a number of turns less than or equal to the caster's level of experience. The spell does not eliminate or neutralise poison; it merely slows it. A poisoned creature will lose 1 hit point per turn (but will not fall below 1) during the spell's duration; once the spell's protection expires, the victim will suffer the full potency of the poison. The spell is generally used to keep someone alive until the poison can be neutralised completely by other means, such as a *neutralise poison* spell.

Snake Charm

Clerical Enchantment/ Charm

Level:	Cleric 2
Range:	30 ft
Duration:	See below
Area of Effect:	See below
Components:	V,S
Casting Time:	5 segments
Saving Throw:	None

A pattern of gestures made by the cleric in the course of casting this spell creates a hypnotic effect on snakes. Any snake affected by the spell will rise up and begin swaying back and forth, otherwise remaining motionless. A cleric can affect multiple serpents with the spell, up to a total number of hit points equal to the cleric's own. The spell's duration depends upon the existing emotions of the snake at the time the spell is cast. If the snake was asleep, the duration of the charm is 1d4+2 turns; if the snake was awake but not angry, the duration will be 1-3 turns; and if the snake was angry (or attacking), the spell will last 1d4+4 rounds.

Speak with Animals

Clerical Transmutation/ Alteration

Level:	Cleric 2
Range:	0
Duration:	2 rounds/ caster level
Area of Effect:	One creature within 30 ft of the caster
Components:	V,S
Casting Time:	5 segments
Saving Throw:	None

When the caster invokes this spell, he or she becomes able to communicate with and understand the "speech" of normal animals (with the exception of mindless creatures). While the spell lasts, the animal (and any other animals of the same type in its company) will refrain from attacking, even if they were initially hostile. Depending upon the nature of the conversation, if the animal's alignment is neutral or of the same tendency as the cleric's, the animal may be disposed to help the cleric in some manner. It is important to note that the spell does not permit speech with animals of monstrous or unnatural nature; communication with a monster such as a cockatrice, for example, is beyond the spell's power. Neither does the spell suddenly imbue an animal with intelligence; the observations and opinions of an animal such as a badger will be appropriate to the animal's own experiences, motives, and intellectual limitations.

Speak with Dead

Clerical Necromancy

Level:	Cleric 3
Range:	10 ft
Duration:	See below
Area of Effect:	One dead creature
Components:	V,S,M
Casting Time:	1 turn
Saving Throw:	None

By casting *speak with dead*, the cleric opens a mystical channel to the afterworld, permitting him or her to ask a dead creature several questions. As with most spells that concern the afterlife, the length of time that the soul has departed is a factor—the longer the creature has been dead, the more powerful the casting cleric must be to initiate contact. The cleric must be able to speak the dead creature's language and must have some portion of its bodily remains available as the focus of the spell.

Caster level	Spell duration	Max number of questions	Max time since death
5-6	1 round	2	1 week
7-8	3 rounds	3	1 month
9-12	1 turn	4	1 year
13-15	2 turns	5	1 decade
16-20	3 turns	6	1 century
21+	1 hour	7	1 æon

Speak with Monsters

Clerical Transmutation/ Alteration

Level:	Cleric 6
Range:	Caster
Duration:	1 round/ caster level
Area of Effect:	30 ft radius
Components:	V,S
Casting Time:	9 segments
Saving Throw:	None

Within the spell's area of effect, the caster becomes capable of communicating with any kind of creature provided it has some form of intelligence. The spell does not make the target friendly to the caster; for this, the caster must rely upon his or her charisma.

Speak with Plants

Clerical Transmutation/ Alteration

Level:	Cleric 4
Range:	Caster
Duration:	1 round/ caster level
Area of Effect:	Caster

Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

The cleric becomes able to hold converse with living plant matter. He or she may pose questions and understand the answers given, although any conclusions or opinions the plant provides will be based on the plant's level of intelligence. Even a normal plant, however, will be able to convey information about events that have transpired near it. If the plants are capable of motion, it will be possible for the cleric to persuade them into a course of action, such as drawing aside to allow passage, or even attacking an enemy citadel.

Spiritual Weapon

Clerical Invocation

Level: Cleric 2
Range: 30 ft
Duration: 1 round/ level
Area of Effect: Hammer-shaped divine force
Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

To cast this spell, the cleric throws a real war hammer into the air, invoking the power of his or her god(s). The real hammer disappears, replaced with a mist-like shape of divine force that attacks at the cleric's will while the cleric concentrates upon maintaining it (limited, of course, to the duration of the spell). The hammer strikes as a magical weapon for purposes of affecting creatures hit only by magic weapons (as if it were a +1 weapon, with an additional +1 per three levels of the caster), but it has no actual bonus on to hit rolls. The *spiritual weapon* attacks as if it were wielded by the cleric, at the cleric's level and with any appropriate to hit and damage bonuses (or penalties). The weapon does damage as a normal war hammer.

Sticks to Snakes *(Reversible)*

Clerical Transmutation/ Alteration

Level: Cleric 4
Range: 30 ft
Duration: 2 rounds/ caster level
Area of Effect: 10 ft cube
Components: V,S,M
Casting Time: 7 segments
Saving Throw: None

This spell enables the cleric to transform sticks into serpents that attack at the cleric's will. The snakes may be ordered to take other actions if the cleric can speak with them, but this spell alone does not grant the power to communicate with the snakes, only to will them to attack particular opponents. The spell transforms one stick per caster level, and each snake has a 5% chance per caster level of being venomous. The reverse of the spell will change snakes into harmless sticks and can work such a transformation upon snakes created by means of this spell. Sticks of a magical quality, such as wands or magic spears, are not affected by the spell.

Stone Tell

Clerical Divination

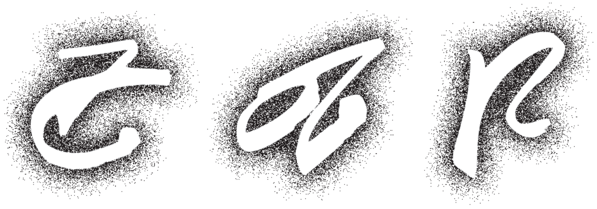
Level: Cleric 6
Range: Touch
Duration: 1 turn
Area of Effect: 1 cubic yard of stone
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

This spell causes stone to hear and speak. Rock and stones in the area of effect will answer any of the cleric's questions about what has transpired in their immediate vicinity, or what lies behind them.

Symbol

Clerical Conjuration/Summoning

Level: Cleric 7
Range: Touch
Duration: 1 turn/ level
Area of Effect: See below
Components: V,S,M
Casting Time: 3 segments
Saving Throw: Negates



To cast this spell, the cleric shapes a glowing symbol in the air. Any creature seeing the symbol closely enough to discern its shape (approximately 100 ft) will be affected by it. The clerical casting of this spell allows for three different symbols: Hopelessness, Pain, and Persuasion.

Hopelessness: The *symbol of hopelessness* causes despair. Any creature (other than those with no intelligence) failing the saving throw will wander sadly away or surrender in the face of a challenge such as a combat. The despair will persist for 3d4 turns.

Pain: The *symbol of pain* inflicts terrible, shooting pains for a duration of 2-20 turns. Any creature so affected will suffer a –4 penalty on attack rolls and a temporary loss of 2 dexterity points.

Persuasion: Those viewing the *symbol of persuasion* and failing their saving throw will undergo a temporary change of alignment to the caster's alignment and become friendly to the caster for 1d20 turns.

Tongues *(Reversible)*

Clerical Transmutation/ Alteration

Level: Cleric 4
Range: 0
Duration: 1 turn

Area of Effect: 30 ft radius
Components: V,S
Casting Time: 7 segments
Saving Throw: None

Within the radius established by this spell, the caster, and the caster alone, will be able to speak and understand any verbal language. Note that the spell's area of effect does not move with the caster. The reverse of the spell makes verbal communication impossible for any person (not just the caster) in the spell's area, or may be used to cancel out the effects of the *tongues* spell.

True Seeing *(Reversible)*

Clerical Divination

Level: Cleric 5
Range: Touch
Duration: 1 round/ level
Area of Effect: Creature touched
Components: V,S,M
Casting Time: 8 segments
Saving Throw: None

This spell imbues the recipient with the ability to see things as they truly are within a range of 120 ft. Illusions, displacements, astral or æthereal objects and beings, and secret doors are examples of the kinds of deception and unreality that the spell reveals. Alignment auras become visible so that the cleric can discern good from evil, law from chaos. Polymorphed items and creatures are seen in their true shape. The reverse of the spell, *false seeing*, is in the nature of a curse, making the subject's perception untrustworthy and contrary in what it reveals.

Wind Walk

Clerical Transmutation/ Alteration

Level: Cleric 7
Range: Caster
Duration: 6 turns/ caster level
Area of Effect: See below
Components: V,S,M
Casting Time: 1 round
Saving Throw: None

Upon completing the wording of this spell, the caster's body becomes insubstantial, resembling the misty substance of water vapour. Indeed, if the caster wears white garments, he or she is likely (80% chance) to be mistaken for a cloud of vapour or steam. Carried upon a magical wind controlled by the caster, the wind walker(s) may travel as rapidly as 600 ft per turn or as slowly as 60 ft per turn. The caster may carry another person for every 8 caster levels, transforming them into cloudlike wind walkers by his touch. The spell ends when the cleric cancels it or the duration expires.

Word of Recall

Clerical Transmutation/ Alteration

Level: Cleric 6
Range: Caster
Duration: See below
Area of Effect: Caster and additional weight (see below)
Components: V
Casting Time: 1 segment
Saving Throw: None

By the utterance of a single word of power, the cleric transports him- or herself infallibly to a prepared place of sanctuary. Before the spell can be cast with success, a place in the sanctuary must be inscribed with a rune corresponding to the cleric's *word of recall*; any later elimination of this rune by any person other than the cleric will not affect the proper functioning of the spell. Transportation by means of word of recall is instantaneous and not subject to error. The sanctuary may be of any distance from the cleric, and may be above or below ground. The cleric may also transport as much as 25 lbs of other material per level of experience, including equipment or even another living being.

DRUID SPELLS

Druidic spells draw upon the divine power of nature, and operate according to similar principles as clerical spells. Any druidic spell with a material component requires (at a minimum) the use of mistletoe, holly, or oak leaves as described under the Druid class.

Animal Friendship

Druidic Enchantment/ Charm

Level: Druid 1
Range: 10 ft
Duration: Permanent
Area of Effect: One normal animal
Components: V,S,M
Casting Time: 6 turns
Saving Throw: Negates

The *animal friendship* spell enchants a normal animal of neutral alignment to become the druid's faithful friend and companion. The animal to be enchanted must not be completely unintelligent but cannot be of greater than animal intelligence. If the animal fails its saving throw (made at the beginning of the spell's casting), it will remain docile for the remainder of the casting time. Once the spell is complete, the animal will remain with the druid and can learn tricks similar to those that could be taught to a well-trained domestic pet. Each trick takes a week to learn, and after the animal has been with the druid for three months it will no longer be able to learn new tricks. During this period, if the animal is left alone by the druid for more than three days, the enchantment will be broken and the animal will revert to the wild. A druid may only have animal friends with hit dice totalling twice his or her level. (The total hit dice can thus increase as the druid gains levels.)

Animal Growth *(Reversible)*

Druidic Transmutation/ Alteration

Level: Druid 5
Range: 80 ft
Duration: 2 rounds/ caster level
Area of Effect: Up to 8 animals in a 10 ft radius
Components: V,S,M
Casting Time: 7 segments
Saving Throw: None

This spell causes up to 8 animals in the area of effect to grow to twice normal size, doubling their hit dice and the damage they inflict. The spell does not influence the animals' attitude toward the druid, so it is advisable to ensure ahead of time that they are friendly. The reverse of the spell halves their size and damage inflicted.

Animal Summoning I

Druidic Conjuration/ Summoning

Level: Druid 4
Range: 120 ft/ level
Duration: See below
Area of Effect: See below
Components: V,S,M
Casting Time: 6 segments
Saving Throw: None

A druid may use this spell to summon normal or giant animals of a specified type. The animals must be within the spell's range to be summoned. Up to three summoning attempts may be made if animals of the specified type do not appear. Assuming that the summoned type of animal is within the spell's range, up to 8 animals will appear, of no more than 4 hit dice each. These animals will assist the druid with a specific mission: winning a battle, travelling to a specific location, etc.

Animal Summoning II

Druidic Conjuration/ Summoning

Level: Druid 5
Range: 180 ft/ caster level
Duration: See below
Area of Effect: See below
Components: V,S,M
Casting Time: 7 segments
Saving Throw: None

This spell is similar to *animal summoning I*, but is more powerful. The spell will summon a maximum of six animals, each no greater than 8 HD, or up to 12 animals, each no greater than 4 HD.

Animal Summoning III

Druidic Conjuration/ Summoning

Level: Druid 6
Range: 240 ft/ caster level
Duration: See below
Area of Effect: See below
Components: V,S,M
Casting Time: 8 segments
Saving Throw: None

This spell is similar to *animal summoning I*, but is more powerful. The spell will summon up to 4 animals of no more than 16 HD each, or 16 animals of no more than 4 HD each.

Animate Rock

Druidic Transmutation/ Alteration

Level: Druid 7
Range: 40 ft
Duration: 1 round/ caster level
Area of Effect: 2 ft cube/ caster level
Components: V,S,M
Casting Time: 9 segments
Saving Throw: None

This spell allows the druid to animate and command a stone object in the same way that a cleric commands an animated object with the *animate object* spell. The object to be animated cannot be part of a larger stone structure.

Anti-Animal Shell

Druidic Abjuration

Level: Druid 6
Range: 0
Duration: 1 turn/ caster level

Area of Effect: 10 ft radius sphere (or hemisphere)
Components: V,S,M
Casting Time: 1 round
Saving Throw: None

This spell creates an immobile field of force that hedges out all animal matter. Note that undead and beings not of the material plane are not considered animal matter. The druid's allies must, of course, be within the field at the time it is conjured forth, for they themselves are presumably of animal matter.

Anti-Plant Shell

Druidic Abjuration

Level: Druid 5
Range: 0
Duration: 1 turn/ caster level
Area of Effect: 80 ft radius sphere (or hemisphere)
Components: V,S,M
Casting Time: 7 segments
Saving Throw: None

When the druid finishes casting this spell, an invisible barrier forms in an 80 ft radius around the caster and is immobile thereafter. No vegetable matter (including missiles formed of vegetable matter, such as wooden arrows) can penetrate the barrier.

Barkskin

Druidic Transmutation/ Alteration

Level: Druid 2
Range: Touch
Duration: 4 rounds + 1 round/ caster level
Area of Effect: Creature touched
Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

The *barkskin* spell magically toughens a creature's skin, making it as strong as tree bark. The recipient of the spell improves his or her armour class by one point and also gains a +1 bonus on all saving throws, with the exception of saving throws against Spells (unlisted categories).

Call Lightning

Druidic Transmutation/ Alteration

Level: Druid 3
Range: 0
Duration: 1 turn/ caster level
Area of Effect: 360 ft radius
Components: V,S,M
Casting Time: 1 turn
Saving Throw: Half

Provided that there is already significant cloud cover in the area, the druid may use this spell to call down a shattering barrage of lightning bolts from the sky to the ground. One bolt may be called every turn (10 minutes). The bolts inflict 2d8 points of damage, plus another d8 per level of the caster. Any creature within 10 ft of a bolt's impact (or along its downward path) will sustain damage. The spell may only be cast outdoors.

Call Woodland Beings

Druidic Conjuration/ Summoning

Level: Druid 4
Range: 360 ft + 30 ft/ caster level
Duration: See below
Area of Effect: See below
Components: V,S,M
Casting Time: See below
Saving Throw: Negates

This summoning calls certain woodland creatures to aid the druid, provided that they are nearby. The druid casts the spell by means of a sonorous chant, which he or she must continue for 2 turns or until the summoned creatures appear. The GM will determine if creatures that will respond to such a call are in the area. The creatures are entitled to a saving throw vs Spells (unlisted categories) at a penalty of –4. If the creatures fail the saving throw and are summoned to the druid's aid, they will provide whatever aid they are capable of, although their willingness to engage in combat is subject to their overall reactions to the druid him- or herself.

If there is an evil character in the druid's party, the summoned creatures gain an additional saving throw to avoid the effects of the spell, at a bonus of +4. Creatures that may be summoned by this spell include:

Centaurs	1d4
Pixies	1d8
Fauns	1d4
Treant	1
Unicorn	1

Chariot of Fire

Druidic Evocation

Level: Druid 7
Range: 10 ft
Duration: 6 turns + 1 turn/ caster level
Area of Effect: See below
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

A chariot of fire, drawn by two flaming steeds, appears with an echoing thunderclap when the druid completes the final words of this spell. The druid may, by touch, make up to 8 of his or her companions immune to the furnace-like conveyance; anyone else within five ft of the horses or the chariot will sustain 2d4 hp of damage per round. The chariot can travel over land at a speed of 240 ft/ round and can fly at a speed of 480 ft/ round, obeying the caster's shouted instructions. It is possible for the chariot and horses to sustain damage from magical weapons or from water (which does only 1 hp of damage). Chariot and horses each have 30 hp and are AC 2; if a single horse is dispelled by taking physical damage, the chariot's speed will be halved. The chariot prevents normal fire from affecting its passengers, but they may take damage from magical fire attacks. The chariot and horses are themselves immune to all fire, magical or otherwise.

Charm Person or Mammal

Druidic Enchantment/ Charm

Level:	Druid 2
Range:	80 ft
Duration:	See below
Area of Effect:	One person or mammal
Components:	V,S
Casting Time:	4 segments
Saving Throw:	Negates

The powerful enchantment woven by this spell will affect any "person," meaning character races (with the exception of elves) and other small to medium-sized bipeds analogous to persons (orcs, goblins, etc.). The spell also affects mammalian animals of any kind, even those that are supernatural, giant, or monstrous. If the target creature fails a saving throw, it will view the druid as a trusted friend, interpreting his or her every word in its most positive light. Charmed creatures will place themselves into moderate danger, including combat, on the druid's behalf, but will not undertake risks beyond those the creature might ordinarily take. The druid must be able to talk to the charmed creature if he or she is to make any sort of complex "request." Charmed creatures are allowed periodic saving throws to break the charm, based on intelligence:

19+	one saving throw/ day
18	one saving throw/ 2 days
17	one saving throw/ 3 days
15-16	one saving throw/ week
13-14	one saving throw/ 2 weeks
10-12	one saving throw/ 3 weeks
7-9	one saving throw/ month
4-6	one saving throw/ 2 months
3 or less	one saving throw/ 3 months

The charm will be broken automatically if the druid obviously tries to harm the charmed creature.

Commune With Nature

Druidic Divination

Level:	Druid 5
Range:	Caster
Duration:	See below
Area of Effect:	See below
Components:	V,S,M
Casting Time:	1 turn
Saving Throw:	None

To cast this spell, the druid enters into a trance that brings him or her into a state of oneness with the natural surroundings.

He or she gains knowledge of the area, learning one fact for each of his or her caster levels. The radius of the area with which the druid can commune is a half-mile for every caster level. Facts that the druid may divine include the paths of water, inhabitants in a part of the region, etc.

Confusion

Druidic Enchantment/ Charm

Level:	Druid 7
Range:	80 ft
Duration:	1 round/ level
Area of Effect:	Up to a 20 ft radius
Components:	V,S,M
Casting Time:	9 segments
Saving Throw:	See below

This spell causes creatures to behave strangely and unpredictably. A certain number of creatures in the spell's area of effect must make a saving throw each round in order to avoid becoming confused. The base number of creatures is 2d4, but additional creatures may be affected; if the druid's caster level is higher than the HD of the strongest opponent, the difference is the number of additional creatures that must make saving throws. This spell is extremely powerful; all saving throws are made with a penalty of –2. Creatures that fail their saving throws (check each round) act randomly in accordance with the following table:

d%	Action
01-10	Attacks the druid or his or her allies
11-20	Acts normally
21-50	Babbles incoherently
51-70	Meanders away from caster for a full turn
71-00	Attacks nearest creature

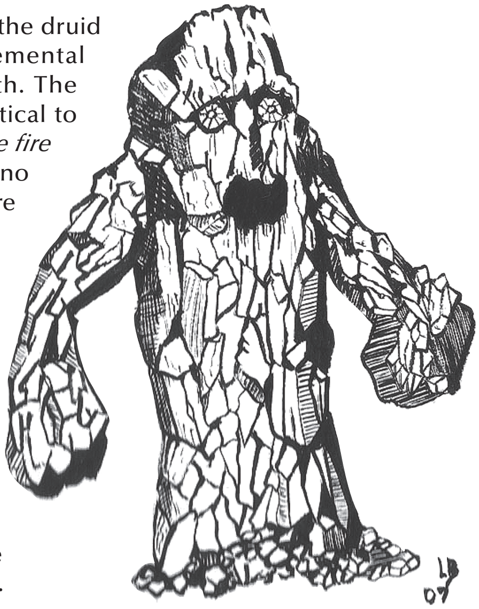
Note: a creature that meanders away is not entitled to further saving throws, but will be freed from the spell's effects after taking a full turn of movement (at normal speed) away from the caster.

Conjure Earth Elemental *(Reversible)*

Druidic Conjuration/ Summoning

Level:	Druid 7
Range:	40 ft
Duration:	1 turn/ level
Area of Effect:	See below
Components:	V,S,M
Casting Time:	1 turn
Saving Throw:	None

By means of this spell, the druid summons a 16 HD elemental from the plane of earth. The spell is otherwise identical to the druidic spell *conjure fire elemental*, but there is no chance to summon a more powerful elemental, as exists when a druid summons fire elementals. As with conjuring fire elementals, the earth elemental will be the druid's ally by its own will; the druid requires no magical wards against it and need not concentrate upon it after the summoning is complete.



Conjure Fire Elemental *(Reversible)*

Druidic Conjuration/ Summoning

Level: Druid 6
Range: 80 ft
Duration: 1 turn/ caster level
Area of Effect: See below
Components: V,S,M
Casting Time: 6 rounds
Saving Throw: None

It is within the power of a high-level druid to summon forth an elemental being from the plane of fire. The elemental will ordinarily be of 16 HD, but there is a 5% chance that it will be of 24 HD and a 1% chance that an afreet, rather than an elemental, will appear. The elemental will act as the druid's ally, remaining for the spell's duration to assist him or her however possible, including engaging in combat with his or her enemies. Druids need no protective circle to summon fire elementals and need not concentrate upon the elemental in any way.

Control Temperature 10 ft Radius

Druidic Transmutation/ Alteration

Level: Druid 4
Range: Caster
Duration: 4 turns + 1 turn/ caster level
Area of Effect: 10 ft radius
Components: V,S,M
Casting Time: 6 segments
Saving Throw: None

By casting this spell, the druid magically controls the temperature of his or her immediate surroundings, to a radius of 10 ft. The temperature may be raised or lowered by 9° Fahrenheit (4° Celsius) per caster level.

Control Weather

Druidic Transmutation/ Alteration

Level: Druid 7
Range: 0
Duration: 8d12 hours
Area of Effect: 4d8 square miles
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

The *control weather* spell brings about a rapid change in the weather of several square miles surrounding the point where the spell is cast. It requires no more than 10-40 minutes for the spell to take its full effect across the vast area it covers. The spell affects precipitation, temperature, and wind speed. Existing weather conditions cannot be utterly changed by

the force of this spell, but druids are able to cause more of a change than clerics can with the same spell; effectively twice the amount of change is possible for a druid. The druid could not bring heavy rain forth on a clear day, but could change the weather from clear to partly cloudy, and then to fully cloudy (with light rain, perhaps), all in the course of one casting. By comparison, a cleric would only have been able to bring about partial clouds. Hot weather can be made cool, and a strong wind can be raised from calm air. This spell may be cast more than once in succession to bring about a dramatic change, moving, for example, from a calm to a strong wind, then from the strong wind to a full-scale storm.

Control Winds

Druidic Transmutation/ Alteration

Level: Druid 5
Range: Caster
Duration: 1 turn/ caster level (see below)
Area of Effect: 40 ft radius/ caster level
Components: V,S,M
Casting Time: 7 segments
Saving Throw: None

By the power of this spell, the druid can increase or decrease the force of the winds. For every caster level, the druid may change the speed of the wind by 3 miles per hour. An eye of calm with a radius of 40 ft remains around the druid and travels with him or her. The wind force increases (or decreases) at a rate of 3 miles per hour every round until the end of the spell's duration, at which time it will return to normal, also at a rate of 3 miles per hour per turn.

Winds can be extremely destructive; ships are at great risk of sinking if wind speed reaches 60 miles per hour, and wind speeds of 75+ mph are as a full-fledged hurricane.

Create Water

Druidic Transmutation/ Alteration

Level: Druid 2
Range: 10 ft
Duration: Instantaneous (permanent)
Area of Effect: Up to 1 cubic ft/ caster level
Components: V,S
Casting Time: 1 turn
Saving Throw: None

Other than as described above, this spell is similar to the clerical spell *create water*. Note that the druidic spell has no reverse version; the druid may create, but not destroy, water.

Creeping Doom

Druidic Conjuration/Summoning

Level: Druid 7
Range: 0
Duration: 4 rounds/ level
Area of Effect: See below
Components: V,S,M
Casting Time: 9 segments
Saving Throw: None

The terrifying *creeping doom* spell causes a massive swarm of insects, spiders, and centipedes to boil forth from the ground in front of the caster, marching in whatever direction he or she orders, destroying and killing all that stands in their way. The swarm is composed of (1d6+4) x100 non-flying vermin, each of which inflicts 1 hp damage against an opponent before dying. Only as many insects as are needed to kill an opponent will die, and once the target is dead the swarm will move on. If the druid allows the swarm to get more than 80 ft away from his or her person, 50 insects for every 10 ft beyond this range will depart the swarm. The druid can order the swarm to attack specific targets and/or to change direction. Although the spell can be devastating (potentially causing as much as 1,000 hp of damage in total), many means can be used to counter it—the most obvious being a *fireball* or other area-of-effect damage spell.

Cure Disease *(Reversible)*

Druidic Necromancy

Level: Druid 3
Range: Touch
Duration: Instantaneous (permanent)
Area of Effect: Creature touched
Components: V,S,M
Casting Time: 1 round
Saving Throw: None (neg.)

This spell, with the exception of any distinctions noted above, is identical to the clerical spell *cure disease*.

Cure Critical Wounds *(Reversible)*

Druidic Necromancy

Level: Druid 6
Range: Touch
Duration: Instantaneous (permanent)
Area of Effect: One creature
Components: V,S,M
Casting Time: 8 segments
Saving Throw: None (neg.)

Except as may be noted above, this spell is identical to the clerical spell of the same name.

Cure Light Wounds *(Reversible)*

Druidic Necromancy

Level: Druid 2
Range: Touch
Duration: Instantaneous (permanent)
Area of Effect: Creature touched
Components: V,S,M
Casting Time: 4 segments
Saving Throw: None (neg.)

The druidic *cure light wounds* is, except as described above, identical to the clerical spell of the same name.

Cure Serious Wounds *(Reversible)*

Druidic Necromancy

Level: Druid 4
Range: Touch
Duration: Instantaneous (permanent)

Area of Effect: Creature touched
Components: V,S,M
Casting Time: 6 segments
Saving Throw: None (neg.)

Except as may be noted above, this spell is identical to the clerical spell of the same name.

Detect Magic

Druidic Divination

Level: Druid 1
Range: Caster
Duration: 12 rounds
Area of Effect: Path 10 ft wide, 40 ft long
Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

Other than as described above, this spell is identical to the first level clerical spell *detect magic*.

Detect Pits and Snares

Druidic Divination

Level: Druid 1
Range: Caster
Duration: 4 rounds/ level
Area of Effect: Path 10 ft wide, 40 ft long
Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

The druid may cast this spell upon him- or herself, imbuing his or her eyes with divinatory power. The druid can instantly discern virtually any form of trap if outdoors, and even indoors or underground he or she will detect the presence of pits.

Dispel Magic

Druidic Abjuration

Level: Druid 4
Range: 80 ft
Duration: Instantaneous
Area of Effect: 40 ft cube/ caster level
Components: V,S,M
Casting Time: 6 segments
Saving Throw: None

This spell is identical in effect to the clerical spell of the same name, with any exceptions being noted above.

Entangle

Druidic Transmutation/ Alteration

Level: Druid 1
Range: 80 ft
Duration: 1 turn
Area of Effect: 20 ft radius
Components: V,S,M
Casting Time: 3 segments
Saving Throw: Half (see below)

The druid casts this spell upon a particular spot, whereupon all plants in a 20 ft radius of the enchanted location immediately begin to writhe violently about, whipping around and entangling any creature in the area. Creatures threatened in this manner are entitled to a saving throw. If the saving throw succeeds, the creature's movement rate is slowed to half normal; if the saving throw fails, the creature is so securely held in the plants that it cannot move, attack, or cast spells for the duration of the spell.

Faerie Fire

Druidic Transmutation/ Alteration

Level: Druid 1
Range: 80 ft
Duration: 4 rounds/ caster level
Area of Effect: 1 size M or 2 size S creatures/ caster level
Components: V
Casting Time: 3 segments
Saving Throw: None

The druid uses this spell to ignite a fiery-looking aura of bright light around his or her enemies. The aura is visible at a range of 80 ft if the observer stands in darkness, and at 40 ft if he or she stands near another light source. The light itself is harmless, but a creature limned with *faerie fire* is easier to hit; any attacks against it are made with a bonus of +2.

Feeblemind

Druidic Enchantment/ Charm

Level: Druid 6
Range: 40 ft
Duration: Permanent
Area of Effect: One creature
Components: V,S
Casting Time: 8 segments
Saving Throw: Negates

The insidious *feeblemind* spell affects only those who can cast spells, tracing and poisoning the mystical channels of their arcane power like a viral infection. The spell reduces a victim into a state of extreme mental retardation, which condition persists until the victim is magically restored by means of a *heal*, *wish*, or *restoration* spell. The different types of spell casting ability are not equally vulnerable to the *feeblemind* spell. Practitioners of clerical magic gain a bonus of +1 to saving throws; druids save at –1; magic users and illusionists save at –4. (Those who can use more than one type of magic must save using the average of their modifiers.)

Feign Death

Druidic Necromancy

Level: Druid 2
Range: 10 ft
Duration: 4 rounds + 2 rounds/ caster level
Area of Effect: One creature
Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

With the exception of any distinctions detailed above, this spell is identical to the magic user's (not the clerical) spell of the same name.

Finger of Death

Druidic Enchantment/ Charm

Level:	Druid 7
Range:	60 ft
Duration:	Instantaneous
Area of Effect:	One creature
Components:	V,S,M
Casting Time:	5 segments
Saving Throw:	Negates

The casting of this spell culminates when the druid points a finger at his or her chosen victim. If the target fails a saving throw, it dies.

Fire Seeds

Druidic Conjuration

Level:	Druid 6
Range:	40 ft (see below)
Duration:	1 turn/ caster level
Area of Effect:	See below
Components:	V,S,M
Casting Time:	1 round/ seed
Saving Throw:	Half

By casting this spell upon a group of seeds, either acorns or holly berries, the druid imbues them with the potential to erupt in a violent explosion of magical fire. Transformed acorns may be used as missiles, and transformed holly berries as delayed-action bombs. The spell allows the druid to create four acorn fire seeds or eight holly berry fire seeds, or a proportionate combination such as two acorns and four holly berries. Acorns may be thrown at a range of up to 40 ft and cause 2d8 points of damage in a radius of 5 ft, igniting any combustibles that fail item saving throws. If an acorn strikes its target with a successful to-hit roll, the target is not entitled to a saving throw. Even if the attack misses, the target may be caught in the blast area (and would be entitled to a saving throw for half damage, as any other creature within the blast area). The holly berries may be thrown no more than 6 ft, or may be left in place to ignite upon a command word. (The range of the command word is 40 ft.) Holly berries create an explosion in an area of 5 x 5 ft, inflicting 1d8 points of damage and causing combustible items to make saving throws against magical fire or burn. As with the acorn seeds, a successful saving throw against the explosion of a holly berry fire seed reduces the damage inflicted by one-half.

Fire Storm *(Reversible)*

Druidic Evocation

Level: Druid 7
Range: 150 ft
Duration: 1 round
Area of effect: 20 x20 x 20 ft area per caster level
Components: V, S, M
Casting Time: 9 segments
Saving Throw: Half

The fire storm invocation is a modified and enlarged version of wall of fire. It lasts for only a single round, and does only half the damage of a wall of fire (i.e. 2d8 damage), but the huge area of effect makes it devastating.

The spell's reverse extinguishes all normal fire in the area of effect, or will instantly kill one fire elemental (no saving throw).

Fire Trap

Druidic Evocation

Level:	Druid 2
Range:	Touch
Duration:	Permanent until tripped
Area of Effect:	One object
Components:	V,S,M
Casting Time:	1 turn
Saving Throw:	Half

With the exception of any distinctions detailed above, this spell is identical to the magic user spell of the same name.

Hallucinatory Forest

Druidic Illusion/ Phantasm

Level:	Druid 4
Range:	80 ft
Duration:	Permanent
Area of Effect:	40 ft square/ caster level
Components:	V,S,M
Casting Time:	6 segments
Saving Throw:	None

By casting this spell, the druid creates the illusion of a forest in the spell's area of effect. Woodland fey and other druids will immediately discern the forest's illusory nature, but even normal animals will be fooled by the forest's appearance. The illusion is not tactile, only visual, so it is likely that intelligent beings entering the forest will quickly realize they are walking in an illusion. However, the mere realization that the forest is not real does not dispel the illusion, and it will continue to limit vision and possibly create other inconveniences; horses, for example, will not walk a straight path through the illusion, circling around the "trees" they perceive as real.

Heat Metal *(Reversible)*

Druidic Necromancy

Level:	Druid 2
Range:	40 ft
Duration:	7 rounds
Area of Effect:	All metal worn by 1 size M creature per caster level, or 50 lbs weight/ caster level, as applicable
Components:	V,S,M
Casting Time:	4 segments
Saving Throw:	None

This extremely powerful spell causes metal to heat up to searing temperatures, and the reverse, *chill metal*, causes metal to become damagingly cold. The two versions of the spell inflict different damage and potential side effects. The effects of continued exposure to the metal as it changes temperature to a damaging level and then returns to normal are set forth below:

Heat

Round 1	No effect other than discomfort
Round 2	1d4 hp damage
Rounds 3-5	2d4 hp damage, severe blistering to extremities (hands, feet), and unconsciousness if the metal is a helmet
Round 6	1d4 hp damage
Round 7	Discomfort

Cold

Round 1	no effect other than discomfort
Round 2	1d2 hp damage
Rounds 3-5	1d4 hp damage, severe frostbite (possible need for amputation of extremities such as fingers, ears)
Round 6	1d4 hp damage
Round 7	discomfort

Immersion in water will negate the effects of the heat version of the spell, and magical protections against the appropriate elements will negate both versions. If no such options are available, the target of this spell is well advised to spend a round divesting him- or herself of metal gauntlets and helmet at the very least, to avoid the side effects.

Hold Animal

Druidic Enchantment/ Charm

Level:	Druid 3
Range:	80 ft
Duration:	2 rounds/ caster level
Area of Effect:	1d4 animals
Components:	V,S,M
Casting Time:	5 segments
Saving Throw:	Negates

A *hold animal* spell completely immobilises up to four animals (i.e. creatures listed under "animal" in Chapter IV) for the length of the spell's duration. The druid decides how many animals he or she will target with the spell: if there is only one target, the saving throw is made at –4; if two, each makes the saving throw at –2; if three, the saving throw is at –1; and if the druid seeks to hold four animals, each makes its saving throw with no penalty. Animals held by this spell may be killed or bound at a rate of one per round, or, if the attacker chooses, may be attacked at twice the normal rate with an automatic hit, for maximum damage.

Hold Plant

Druidic Enchantment/ Charm

Level:	Druid 4
Range:	80 ft
Duration:	1 round/ caster level
Area of Effect:	See below
Components:	V,S,M
Casting Time:	6 segments
Saving Throw:	Negates

This spell affects plants that can move, whether naturally or as the result of a spell. Plants affected by the spell are frozen in place for the spell's duration, and if the spell is cast upon normal vegetation (such as dry leaves), these will make no sound other than sounds caused by the wind. In the case of moulds, fungi, and other plants that cannot be considered separately, the spell affects 4-16 square yards of space, as decided by the druid. In the case of plant creatures such as treants, the spell affects between one and four creatures, at the caster's option.

Depending upon how many creatures (or sq yards of space) the druid targets, the saving throw against the spell is subject to different penalties. If one creature (4 sq yards) is targeted, the saving throw against the spell is made at a penalty of –4; two creatures or 8 sq yards suffer a penalty of –2; three creatures or 12 sq yards suffer a penalty of –1; and four creatures or 16 sq yards suffer no penalty on the saving throw.

Insect Plague

Druidic Conjuration/ Summoning

Level:	Druid 5
Range:	320 ft
Duration:	1 turn/ caster level
Area of Effect:	Cloud of 160 ft radius, 40 ft high
Components:	V,S,M
Casting Time:	7 segments
Saving Throw:	None

Except as noted above, this spell is identical to the fifth level clerical spell *insect plague*.

Invisibility to Animals

Druidic Transmutation/ Alteration

Level:	Druid 1
Range:	Touch
Duration:	1 turn + 1 round/ level
Area of Effect:	Creature touched
Components:	S,M
Casting Time:	4 segments
Saving Throw:	None

With a gesture, the druid or other recipient of the spell fades from the sight, sound, and smell of any animal (i.e. creature listed under "Animal" in Chapter V). Creatures with intelligence of 6+ are not affected by the spell. This powerful form of invisibility is not dispelled if the druid attacks, although a particular creature being attacked with a hand-held weapon will, of course, be aware of the druid's general location and be entitled to attack with a –4 penalty until the druid moves out of its immediate area. Druids will, by nature of their calling, not use this spell to commit wholesale slaughter upon animals except in extraordinary circumstances.

Locate Animals

Druidic Divination

Level: Druid 1
Range: Caster
Duration: 1 round/ caster level
Area of Effect: Path 20 ft wide, 20 ft/ caster level long
Components: V,S,M
Casting Time: 1 round
Saving Throw: None

The caster becomes able to divine the presence of a particular kind of animal in the direction he or she views. The druid must concentrate for a full round in a particular direction in order to gain the insight granted by the spell. The spell's enchantment affects the caster, so the effects move with him or her. The divination is not blocked by any intervening substance, of any thickness.

Locate Plants

Druidic Divination

Level: Druid 2
Range: Caster
Duration: 1 turn/ caster level
Area of Effect: 5 ft radius/ caster level
Components: V,S,M
Casting Time: 1 round
Saving Throw: None

Upon casting this spell, the druid is imbued with the ability mentally to locate any specific type of plant upon which he or she concentrates, in the area the spell radiates around him or her as he or she moves.

Neutralise Poison *(Reversible)*

Druidic Transmutation/ Alteration

Level: Druid 3
Range: Touch
Duration: Instantaneous
Area of Effect: Creature touched
Components: V,S
Casting Time: 5 segments
Saving Throw: None (Negates)

Other than as may be described above, this spell is identical to the clerical spell of the same name.

Obscurement

Druidic Transmutation/ Alteration

Level: Druid 2

Range: 0
Duration: 4 rounds/ caster level
Area of Effect: 10 x 10 ft cube / caster level
Components: V,S
Casting Time: 4 segments
Saving Throw: None

As this spell is completed, an enchanted mist billows from the area where the druid stands, rapidly filling the area of effect and reducing visibility therein to 1d4 x2 ft. The spell is affected by natural conditions such as strong winds, which will reduce the spell's effective duration.

Pass Plant

Druidic Transmutation/ Alteration

Level: Druid 5
Range: Touch
Duration: See below
Area of Effect: See below
Components: V,S,M
Casting Time: 7 segments
Saving Throw: None

By means of this spell, the druid steps into one tree and steps out from a distant tree of the same type. The druid determines the direction in which he or she will travel from one tree to another. Most trees permit a maximum distance of travel of 300 yards, but trees sacred to druids allow travel of considerably greater distance; oak, yew, and rowan trees permit the druid to travel as far as 600 yards. If no tree of the same type is to be found in the direction the druid designates, he or she will emerge from any tree of that species within the spell's range closest to the direction he or she specified. The druid may remain in the first tree for as long as one round per caster level before being forced to leave the other tree, and in this case he or she will be treated in the same way as for a plant door spell. If no appropriate tree is available for the druid to step from, he or she may remain in the first tree for the spell's duration, but will not be able to use the spell for travelling.

Pass Without Trace

Druidic Enchantment/ Charm

Level: Druid 1
Range: Touch
Duration: 1 turn/ caster level
Area of Effect: Creature touched
Components: V,S,M
Casting Time: 1 round
Saving Throw: None

Any creature upon which this spell is cast can move through any sort of terrain without leaving behind the slightest sign of its passage. It leaves no footprints, no scent, and no other telltales of movement. It is impossible to trace its path except, temporarily, by one method—the path will radiate magic for 6d6 turns. Once this time elapses, the magical aura will fade away, leaving the trail undisturbed by any sign that the spell's recipient was ever there.

Plant Door

Druidic Transmutation/ Alteration

Level: Druid 4
Range: Touch
Duration: 1 turn/ caster level

Area of Effect: See below
Components: V,S,M
Casting Time: 6 segments
Saving Throw: None

This spell allows the druid to travel effortlessly through vegetation of any kind, stepping through it as if it did not exist. The pathway may also be travelled by a druid of higher level than the caster, but no other creature can take advantage of the spell's effect. The pathway opened by the spell may be up to 5 ft wide, 10 ft high, and up to 120 ft/ caster level in length. The druid may even use the spell to shift inside a tree or move through an area of plants affected by a spell (such as entangle). If the druid is within a tree that is attacked, he or she must leave the tree before it is killed or die with the tree.

Plant Growth

Druidic Transmutation/ Alteration

Level: Druid 3
Range: 160 ft
Duration: Permanent
Area of Effect: 20 x 20 ft square/ caster level
Components: V,S,M
Casting Time: 1 round
Saving Throw: None

By means of this spell, the druid causes plants and vines to grow with unbelievable speed, forming a tangled barrier of thick vegetation. The enchantment may be dispelled, or the plants cleared by normal means. Chopping a way through the barrier is possible, but movement is restricted to 10 ft/ turn (20 ft for size L creatures).

Predict Weather

Druidic Divination

Level: Druid 1
Range: 0
Duration: Instantaneous
Area of Effect: 9 square miles
Components: V,S,M
Casting Time: 1 round
Saving Throw: None

The druid casts this spell upon virtually any substance: bones, leaves, powders, etc. He or she can read in the resulting pattern an exact divination of the weather as it will naturally occur within the surrounding nine square miles for the next two hours per caster level. A second level druid, as an example, would be able to predict the weather four hours into the future.

Produce Fire *(Reversible)*

Druidic Transmutation/ Alteration

Level: Druid 4
Range: 40 ft
Duration: 1 round
Area of Effect: 60 ft radius
Components: V,S,M
Casting Time: 6 segments
Saving Throw: See below

This spell instantly creates a normal fire within its area of effect, a blazing conflagration lasting only one minute (1 round) but causing 1d4 hit points of damage to any creature in the area and igniting all combustible material (subject, of course, to an item saving throw against normal fire). The reverse of the spell extinguishes all normal fires within the area of effect.

Produce Flame

Druidic Transmutation/ Alteration

Level: Druid 2
Range: 0
Duration: 2 rounds/ caster level
Area of Effect: See below
Components: V,S,M
Casting Time: 4 segments
Saving Throw: See below

On casting this spell, the druid's hand ignites with an eldritch fire that causes no harm to the druid but is otherwise equivalent to the flame of a torch. It can be used to set fires and may also be thrown as a missile. The throwing range of the flame is 40 ft, and when the flame hits an object it will explode, igniting all combustible material in a radius of 15 ft. (Materials are entitled to saving throws against normal fire.) The druid may banish the magical flame at will, but fires set by it must be extinguished by normal means.

Protection From Fire

Druidic Abjuration

Level: Druid 3
Range: Touch
Duration: See below
Area of Effect: One creature
Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

The druid may use this spell to confer considerable protection from fire upon another creature, but if he or she casts it upon him- or herself the effects are far greater, conferring temporary invulnerability even to fires of magical nature, such as dragon's breath. If the spell is cast upon another creature, the recipient gains immunity to normal fire and a saving throw bonus of +4 against fire based attacks. Any damage incurred by fire attacks will also reduced by half. If the spell is cast upon the druid, he or she becomes completely invulnerable to normal fire and also ignores all damage from magical fire (dragon breath, *fireball*, etc.) until a total of 12 hp/caster level has been absorbed by the spell, at which time the spell will be dissipated.

Protection From Lightning

Druidic Abjuration

Level: Druid 4
Range: Touch
Duration: See below
Area of Effect: One creature
Components: V,S,M
Casting Time: 6 segments
Saving Throw: None

This spell lends the recipient the same protection against lightning and electricity as the third level spell *protection from fire* affords against fire.

Purify Water *(Reversible)*

Druidic Transmutation/ Alteration

Level: Druid 1
Range: 40 ft
Duration: Instantaneous
Area of Effect: 1 cubic ft/ caster level
Components: V,S
Casting Time: 1 round
Saving Throw: None

This spell removes all impurities from water, making it clear and drinkable. The reverse of the spell contaminates water, making it impossible to drink, and will negate the properties of holy and unholy water.

Pyrotechnics

Druidic Transmutation/ Alteration

Level: Druid 3
Range: 160 ft
Duration: See below
Area of Effect: See below
Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

The *pyrotechnics* spell may be used to produce two entirely different effects: a bright display of fiery light or a massive pall of smoke. Both possible uses of the spell require an existing fire source (which may be anywhere in the spell's range), and the spell's area of effect depends on the size of the originating fire.

If the spell is used to produce fireworks, the flashing display will temporarily blind (for 1d4+1 rounds) all creatures in the area of effect and 120 ft beyond—provided that the display is not obstructed from view, of course. The fireworks fill an area ten times the volume of the original fire source and persist for 1 segment/ caster level.

If the spell is used to produce smoke, a billowing cloud will emanate from the fire source, obscuring vision beyond 20 ft in an area 100 times the volume of the fire source. Whatever fire is used as the spell's source is extinguished immediately as the spell is cast.

Reincarnate

Druidic Necromancy

Level: Druid 7
Range: Touch
Duration: Instantaneous
Area of Effect: Creature touched
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

Provided that a body has been dead for no more than a week, a powerful druid can recall its spirit from the dead—but into another body. The form of the new body is not subject to the druid's control, and is determined by means of the tables below. The new body will appear within 1d6 turns near the soul's former body. Elves may be brought back to life by reincarnation. There is a 35% chance that the new incarnation will be from the "humanoid" table and a 65% chance that the new incarnation will be from the animal table. The new incarnation (if sapient) will retain the original character's experience points, but will have new physical (Str, Dex, Con) ability scores randomly rolled and adjusted for the new race. The character will retain his or her original mental ability scores (Int, Wis, Cha).

Humanoid Table

Die Roll	New Incarnation
01-02	Bugbear
03-05	Dwarf
06-16	Elf
17-18	Gnoll
19-31	Gnome
32-33	Goblin
34-36	Half-elf
37-39	Halfling
40-42	Half-orc
43-44	Hobgoblin
45-88	Human
89-91	Kobold
92-93	Ogre
94-95	Ogre Mage
96-98	Orc
99-00	Troll

Animal Table

Die Roll	New Incarnation
01-05	Badger
06-18	Bear
19-24	Boar
25-29	Centaur
30-35	Dryad
36-43	Eagle
44-46	Fox
47-52	Hawk
53-57	Lynx
58-62	Owl
63-68	Pixie
69-71	Raccoon
72-76	Faun
77-84	Stag
85-92	Wolf
93-00	Wolverine

Repel Insects

Druidic Abjuration

Level: Druid 4
Range: Caster
Duration: 1 turn/ caster level
Area of Effect: One creature
Components: V,S,M
Casting Time: 1 round
Saving Throw: See below

An invisible barrier forms around the spell's recipient as the caster completes the invocation, warding him or her from insects. Only true insects are affected by the spell, which does not repel spiders, scorpions, beetles or centipedes. Normal insects are completely hedged out by the spell, and giant varieties (2+ HD) must succeed in a saving throw against spells to pass the barrier. Even if a giant insect should manage to penetrate the barrier, it will sustain 1d6 hit points of damage from doing so.

Shillelagh

Druidic Transmutation/ Alteration

Level:	Druid 1
Range:	Touch
Duration:	1 round/ caster level
Area of Effect:	1 oak club
Components:	V,S,M
Casting Time:	1 segment
Saving Throw:	None

The druid imbues a club or billet of oak-wood with enchanted power, making it +1 to hit and capable of inflicting 2d4 points of damage against small and medium-sized opponents, 1d4+1 against large opponents. The shillelagh must be wielded by the druid in order for it to possess these magical properties; in the hands of any other person it will be no more than an ordinary wooden club.

Snare

Druidic Enchantment/ Charm

Level:	Druid 3
Range:	Touch
Duration:	Permanent (until triggered)
Area of Effect:	10 ft radius + 6 ft/ caster level
Components:	V,S,M
Casting Time:	3 rounds
Saving Throw:	None

This spell is used to enchant a normal snare, making it hard to detect and supernaturally effective. The spell is cast upon a rope, vine, or cord, which then blends perfectly with the surroundings, becoming 90% undetectable to normal (unenchanted) vision. When any creature steps into the area bounded by the snare, the snare will whip closed and bind the victim tightly. Strength of 23 is required to break the snare for one hour after the spell is triggered, and the strength required falls by one point per hour until 12 hours have elapsed, at which time the spell ceases to have any effect. If the snare is attached to a suitably flexible tree, the spell will magically bend the tree so that when the trap is triggered it will snap the victim into the air for 1d6 points of damage and hold it suspended from the branches.

Speak With Animals

Druidic Transmutation/ Alteration

Level:	Druid 1
Range:	0
Duration:	2 rounds/ caster level
Area of Effect:	One animal type within 40 ft of the caster
Components:	V,S
Casting Time:	3 segments
Saving Throw:	None

This spell allows the druid to speak with all animals of a particular type or species that are within 40 ft of him or her when the spell's casting is complete. In all other respects, except as denoted above, the spell is identical to the second level cleric spell *speak with animals*.

Speak With Plants

Druidic Transmutation/ Alteration

Level:	Druid 4
Range:	Caster
Duration:	2 rounds/ caster level
Area of Effect:	40 ft radius around caster
Components:	V,S,M
Casting Time:	1 turn
Saving Throw:	None

Other than as noted above, this spell is identical to the clerical spell *speak with plants*.

Sticks to Snakes *(Reversible)*

Druidic Transmutation/ Alteration

Level:	Druid 5
Range:	40 ft
Duration:	2 rounds/ caster level
Area of Effect:	5 ft radius
Components:	V,S,M
Casting Time:	7 segments
Saving Throw:	None

Except as may be noted above, this spell is identical to the clerical spell of the same name.

Stone Shape

Druidic Transmutation/ Alteration

Level:	Druid 3
Range:	Touch
Duration:	Instantaneous
Area of Effect:	3 cubic ft + 1/ caster level
Components:	V,S,M
Casting Time:	1 round
Saving Throw:	None

This spell is identical to the magic user spell of the same name, except as noted above.

Summon Insects

Druidic Conjuration/ Summoning

Level:	Druid 3
Range:	30 ft
Duration:	1 round/ caster level
Area of Effect:	See below
Components:	V,S,M
Casting Time:	1 round
Saving Throw:	None

When the druid completes the intonations and gestures of this spell, a swarm of insects appears from nearby or from the thin air to attack the druid's enemies. There is a 70% chance that the swarm will be composed of flying insects, 30% chance that the insects will be ants or other non-airborne biting vermin. A flying swarm can move tremendously fast, but a crawling swarm is limited to movement of 12 ft/ round. In either case, the insects automatically inflict 2 hp damage per round against their target, and the unfortunate victim will be so thickly covered as to be incapable of any action, including movement. The druid may redirect the swarm to attack another opponent, but the command will cause 1 round of confusion within the swarm as it reorients itself toward the new target.

Transmute Metal to Wood

Druidic Transmutation/ Alteration

Level: Druid 7
Range: 80 ft
Duration: Instantaneous (permanent)
Area of Effect: One metal object
Components: V,S,M
Casting Time: 9 segments
Saving Throw: See below

Using this spell, the druid may select a single object of metal and change its substance to wood. The spell affects up to 8 lbs of metal per caster level. The item is not entitled to a saving throw, but magic items have a flat 90% chance of being unaffected by the spell.

Transmute Rock to Mud *(Reversible)*

Druidic Transmutation/ Alteration

Level: Druid 5
Range: 160 ft
Duration: See below
Area of Effect: 20 ft cube/ caster level
Components: V,S,M
Casting Time: 7 segments
Saving Throw: None

This spell transforms solid rock into mud, the volume transformed being proportionate to the caster's level. Any volume of mud will sink until its depth is equal to about one half the pool's diameter. If this spell is cast upon a ceiling, the resulting volume of mud will immediately collapse, possibly trapping or suffocating those caught beneath. Similarly, if a floor is turned to mud, creatures standing in the area will sink and may be trapped. If *dispel magic* is cast upon the mud before it eventually dries into dirt, the mud will return to stone, but in the shape and location of the mud (i.e., a collapsed ceiling will not return to its original place; it will be frozen back into stone where it collapsed). The spell's reverse transforms mud into sandstone or a similar sedimentary rock.

Transport via Plants

Druidic Transmutation/ Alteration

Level: Druid 6
Range: Touch
Duration: See below
Area of Effect: See below
Components: V,S
Casting Time: 3 segments
Saving Throw: None

The mystic oneness of all nature is a principal tenet of many druidic sects, and it sees practical use in the *transport via plants* spell. Upon casting this spell, the druid may travel almost instantly from one plant to another through the mystic oneness that joins all life forms. The spell operates in much the same fashion as *pass plant*, but with an unlimited range.

When the spell is cast, the druid simply steps into a large plant of any kind and disappears into it. He or she may remain in the first plant for up to 24 hours, but at any time he or she may step forth from another plant of the same species in another location. The druid may know of a specific plant from which he or she wants to emerge, or may simply specify a distance and a direction. If the druid does not know of a specific destination plant, his or her arrival may be off by 1d% miles from the desired point of arrival, at the GM's discretion.

Tree

Druidic Transmutation/ Alteration

Level: Druid 3
Range: Caster
Duration: 6 turns + 1 turn/ caster level
Area of Effect: Caster
Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

Casting this spell causes the druid's shape to melt and twist into that of a tree, its general appearance determined by the caster. The spell is neither an illusion nor a charm: the druid is, for all intents and purposes, a tree. However, in tree shape the druid retains human senses and will be fully aware of his or her surroundings. The druid may shift back into human shape at will, thereby ending the spell. Magical detections will reveal the druid's true form, but ordinary inspections, no matter how minute, will not.

Trip

Druidic Enchantment/ Charm

Level: Druid 2
Range: Touch
Duration: 1 turn/ caster level
Area of Effect: One object, up to 10 ft length
Components: V,S,M
Casting Time: 4 segments
Saving Throw: Negates

This spell turns an appropriate object into a magical trap of sorts. The object rises from the ground and trips any creature crossing over it, even if they are aware of it (saving throw vs spells—unlisted category, +4 if aware of the object). The object is 80% undetectable and will affect even the caster. The trap causes falls to be much worse than normal: a running creature will suffer 1d6 points of damage and be stunned for 1d4+1 rounds, or will merely be stunned if they fall onto a soft surface such as grass. Creatures larger than size M are not affected by the spell.

Turn Wood

Druidic Transmutation/ Alteration

Level: Druid 6
Range: 0
Duration: 4 rounds/ caster level
Area of Effect: 120 ft wide path, 20 ft long/ caster level

Components: V,S,M
Casting Time: 8 segments
Saving Throw: None

At the completion of this spell, the druid holds his or her palm outstretched, and with the final word of the spell a tremendous burst of power rolls forth, forcing back all wooden objects. Even very large wooden structures that are not affixed to the ground will be affected, although objects fixed to the ground will manage to withstand the spell's awesome power. A sapling-sized or smaller piece of wood will splinter and break even if it is firmly affixed. The druid need not concentrate on maintaining the waves of force and cannot change the direction of the flow of eldritch power once it is set.

Wall of Fire

Druidic Evocation

Level: Druid 5
Range: 80 ft (wall) or caster (ring)
Duration: See below
Area of Effect: See below
Components: V,S,M
Casting Time: 7 segments
Saving Throw: None

One of the more dramatic examples of druidic magic is the *wall of fire* spell, by which the druid calls up a blazing inferno of flame in the shape of a wall. One side of the conflagration emits the searing heat one would expect, but the other side emits merely a gentle warmth. Passing through the flames inflicts 4d4 damage plus 1/ caster level. Creatures as far as ten ft from the hot side of the wall incur 2d4 hit points of damage, and even creatures as far as 20 ft from the fire are burned for 1d4 points of damage. Undead creatures suffer worse from the power of this druidic magic, taking twice the ordinary damage the wall would inflict.

The wall persists for as long as the druid concentrates upon it, or, if the druid does not choose to maintain concentration, will remain for 1 round/ caster level. The druid may evoke a wall of fire in one of two shapes: a wall or a ring. The size of a straight wall is up to one 20 ft square per caster level. A ring has a radius of up to five ft per caster level (with the caster in the centre) and is 20 ft high. If the druid manifests the spell as a wall, the effect is stationary. The ring-shaped wall moves with the caster.

Wall of Thorns

Druidic Conjuration/ Summoning

Level: Druid 6
Range: 80 ft
Duration: 1 turn/ level
Area of Effect: 100 ft cube/ caster level
Components: V,S
Casting Time: 8 segments
Saving Throw: None

When the druid casts this spell, a tangled wall of briar vines erupts from the ground, bristling with sharp, deadly thorns. Running into or attempting to force a way through the thorns will cause 8 hp damage, plus 1 hp for every point of armour class. A creature may be caught within the *wall of thorns* when the spell is cast, and if this is the case it will take damage immediately and must fight through (taking damage a second time) to gain enough freedom of motion to chop at the thorns. It takes four turns to cut through a 40 ft thickness of a wall of thorns.

Normal fire has no effect upon a wall of thorns, but magical fire can ignite the entire growth, creating a *wall of fire* (as per the spell) that burns away to nothing in two turns.

Warp Wood

Druidic Transmutation/ Alteration

Level: Druid 2
Range: 10 ft/ caster level
Duration: Instantaneous (permanent)
Area of Effect: See below
Components: V,S,M
Casting Time: 4 segments
Saving Throw: None

This spell permanently warps wood and may be used to destroy arrows, spears, doors, etc. The druid may affect a volume of wood roughly fifteen inches long by one inch thick per caster level, about the volume of an axe handle. Multiple items may be affected; four arrows have about the same volume as an axe handle. A fifth-level druid could effectively destroy a normal door with this spell.

Water Breathing *(Reversible)*

Druidic Transmutation/ Alteration

Level: Druid 3
Range: Touch
Duration: 6 turns/ level
Area of Effect: One creature
Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

This spell grants the ability to breathe underwater while the spell lasts. The reverse of the spell allows a water-breathing creature to breathe in the air.

Weather Summoning

Druidic Conjuration/ Summoning

Level: Druid 6
Range: 0
Duration: See below
Area of Effect: See below
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

The area of effect of this spell is d% square miles, but except as noted above, the spell is similar to the clerical spell *control weather*, allowing the druid to affect, but not direct, existing weather conditions.

MAGIC USER SPELLS

Unlike clerical and druidic spells, magic user spells (also known as Arcane spells in the OSRIC system) do not require a holy symbol or mistletoe as material components.

Affect Normal Fires

Arcane Transmutation/ Alteration

Level: Magic user 1
Range: 5 ft/ caster level
Duration: 1 round/ caster level
Area of Effect: 1½ ft radius fire
Components: V,S
Casting Time: 1 segment
Saving Throw: None

With arcane words and gestures, the magic user may command small fires, up to a limit of 1½ ft in radius, to grow smaller or larger. Any fire within the spell's size limitations may be made as small as a candle flame or turned into a bonfire up to 3 ft in diameter. An affected fire only consumes fuel appropriate to its new size, but will continue to radiate the same heat as a fire of its original size.

Airy Water

Arcane Transmutation/ Alteration

Level: Magic user 5
Range: Caster
Duration: 1 turn/ level
Area of Effect: 10 ft radius sphere or 20 ft radius hemisphere
Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

This spell transforms water or other non-magical liquids into a bubble of air in the area surrounding the caster. The bubble has the same density as water and will not support the magic user in the water; he or she will sink or float as normal, surrounded by the bubble's atmosphere. The oxygen content of the air in the bubble does not run out until the spell expires.

Animal Growth *(Reversible)*

Arcane Transmutation/ Alteration

Level: Magic user 5
Range: 60 ft
Duration: 1 round/ level
Area of Effect: Up to 8 animals in a 20 ft square area
Components: V,S
Casting Time: 5 segments
Saving Throw: None

Other than as noted above, this spell is identical to the druidic spell *animal growth*.

Animate Dead

Arcane Necromancy

Level: Magic user 5
Range: 10 ft
Duration: Permanent
Area of Effect: See below
Components: V,S,M
Casting Time: 5 rounds
Saving Throw: None

Other than as noted above, this spell is identical to the clerical spell *animate dead*.

Anti-Magic Shell

Arcane Abjuration

Level: Magic user 6
Range: Caster
Duration: 1 turn/ level
Area of Effect: 5 ft radius/ level globe
Components: V,S
Casting Time: 1 segment
Saving Throw: None

An anti-magic shell is a bubble of space around the magic user that completely prevents all magic from operating within its confines. Spell effects do not enter or function within the shell, providing the caster with complete protection from gaze attacks, hostile spells, and even the entrance of conjured or summoned creatures into his or her vicinity. The drawback of an anti-magic shell, of course, is that the caster him- or herself cannot cast spells or avail him- or herself of magic items while inside. Magic weapons, armour, and the like do not gain their bonuses or abilities while inside the shell, but would still function as non-magical weapons or armour.

Antipathy/Sympathy

Arcane Enchantment/ Charm

Level: Magic user 8
Range: 30 ft
Duration: 12 turns/ level
Area of Effect: Area 10 ft cube/ level, or a single object.
Components: V,S,M
Casting Time: 6 turns
Saving Throw: See below

This spell affects an area or an object with a magical aura that repels or attracts a certain, specified type of being. Either a race of creature or an alignment must be specified. Note that if the spell is cast upon an object rather than an area, the targeted type of creature will have a penalty of –2 on the saving throw. If the magic user creates an *antipathy* for the area or object, the targeted creature type will feel an intense desire to stay away from it. A saving throw applies, permitting the creature to remain, or to touch the object, but even if the saving throw is successful the creature will feel extremely uncomfortable in its presence. Creatures that are able to remain in the area or near the object will begin to lose 1 point of dexterity per round (maximum 4 points) from discomfort.

If the magic user creates *sympathy* for an object or area, on the other hand, the targeted creature type will feel attracted to the area or object, pleased to remain in the vicinity, or covetous of the "precious" item. If the creature does not make a saving throw, it will do whatever is in its power to stay in contact with the area or the enchanted object.

Astral Spell

Arcane Evocation

Level:	Magic user 9
Range:	Touch
Duration:	See below
Area of Effect:	See below
Components:	V,S
Casting Time:	9 segments
Saving Throw:	None

Other than as described above, this spell is identical to the clerical spell of the same name.

Audible Glamour

Arcane Illusion/Phantasm

Level:	Magic user 2
Range:	60 ft + 10 ft/ level
Duration:	2 rounds/ level
Area of Effect:	Hearing distance from targeted point
Components:	V,M
Casting Time:	2 segments
Saving Throw:	See below

This spell is, as its name suggests, the creation of illusory sounds. The caster designates a focal point for the spell, which must, of course, be within the spell's range. The focal point can be moved by the caster at will until the spell's duration expires. The spell can create any type of sound, but the maximum volume of the noise depends upon the caster's level. A third level caster can produce the noise of 4 people shouting (or acting more quietly). Each additional caster level allows the caster to add the sound of four more people into the illusion. As a benchmark, the sound of an explosion or landslide would require a caster level of approximately 8th. Listeners are only entitled to saving throws if they have cause to doubt the apparent sounds. Players must state such disbelief, while the GM will make such determinations for monsters and NPCs based on the plausibility of the *audible glamour*.

Blink

Arcane Transmutation/ Alteration

Level:	Magic user 3
Range:	Caster
Duration:	1 round/ level
Area of Effect:	Caster
Components:	V,S
Casting Time:	1 segment
Saving Throw:	None

This spell is a weak and rather unreliable form of one of the true mage's most powerful capabilities: teleportation magic. For the duration of the spell, the magic user teleports 2 ft in a random direction once per round. The segment in which the magic user disappears and reappears is determined on 2d4, while the compass direction is rolled on a d8. If the direction roll would result in the caster being teleported into a solid object, the caster will blink a second time, for a distance of no more than 10 ft. If this second blink also results in the caster occupying a solid object, the spell will end, marooning the caster in the æthereal plane of existence. During and after the segment in which the teleportation occurs, the magic user's sudden change of location prevents any direct attacks upon him or her. The caster may only be attacked directly if the attack is made before the blink takes place. If the caster teleports both from and into an area which is affected by an area of effect spell, he will suffer its effects. The constant changes of location take a toll upon the caster, who has a 25% chance of failing at attempts to cast spells, use most magic items, or take any action beyond making physical attacks.

Burning Hands

Arcane Transmutation/ Alteration

Level:	Magic user 1
Range:	Caster
Duration:	1 round
Area of Effect:	Fan of flame 3 ft long in a 120-degree arc
Components:	V,S
Casting Time:	1 segment
Saving Throw:	None

While casting this spell, the magic user touches his or her thumbs together, and a sheet of flame explodes from his or her fingers to burn opponents within the spell's short (3 ft) range. The flames inflict 1 hp of damage per caster level (no saving throw applies). Any combustible items caught in the sheet of flame must pass a saving throw against normal fire or be destroyed.

Cacodemon

Arcane Conjuration/ Summoning

Level:	Magic user 7
Range:	10 ft
Duration:	See below
Area of Effect:	One summoned creature
Components:	V,S,M
Casting Time:	5 hours
Saving Throw:	See below

This spell summons a demon or other fiend (such as a devil) from the lower planes of existence into the material planes. In order to cast the spell, the caster must know the fiend's true name, but such information is often contained in forbidden tomes of lost lore. The spell cannot summon the lesser sorts of demons that have no personal names, nor is it powerful enough to summon members of the demonic or diabolical nobility. The spell provides no protection whatsoever against the wrath of the summoned creature—and make no mistake, the summoned creature will be extremely resentful of the caster's temerity.

In general, this spell is cast only with multiple protections against the summoned fiend, such as a pentacle to contain the demon and a magic circle to protect the magic user. The exact nature of any discussions or negotiations with creatures of the nether planes is, of course, a matter to be handled in the course of the game, with the GM deciding what the fiend is thinking and how it acts.

It is treacherous in the extreme to deal with demons, for they are intelligent and ruthless. They are not, however, unreliable; since the caster knows the fiend's true name, it is compelled to abide by any agreements it might make, although it might be able to twist the spirit of the agreement while still abiding to the letter of it.

Certain spells (*spirit-rack* or *trap the soul*, for example) can be (and often are) used to strengthen the magic user's hand in any negotiations with a demon.

Charm Monster

Arcane Enchantment/ Charm

Level: Magic user 4
Range: 60 ft
Duration: See below
Area of Effect: See below
Components: V,S
Casting Time: 4 segments
Saving Throw: Negates

This spell operates as *charm person* does, but can affect any living creature; possibly more than one, depending on the monsters' level value. See the chart below:

Level value of monsters	Number affected	Chance/ week to break enchantment
Level 1	2d4	5%
Level 2	1d4	10%
Level 3	1d2	15%
Level 4	1	25%
Level 5	1	35%
Level 6	1	45%
Level 7	1	60%
Level 8	1	75%
Level 9+	1	90%

Charm Person

Arcane Enchantment/ Charm

Level: Magic user 1
Range: 120 ft
Duration: See below
Area of Effect: One person
Components: V,S
Casting Time: 1 segment
Saving Throw: Negates

The powerful enchantment woven by this spell will affect any "person," meaning character races (but note that elves are 90% resistant), and humanoids (as defined in Chapter V) up to a ceiling of one hit die of charmed creatures per character level at any one time. If the target creature fails a saving throw, it will view the magic user as a trusted friend, interpreting his or her every word in its most positive light.

Charmed creatures will place themselves into moderate danger, including combat, on the caster's behalf, but will not undertake risks beyond those the creature might ordinarily take. The magic user must be able to talk to the charmed creature if he or she is to give it any sort of complex "request." Charmed creatures are allowed periodic saving throws to break the charm, based on intelligence:

19+	one saving throw/ day
18	one saving throw/ 2 days
17	one saving throw/ 3 days
15-16	one saving throw/ week
13-14	one saving throw/ 2 weeks
10-12	one saving throw/ 3 weeks
7-9	one saving throw/ month
4-6	one saving throw/ 2 months
3 or less	one saving throw/ 3 months

The charm will be broken automatically if the magic user obviously tries to harm the charmed creature.

Charm Plants

Arcane Enchantment/ Charm

Level: Magic user 7
Range: 30 ft
Duration: Permanent
Area of Effect: 30 x 10 ft
Components: V,S,M
Casting Time: 1 turn
Saving Throw: Negates

This spell grants the magic user the ability to communicate with (for a period of 1 turn) and command plants (the obedience is permanent) in the spell's area of effect. No unusual abilities are granted to the plants; they have no additional capabilities beyond those they had before the spell was cast. Only intelligent plants are entitled to a saving throw, but at a penalty of –4.

Clairaudience

Arcane Divination

Level: Magic user 3
Range: See below
Duration: 1 round/ level
Area of Effect: See below
Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

Clairaudience allows the caster to eavesdrop magically upon a particular location. There is no effective limit to the spell's range, but the location must either be familiar to the caster or be obvious, such as the top floor inside a tower the caster can see, or just beyond a dungeon door. The spell cannot penetrate metal; sheets of any type of metal between the caster and the target area will prevent the magic user from being able to scry upon the area. The caster will be able to hear sounds in a 6 ft radius of the spell's focal point. The spell cannot be used to scry across planes of existence; it is limited to locations in the same plane in which it is cast.

Clairvoyance

Arcane Divination

Level: Magic user 3
Range: See below
Duration: 1 round/ level
Area of Effect: See below
Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

Clairvoyance, together with *clairaudience*, is one of the classic "scrying" spells—spells that allow the caster to extend his or her perception and senses far into the distance to spy upon enemies and scout locations. *Clairvoyance* is a means of seeing events in a distant location. There is no effective limit to the spell's range, but the location must either be familiar to the caster or be obvious, such as the top floor inside a tower the caster can see, or just beyond a dungeon door.

The spell cannot penetrate metal; sheets of any type of metal between the caster and the target area will prevent the magic user from being able to scry upon the area. The caster will be able to hear sounds in a 10 ft radius of the spell's focal point even if the area is dark. If the area is not dark, the caster will be able to see as if he or she were standing at the spell's focal point, for a normal distance but in all directions at once (for the vision is in his or her mind's eye).

The spell cannot be used to scry across planes of existence; it is limited to locations in the same plane in which it is cast.

Clenched Fist

Arcane Evocation

Level:	Magic user 8
Range:	5 ft/ level
Duration:	1 round/ level
Area of Effect:	Enchanted hand
Components:	V,S,M
Casting Time:	8 segments
Saving Throw:	None

As with the other hand spells, *clenched fist* evokes a magical hand, but in this case the hand is always at least as large as a giant's and is curled into a fist rather than held open. The clenched fist strikes one of the magic user's enemies per round, never missing, for so long as the caster concentrates upon it. No other activity is possible while concentrating, and breaking the caster's concentration ends the spell. The fist rolls a d20 to determine damage (it hits automatically): on a roll of 1-12, the fist deals 1d6 hp of damage; on a 13-15, it deals 2d6 hit points, on a roll of 16-19 it deals 3d6 hit points and stuns the opponent for one round, and on a roll of 20+ it deals 4d6 hit points and stuns the opponent for 3 rounds. If the opponent has already been stunned, the d20 roll receives a +4 bonus. As with the other hand spells, the hand has as many hit points as the caster's full hit points.

Clone

Arcane Necromancy

Level:	Magic user 8
Range:	Touch
Duration:	Instantaneous
Area of Effect:	One clone
Components:	V,S,M
Casting Time:	1 turn (See below)
Saving Throw:	None

This eerie spell creates a true, living duplicate of a creature, grown in a vat in the magic user's laboratory and matured rapidly to adulthood. The clone has the level, the experience points, and the memories of the original person as of the time a piece of that person was obtained for the purpose of making a clone. If a clone and its original exist simultaneously, the magical flux of such a situation can drive either or both of them insane. Each will seek to destroy the other with an uncontrollable sense that something is horribly wrong while both exist.

If the situation persists, the clone is 70% likely to go insane, a 20% chance that the original will go insane, and a 5% chance that both will become insane, with a 5% chance that both will somehow accept that they co-exist.

It takes 2d4 months for the caster to grow the clone in his vats before it becomes a true duplicate of the original. If the process of vat-growth is interrupted prematurely, the clone will be utterly insane, hating all living things, and may become psychotic.

Cloudkill

Arcane Evocation

Level:	Magic user 5
Range:	10 ft
Duration:	1 round/ level
Area of Effect:	Cloud 40 ft wide, 20 ft high, 20 ft deep
Components:	V,S
Casting Time:	5 segments
Saving Throw:	See below

This spell calls into being a poisonous cloud of roiling vapour, heavier than air, which moves along the ground (or into holes) at a movement rate of 10 ft/ round. The eldritch poison of the cloud is so virulent that it kills creatures of fewer than 4+1 HD instantly, with no saving throw. Creatures with 4+1 HD up to 5+1 HD are allowed a saving throw at –4, and creatures of 5+2 up to 6 HD must make a normal saving throw. Failure on the saving throw means that the victim dies. The spell is affected normally by winds, although it magically avoids rolling back over the caster under any circumstances. It is dispersed in 4 rounds by a strong wind, and by thick growths of vegetation if it rolls through these for a distance of 20 ft.

Comprehend Languages *(Reversible)*

Arcane Transmutation/ Alteration

Level:	Magic user 1
Range:	Caster
Duration:	5 rounds/ caster level
Area of Effect:	One written object or one creature
Components:	V,S,M
Casting Time:	1 round
Saving Throw:	None

This spell allows the magic user to decipher a written language (including pictographs, but not including magical script), or to understand the speech of another creature. The spell does not permit the magic user to understand the "speech" of animals; only true, spoken languages can be understood. The caster gains no ability to speak or write the language, only to comprehend meaning. The spell's reverse makes a particular creature or piece of writing indecipherable, or may be used to cancel the effects of a *comprehend languages* spell.

Cone of Cold

Arcane Evocation

Level:	Magic user 5
Range:	0
Duration:	Instantaneous
Area of Effect:	Cone 5 ft long per level, 1 ft radius at base per level
Components:	V,S,M
Casting Time:	5 segments
Saving Throw:	Half

A *cone of cold* is a blast of magical cold originating from the caster's outstretched hand. The cone inflicts 1d4+1 hit points per level of the caster. All unprotected items in the area of effect may be destroyed if they fail item saving throws.

Confusion

Arcane Enchantment/ Charm

Level:	Magic user 4
Range:	120 ft
Duration:	2 rounds + 1 round/ level
Area of Effect:	Up to 60 x 60 ft
Components:	V,S,M
Casting Time:	4 segments
Saving Throw:	See below

This spell affects a base number of 2-16 creatures, but is otherwise identical to the druidic spell of the same name except as noted in the summary information above.

Conjure Elemental

Arcane Conjuration/ Summoning

Level:	Magic user 5
Range:	60 ft
Duration:	1 turn/ level
Area of Effect:	Elemental creature
Components:	V,S,M
Casting Time:	1 turn
Saving Throw:	None

By means of this spell, the magic user calls an elemental being from the plane of air, fire, earth or water to do his or her bidding. The particular form of elemental to be summoned is a part of the spell's incantation, so the magic user must memorise the spell for a particular element. The magic user exerts control over the elemental by concentrating upon it, and if his or her concentration is broken by being damaged or grabbed, he or she will lose control of the elemental. The magic user's ability to control the elemental is limited to 30 ft. There is a 1 in 20 chance per round after the second round that the elemental will break free of the magic user's control even if the magic user is concentrating upon maintaining it.

If the elemental breaks free of the magic user's control or if the magic user ceases to concentrate upon it, it will seek to attack the magic user as soon as it can finish any combat in which it is involved. A magic user can, of course, avail him- or herself of protections against an elemental such as the use of a magic circle or a *protection from evil* spell.

The material component for this spell is a large quantity of the appropriate elemental substance.

Contact Other Plane

Arcane Divination

Level:	Magic user 5
Range:	Caster
Duration:	See below
Area of Effect:	Caster
Components:	V
Casting Time:	1 turn
Saving Throw:	None

The caster divorces his or her mind from the rational reality of the material plane, accepting the fundamental contradictions of extra-planar realities, and making contact with the powers of the beyond. By means of this contact, he or she can query the powers and gain "yes or no" answers to the questions he or she poses. One question may be asked per 2 caster levels. The caster decides how deeply he or she wishes to probe into the realities beyond the material (unless he or she chooses to contact an elemental plane for information about that plane).

The difficulty of the mental task is measured in terms of how many fundamental contradictions of reality the caster can assimilate and simultaneously juggle in his or her mind. The price of failure is insanity. Contacting an elemental plane provides a 90% chance that the being contacted will have the knowledge the magic user seeks, if the magic user is asking about the particular elemental plane.

There is a 25% chance that the being will tell a lie, or that the information will be couched in such inherently contradictory language that it cannot be understood. If the magic user seeks information about the material plane or non-elemental planes, he or she must delve into the fundamental contradictions of extra-planar metaphysics, described on the following table;

Number of fundamental metaphysical contradictions (selected by the caster)	Likelihood that the knowledge is available at this level of metaphysical abstraction	Likelihood that the interpretation of the information gleans the wrong result	Chance of insanity (reduced by 5% per point of intelligence over 15)
1	60%	35%	5%
2	65%	33%	10%
3	70%	30%	15%
4	75%	27%	20%
5	80%	25%	25%
6	85%	22%	30%
7	90%	19%	35%
8	95%	15%	40%
9	98%	10%	50%

If the caster is driven insane by what he or she finds or by simple cognitive breakdown, the insanity will last 1-10 weeks, and there is a 1% chance that the caster will die or commit suicide at the end of this period if it is not removed (by a *remove curse* spell, *wish*, etc.).

Continual Light

Arcane Transmutation/ Alteration

Level: Magic user 2
Range: 60 ft
Duration: Permanent
Area of Effect: 60 ft radius sphere
Components: V,S
Casting Time: 2 segments
Saving Throw: See below

This spell brings into being a bright, magical illumination almost sufficient to rival the light of day. In all respects, the spell is identical to the first level cleric spell *light*, but its effects are permanent until dispelled. The light cast is greater than that produced by a *light* spell, extending 60 ft into the darkness. The magic user spell cannot be used to create continual darkness.

Control Weather

Arcane Transmutation/ Alteration

Level: Magic user 6
Range: 0
Duration: 4d6 hours
Area of Effect: 4d4 square miles
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

Except as may be noted above, this spell is identical to the clerical spell *control weather*.

Crushing Hand

Arcane Evocation

Level: Magic user 9
Range: 5 ft/ level
Duration: 1 round/ level
Area of Effect: See below
Components: V,S,M
Casting Time: 9 segments
Saving Throw: None

This spell calls into existence a large, floating hand much like that summoned by the other hand spells. The crushing hand attacks any foe the caster directs, grabbing it and squeezing with great power. Damage increases as the hand continues to constrict, doing 1d10 points of damage in the first round, 2d10 points of damage in the second and third round, and 4d10 points of damage per round thereafter. As with the other hand spells, the hand has as many hit points as its caster. The caster cannot engage in any other activity while directing the hand.

Dancing Lights

Arcane Transmutation/ Alteration

Level: Magic user 1
Range: 40 ft + 10 ft/ caster level
Duration: 2 rounds/ caster level
Area of Effect: See below
Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

This spell creates small lights at a chosen distance, under the caster's control. The magic user may create 1-4 (at his or her option) torch-like lights, 1-4 (at his or her option) spherical lights, or a single, faintly human-like glow. The lights move at the caster's mental command, without any particular concentration required. If the magic user allows the lights to move beyond the spell's range, the lights will disappear and the spell will end.

Darkness, 15 ft Radius

Arcane Transmutation/ Alteration

Level: Magic user 2
Range: 10 ft/ level
Duration: 1 turn + 1 round/ level
Area of Effect: 15 ft radius sphere
Components: V,M
Casting Time: 2 segments
Saving Throw: See below

This spell creates an area of utter lightlessness, a magical darkness that prevents all natural vision, even infravision. The spell's effect is neutralised by (and neutralises) the counteracting effect of a *light* or *continual light* spell.

Death Spell

Arcane Necromancy

Level: Magic user 6
Range: 10 ft/ level
Duration: Instantaneous
Area of Effect: 5 x 5 ft/ level
Components: V,S,M
Casting Time: 6 segments
Saving Throw: None

Within its limit as to hit dice, this spell slays living creatures in the area of effect. Creatures of 9 or higher hit dice are not affected. The spell kills 4d20 "points" worth of creatures, where (for the purposes of this spell) any creature of fewer than 2 HD counts as one point, creatures of 2 to less than 4 HD count as 4 points, creatures of 4 to less than 7 HD count as 8 points, and creatures from 7 to less than 9 HD count as 10 points. Creatures of the lowest hit dice die first, and fractional "kills" (where insufficient points remain completely to slay the creature) have no effect. Material components for the spell cost 1,000 gp.

Delayed Blast Fireball

Arcane Evocation

Level: Magic user 7
Range: 100 ft + 10 ft/ level
Duration: See below
Area of Effect: 20 ft radius sphere
Components: V,S,M
Casting Time: 7 segments
Saving Throw: Half

A *delayed blast fireball* is somewhat more powerful than a normal *fireball* (+1 damage on each die). At the time of casting, the magic user states an amount of time, from 1 segment (6 seconds) to 5 rounds (5 minutes), and the fireball will not explode until that time is reached. Otherwise, except as noted above, the spell functions as per the description of the *fireball* spell.

Detect Evil *(Reversible)*

Arcane Divination

Level: Magic user 2
Range: Caster
Duration: 5 rounds/ level
Area of Effect: Path 10 ft wide, 60 ft long
Components: V,S
Casting Time: 2 segments
Saving Throw: None

This spell allows the magic user to detect emanations of evil (or good, in the case of the spell's reverse) within the spell's area of effect, a beam-like pathway. The spell detects evil, not danger, so it will be useless to discover such things as a mindless trap or a poisoned wineglass. Neither will it detect a cursed item unless the nature of the curse is such that the cursed item becomes inherently evil.

Detect Invisibility

Arcane Divination

Level: Magic user 2
Range: Caster
Duration: 5 rounds/ level
Area of Effect: Path 10 ft wide, 10 ft long/ level
Components: V,S,M
Casting Time: 2 segments
Saving Throw: None

This spell allows the caster to see that which is invisible or hidden, and also to perceive the astral and æthereal planes.

The spell's sight is limited to the stated range of 10 ft/ caster level.

Detect Magic

Arcane Divination

Level: Magic user 1
Range: Caster
Duration: 2 rounds/ caster level
Area of Effect: Path 10 ft wide, 60 ft long
Components: V,S
Casting Time: 1 segment
Saving Throw: None

Other than as noted above, this spell functions in the same manner as the clerical spell *detect magic*.

Dig

Arcane Evocation

Level: Magic user 4
Range: 30 ft
Duration: 1 round/ level
Area of Effect: 5 ft cube/ level
Components: V,S,M
Casting Time: 4 segments
Saving Throw: None

This spell causes dirt to begin piling out from the ground, digging a hole with tremendous speed. The excavation proceeds at a rate of one 5 x 5 ft cube per round, as earth boils out of the area the caster directs, landing to the edges of the pit. If the spell is cast directly beneath a creature, the creature will fall in without any possibility of a saving throw. Creatures at the edge of the pit have some likelihood of falling in; they must roll lower than their dexterity score on a d20 to avoid sliding into the sudden maelstrom of moving earth. A creature moving toward the pit during the first round in which digging begins must make a saving throw vs spells (unlisted categories) or fall into the hole. The spell can be used to excavate in dirt, sand, or mud. Note that if the pit is taken deeper than 5 ft, there is a chance that it will collapse in on itself (roughly 25%, adjusted by the GM for the type of material being dug).

Dimension Door

Arcane Transmutation/ Alteration

Level: Magic user 4
Range: Caster
Duration: See below
Area of Effect: Caster
Components: V
Casting Time: 1 segment
Saving Throw: None

Dimension door is a weak form of *teleportation*, more controllable than *blink*, but severely limited in range. The teleportation is limited to 30 ft per caster level. Unlike *blink*, a *dimension door* spell operates with perfect accuracy, either to a place the caster can see or clearly visualize, or in response to directions (example: "120 ft forward and 30 ft to the right"). If the caster's directions land him or her inside a solid object, he or she is stunned and trapped in the astral plane, held in a sort of suspended animation for eternity unless rescued. The spell is subject to a maximum weight limit of 500 lbs of additional weight, with each lb of living matter counting for twice its actual weight. Recovery from the experience of this form of teleportation is not immediate, although it is quite rapid. The caster cannot act for a period of 6 segments following the transition.

Disintegrate

Arcane Transmutation/ Alteration

Level: Magic user 6
Range: 5 ft/ level
Duration: Instantaneous
Area of Effect: See below
Components: V,S,M
Casting Time: 6 segments
Saving Throw: Negates

This spell disintegrates matter of any kind: animal, vegetable, or mineral. Matter of a magical nature will also be destroyed, although evocations of magic force (such as a *wall of force*, *globe of invulnerability*, or *shield*) are not affected (not being matter). An entire creature, or an area of non-living matter up to 10 x 10 ft/level, will be utterly obliterated by this powerful spell. The spell cannot be used to destroy both living and non-living matter; once it hits its first target it will take effect upon that matter and not pass beyond.

Dispel Magic

Arcane Abjuration

Level: Magic user 3
Range: 120 ft
Duration: Permanent
Area of Effect: 30 ft cube
Components: V,S
Casting Time: 3 segments
Saving Throw: None

Except as noted above, this spell is identical to the clerical spell *dispel magic*.

Distance Distortion

Arcane Transmutation/ Alteration

Level: Magic user 5
Range: 10 ft/ level
Duration: 1 turn/ level
Area of Effect: 100 square ft/ level
Components: V,S,M
Casting Time: 6 segments
Saving Throw: None

This spell is cast with a summoned earth elemental as its focus. The casting of the spell is fascinating to summoned elementals and is sufficient to maintain the caster's control over the elemental (although he or she cannot command it to act while in the process of casting). When the casting is completed, the earth elemental disperses into the substance of the earth as directed, where it creates a dimensional distortion of the spell's area of effect. Travel through the distorted area takes twice as long (and seems twice as far) as it should, or seems half as long and takes half the normal travel time (determined by the caster when casting the spell). The area does radiate magic, slightly, and the reality will be perceived by *true seeing* (although the travel time will still be altered even for those who know that the distance is distorted). Otherwise, the spell is utterly undetectable. Otherwise, the spell is utterly undetectable.

Duo-Dimension

Arcane Transmutation/ Alteration

Level: Magic user 7
Range: Caster
Duration: 3 rounds + 1/ level
Area of Effect: Caster
Components: V,S,M
Casting Time: 7 segments
Saving Throw: None

By means of this spell, the caster reduces him- or herself to a two-dimensional sheet with no third dimension. He or she can fit through the thinnest of spaces provided they are large enough to accommodate his or her remaining two dimensions—he or she cannot bend down while two-dimensional. Moreover, he or she can become invisible by the simple expedient of turning sideways. While two-dimensional, the caster can move, cast spells, and otherwise act normally. If attacked from the front or back, however, he or she takes three times normal damage. Casting the spell requires expensive material components of (1d4+4)x1,000 gp in value.

Enchant an Item

Arcane Conjuration/ Summoning

Level: Magic user 6
Range: Touch
Duration: See below
Area of Effect: One item
Components: V,S,M
Casting Time: 1d8+2 days
Saving Throw: See below

This spell is the culminating moment involved in the creation of a true magic item, when the item is actually infused with the magic properties it has been painstakingly prepared to hold. Before the spell can actually be cast, the magic user must engage in considerable time-consuming and meticulous work, or the spell will certainly fail.

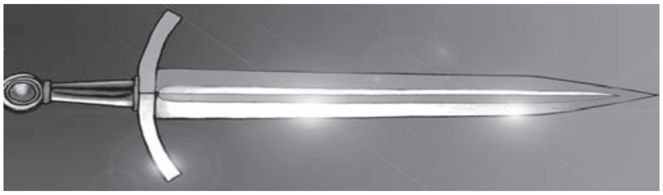
Firstly, the item itself must be of absolutely the finest quality available, in terms of craftsmanship, although it need not necessarily be fancy. In most cases, special components such as powders or threads will be incorporated into the item's construction, costing not less than 100 gp. The casting of the spell takes 1d8+2 days, with the caster working steadily upon the item for eight hours per day. No other spells may be cast during this period of time, nor can the magic user engage in any other meaningful work. When the final words of the spell are spoken, the item makes a saving throw against spells at the same level as the magic user, but with success on the saving throw indicating that the spell has succeeded. A natural result of 1 on this roll always indicates failure of the spell. At this point, the magic user may begin to infuse the item with enchantments, each of which requires 5d8 hours to complete. Most magic items will require unusual components; dragon scales or blood for a sword with an unusually high bonus against dragons, for example. The GM will determine exactly what is required for any particular magic item.

This spell is not permanent unless a *permanency* spell is cast upon it; the duration of the enchantment may be for a year or more without a *permanency* spell, but the enchantment will eventually fail if it is not locked in to the item.

Enchanted Weapon *(Reversible)*

Arcane Transmutation/ Alteration

Level:	Magic user 4
Range:	Touch
Duration:	5 rounds/ level
Area of Effect:	See below
Components:	V,S,M
Casting Time:	1 turn
Saving Throw:	None



With a touch of his or her hand, the magic user creates a weak and temporary enchantment upon a full-sized weapon, or upon two smaller weapons such as arrows, bolts, or daggers. The enchantment lends no bonus to hit, but may be used to strike creatures that can be hit only with a magical weapon. When the weapon hits successfully, the enchantment ends.

Enlarge *(Reversible)*

Arcane Transmutation/ Alteration

Level:	Magic user 1
Range:	5 ft/ caster level
Duration:	1 turn/ caster level
Area of Effect:	One creature or object
Components:	V,S,M
Casting Time:	1 segment
Saving Throw:	Negates

This spell causes a creature or object to grow in size and weight. The spell increases a creature's size and weight by 20% for each level of the caster (to a maximum increase of 200%) or increases an object's size and weight by 10% per caster level (to a maximum increase of 100%). The magic user's power limits the volume of material that he or she can enlarge; the mage can affect no more than 10 cubic ft of living matter, or 5 cubic ft of non-living matter, per level. A normal sized person doubled in size will generally have strength of 18, and tripled in size would have strength of 20+. The spell's reverse applies in the same ratios, but with the effect of reducing the size of an object or creature. If the spell is cast on an unwilling recipient, a successful saving throw will negate the spell, but willing recipients may choose to forgo the save.

Erase

Arcane Transmutation/ Alteration

Level:	Magic user 1
Range:	30 ft
Duration:	Instantaneous
Area of Effect:	Scroll or two pages of writing
Components:	V,S
Casting Time:	1 segment
Saving Throw:	See below

This spell may be used to erase normal or magical writing from an area about two pages wide. The base chance to erase a magical writing is 50% + 2%/ caster level, and the base chance to erase non-magical writing is 50% + 4%/ caster level.

Obviously, the main benefit of this spell is that the erasure can be made at a distance. The spell does not remove such magical rune-traps as *symbol*, *glyph of warding* or *explosive runes* (exception: the caster may use it to remove such spells if he or she originally cast them him- or herself).

ESP

Arcane Divination

Level:	Magic user 2
Range:	Caster
Duration:	1 round/ level
Area of Effect:	5 ft radius/ level, maximum 90 ft
Components:	V,S,M
Casting Time:	2 segments
Saving Throw:	None

This spell allows the caster to overhear the surface thoughts of any thinking being in the spell's radial area of effect. The caster need not be able to see the creature whose thoughts he is reading; the spell can be used to listen beyond a closed door. The spell cannot penetrate more than two ft of stone or more than two inches of any metal, and it is foiled by even a thin sheet of lead.

Explosive Runes

Arcane Transmutation/ Alteration

Level:	Magic user 3
Range:	Touch
Duration:	Permanent until triggered
Area of Effect:	One object
Components:	V,S
Casting Time:	3 segments
Saving Throw:	See below

This spell creates a magical trap in the form of traceries and sigils placed upon a piece of writing that create a magical detonation when they are read. It is possible to detect the presence of explosive runes without detonating them: a magic user has a 5% chance per level to notice their presence, and a thief has a 1% chance per level.

When the runes are read, the resulting explosion causes 6d4+6 points of damage (half with a successful saving throw) to any creature within a 10 ft radius. The reader of the runes does not receive a saving throw. The caster and any other magic user with whom the caster has made familiar the secret pattern of the runes can read the protected document or tome without danger, and the caster can erase them at will. Otherwise, only a *dispel magic* or similar enchantment will remove the runes before they are triggered.

Note that the item upon which the runes are scribed, if it is not resistant to fire, will undoubtedly be destroyed when the runes detonate.

Extension I

Arcane Transmutation/ Alteration

Level: Magic user 4
Range: Caster
Duration: See below
Area of Effect: See below
Components: V
Casting Time: 2 segments
Saving Throw: None

The arcane words of an *extension I* spell act to lengthen the duration of another spell previously cast by the magic user by 50%. The previous spell must still be active and may only be of level 1, 2, or 3.

Extension II

Arcane Transmutation/ Alteration

Level: Magic user 5
Range: Caster
Duration: See below
Area of Effect: See below
Components: V
Casting Time: 4 segments
Saving Throw: None

Except as noted, this spell is identical to the spell *extension I*, but may be used to extend by 50% the duration of any spell up to and including fourth-level spells.

Extension III

Arcane Transmutation/ Alteration

Level: Magic user 6
Range: Caster
Duration: See below
Area of Effect: See below
Components: V
Casting Time: 5 segments
Saving Throw: None

This spell functions in the same manner as *extension I*, but it doubles the duration of spells level 1-3, and extends the duration of spells level 4 or 5 by 50%.

False Trap

Arcane Illusion/Phantasm

Level: Magic user 2
Range: Touch
Duration: Permanent
Area of Effect: One object
Components: V,S,M
Casting Time: 3 rounds
Saving Throw: None

By means of this spell, the mage weaves an illusion around an object, making it appear trapped to any normal inspection (such as by a thief). Any such examiner has an 80% chance of finding and believing the *false trap*. This likelihood decreases by 3% per level of experience of the thief. Furthermore, if a thief attempts to remove the illusory trap, believing it to be real, there is only a 20% likelihood that the illusion will be dispelled or exposed by these efforts. In this case, the thief, seeing the illusion unchanged, will usually conclude that the attempt to remove the "trap" has failed. Only one *false trap* may be placed within a 50 ft radius, and if two items bearing this illusion come within 50 ft of each other, both will be dispelled.

Fear

Arcane Illusion/ Phantasm

Level: Magic user 4
Range: 0
Duration: See below
Area of Effect: Cone, 60 ft long, 5 ft at origin, 30 ft diameter at terminus
Components: V,S,M
Casting Time: 4 segments
Saving Throw: Negates

This spell causes utter panic in the creatures exposed to the cone-shaped emanation of phantasmal terror the caster hurls forth. If any creature, of any level or hit dice, fails its saving throw against the spell, it will bolt away from the caster as fast as possible for as many rounds as the caster's level. There is a base 60% chance for a creature to drop whatever it is holding (immediately upon failing the saving throw), reduced by 5% per HD or level of the panicked creature.

Feather Fall

Arcane Transmutation/ Alteration

Level: Magic user 1
Range: 10 ft/ caster level
Duration: 1 segment/ caster level
Area of Effect: 10 cubic ft
Components: V,M
Casting Time: Less than 1 segment
Saving Throw: None

This spell causes creatures or objects in the area of effect to fall as slowly and lightly as feathers, at a rate of about 10 ft in six seconds (1 segment). No damage is taken from the distance spent falling under the influence of the spell, but it is worthy of note that if the spell's target has not landed by the time the spell expires, the fall will resume at normal speed and damage will be taken for the remaining distance. The magic user can affect a weight of up to 200 lbs plus another 200 lbs/ caster level. The spell may be used to slow propelled objects such as arrows, but will not affect sword blows or other non-propelled forces.

Feeblemind

Arcane Enchantment/ Charm

Level: Magic user 5
Range: 10 ft/ level
Duration: Permanent
Area of Effect: One creature
Components: V,S,M
Casting Time: 5 segments
Saving Throw: Negates

Except as may be noted above, this spell is identical to the druidic spell *feeblemind*.

Feign Death

Arcane Necromancy

Level: Magic user 3
Range: Touch
Duration: 6 rounds + 1 round/ level
Area of Effect: One creature
Components: V,S
Casting Time: 1 segment
Saving Throw: None; willing recipient only

This spell magically slows the recipient's metabolism into a state so close to death that it is impossible to distinguish the enspelled person from a corpse by any means other than magical. The recipient can hear, smell, and think; the senses of touch and sight no longer function. Damage caused to the pseudo-corpse is reduced by one half, and the spell's recipient will not even know that the damage has been caused—potentially a dangerous situation. A person under the influence of this spell is not subject to level draining by the undead and will not be affected by poisons until the spell wears off or is otherwise removed; the caster can remove the catalepsy at will, and the spell is subject to being dispelled.

Find Familiar

Arcane Conjuration/ Summoning

Level: Magic user 1
Range: 0
Duration: See below
Area of Effect: 1 mile radius/ caster level
Components: V,S,M
Casting Time: 2d12 hours
Saving Throw: See below

Magic users of higher level often summon familiars to assist them with various tasks. Indeed, a familiar can also be of considerable benefit to a lower level magic user (even increasing others' estimation of his or her power), but the risks inherent in losing a familiar can be daunting to a weaker spell caster. To summon a familiar, the magic user must intone the words of the spell over a well-stocked fire source, sprinkling the flames with expensive incense and powders (100 gp in total value). The caster must maintain his or her casting for as long as necessary (2d12 hours) until a familiar arrives (or the casting time expires without success). The spell may be attempted only once per year, and the caster has no control over the type of animal that will respond. When it arrives, the familiar is a faithful servant and ally to the caster. Normal familiars have 1d3+1 hit points, are AC 7, and are as intelligent as a lower-than-average human. When the familiar is within 120 ft of the magic user, the magic user gains additional hit points equal to the familiar's. However, if the familiar is ever killed, the magic user permanently loses twice the familiar's hit points.

Caster Level						Familiar
1-2	**3-5**	**6-8**	**9-11**	**12-14**	**15+**	
01-05	01-05	01-06	01-06	01-07	01-07	Special
06-25	06-25	07-29	07-29	08-33	08-33	Cat
26-35	26-36	30-40	30-41	34-45	34-46	Hawk
36-45	37-47	41-51	42-53	46-57	47-59	Owl
46-55	48-58	52-62	54-65	58-69	60-72	Raven
56-65	59-69	63-73	66-77	70-81	73-85	Toad
66-75	70-80	74-84	78-89	82-93	86-98	Weasel
76-00	81-00	85-00	90-00	94-00	99-00	None

A special familiar is entitled to a saving throw in order to avoid the effect of the spell. The type of special familiar to appear depends upon the magic user's alignment:

Lawful good or Lawful neutral:	Brownie
Chaotic good, Neutral good, or Neutral:	Pseudo-dragon
Lawful evil or Neutral evil:	Imp
Chaotic evil or Chaotic Neutral:	Quasit

Fire Charm

Arcane Enchantment/ Charm

Level: Magic user 4
Range: 10 ft
Duration: 2 rounds/ level
Area of Effect: 15 ft radius around fire
Components: V,S,M
Casting Time: 4 segments
Saving Throw: Negates

This spell transforms an existing fire into a powerful mental snare. Any creature within the spell's radius who even so much as glances at the fire must make a saving throw vs spells or be entranced by the dancing flames. While so entranced, the creature becomes susceptible to the caster's words, in the same manner as with a *suggestion* spell, but with a penalty of –3 to the saving throw. The enchantment will be broken if the entranced creature can no longer see the flames or if it is attacked.

Fire Shield

Arcane Evocation

Level: Magic user 4
Range: Caster
Duration: 2 rounds + 1 round/ level
Area of Effect: Caster
Components: V,S,M
Casting Time: 4 segments
Saving Throw: None

Pale flames envelope the caster upon the completion of this spell, rendering him or her protection against either fire or cold based attacks, depending upon whether the magic user elects to wreath him- or herself in cold flame or hot flame. Cold flame grants the magic user a +2 bonus on any saving throw vs fire damage, also guaranteeing half damage (or no damage against all fire attacks that allow a saving throw for half damage) provided the saving throw is successful. If the magic user fails a saving throw against a cold based attack, however, he or she will suffer twice the normal damage. Hot flame offers the converse of the protections afforded by cold flame. Cold based attacks receive a bonus of +2 on saving throws and guarantee that the caster receives only half damage (or none at all) if his or her saving throw is successful against attacks that would cause full or half damage.

Fire Trap

Arcane Evocation

Level: Magic user 4
Range: Touch
Duration: Permanent until triggered
Area of Effect: One object
Components: V,S,M
Casting Time: 3 rounds
Saving Throw: Half

This spell enchants any item that can be opened or closed with a magical trap. When the item is opened by any person other than the caster, magical fire explodes in an area five ft in radius around the fire trapped object, causing 1d4 plus the caster's level hit points of damage to all creatures in this area. A successful saving throw indicates half damage. The item upon which this spell is cast suffers no damage from the explosion. Detecting a *fire trap* is extraordinarily difficult; attempts to find traps are reduced by one-half in efficacy if the trap is a *fire trap*, and the trap will detonate if an attempt to remove traps fails.

Fireball

Arcane Evocation

Level: Magic user 3
Range: 100 ft + 10 ft/ level
Duration: Instantaneous
Area of Effect: 20 ft radius sphere
Components: V,S,M
Casting Time: 3 segments
Saving Throw: Half

With a pointing gesture at the ending of the incantation, the magic user causes a massive explosion of magical fire at the target point. The *fireball* detonates with a low roar, causing 1d6 damage per caster level to all creatures within the area of effect. Creatures making successful saving throws suffer only half the indicated damage. When the magic user casts the spell, a bead of light streaks from his or her pointed finger to the target area, and if it strikes another object directly in its path the *fireball* will detonate immediately. The blast fills the entire volume of the spell radius, and if it is cast into an enclosed area smaller than the area of effect the flames will expand from this area until the spell's full volume has been reached. The volume of a 20 ft radius sphere is approximately 33,500 cubic ft, and there are 1,000 cubic ft in a 10 x 10 x 10 ft area, so in an area with a 10 ft ceiling the *fireball* will fill approximately thirty-three 10 x 10 ft squares. Thus, if a *fireball* explodes in the middle of a corridor 10 ft wide and 10 ft high, the blast will extend a staggering 165 ft in both directions. It is quite possible, particularly in dungeoneering environments, for the magic user to be caught in the backblast of his or her own *fireball* spell. The flames do not create any significant change in air pressure, but the furnace-like heat causes all items in the blast to make saving throws against magical fire or ignite (or, in the case of metals, melt).

Flame Arrow

Arcane Evocation

Level: Magic user 3
Range: Touch
Duration: 1 segment/ level
Area of Effect: Arrows or bolts
Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

By means of this spell, the magic user may enchant one arrow per segment, causing it to burst into normal flame. The enchanted arrows have no bonus to hit, and the enchantment is not powerful enough to hit a creature that can be damaged only by magical weapons. Each arrow causes 1 hp of fire damage in addition to its normal damage. The arrows (or crossbow bolts) will burn up in one round, so they must be shot before this time.

Floating Disk

Arcane Evocation

Level: Magic user 1
Range: 20 ft
Duration: 3 turns + 1 turn/ level
Area of Effect: See below
Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

This evocation produces an invisible disk about three ft across, shaped like a shallow bowl. The disk floats in the air and moves in accordance with the caster's commands (although if it is allowed more than 20 ft from the caster it will disappear). The disk cannot move faster than 60 ft per round. A *floating disk* can carry up to 100 lbs per level of the caster.

Fly

Arcane Transmutation/ Alteration

Level: Magic user 3
Range: Touch
Duration: 6 turns/ level + 1d6 turns
Area of Effect: One creature
Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

This spell grants the power of flight with aerial agility level V (see Chapter III) to any creature the magic user touches. The base movement rate for flight is 120 ft per round, with the base speed being doubled when diving, halved when climbing. The GM secretly rolls a 1d6 to determine how much time the spell will last after the base duration expires.

Fool's Gold

Arcane Transmutation/ Alteration

Level: Magic user 2
Range: 10 ft
Duration: 6 turns/ level
Area of Effect: 1 cubic foot/ level

Components: V,S,M
Casting Time: 1 round
Saving Throw: See below

This spell achieves the much sought-after goal of transmuting copper or brass into gold. Regrettably, the effect is temporary, but an amoral caster might seek to shift the consequent feelings of regret onto another person than him- or herself. Whatever motives drive the caster, he or she may use this spell to transmute roughly 2,000 copper coins (about a cubic foot) per caster level into a metal that closely resembles gold. Anyone viewing this metal has a chance to notice that it is not truly gold. If the result of d20 plus the caster's level is equal to or less than the observer's intelligence, the fraud is detected (the GM may pick a representative number for creatures whose exact intelligence is not known, or roll a die). By combining expensive material components with the spell, the caster can make it more likely that the gold will seem true—conversely, there are mundane methods that give a chance to detect this very spell, such as striking the "gold" with cold iron (10% chance of changing the metal back). The GM will decide for his or her campaign exactly what can be done to improve and detect this spell.

Forceful Hand

Arcane Evocation

Level: Magic user 6
Range: 10 ft/ level
Duration: 1 round/ level
Area of Effect: See below
Components: V,S,M
Casting Time: 6 segments
Saving Throw: None

This spell creates a powerful, magical hand similar to that of the magic user spell *interposing hand*. Unlike the *interposing hand*, the *forceful hand* can push opponents or objects. The hand can move a creature weighing 500 lbs or less. It reduces the speed of a creature between 500 and 2,000 lbs to no greater than 10 ft / round, and it slows the movement of creatures heavier than 2,000 lbs but smaller than 8,000 lbs to one-half. As in the case of the *interposing hand*, the *forceful hand* has as many hit points as the caster.

Forget

Arcane Enchantment/ Charm

Level: Magic user 2
Range: 30 ft
Duration: Instantaneous (permanent)
Area of Effect: 1-4 creatures in a 20 ft square area
Components: V,S,M
Casting Time: 2 segments
Saving Throw: Negates

This extremely potent spell causes the victims to forget events of the immediate past. The spell obliterates memory of the last round plus one additional round per three caster levels. The caster decides which creatures in the spell's area to affect, and these must make saving throws or suffer the loss of memory. The caster may designate 1-4 creatures as the targets of the spell. If one is targeted, the saving throw is made with a –2 penalty; if two are targeted, the penalty is –1; and if 3 or 4 creatures are targeted they suffer no penalty to the saving throw. Lost memories can only be restored by *heal*, *restoration*, or *wish*; the spell's effect is not subject to being merely dispelled.

Freezing Sphere

Arcane Transmutation/ Alteration

Level: Magic user 6
Range: See below
Duration: See below
Area of Effect: See below
Components: V,S,M
Casting Time: 6 segments
Saving Throw: See below

This spell may be employed in one of three different forms, depending upon the words and material component used during casting. At the time of memorisation, the magic user need not specify which will be used; these are alternate uses of the same spell, not different versions of it.

Ice seed: conjures a sphere of an intensely cold magical substance that freezes water to a depth of 6 inches over a surface area 100 square ft/ caster level. The ice is thick enough to walk upon without fear of falling through. The duration of the ice is 1 round/ level. The material component for this use is a piece of crystal.

Ice ray: a ray of cold lances from the caster's hand, inflicting 4 hp/ caster level against anything in its path. A successful saving throw results in no damage. Even if the ray strikes an object, it continues on the other side until it has extended 10 ft/ caster level or is stopped by a thickness of stone of 1 ft or more. The material component for this use is a gem worth 1,000 gp.

Shattering globe: the spell forms a globe one inch in diameter, cold but not uncomfortable to the touch. When this sphere is thrown (by hand or sling), it will explode upon impact for 4d6 hit points of damage within a 10 ft radius (half if save vs spells). If not used within 1 round/ caster level, it will explode at the time its duration ends. The material component for this use is also a gem worth 1,000 gp.

Friends

Arcane Enchantment/ Charm

Level: Magic user 1
Range: Caster
Duration: 1 round/ caster level
Area of Effect: 10 ft radius + 10 ft/ caster level
Components: V,S,M
Casting Time: 1 segment
Saving Throw: See below

This spell increases the magic user's charisma in the eyes of all creatures within the area of effect that fail saving throws. For these creatures, the magic user's charisma will effectively be increased by 2d4 (one roll for all). For those who succeed in making the saving throw, the caster's charisma will effectively be lowered by 1d4.

Unless the exact numbers are required for some purpose, the normal result of the spell will be that those who failed the saving throw will be well-disposed and friendly toward the caster, and those that succeeded in making the save will find him or her distasteful and somewhat suspect.

Fumble

Arcane Enchantment/ Charm

Level:	Magic user 4
Range:	10 ft/ level
Duration:	1 round/ level
Area of Effect:	One creature
Components:	V,S,M
Casting Time:	4 segments
Saving Throw:	Half

This enchantment causes intense clumsiness in the affected creature. Attempting to run will result in an immediate fall to a prone position, and anything held in hand (or claw, etc.) will be dropped. A successful saving throw allows the affected creature to act as if under the influence of a *slow* spell in order to avoid the spell's full effects.

Gate

Arcane Conjuration/ Summoning

Level:	Magic user 9
Range:	30 ft
Duration:	See below
Area of Effect:	One summoned creature
Components:	V,S
Casting Time:	9 segments
Saving Throw:	None

A *gate* spell creates an opening between the material plane and another plane of existence, summoning forth a being from the other plane. The caster must know the name of the creature he or she is attempting to summon, or the spell will fail. The particular creature named in the spell's casting might choose not to step through the *gate* into the material plane—summoning Thor is unlikely to bring the thunder god from the halls of Valhalla—however, a being of some kind will certainly respond to the summons. Thor, if summoned, might choose to send a Valkyrie, for instance. Casting this spell can be risky, for the caster has no control over the summoned creature unless proper precautions are taken, such as a *protection from evil* spell, the drawing of appropriate magical circles, etc. Beings summoned from distant planes, particularly beings with individual names of their own, can be powerful and irascible.

Geas

Arcane Enchantment/ Charm

Level:	Magic user 6
Range:	Touch
Duration:	See below
Area of Effect:	One creature
Components:	V,S
Casting Time:	4 segments
Saving Throw:	None

A *geas* is a magical compulsion placed upon an intelligent creature to perform, or refrain from performing, some task set by the caster. While the *geas* cannot compel suicide or its equivalent, it is a very powerful spell. If the creature under the *geas* avoids or is prevented from performing the task, it will sicken and die within 1d4 weeks if the task is not resumed. The disease will, of course, create symptoms that the GM will determine; if the *geas* is resumed, these may or may not remain until the task is completed. Even a *remove curse* spell will not remove a *geas*, although a *wish* spell is powerful enough to dispel it.

Glass-steel

Arcane Transmutation/ Alteration

Level:	Magic user 8
Range:	Touch
Duration:	Permanent
Area of Effect:	One object
Components:	V,S,M
Casting Time:	8 segments
Saving Throw:	None

This spell grants a glass object the strength of steel, while retaining its transparent properties. The weight of the object can be no more than 10 lbs per caster level. In most cases, the object will make item saving throws on the more favourable of the glass or metal tables.

Glasseye

Arcane Transmutation/ Alteration

Level:	Magic user 6
Range:	Touch
Duration:	1 round/ level
Area of Effect:	See below
Components:	V,S,M
Casting Time:	1 round
Saving Throw:	None

This spell causes opaque materials to become transparent, either to the caster alone or to anyone, at the caster's option. The dimensions of the transparent area are 3 x 2 ft, and the depth depends upon the nature of the substance being made transparent. Lead and gold, being the base and pure metals respectively, are not affected by the spell at all. Only four inches of any other metal can be made transparent, but stone can be seen through to a distance of 6 ft, and wood to a distance of 20 ft.

Globe of Invulnerability

Arcane Abjuration

Level:	Magic user 6
Range:	0
Duration:	1 round/ level
Area of Effect:	Sphere, 5 ft radius
Components:	V,S,M
Casting Time:	1 round
Saving Throw:	None

This spell creates a spherical shield, impermeable to spells. It functions as the spell *minor globe of invulnerability* except as noted above and in that it protects against spells level 1-4 rather than 1-3.

Grasping Hand

Arcane Evocation

Level:	Magic user 7
Range:	10 ft/ level
Duration:	1 round/ level
Area of Effect:	Magical hand
Components:	V,S,M
Casting Time:	7 segments
Saving Throw:	None

This spell is a more powerful evocation of the *forceful hand* spell, acting in the same manner but able to hold motionless a creature of up to 1,000 lbs or move creatures with twice the force of a forceful hand.

Guards and Wards

Arcane Abjuration

Level:	Magic user 6
Range:	0
Duration:	2 hours/level
Area of Effect:	Up to 200 sq. ft/level
Components:	V,S,M
Casting Time:	3 turns
Saving Throw:	See below

This powerful spell is primarily used to defend the caster's stronghold. The ward protects 200 square ft per caster level. The warded area can be as much as 20 ft high and shaped as the caster desires. The magic user can ward several stories of a stronghold by dividing the area among them; he or she must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area:

Fog: Fog fills all corridors, obscuring all sight, including infravision, beyond 10 ft.

Wizard Locks: All doors in the warded area are wizard locked.

Webs: Webs fill all stairs from top to bottom. These strands are identical to those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment/charm effect that will not affect elves or other creatures immune to charm.

Lost Doors: One door per caster level is covered by an illusion to appear as if it were a plain wall.

In addition, the magic user can place his or her choice of one of the following five magical effects:

1. Dancing lights in four corridors.
2. A magic mouth in two places.
3. A stinking cloud in two places. The vapours return within 10 turns if dispersed by wind while the guards and wards spell lasts.
4. A gust of wind in one corridor or room.
5. A suggestion in one place. The caster selects an area of up to 5 ft square, and any creature who enters or passes through the area receives the suggestion mentally.

The whole warded area radiates strong magic. A dispel magic cast on a specific effect, if successful, removes only that effect.

Gust of Wind

Arcane Transmutation/ Alteration

Level:	Magic user 3
Range:	0
Duration:	1 segment
Area of Effect:	10 ft wide path, 10 ft long/ level
Components:	V,S,M
Casting Time:	3 segments
Saving Throw:	None

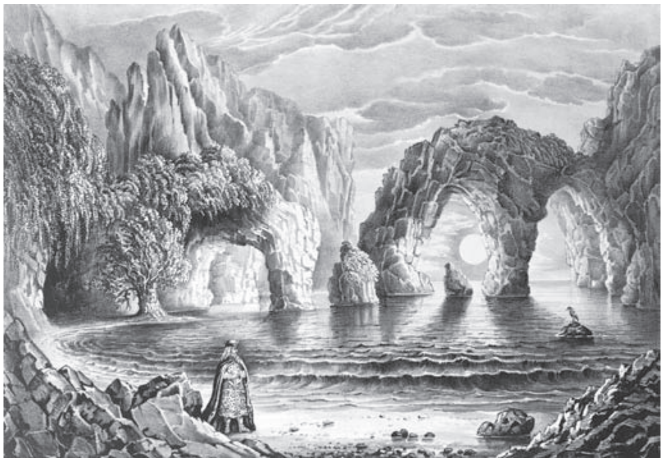
Hand outstretched in the final somatic gesture of this spell, the magic user summons forth a powerful blast of air, forceful enough to blow out unprotected flames smaller than a campfire. Flames the size of a campfire or greater will flare back as far as 1d6 ft, and even shielded flames have a high chance of being extinguished (5% per caster level). The wind is strong enough to hurl a small flying creature backwards by 1d6 x 10 ft, and will hold medium-sized creatures back from moving.

Hallucinatory Terrain

Arcane Illusion/ Phantasm

Level:	Magic user 4
Range:	20 ft/ level
Duration:	See below
Area of Effect:	10 x 10 ft square/ level
Components:	V,S,M
Casting Time:	1 turn
Saving Throw:	None

This spell masks the true appearance of an area, making it appear as something else. A road can be made to appear as a river, a forest can be made to appear as a ravine, etc. The spell's effect remains until some intelligent being touches the area (or until it is dispelled). The spell is particularly useful for hiding pits or making cliff edges seem to extend more than they actually do, but it has many other useful applications for the creative player.



Haste

Arcane Transmutation/ Alteration

Level: Magic user 3
Range: 60 ft
Duration: 3 rounds + 1 round/ level
Area of Effect: 1 creature/ level in a 40 x 40 ft area
Components: V,S,M
Casting Time: 3 segments
Saving Throw: None (willing targets only)

This spell imbues creatures in the targeted area with preternatural speed, allowing them to move and attack at twice the normal rate. The rate of spell casting cannot be increased. Within the area of effect, creatures closest to the caster will be affected first by the spell if the caster's level is not sufficient to affect all of the creatures in the area. The spell ages the creatures upon which it is cast by 2 years.

Hold Monster

Arcane Enchantment/ Charm

Level: Magic user 5
Range: 5 ft/ level
Duration: 1 round/ level
Area of Effect: 1-4 creatures
Components: V,S,M
Casting Time: 5 segments
Saving Throw: Negates

A *hold monster* spell completely immobilises up to four creatures of any kind for the spell's duration. The magic user decides how many creatures he or she will target with the spell: if there is only one target, the saving throw is made at –3; if two, each makes the saving throw at –1; and if the magic user seeks to hold three or four enemies, each makes its saving throw with no penalty.

If a magic item or spell operates partially to negate the effects of paralysis, failure on the saving throw will have the effect of a slow spell rather than completely immobilising the target.

Creatures held by this spell may be killed or bound at a rate of one per round, or, if the attacker chooses, may be attacked at twice the normal rate with an automatic hit, for maximum damage.

Hold Person

Arcane Enchantment/ Charm

Level: Magic user 3
Range: 120 ft
Duration: 2 rounds/ level
Area of Effect: See below
Components: V
Casting Time: 3 segments
Saving Throw: Negates

This spell has the same effect as the clerical spell *hold person*: to immobilise foes and render them helpless. However, the magic user's version of the spell is somewhat more flexible in terms of the caster's options. A hold person spell completely immobilises up to four man-sized or smaller persons for the spell's duration. The magic user decides how many of his or her foes he or she will target with the spell: if there is only one target, the saving throw is made at –3, if two, each makes the saving throw at –1, and if the magic user seeks to hold three or four enemies, each makes his or her saving throw with no penalty.

Creatures affected by this spell would include humans, demihumans and humanoids. Ultimately, it is in the discretion of the GM to decide if a creature is considered a "person" for the purposes of this spell. If a magic item or spell operates to partially negate the effects of paralysis, failure on the saving throw will have the effect of a slow spell rather than completely immobilising the target.

Persons held by this spell may be killed or bound at a rate of one per round, or, if the attacker chooses, may be attacked at twice the normal rate with an automatic hit, for maximum damage.

Hold Portal

Arcane Transmutation/ Alteration

Level: Magic user 1
Range: 20 ft/ caster level
Duration: 1 round/ caster level
Area of Effect: One portal up to 80 sq. ft / caster level
Components: V
Casting Time: 1 segment
Saving Throw: None

This quickly-shouted spell holds fast a door or similar aperture as if it were securely locked. The portal must be something that normally opens and closes, such as a door, gate, valve, or portcullis, and it must be closed for the spell to function. A magically held portal can be battered apart, but will not open normally until the spell's duration expires. This is not a particularly powerful spell; any being not native to the material planes (such as a demon) will ignore its effects, as will a magic user four or more levels higher than the caster. The spell may also be negated by means of a *knock* or *dispel magic*.

Ice Storm

Arcane Evocation

Level: Magic user 4
Range: 10 ft/ level
Duration: 1 round
Area of Effect: 10 x 10 ft / level
Components: V,S,M
Casting Time: 4 segments
Saving Throw: None

The caster may evoke one of two different forms of ice storm with this spell: a hailstorm or a sleet storm. The hailstorm is a vicious barrage of huge hailstones that pound into a 40 ft x 40 ft area, throwing up bits of shrapnel-like ice fragments as the hail shatters. Any creature within the area suffers 3d10 hit points of damage with no saving throw. The sleet storm is a maelstrom of frozen rain in an 80 ft x 80 ft area, blinding all creatures in the area of effect and making the footing so slippery that all movement is cut by 50%. There is also a 50% probability that any creature attempting to move while in the sleet storm will slip and fall prone.

Identify

Arcane Divination

Level: Magic user 1
Range: Touch
Duration: 1 segment/ caster level
Area of Effect: One item
Components: V,S,M
Casting Time: 1 turn
Saving Throw: See below

This expensive and unreliable spell allows the magic user to discern the magical properties of an item. The magic user must hold or wear the item as intended for use (thereby placing himself at risk of a cursed item). For every segment of the spell's duration, the magic user has a 15% +5%/ caster level of gaining an insight into the nature of the item's enchantment. Insights include magical effects (and the corresponding command word) and number of charges (plus or minus 25% of the actual number). The exact bonus (or penalty) of a weapon is not revealed to the player, unless the GM chooses to do so for convenience; the character, of course, would not think of a magic sword as being "+1" or "+3," just as "enchanted" or "powerfully enchanted," and the spell reveals information in these terms. The spell must be cast within 1 hour/ caster level of the time a magic item first comes near the caster, or the magic user's own aura will have blended too much into the item's aura, contaminating his ability to read it. Upon casting the spell, the magic user temporarily loses 8 points of constitution, and regains them by resting for one hour per recovered point. The material component for the spell is a pearl worth 100 gp.

Imprisonment *(Reversible)*

Arcane Abjuration

Level: Magic user 9
Range: Touch
Duration: Permanent
Area of Effect: One creature
Components: V,S
Casting Time: 9 segments
Saving Throw: None

The power of this spell hurls the victim deep beneath the earth, placing it into a state of suspended animation for eternity, entombed within a cyst of rock. The only way to free an *imprisoned* creature is with the reverse of the spell, and the caster must know the name of the prisoner together with enough detail to clearly identify him or her. A creature freed from *imprisonment* appears at the exact spot where the *imprisonment* took place. When casting the spell's reverse, if the caster is not specific enough about the *imprisoned* creature's identity the spell will normally fail; but there is also a chance it will free the intended creature together with several other imprisoned victims from other places in the ground—some far, some (perhaps) near. Some of these freed victims might be from ancient ages and may have been *imprisoned* for a very good reason. The chance of freeing unintended recipients is 1 in 10, and their number can vary considerably (d%).

Incendiary Cloud

Arcane Evocation

Level: Magic user 8
Range: 30 ft
Duration: 1d6+4 rounds
Area of Effect: Cloud, 10 ft high, 20 ft radius
Components: V,S,M
Casting Time: 2 segments
Saving Throw: Half

The *incendiary cloud* begins as a choking cloud of thick smoke, with the attributes of a *pyrotechnics* spell's smoke cloud, billowing from an existing fire source as per the *pyrotechnics* spell. The cloud has a radius of 20 ft and is 10 ft high. On the third round of the cloud's existence, it bursts into hot, magical flame. A saving throw for half damage is permitted to every creature in the cloud for each round of exposure to the flames.

In the first round of the flare, the blazing cloud inflicts one hit point of damage for every two levels of the caster. In the second round of the flare, the heat increases to inflict 1 hit point per caster level, and in the third round of the blaze, damage falls again to one point per two levels. After three rounds, the cloud burns out, and for any further duration it retains only the properties of pyrotechnic smoke.

Infravision

Arcane Transmutation/ Alteration

Level: Magic user 3
Range: Touch
Duration: 12 turns + 6 turns/ level
Area of Effect: One creature
Components: V,S,M
Casting Time: 1 round
Saving Throw: None

This spell allows the magic user to confer the ability to see in the dark, perceiving variations of heat in the infrared spectrum. The range of this vision is 60 ft. Lamps and other light sources tend to spoil the effects of infravision. Infravision does not perceive invisibility any more than normal vision.

Instant Summons

Arcane Conjuration/ Summoning

Level: Magic user 7
Range: See below
Duration: Instantaneous
Area of Effect: One object
Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

This spell calls a specific, desired object into the caster's hand from wherever it might be. The object must be prepared ahead of time, with the first part of the spell being cast upon it at that time—all but the final word of the incantation. The item is then touched with another item, the spell's focus, which must be of at least 5,000 gp in value (usually a gem). When the caster seeks to summon the item by means of this spell, he must hold the focus item in his hand and speak the final word of the spell. The focus item will disappear and the summoned item will appear in its place. The summoned item cannot be heavier than 8 lbs or the spell will not function. Moreover, if the item is in the possession (not necessarily in the hand) of another creature, the spell will fail. However, in this instance, the caster will learn the item's location, and some details about the owner, as determined by the GM. The spell will function across the planes.

Interposing Hand

Arcane Evocation

Level: Magic user 5
Range: 10 ft/ level
Duration: 1 round/ level
Area of Effect: Magical disembodied hand
Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

This spell creates a magical hand with the same number of hit points as the caster. The magic user can cause the hand to be as small as his or her own, or as large as a shield. The caster selects a foe, and the hand will place itself between the magic user and that particular enemy, moving so rapidly that it cannot be avoided. It is strong enough to hold back any creature weighing 200 lbs or less and will slow heavier opponents to half movement. The movement rates of opponents of truly massive size (such as dragons) will be adjudicated by the GM, being slowed to a quarter movement rate or pushing the hand aside entirely.

Invisibility

Arcane Illusion/Phantasm

Level: Magic user 2
Range: Touch
Duration: See below
Area of Effect: One creature
Components: V,S,M
Casting Time: 2 segments
Saving Throw: None

When the words of this spell are completed, the recipient and all he or she carries fade from sight, becoming invisible. Even infravision cannot detect an invisible creature. The spell remains in effect until the invisible creature attacks someone, the caster ends the spell, or the magic is dispelled. Note that the spell does not make the recipient any more quiet than normal, nor does it eliminate scents. The invisible person can see him- or herself, but the caster (unless they are one and the same) cannot. The spell cannot be cast upon an unwilling subject.

Invisibility, 10 ft Radius

Arcane Illusion/ Phantasm

Level: Magic user 3
Range: Touch
Duration: See below
Area of Effect: All creatures within a 10 ft radius
Components: V,S,M
Casting Time: 3 segments
Saving Throw: None (willing target only)

This spell operates as does the *invisibility* spell, but affects all creatures within 10 ft of the recipient at the time the final words of the spell are uttered. If the creature upon which the spell was cast makes an attack, the attack will negate the invisibility of all the others. However, if one of the creatures affected by the spell's radius (not the direct recipient) attacks, the invisibility only of that one creature is negated thereby. In order to remain invisible, those who were made invisible by virtue of the spell's radius must remain within 10 ft of the creature upon whom the spell is centred. All creatures affected can see each other.

Invisible Stalker

Arcane Conjuration/ Summoning

Level: Magic user 6
Range: 10 ft
Duration: See below
Area of Effect: See below
Components: V,S,M
Casting Time: 1 round
Saving Throw: None

This spell summons an invisible stalker (see Chapter V). The stalker will perform one task as commanded by the caster, but resents its slavery and will always seek to misinterpret a command if it is worded ambiguously.

Irresistible Dance

Arcane Enchantment/ Charm

Level: Magic user 8
Range: Touch
Duration: 1d4 +1 rounds
Area of Effect: One creature
Components: V
Casting Time: 5 segments
Saving Throw: None

The creature touched (successful to hit roll) flies into an uncontrollable, twitching tarantella, dancing wildly. The creature's armour class is penalised by –4, and it will fail any and all saving throws during the spell's duration. It cannot act in any way, or gain benefit from a shield.

Jump

Arcane Transmutation/ Alteration

Level: Magic user 1
Range: Touch
Duration: See below
Area of Effect: One creature
Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

This spell allows the subject to make one or more prodigious leaps, one additional leap for each three caster levels above 1. Thus, at a caster level of 4, the spell permits a second leap, with additional leaps at level 7, 10, 13, etc. The recipient of the spell may bound forward 30 ft, or may leap backward or straight up for a distance of 10 ft. The leap is almost perfectly straight, with no arc.

Knock

Arcane Transmutation/ Alteration

Level: Magic user 2
Range: 60 ft
Duration: See below
Area of Effect: 10 square ft/ level
Components: V
Casting Time: 1 segment
Saving Throw: None

The powerful magic words of a *knock* spell open doors that are stuck, barred, locked, or even *wizard locked*. Chains (even those that are welded) and chests will also spring open under this spell. Doors that operate by gravity, such as portcullises, will not be opened by means of the spell. If a door is secured by a number of devices, only two will be opened by the spell; a triple-locked door is proof against a single casting of the enchantment.

Legend Lore

Arcane Divination

Level: Magic user 6
Range: Caster
Duration: See below
Area of Effect: See below
Components: V,S,M
Casting Time: See below
Saving Throw: None

This spell, when cast, gathers mystical echoes of legend and rumour about a specific person, place, or object. These inchoate rhymes, whispers, and memories form in the caster's mind until he can finally piece them together into meaningful information. The spell's power is far greater if the item is actually at hand when the spell is cast, for it can then be used as a focus for the gathering of echoes; casting time under these circumstances will be 1d4 turns. If the item (or place) is not at hand, but some detailed information can be woven into the casting of the spell as a focus for the gathering of legend-echoes, the casting time will be 1d10 days. If all that the caster knows about the object or place is rumour, the casting time will be 2d6 weeks. While casting the spell, the caster may not engage in any other activity other than short breaks to eat and sleep.

When completed, the spell will reveal the location of any legendary material about the object (or person, or place), and if the spell is cast in the presence of the place, person, or object the spell will invariably gather the legendary lore together into a piece of true information about it. This information, coming as it does from mystical echoes, will take the form of a riddle, rhyme, or other puzzle. In order to cast the spell an item of some value—often a potion—must be used and destroyed in the process. The spell can garner no information about things that have not been the subject of discussion, rumour, rhyme, or legend.

Levitate

Arcane Transmutation/ Alteration

Level: Magic user 2
Range: 20 ft/ level
Duration: 1 turn/ level
Area of Effect: Caster or one creature
Components: V,S,M
Casting Time: 2 segments
Saving Throw: Negates

This spell allows the magic user to levitate him- or herself or another person, to a maximum weight of 100 lbs/ level. The magic user can move vertically up or down at a rate of 20 ft per round, and can levitate another at a rate of 10 ft per round. The spell may be cast upon an unwilling enemy, but in this case the intended target is entitled to a saving throw. The spell does not allow any sort of horizontal movement (aerial agility level I—see Chapter III), but it is possible for a levitated person to pull him- or herself along if there is something upon which to gain purchase, such as a wall.

Light

Arcane Transmutation/ Alteration

Level: Magic user 1
Range: 60 ft
Duration: 1 turn/ caster level
Area of Effect: 20 ft radius globe
Components: V,S
Casting Time: 1 segment
Saving Throw: None

Other than as noted above, this spell is identical to the clerical spell *light*.

Lightning Bolt

Arcane Evocation

Level: Magic user 3
Range: 40 ft + 10ft/ level
Duration: Instantaneous
Area of Effect: See below
Components: V,S,M
Casting Time: 3 segments
Saving Throw: Half

As the caster completes this spell, he or she unleashes a bolt of lightning from the spell's point of origin, which may be as far away from the caster as the spell's maximum range. The bolt extends in a straight line from the caster beginning, at whatever point along the spell's range the caster desires, and may extend beyond the spell's range. The bolt deals 1d6 damage per caster level to all creatures standing in the bolt's area of effect. Creatures that make successful saving throws suffer half damage. The area of effect may be either a branching, forking maelstrom of electricity 10 ft wide and 40 ft long, or it may be a concentrated blast 5 ft wide and 80 ft long. The length of the bolt itself is not affected by the caster's level, only the range at which the caster may cause the bolt to originate.

All items hit by the full force of the bolt must make item saving throws or be destroyed. The force of the bolt is often sufficient to blast doors into smouldering ruin. If the bolt strikes an object that does not conduct electricity, such as a stone wall, it will be deflected backward toward the caster (potentially inflicting a second shock upon those in the target area). Note that the length of a deflected bolt is not increased; the bolt will only rebound for the distance remaining in its original area of effect.

Limited Wish

Arcane Conjuration/ Summoning

Level: Magic user 7
Range: Unlimited
Duration: Instantaneous
Area of Effect: See below
Components: V
Casting Time: See below
Saving Throw: See below

Limited wish is a powerful spell, allowing the caster to reshape reality in accordance with his or her desire, but only to a limited degree. The spell may be used to grant minor wishes (undoing curses, granting small quantities of gold, duplicating the effects of lower level spells, etc.) The effects of the spell will be permanent for most minor requests, particularly when used to duplicate a lower-level spell that has a permanent or instantaneous duration.

However, a *limited wish* is not powerful enough to make major changes in reality. It cannot bring the dead back to life, grant a level, or permanently change ability scores. In many cases, the GM will be called upon to determine whether the caster's wish is within the power of a *limited wish* spell or whether the results of the request will suffer from flaws due to the spell's limitations. Flaws would include limited durations or partial results. The guidelines set forth above should give the GM some assistance in making such determinations.

In the case of unreasonable wishes, the GM may decide to follow the wording of the spell precisely but pervert the intent, limit the duration of the spell to a very limited time (perhaps mere seconds!) or simply rule that the whole spell fails.

The guideline here is that wishes are granted by someone or something, which may or may not be kindly disposed to the player characters. The more greedy or selfish a wish, the greater the chance that a mischievous or actually evil power will take the opportunity to teach this upstart mortal a lesson.

Locate Object

Arcane Divination

Level: Magic user 2
Range: 20 ft/ level
Duration: 1 round/ level
Area of Effect: See below
Components: V,S,M
Casting Time: 2 segments
Saving Throw: None

Other than as noted above, this spell is identical to the clerical spell *locate object*.

Lower Water *(Reversible)*

Arcane Transmutation/ Alteration

Level: Magic user 6
Range: 80 ft
Duration: 5 rounds/ level
Area of Effect: 5 x 5 ft square area/ level
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

Except as may be noted above, this spell is identical to the clerical spell *lower water*. The spell's reverse can raise water no more than 5 ft / level.

Mage's Faithful Hound

Arcane Conjuration/ Summoning

Level: Magic user 5
Range: 10 ft
Duration: 2 rounds/ level
Area of Effect: See below
Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

This spell summons an invisible watchdog to guard an area. The hound is invisible to all but the caster, who may order it to keep watch over a particular area. The area must be close to the caster, however, for if the caster is more than 30 ft from the area the hound guards, it will return to the spirit realm. The hound can detect virtually any creature that enters the area: it can detect invisibility (which includes creatures on the astral and æthereal planes), can see creatures that are moving between dimensions, and can detect virtually any other method that might be employed to sneak into an area. If any creature larger than a cat or small dog enters the area, the hound will begin baying with its echoing, supernatural bark. Moreover, it will seek to attack intruders from behind (it does not make frontal assaults) and can attack as a monster of 10 HD for 3d6 damage, even if the opponent requires up to a +3 magical weapon to be hit. The hound cannot be harmed by any means other than by dispelling it.

Mage's Sword

Arcane Evocation

Level: Magic user 7
Range: 30 ft
Duration: 1 round/ level
Area of Effect: Summoned sword
Components: V,S,M
Casting Time: 7 segments
Saving Throw: None

The caster evokes a magical sword into being and can wield it by exerting his or her will. While doing so, he or she cannot cast spells, use magic items, or move, although the spell does not end if the magic user's concentration is broken; the sword simply does not attack during that round. The sword attacks as a fighter one-half the magic user's caster level (and always hits on a natural 19 or 20), and it can hit creatures that can ordinarily be hit only with magic weapons. The damage caused by the sword is considerable; it inflicts 5d4 hp against size S and M creatures, or 5d6 against larger creatures. The sword can be dispelled by *dispel magic*. The material components for the spell cost 500 gp or more.

Magic Aura

Arcane Illusion/Phantasm

Level:	Magic user 1
Range:	Touch
Duration:	1 day/ level
Area of Effect:	See below
Components:	V,S,M
Casting Time:	1 round
Saving Throw:	See below

This spell creates a false magical aura around a single object of not more than five lbs per caster level. A *detect magic* spell will incorrectly perceive the item as magical, but if it is actually handled by the caster of the *detect magic* spell, he or she will be permitted a saving throw to realize that the aura is, in fact, not a true magical aura but a counterfeit.

Magic Jar

Arcane Possession

Level:	Magic user 5
Range:	10 ft/ level
Duration:	See below
Area of Effect:	One creature
Components:	V,S,M
Casting Time:	1 round
Saving Throw:	Negates

This risky spell allows the caster to transfer his or her mind into that of another creature, trapping the other creature's soul in a gem (of not less than 100 gp value) that is the material component of the spell and becomes the *magic jar*. To accomplish the transfer of souls, the magic user must trap his or her own life essence within the jar prior to the transfer. If the transfer fails (e.g., if the targeted creature makes a successful saving throw), the caster's soul is trapped until it can take over a host or otherwise escape.

The caster can make successive attempts to take over the same host, but no more than one per round. The spell's range applies to two matters; when the magic user first transfers his or her own life essence into the jar, his or her body must be within the spell's range of the jar. The range also limits the distance at which the magic user's soul may later escape from the jar and into another body. After the caster's soul moves into the jar, his or her physical body becomes inert and lifeless.

The spell represents, in many ways, a contest of will between the magic user and the creature whose body he or she seeks to possess. The caster and the target creature each total their intelligence and wisdom scores (such being calculated or approximated by the GM for a monster). This combined score represents the character's mental power for purposes of the spell. The two numbers are compared, and the difference is used in two important calculations: the saving throw and the chance for escape. One third of the difference (rounded down) is the modifier on the saving throw, a bonus if the target creature has the higher mental power, a penalty if the magic user's mental power is higher.

If a creature's soul is trapped in the *magic jar* by the caster, it has a chance to escape. If it escapes, the caster's soul is returned to the *magic jar*. If the difference in mental power between the caster and the possessed creature is 4 or less in favour of the caster, or is in favour of the possessed creature, the creature can attempt a new saving throw every round. If the difference is from 5 to 8 in the caster's favour, one saving throw is permitted per turn. If the difference is 9 to 12 in the caster's favour, the saving throw is made once per day, and if the caster's mental power exceeds that of the target creature by 13+, the saving throw can only be made once per week.

While the caster is in the *magic jar* waiting to possess another body, he or she can sense creatures beyond the jar, but not their nature. The jar may be moved from its original location, but not, obviously, by the caster. When the caster possesses another body, he or she gains complete control of its movement and acquires any memories that the body might reflexively recall (how to fly, fight with claws, use innate magical powers, etc). He or she does not gain any knowledge from the creature's mind, such as languages known or the location of a lair, for the mind is trapped in the *magic jar*. The caster retains his or her own mind while possessing the other body, so if the body possesses the correct physical attributes the caster can continue to cast his or her spells from within the new body.

Magic Missile

Arcane Evocation

Level:	Magic user 1
Range:	60 ft + 10 ft/ caster level
Duration:	Instantaneous
Area of Effect:	1+ creatures in a 10 x 10 ft area
Components:	V,S
Casting Time:	1 segment
Saving Throw:	None

When this spell is cast, missiles of magical energy dart forth from the caster's fingertips, striking unerringly at his or her intended target(s), even if the target(s) are in melee or are partially concealed. The missiles inflict 1d4+1 points of damage each. For every two caster levels beyond first, the caster gains an additional missile; thus, a first-level magic user can cast one missile, a third-level caster may cast 2, a fifth-level caster may cast 3, and so on.

Magic Mouth

Arcane Transmutation/ Alteration

Level:	Magic user 2
Range:	See below
Duration:	Permanent until triggered
Area of Effect:	One object
Components:	V,S,M
Casting Time:	2 segments
Saving Throw:	None

This spell is cast upon an object, so that when a set of particular conditions are met, a mouth will appear in the object and speak a specific message. The length of the message cannot exceed 25 words. The magic user can set any condition for the appearance of the magic mouth, but the caster's power limits the range at which the mouth can detect the triggering events. The mouth can "perceive" events at a range of 5 ft/ caster level, but cannot detect invisible creatures. It has no perceptions other than visual, although it does not actually see. Obviously, a player cannot try to phrase conditions using game terms such as "hit dice," "class," "level," etc. but must use terms that would be familiar to the character.

Mass Charm

Arcane Enchantment/ Charm

Level: Magic user 8
Range: 5 ft/ level
Duration: See below
Area of Effect: See below
Components: V
Casting Time: 8 segments
Saving Throw: Negates

This spell functions as does *charm monster*, but affects more than one creature. Total hit dice limits the number of creatures affected; the caster cannot affect a total number of hit dice more than twice his or her caster level. All of the target creatures must be within a 30 x 30 ft area.

Mass Invisibility

Arcane Illusion/ Phantasm

Level: Magic user 7
Range: 10 ft/ level
Duration: See below
Area of Effect: 30 x 30 ft radius
Components: V,S,M
Casting Time: 7 segments
Saving Throw: None

This spell acts in the same manner as an *invisibility* spell, but has an effective radius of 30 x 30 ft, possibly hiding as many as 300 medium-sized creatures if they are packed in close and do not jostle one another.

Massmorph

Arcane Illusion/ Phantasm

Level: Magic user 4
Range: 10 ft/ level
Duration: See below
Area of Effect: 10 x 10 ft square/ level
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None (willing creatures only)

This spell causes creatures of man size or smaller to appear like an innocent grove of trees to any observers. Up to 10 creatures may be enchanted in this manner. The illusion is so powerful that it is maintained even if the massmorphed creatures are touched. The "tree's" reaction to being stabbed or hacked at is fairly likely to indicate that it is no normal tree, of course, although the illusion is not actually dispelled by a successful attack. The illusion persists until the caster dies or dismisses it (or it is dispelled).

Maze

Arcane Conjuration/ Summoning

Level: Magic user 8
Range: 5 ft/ level
Duration: See below
Area of Effect: One creature
Components: V,S
Casting Time: 3 segments
Saving Throw: None

The targeted creature is trapped by this spell into an interdimensional reality similar to that created by the second level spell *rope trick*. This wormhole has an entrance, which closes immediately after the target is trapped, and an exit, which is difficult to find in the branching, twisting maze of the dimensional labyrinth. A creature's intelligence determines the amount of time required to find the way out and emerge back into the material plane.

Intelligence	Time Required to Escape
2 or less	2d4 turns (20-80 minutes)
3-5	1d4 turns (10-40 minutes)
6-8	5d4 rounds (5-20 minutes)
9-11	4d4 rounds (4-16 minutes)
12-14	3d4 rounds (3-12 minutes)
15-17	2d4 rounds (2-8 minutes)
18+	d4 rounds (1-4 minutes)

Mending

Arcane Transmutation/ Alteration

Level: Magic user 1
Range: 30 ft
Duration: Instantaneous
Area of Effect: One object
Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

This spell repairs small breaks or tears in an object. It can weld together broken metallic objects, such as a chain link or a broken dagger, rejoin a broken bottle, and repair holes in leather or cloth, for example. The spell does not repair magic items in any way that would restore or affect their magical qualities.

Message

Arcane Transmutation/ Alteration

Level: Magic user 1
Range: 60 ft + 10 ft/ level
Duration: 5 segments + 1 segment/ level
Area of Effect: See below
Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

Once this spell is cast, the magic user may point to any creature in range and whisper a message that the other creature will hear. If there is time remaining, the recipient may whisper a message in reply. Only one creature may be in contact with the caster at a time, but if time allows, the caster may make contact with more than one possible recipient. The gestures of this spell are subtle, and it is easy to conceal that the enchantment is being cast. Note that the path between the magic user and the recipient must be a straight line and not completely blocked.

Meteor Swarm

Arcane Evocation

Level: Magic user 9
Range: 40 ft + 10 ft/ level
Duration: Instantaneous
Area of Effect: See below
Components: V,S
Casting Time: 9 segments
Saving Throw: None or Half (see below)

Meteor-like chunks of magical fire streak from the magic user's outstretched hand, exploding into an inferno of flame when they strike the intended targets. The caster may hurl four large meteors or eight small meteors. These missiles strike the first creature in their straight-line trajectories automatically, granting no saving throw and inflicting full damage. When the meteor strikes its target, the explosion of fire may catch other creatures in its radius. These creatures receive saving throws for half damage. Large meteors inflict 10d4 hp damage and explode in a radius of 15 ft. Small meteors inflict 5d4 hp damage and explode in a radius of 7½ ft. If the explosions overlap, a creature in this area is subject to damage from all the explosions, but is entitled to a separate saving throw (halving damage) for each.

Mind Blank

Arcane Abjuration

Level: Magic user 8
Range: 30 ft
Duration: 24 hours
Area of Effect: One creature
Components: V,S
Casting Time: 1 segment
Saving Throw: None

By means of this spell, the person upon whom it is cast becomes completely protected from all divination and scrying magic. His or her thoughts cannot be detected in any way, he or she cannot be magically overheard when speaking, his or her soul cannot be trapped or affected, etc.

Minor Globe of Invulnerability

Arcane Abjuration

Level: Magic user 4
Range: 0
Duration: 1 round/ level
Area of Effect: 5 ft radius sphere
Components: V,S,M
Casting Time: 4 segments
Saving Throw: None

A globe of eldritch power forms around the magic user, hedging out all spells of third or lower level. Spells may be cast from within the globe. *Dispel magic*, if cast upon the globe, will destroy it.

Mirror Image

Arcane Illusion/Phantasm

Level: Magic user 2
Range: Caster
Duration: 2 rounds/ level
Area of Effect: 6 ft radius
Components: V,S
Casting Time: 2 segments
Saving Throw: None

The *mirror image* spell creates 1d4 phantasmal images of the magic user, all mirroring his or her actions. The spell's 6ft radius also becomes slightly blurred to sight, like the reflection of a slightly distorted mirror. The combination of these two magical phenomena makes it impossible to distinguish the images from the caster without aid of a magical nature, such as *true seeing*. When an opponent makes a successful hit against one of the images, the image breaks up and disappears (the others remain). If an opponent attempts to attack a magic user obscured by this spell, it is randomly determined whether the to-hit roll is directed toward the person or one of the images. At the end of the spell's duration, the images fade from sight.

Mnemonic Enhancement

Arcane Transmutation/ Alteration

Level: Magic user 4
Range: Caster
Duration: 24 hours
Area of Effect: Caster
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

This spell enhances the magic user's precision of memory, allowing him or her to retain up to three additional spell levels in his or her mind (3 first level, 1 first and one second level, or 1 third level). The spell may be used for memorisation, or may be used to hold onto the memory of a spell just cast. The spell components are expensive, costing at least 100 gp, and might not be available in rural communities.

Monster Summoning I

Arcane Conjuration/Summoning

Level: Magic user 3
Range: 30 ft
Duration: 2 rounds + 1 round/ level
Area of Effect: Summoned creatures
Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

By casting this spell, the magic user conjures up 2-8 monsters to serve him or her as allies in combat or to perform other services. The monsters appear from thin air within 1d4 rounds of the spell's completed casting. If the caster is in combat, the monsters will fight on his or her behalf, attacking whatever foes he directs, or guarding him or her. For more complex tasks, the magic user must somehow have the ability to communicate these more specific commands. The GM has the ultimate discretion as to what monsters will appear, but the general likelihood is described below:

d6	Monster Summoned
1	Rat, giant
2	Goblin (dwarf)
3	Hobgoblin (elf)

d6	Monster Summoned
4	Kobold (halfling)
5	Orc (gnome)
6	Demon, manes (badger, giant)

Evil casters may get the monsters in parentheses, at the GM's option.

Monster Summoning II

Arcane Conjuration/ Summoning

Level: Magic user 4
Range: 40 ft
Duration: 3 rounds + 1 round/ level
Area of Effect: Summoned creatures
Components: V,S,M
Casting Time: 4 segments
Saving Throw: None

This spell functions in the same manner as *monster summoning I*, but calls 1d6 creatures as determined on the following table:

d6	Monster Summoned
1	Centipede, giant
2	Devil, lemure
3	Gnoll
4	Stirge
5	Toad, giant
6	Troglodyte

Monster Summoning III

Arcane Conjuration/ Summoning

Level: Magic user 5
Range: 50 ft
Duration: 4 rounds + 1 round/ level
Area of Effect: Summoned creatures
Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

This spell functions in the same manner as *monster summoning I*, but calls 1d4 creatures as determined on the following table:

d10	Monster Summoned
1	Beetle, giant boring
2	Bugbear
3	Gelatinous Cube
4	Ghoul
5	Lizard, giant
6	Lycanthrope, wererat
7	Ogre
8	Spider, huge
9	Spider, large
10	Weasel, giant

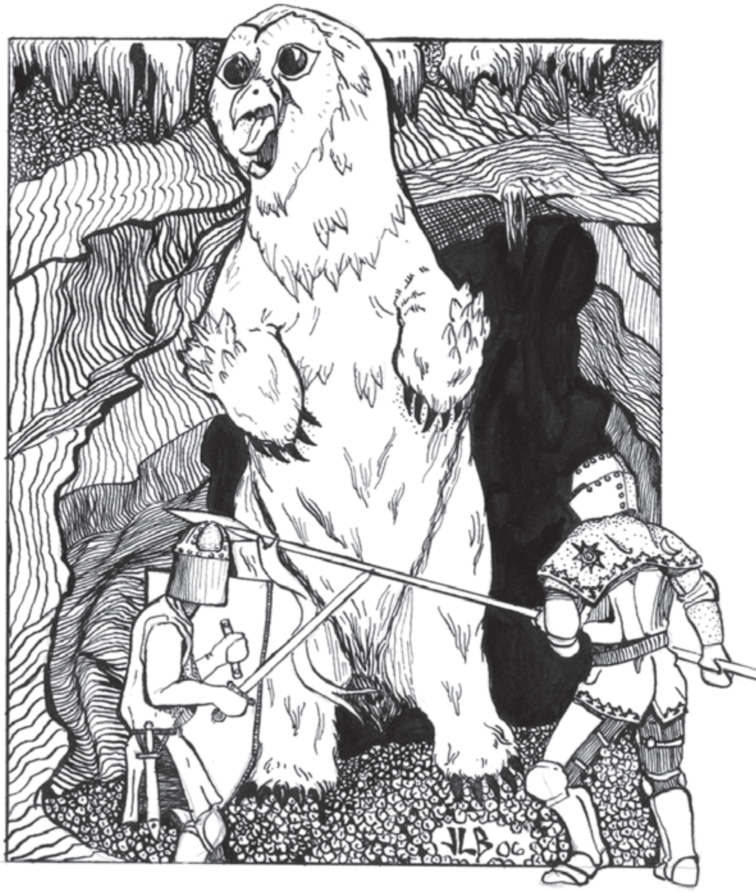
Monster Summoning IV

Arcane Conjuration/ Summoning

Level: Magic user 6
Range: 60 ft
Duration: 5 rounds + 1/ level
Area of Effect: Summoned creatures
Components: V,S,M
Casting Time: 6 segments
Saving Throw: None

This spell functions in the same manner as *monster summoning I*, but calls 1d4 creatures as determined on the following table:

d10	Monster Summoned
1	Blink dog
2	Gargoyle
3	Ghast
4	Hell hound
5	Hydra, five headed
6	Lycanthrope, werewolf
7	Owlbear
8	Shadow
9	Snake, giant constrictor
10	Grey ooze



Monster Summoning V

Arcane Conjuration/ Summoning

Level:	Magic user 7
Range:	70 ft
Duration:	6 rounds + 1 round/ level
Area of Effect:	Summoned creatures
Components:	V,S,M
Casting Time:	6 segments
Saving Throw:	None

This spell functions in the same manner as *monster summoning I*, but calls 1d2 creatures as determined on the following table, the monsters appearing in 1d3 rounds:

d6	Monster Summoned
1	Cockatrice
2	Doppelgänger
3	Hydra (7 heads)
4	Lycanthrope (wereboar)
5	Minotaur
6	Snake, giant poisonous

Monster Summoning VI

Arcane Conjuration/ Summoning

Level:	Magic user 8
Range:	80 ft
Duration:	7 rounds + 1 round/ level
Area of Effect:	Summoned creatures
Components:	V,S,M
Casting Time:	8 segments
Saving Throw:	None

This spell functions in the same manner as *monster summoning I*, but calls 1d2 creatures as determined on the following table, the monsters appearing in 1d3 rounds:

d10	Monster Summoned
1	Devil, Erinyes
2	Hydra, 8 headed
3	Manticore
4	Ogre Mage
5	Rakshasa
6	Troll
7	Wight
8	Wraith
9	Wyvern
10	Lycanthrope, weretiger

Monster Summoning VII

Arcane Conjuration/ Summoning

Level:	Magic user 9
Range:	90 ft
Duration:	8 rounds + 1 round/ level
Area of Effect:	Summoned creatures
Components:	V,S,M
Casting Time:	9 segments
Saving Throw:	None

This spell functions in the same manner as *monster summoning I*, but calls 1d2 creatures as determined on the following table, the monsters appearing in 1 round:

d20	Monster Summoned
1	Chimæra
2	Demon (Class A)
3	Demon (Class B)
4	Demon (Class C)
5	Demon, succubus
6	Devil, barbed
7	Devil, bone
8	Ettin
9	Giant, fire
10	Giant, frost
11	Giant, hill
12	Giant, stone
13	Gorgon
14	Hydra, ten-headed
15	Lizard, fire
16	Mummy
17	Night hag
18	Roper
19	Slug, giant
20	Spectre

Move Earth

Arcane Transmutation/ Alteration

Level:	Magic user 6
Range:	10 ft/ level
Duration:	Instantaneous
Area of Effect:	See below
Components:	V,S,M
Casting Time:	See below
Saving Throw:	None

By casting this spell, the magic user gains the ability to move earth, sand, and clay in vast quantities by the mere gestures of his or her hands. The spell does not affect rock or stone. Unlike most spells, the area of effect does not depend upon the caster's level but upon the amount of time spent in casting. For every turn spent casting, the magic user can move a cube of earth 40x40x40 ft.

The spell is normally used to create walls, moats, etc., but can also be used to move an intact terrain feature from one place to another (although the spell cannot move rock unless the rock is carried within the moved earth).

If an intact feature (such as a portion of a forest or the foundations under a cottage) is to be moved, an earth elemental must also be summoned. Without the assistance of an elemental, the earth under a cottage could certainly be moved, but with the—presumably undesired—result of destroying the cottage in the process.

Part Water

Arcane Transmutation/ Alteration

Level: Magic user 6
Range: 10 ft/ level
Duration: 5 rounds/ level
Area of Effect: See below
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

Except as may be noted above, this spell is identical to the clerical spell *part water*.

Passwall

Arcane Transmutation/ Alteration

Level: Magic user 5
Range: 30 ft
Duration: 6 turns + 1/level
Area of Effect: Passage 5ft wide, 10ft high, and 10 ft long
Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

By means of a *passwall* spell, the magic user creates an interdimensional opening through any non-metallic material, allowing him or her and any others to simply walk directly into the hillside or through a wall. More than one spell may be used in succession to create longer passages. The inside of the passageway is still a part of the material plane; the interdimensional warping of space simply acts to "remove" the material through which the passage is created.

Permanency

Arcane Transmutation/ Alteration

Level: Magic user 8
Range: See below
Duration: Permanent
Area of Effect: One object or creature
Components: V,S,M
Casting Time: 2 rounds
Saving Throw: None

The *permanency* spell makes the temporary effects of other spells permanent. It is also used to lock the enchantments of a magic item permanently into the item. Certain spells can be made permanent upon the caster or another creature, and other spells can be made permanent only if cast upon an area or an object. Each use of this spell reduces the caster's constitution by 1 point.

Spells that can be made permanent upon a person or other creature include: *Comprehend Languages, Detect Evil, Detect Invisibility, Detect Magic, Infravision, Protection from Evil, Protection from Normal Missiles, Read Magic, Tongues,* or *Unseen Servant*. Only a magic user of higher level than the caster can dispel these spells.

Spells that can be made permanent upon an area or object include: *Enlarge, Fear, Gust of Wind, Invisibility, Magic Mouth, Prismatic Sphere, Stinking Cloud, Wall of Fire, Wall of Force, Web.*

These spells may be dispelled by any caster subject to the normal rules for *dispel magic*.

Phantasmal Force

Arcane Illusion/ Phantasm

Level: Magic user 3
Range: 80 ft + 10 ft/ level
Duration: See below
Area of Effect: 80 square ft + 10 square ft/ level
Components: V,S,M
Casting Time: 3 segments
Saving Throw: See below

This extremely flexible spell allows the magic user to craft a visual illusion of virtually anything that can fit within the spell's area of effect. The spell creates no sound whatsoever. The caster must maintain his or her concentration upon the illusion, or it will evaporate, but while concentrating the caster is able to make the illusion move and respond to events.

The illusion is dispelled if it is struck with a blow, a falling person, etc. There is no saving throw against the illusion if the observer believes it, and the illusion can actually cause damage to such a deceived victim. A demon wielding a sword can attack and do damage, and the appearance of a pit full of spikes can be fatal even though it is not real. If the observer doubts the reality of the illusion, he or she will be permitted a saving throw to see the illusion for what it really is. If one observer disbelieves the illusion and this disbelief is communicated to others, the others will also gain a saving throw at a bonus of +4.

Note that the spell relies purely on a visual effect; it will have no effect upon a creature that does not see it. Furthermore, the lack of any audible component can make certain illusions completely non-credible. An explosion, for example, is not likely to be believed by anyone if it creates no sound. Various methods may be used by the GM to determine if an NPC or monster believes the effect of a *phantasmal force*, common sense being the first thing to consider. A player who takes care to craft a believable illusion should be rewarded for skilful use of the spell, not forced into a table of random results.

Phase Door

Arcane Transmutation/ Alteration

Level: Magic user 7
Range: Touch
Duration: See below
Area of Effect: See below
Components: V
Casting Time: 7 segments
Saving Throw: None

The caster opens, by means of this spell, a dimensional pathway through a solid object, 10 ft in depth. It is a pathway that only the caster may use, and it remains until the caster has traversed it twice. In other respects, the spell is similar to a *passwall*.

Plant Growth

Arcane Transmutation/ Alteration

Level: Magic user 4
Range: 10 ft/ level
Duration: Permanent
Area of Effect: 10 x 10 ft square/ level

Components: V,S
Casting Time: 4 segments
Saving Throw: None

Except as noted above, this spell is identical to the druidic spell *plant growth*.

Polymorph Object

Arcane Transmutation/ Alteration

Level: Magic user 8
Range: 5 ft/ level
Duration: See below
Area of Effect: One object or creature
Components: V,S,M
Casting Time: 1 round
Saving Throw: See below

This spell allows the magic user to transform one thing, living or not, into another sort of thing. If the spell is used simply to duplicate the effects of a *polymorph other* spell or a stone to flesh spell, it will function in the same manner as these spells but with a –4 penalty to the victim's saving throw. Otherwise, the spell's duration depends upon the degree of change involved in the transformation. The calculation is made using a "duration factor" found on table 1, and the explanation of the resulting duration factor is found on table 2.

Changed Subject Is:	Increase to Duration Factor
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower intelligence	+2

Add all that apply. Look up the total on the next table.

Duration Factor	Duration	Example
0	20 rounds	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to manticore
6	48 hours	Sheep to woollen cloak
7	1 week	Shrew to manticore
9+	Permanent	Manticore to shrew

This spell can be dispelled.

Polymorph Other

Arcane Transmutation/ Alteration

Level: Magic user 4
Range: 5 ft/ level
Duration: Permanent
Area of Effect: One creature
Components: V,S,M
Casting Time: 4 segments
Saving Throw: Negates

This spell transforms the victim into another type of creature; a person might be changed into a newt, or a newt into a dragon, for example. Such a transformation can, in rare cases, be fatal. If the spell's target is successfully transformed, it must make a system shock test against its constitution or die (see, "constitution"). Moreover, there is a base 100% likelihood that the transformed creature will lose its memories and former identity in the change, becoming, for all intents and purposes, the creature into which it was transformed (intelligence cannot be increased by virtue of such a transformation, however).

For every intelligence point of the transformed creature, the base chance is reduced by 5%, and there is a further +/-5% alteration for each level (or HD) by which the original form's level (or HD) differs from that of the new form. This check is made on a daily basis, so such a transformation will, eventually, become inevitable according to the laws of chance if the transformed creature is not magically brought back to its original form. A transformed creature retains its former hit points, but otherwise assumes all the physical characteristics of the new form immediately. The transformation may be dispelled, but the second change of shape will necessitate another system shock check.

Polymorph Self

Arcane Transmutation/ Alteration

Level: Magic user 4
Range: Caster
Duration: 2 turns/ level
Area of Effect: Caster
Components: V
Casting Time: 3 segments
Saving Throw: None

This spell enables the magic user to cloak him- or herself in the physical shape of another creature, and to continue shape-shifting at will for the length of the spell's duration. The transformation is of an entirely lesser order than that of *polymorph other*, incurring no risk of a system shock or of truly becoming the transformed creature. Changing from one shape to another requires only 30 seconds, and when the caster returns to his or her original form (ending the spell) he or she will be healed of 1d12 points of any damage inflicted against the polymorphed forms he or she assumed.

The caster can polymorph into forms no smaller than a songbird and no heavier than 2,000 lbs. Only the movement capabilities of the new form can be used, not its attacks, defences, or other abilities. The magic user can transform him- or herself into a lion, and run as fast as a lion, but his or her claws will do no more damage than a human's soft fists. Similarly, if he or she transforms into a dragon, he or she will have the dragon's ability to fly but no breath weapon. As an orc, he or she would be able to use whatever weapons he or she could use in his original shape, but would lack infravision. The caster retains his or her own hit points and armour class.

Power Word, Blind

Arcane Conjuration/ Summoning

Level: Magic user 8
Range: 5 ft/ level
Duration: See below

Area of Effect: 15 ft radius
Components: V
Casting Time: 1 segment
Saving Throw: None

The word of power to blind removes vision from creatures within the area of effect. The duration of the blindness depends on how many total hp the affected creatures have. If the total is 50 or less, the blindness lasts 1d4+1 turns. If the total is 51 hit points to 100, the blindness lasts 1d4+1 rounds, as opposed to turns. The spell does not affect more than 100 hp of creatures in total. The caster may target specific creatures within the area of effect.

Power Word, Kill

Arcane Conjuration/ Summoning

Level: Magic user 9
Range: 2½ ft/ level
Duration: Instantaneous
Area of Effect: 10 ft radius
Components: V
Casting Time: 1 segment
Saving Throw: None

Upon the casting of this spell, the magic user specifies whether the spell is to kill one creature or multiple creatures. The spell will instantly deal death to a creature of up to 60 hit points, offering no saving throw (magic resistance does apply). The spell may, alternatively, be used to slaughter up to 120 hp of creatures with 10 or fewer hit points each. The total number of hit points is based upon the target's current hit points, not maximum hit points, so wounded creatures are more vulnerable to the spell. All creatures to be killed must be within the spell's area of effect.

Power Word, Stun

Arcane Conjuration/ Summoning

Level: Magic user 7
Range: 5 ft/ level
Duration: See below
Area of Effect: One creature
Components: V
Casting Time: 1 segment
Saving Throw: None

The creature targeted by a stunning power word hears the word as a thundering roar, although others hear it normally. The impact of the word's magical power stuns the victim, rendering him unable to think clearly or act in any manner (including movement). The duration of the spell's effect is determined by the target's current hit points (not its normal maximum). A creature with 1-30 remaining hit points will be stunned for 4d4 rounds, a creature with 31-60 hp remaining will be stunned for 2d4 rounds, a creature with 61-90 hp remaining will be stunned for 1d4 rounds, and creatures with 90+ hit points will be able to shrug off the effect of the spell entirely.

Prismatic Sphere

Arcane Conjuration/ Summoning

Level: Magic user 9
Range: 0
Duration: 1 turn/ level
Area of Effect: 10 ft radius sphere
Components: V
Casting Time: 9 segments
Saving Throw: See below

Prismatic sphere creates a shimmering, multicoloured globe of light that protects those within it from all forms of attack (it will normally appear as a hemisphere, with its lower half below ground). The sphere flashes with seven colours, each of which has a distinct power and purpose. It is immobile, but the caster can pass through and remain near it without harm. However, any other creature with fewer than 8 HD within 20 ft of the sphere will be blinded for 2d4 rounds by the colours if it looks at them. The sphere can be destroyed, colour by colour, in consecutive order, by various magical effects; however, the first colour must be brought down before the second can be affected, and so on. A *rod of cancellation* destroys a *prismatic sphere*, but an antimagic field fails to penetrate it. *Dispel magic* cannot dispel the sphere or anything beyond it (unless the first six colours have already been brought down). Magic resistance is effective against a *prismatic sphere*, but the check must be repeated for each colour present.

Each colour in the sphere has a different effect. The accompanying table shows the seven colours, the order in which they appear, their effects on creatures trying to attack the caster or pass through the sphere, and the magic needed to negate each colour.

Colour	Order	Effect	Negated by
Red	1st	Stops nonmagical ranged weapons. Deals 20 points of damage (saving throw for half damage).	Cone of cold
Orange	2nd	Stops magical ranged weapons. Deals 40 points of damage (saving throw for half).	Gust of wind
Yellow	3rd	Stops poisons, gases, and petrifaction. Deals 80 points of damage (saving throw for half).	Disintegrate
Green	4th	Stops breath weapons. Poison (saving throw or die).	Passwall
Blue	5th	Stops divination and mental attacks. Turns to stone (saving throw negates).	Magic missile
Indigo	6th	Stops all spells. Causes insanity (saving throw negates)	Continual light
Violet	7th	Force shield (as per wall of force). Creatures sent to another plane (saving throw negates).	Dispel magic

Project Image

Arcane Illusion/ Phantasm

Level: Magic user 6
Range: 10 ft/ level
Duration: 1 round/ level
Area of Effect: See below
Components: V,S,M
Casting Time: 6 segments
Saving Throw: None

This spell creates an illusory duplicate of the magic user in another place within the spell's range. The image must remain visible to the caster or the spell will end. Much like a *mirror image*, the projected image mimics all the caster's movements, but it is not affected by attacks of any kind. The image possesses an arcane link to the caster; if desired, the magic user can cast spells that originate at the image rather than at the caster, as if the image, rather than the magic user, cast the spell. Thus, the effective range of an attack spell can be increased, or a spell that would ordinarily centre on the caster could be brought into effect around the projected image.

Protection From Evil *(Reversible)*

Arcane Abjuration

Level:	Magic user 1
Range:	Touch
Duration:	2 rounds/ level
Area of Effect:	One creature
Components:	V,S,M
Casting Time:	1 segment
Saving Throw:	None

Other than as noted above, this spell is identical to the clerical spell *protection from evil*.

Protection From Evil 10 ft Radius *(Reversible)*

Arcane Abjuration

Level:	Magic user 3
Range:	Touch
Duration:	2 rounds/ level
Area of Effect:	One creature
Components:	V,S,M
Casting Time:	3 segments
Saving Throw:	None

This spell, except as noted above, is similar to the clerical spell *protection from evil 10 ft radius*.

Protection From Normal Missiles

Arcane Abjuration

Level:	Magic user 3
Range:	Touch
Duration:	1 turn/ level
Area of Effect:	One creature
Components:	V,S,M
Casting Time:	3 segments
Saving Throw:	None

The subject of this spell becomes completely invulnerable to the effects of projectiles. The spell's power is not sufficient completely to ward off the larger missiles hurled by siege engines such as catapults and ballistae, nor the enchantment of a magic arrow or bolt, but does reduce any damage caused by such weapons by 1 hit point per die of damage. The spell conveys no protection whatsoever against spells, including spells with missile-like qualities such as *fireball* or *ray of enfeeblement*.

Push

Arcane Conjuration/ Summoning

Level:	Magic user 1
Range:	10 ft + 3 ft/ level
Duration:	Instantaneous
Area of Effect:	See below
Components:	V,S,M
Casting Time:	1 segment
Saving Throw:	None

The magic user casts this spell and points toward the desired target, which is instantly pushed away from the caster. The supernatural force exerted by the spell is only about one lb per level of the caster, but the spell can be used to move small objects or to throw enemies off balance. A small object can be moved at a rate of 10 ft/ round (directly away from the caster), and if the object is a weapon held by a creature, the creature will suffer a penalty to hit equal to the caster's level. For example, a tenth level magic user could exert so much eldritch force against an attacking orc's axe that the orc would suffer a –10 to hit with it. Moving an actual creature or a heavier object is only possible if the creature's weight in lbs is not more than 50 times the caster's level.

Pyrotechnics

Arcane Transmutation/ Alteration

Level:	Magic user 2
Range:	120 ft
Duration:	See below
Area of Effect:	See below
Components:	V,S
Casting Time:	2 segments
Saving Throw:	None

With any exceptions noted above, this spell is identical to the druidic spell *pyrotechnics*.

Ray of Enfeeblement

Arcane Enchantment/ Charm

Level:	Magic user 2
Range:	10 ft + 3 ft/ level
Duration:	1 round/ level
Area of Effect:	One creature
Components:	V,S
Casting Time:	2 segments
Saving Throw:	Negates

As this spell is cast, a ray of unpleasant and indescribable colour arcs from the caster's hand to strike the chosen target. No attack roll is required to hit. If the target fails a saving throw, its strength and the effect of all attacks which are dependent upon strength are reduced by 25%. The amount of reduction is increased by 1%/ caster level (to be rounded off in the case of lower-level magic users simply as a matter of convenience). Thus, if an orc is struck with the ray by a level one magic user, the orc would lose 26% (rounded to 25%, at the option of the GM) of its strength. Its to-hit rolls are not affected, but any damage it inflicts is reduced to 75% (or 74%) of the damage rolled (a good GM avoids minuscule calculations that might bog down the game). A *ray of enfeeblement* may technically reduce the target's strength below the required minimum to qualify for a class, but its effects are too temporary to affect class choices (so an enfeebled paladin with a temporary strength of 8 retains his or her paladinhood). Any further effects of the reduced strength are determined by the GM.

Read Magic *(Reversible)*

Arcane Divination

Level: Magic user 1
Range: Caster
Duration: 2 rounds/ level
Area of Effect: Caster (see below)
Components: V,S,M
Casting Time: 1 round
Saving Throw: None

Read magic is normally the first spell in every magic user's spell book, and its mastery is the first task of every apprentice. The spell allows the caster to read magical writings (other than his or her own, of course, which are always intelligible to the original author).

Unless the writings are cursed, reading magical script does not normally activate the magic formulae described therein—reviewing a scroll prior to casting from it does not, for instance, actually cast whatever spell is written upon the scroll. Once the magic user has read a particular set of magical inscriptions by use of this spell, the spell is no longer needed to re-read the writing at a later time.

The reverse of the spell allows the magic user to make magical writings indecipherable for the spell's duration, and is cast upon the writing rather than upon the caster him- or herself.

Remove Curse *(Reversible)*

Arcane Abjuration

Level: Magic user 4
Range: Touch
Duration: Permanent
Area of Effect: See below
Components: V,S
Casting Time: 4 segments
Saving Throw: See below

Other than as noted above, this spell is identical to the clerical spell *remove curse*.

Reincarnation

Arcane Necromancy

Level: Magic user 6
Range: Touch
Duration: Instantaneous
Area of Effect: Person touched
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

Provided that a body has been dead for no more than one day per caster level, a powerful magic user can recall its spirit from the dead, investing it into another body. The form of the new body is not subject to the magic user's control and is determined by means of the table below. The new body will appear within 1d6 turns near the soul's former body. Elves may be brought back to life by *reincarnation*.

The new incarnation will retain the original character's experience points, but will have new physical (Str, Dex, Con) ability scores randomly rolled and adjusted for the new race. The character will retain his or her original mental ability scores (Int, Wis, Cha).

Arcane Reincarnation Table

Die Roll	New Incarnation
01-03	Bugbear
04-06	Dwarf
07-14	Elf
15-17	Gnoll
18-25	Gnome
26-28	Goblin
29-36	Half-elf
37-39	Halfling
40-42	Half-orc
43-45	Hobgoblin
46-85	Human
86-88	Kobold
89-91	Orc
92-94	Ogre
95-97	Ogre Mage
98-00	Troll

Repulsion

Arcane Abjuration

Level: Magic user 6
Range: 10 ft/ level
Duration: 1 round/ 2 levels
Area of Effect: 10 ft wide path
Components: V,S,M
Casting Time: 6 segments
Saving Throw: None

All living creatures in the spell's path will move away from the caster at their normal movement rates for the spell's duration, as if by choice.

Reverse Gravity

Arcane Transmutation/ Alteration

Level: Magic user 7
Range: 5 ft/ level
Duration: 1 second (1/6 segment)
Area of Effect: 30 ft x 30 ft x 1 mile
Components: V,S,M
Casting Time: 7 segments
Saving Throw: None

The caster momentarily reverses gravity in the area of effect, which is thirty by thirty ft square, extending a mile into the air. Any object or creature in this area will "fall" upwards for a distance of 20 ft, striking intervening objects as per a normal, downward fall. When the duration ends, of course, they will fall downward again.

Rope Trick

Arcane Transmutation/ Alteration

Level: Magic user 2
Range: Touch
Duration: 2 turns/ level
Area of Effect: One piece of rope
Components: V,S,M
Casting Time: 2 segments
Saving Throw: None

This spell enchants a rope to become a portal into an extra-dimensional pocket of unreality opened by the spell. The rope rises in the air and then hangs, suspended by its connection to the extra-dimensional hideaway. Up to six medium-size people can hide in the space (five, if the rope is to be pulled up and into the space as well). At the spell's expiration, the inhabitants or contents of the space will fall into normal reality if they have not already departed. True reality is visible through the portal, but cannot be affected from within.

Scare

Arcane Enchantment/ Charm

Level: Magic user 2
Range: 10 ft
Duration: 3d4 rounds
Area of Effect: One creature
Components: V,S,M
Casting Time: 2 segments
Saving Throw: Negates

This spell causes terror in creatures of less than 6th level or 6 HD. Such creatures are entitled to a saving throw, which, if successful, allows them to shake off the spell's effect entirely. If a creature fails the saving throw, however, it will become frozen with terror. If forced, it can fight, but it suffers a penalty of –1 to all attacks, damage, and saving throw rolls.

Secret Chest

Arcane Transmutation/ Alteration

Level: Magic user 5
Range: See below
Duration: 60 days
Area of Effect: One chest or box, 12 cubic ft
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

This spell allows the magic user to shift a magically crafted treasure chest into the æthereal plane, where it will be safe from those who might seek to steal the caster's possessions. The chest itself must be crafted of the finest materials in order to support the spell's magic, and it will cost a minimum of 5,000 gp to have a craftsman or craftsmen build it, together with a second, miniature copy. When the magic user casts the spell, one hand upon the chest and one upon the miniature, the chest disappears into the æthereal plane, together with its contents. These contents may be up to one cubic foot of material per caster level (and no more than this) regardless of the chest's actual volume. If the chest contains any living matter, there is a 75% chance that the spell will completely fail, although if it should succeed, the living creature will be imprisoned in the æthereal plane until freed. The caster (and only the caster) can use the miniature chest to pull the larger one from the æther wherever he or she might be. It is possible, although not likely, that some æthereal creature or æthereal traveller might happen upon the chest while it is in the æthereal plane. So long as the chest remains in the æthereal plane, the magic user will still be able to retrieve it (although it may have been looted). No creature on the material plane has any chance using any magic known to humanity to locate a *secret chest* that has been hidden in the æthereal plane by means of this spell. After the spell duration expires, there is a cumulative 1 in 20 chance per day that the spell's link to the chest will fail, and the chest will be irrecoverable.

Shape Change

Arcane Transmutation/ Alteration

Level: Magic user 9
Range: 0
Duration: 1 turn/ level
Area of Effect: Caster
Components: V,S,M
Casting Time: 9 segments
Saving Throw: None

Upon casting this spell, the magic user becomes able to change shape almost at will (each change takes one segment, and incurs no system shock check). The caster retains his or her own mind and hit points, but assumes the magical properties of the shape-changed form as well as its physical capabilities. The spell does not allow the caster to assume the form of any greater creature native to another plane of existence, but virtually any other form can be assumed, from a tree to an insect to a treasure chest to a dragon. The material component of the spell is a piece of jewellery worth 5,000 gp.

Shatter

Arcane Transmutation/ Alteration

Level: Magic user 2
Range: 60 ft
Duration: Instantaneous
Area of Effect: One object
Components: V,S,M
Casting Time: 2 segments
Saving Throw: Negates

This spell causes an item to shatter into pieces. It can affect objects of up to 10 lbs weight per caster level. Only brittle materials are affected by the spell (glass, earthenware, etc.) excluding magical items of any kind. The item is permitted a saving throw against a crushing blow to avoid destruction.

Shield

Arcane Evocation

Level: Magic user 1
Range: Caster
Duration: 5 rounds/ level
Area of Effect: See below
Components: V,S
Casting Time: 1 segment
Saving Throw: None

By means of this spell, the caster creates an invisible barrier of magical force. *Magic missiles* cannot penetrate the barrier at all. The magic user gains an armour class of 2 against any hurled weapon, armour class of 3 against propelled weapons such as arrows, and armour class of 4 against all other attacks. All saving throws against frontal attacks (by wands, dragon breath, etc.) are made at +1 during the spell's duration. The shield is a frontal defence and grants no benefits against attacks from behind or from the rear flanks.

Shocking Grasp

Arcane Transmutation/ Alteration

Level: Magic user 1
Range: Touch
Duration: 1 round
Area of Effect: One creature
Components: V,S
Casting Time: 1 segment
Saving Throw: None

This spell imbues the caster's hand with a powerful electrical charge that the magic user may use to deliver a deadly shock. The electrical charge can be delivered either by a direct touch (requiring a successful attack roll) or through a conductive material such as metal. This spell is not powerful enough to deliver a dangerous shock through any significant volume of water, but a small quantity of water (a shallow puddle, for instance) could be used as a suitable conductor. The *shocking grasp* inflicts 1d8 hp of damage, +1 hp per level of the caster.

Simulacrum

Arcane Illusion/ Phantasm

Level: Magic user 7
Range: Touch
Duration: Instantaneous (permanent)
Area of Effect: One creature
Components: V,S,M
Casting Time: 1 day
Saving Throw: None

This eerie spell permits the magic user to make a living duplicate of another creature using ice or snow as the raw material of the duplicate's substance. The *simulacrum* is identical in appearance to the original in even the minutest detail, although there are many differences in other respects. The *simulacrum* will always be weaker than the original, having only half of the original hit points and a lower level of experience (1d4+1 x10%). The *simulacrum* does not have its own personality; it is under the caster's control and has no volition without the caster's spoken command. A *simulacrum* can be improved by the use of other spells; a *reincarnation* spell will provide it with its own personality, and a *limited wish* may be used to give it the original's personality and 40-60% of the original's memories. Casting the spell requires material components of 1,000 gp in value, and a part (even so small as a piece of hair) of the creature to be duplicated.

Sleep

Arcane Enchantment/ Charm

Level: Magic user 1
Range: 30 ft + 10 ft/ level
Duration: 5 rounds/ level
Area of Effect: See below
Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

This spell affects a circular area with a 15 ft radius. A number of creatures within this radius (determined by their HD) fall into a deep magical slumber with no saving throw allowed. Magically sleeping creatures may be killed or tied up at a rate of one per round by a single person, or can be attacked at twice the normal rate with an automatic hit for maximum damage, if the attacker chooses not to kill or bind them. A sleeping creature requires a full round to waken and must be shaken or slapped to bring it to consciousness; mere noise, however loud, will not disturb the enchanted slumber of a *sleep* spell's victim. The number of enemies affected by the spell is a function of their hit dice. If there are creatures of different hit dice in the area, the weaker ones will be affected first. Creatures with hit dice over 4+4 are not affected by the spell.

Hit Dice of Victim	Number Affected
1 or less	4d4
1+ to 2	2d4
2+ to 3	1d4
3+ to 4	1d2
4+1 to 4+4	0 or 1 (d2-1)

Slow

Arcane Transmutation/ Alteration

Level: Magic user 3
Range: 90 ft + 10 ft/ level
Duration: 3 rounds + 1 round/ level
Area of Effect: 1 creature/ level in a 40 x 40 ft area
Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

This spell acts upon its targets to slow down their movements, or can be used to negate the effects of a *haste* spell. Any creature affected by a *slow* spell will find that it can only move at half normal speed and attack at half its normal rate. The spell may be cast upon up to 1 creature/ caster level, but all must be within the area of the spell's area of effect at the time of casting. If more than one *slow* spell is cast upon the same subject, the effects of the two spells will be cumulative.

Spell Immunity

Arcane Abjuration

Level: Magic user 8
Range: Touch
Duration: 1 turn/ level, divided among recipients
Area of Effect: One creature/ 4 levels
Components: V,S,M
Casting Time: 1 round/ recipient
Saving Throw: None

This spell confers tremendous protection against magical attacks that affect the mind. A creature warded by this spell gains a +8 bonus to such saving throws. The caster may divide the spell's duration among as many recipients as his or her caster level divided by four. The material component for this spell is a gem of any kind or size.

Spider Climb

Arcane Transmutation/ Alteration

Level: Magic user 1
Range: Touch
Duration: 1 round + 1 round/ level
Area of Effect: One creature
Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

When the magic user casts this spell, the recipient's bare hands and feet become sticky enough to allow him or her to climb walls and even crawl along a ceiling. The movement rate for such climbing is 30 ft per round. The subject of this spell will find it difficult to employ tools or handle small objects with precision while the spell is in effect.

Spirit-Rack

Arcane Abjuration

Level: Magic user 6
Range: 10 ft + 1 ft/ level
Duration: See below
Area of Effect: One fiend
Components: V,M
Casting Time: 8d6 hours
Saving Throw: None

This spell is used to utterly banish a particular demon, devil, or the like to its home plane of existence for a number of years equal to the caster's level. To cast the spell, the magic user must know the fiendish creature's name, and inscribe it into a scroll, the preparation of which requires 8d6 hours and the expenditure of at least 5,000 gp. Once the spell is cast, if the scroll is read aloud by the caster in the fiend's presence it will have the effects described below. A caster can create no more than one scroll for any particular fiend and can only keep three such scrolls in existence at any one time; the magic of one will fade if a fourth is created.

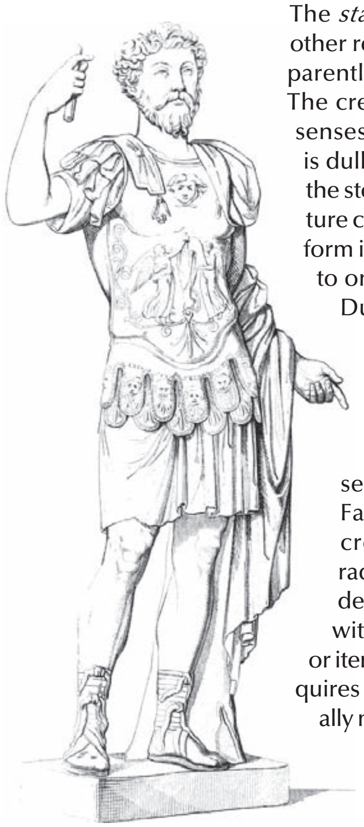
When the caster speaks the first words of the scroll in the fiend's presence, the demon is immediately held in place (unless its innate magic resistance allows it to escape this effect). Even if the fiend's magic resistance protects it, the words of the scroll cause considerable agony, and if the creature has the ability to escape it is only 10% likely to remain and try to stop the final reading (0% likelihood if it has no means of attacking the magic user, gaining possession of the scroll, or otherwise influencing events in its favour). After one full minute of reading the scroll (i.e., in the second round), the fiend loses 1 hp/ hit die from pain. In the third round, the fiend loses 50% of its remaining hit points from the agony caused by the words of the scroll. After the third round of reading, the fiend is banished to its home plane, where it writhes in agony for a period of years equal to the caster's level.

Obviously, any fiend caught with this ritual will seek to negotiate its way out; the GM will determine probabilities based on the fiend's goals and personality, but the base likelihood will be roughly 25% per round that the fiend will agree to perform a task for the caster in exchange for nothing more than the cessation of the ritual.

Statue

Arcane Transmutation/ Alteration

Level: Magic user 7
Range: Touch
Duration: 6 turns/ level
Area of Effect: Creature touched
Components: V,S,M
Casting Time: 7 segments
Saving Throw: See below



The *statue* spell allows the caster or other recipient of the spell to turn, apparently, into a statue made of stone. The creature can still utilize all of its senses, although the sense of touch is dulled, and only actual damage to the stone is felt. The ensorcelled creature can shift in and out of the statue-form in one second and is not limited to one such shift in a single round. During the initial transformation, the creature must make a special system shock roll with a flat 82% chance of success, with a +1 for every point of constitution the creature possesses (100% chance at Con 18). Failing this roll means that the creature dies. The statue does radiate magic slightly and can be detected in this manner as well as with other similar divination spells or items. The initial transformation requires a full round. Damage that actually manages to hurt the stone statue will be incurred by the creature, but the stone is as hard and durable as granite and not easy to chip or break.

Stinking Cloud

Arcane Evocation

Level: Magic user 2
Range: 30 ft
Duration: 1 round/ level
Area of Effect: 20 ft radius spherical cloud
Components: V,S,M
Casting Time: 2 segments
Saving Throw: See below

This spell creates a nauseating cloud of vapours to billow forth in a location chosen by the caster. All creatures caught within (or later entering) the noxious cloud must make saving throws. Any creature failing to save will be completely unable to act for 1d4+1 rounds, falling to the ground retching and gagging (treated as stunned). A creature that succeeds in making the saving throw may move from within the cloud and be free of the effects after only one round of gasping fresh air (again, being treated as stunned for this round). Even creatures that succeed in making a saving throw cannot do anything within the cloud other than to leave as fast as possible.

Stone Shape

Arcane Transmutation/ Alteration

Level: Magic user 5
Range: Touch
Duration: Instantaneous
Area of Effect: 1 cubic ft/ level
Components: V,S,M
Casting Time: 1 round
Saving Throw: None

The magic user moulds stone by the power of his or her will, shaping it into whatever object or form he or she desires, from a weapon to a sculpture to an ornate stone footstool. Whether used to decorate the wizard's tower with gargoyles or to make an escape hole from a stone prison, this spell is extremely versatile and useful.

Stone to Flesh *(Reversible)*

Arcane Transmutation/ Alteration

Level: Magic user 6
Range: 10 ft/ level
Duration: Instantaneous
Area of Effect: One creature
Components: V,S,M
Casting Time: 6 segments
Saving Throw: See below

This spell transforms stone into flesh, or vice versa if the caster has elected to memorise the reversed version, *flesh to stone*. A creature that has been turned to stone will be returned to its normal state (provided that a system shock roll is successful). If the spell is used upon normal stone (as opposed to restoring a petrified creature), up to 9 cubic ft/ caster level may be transformed. A saving throw is permitted only against the spell's reverse, *flesh to stone*.

Strength

Arcane Transmutation/ Alteration

Level: Magic user 2
Range: Touch
Duration: 6 turns/ level
Area of Effect: One person
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

This spell increases a person's strength (affecting the same sorts of creatures as *hold person*). The recipient's strength increases by 1d6, and members of the various fighter-type classes gain a +1 to this roll. If the spell is cast upon a monster (such as an orc), the GM is free to rule for convenience that the effect of the spell is to grant +1 to damage, and if the d6 roll is a 5 or 6, a +1 to hit as well.

Suggestion

Arcane Enchantment/ Charm

Level: Magic user 3
Range: 30 ft
Duration: 6 turns + 6 turns/ level
Area of Effect: One creature
Components: V,M
Casting Time: 3 segments
Saving Throw: None (negates)

This spell empowers the caster to suggest facts or courses of action with an almost unavoidable power of persuasion. Factual *suggestions* ("These are not the halflings you seek"), *suggestions* of a course of action ("You won't mention you saw us, I have no doubt"), or a combination of both are possible. Even a victim who has failed a saving throw against the spell will not undertake a course of action that is palpably unreasonable, but the experienced caster can easily phrase his or her requests in such a way as to avoid this problem. No creature will leap off a cliff for no reason; but the caster might need to scout the bottom of a chasm and promise to cast a *feather fall* spell, or hand the victim a "magical" torch that supposedly permits the power of flight. The creature to be influenced must be able to hear and understand the language spoken by the caster.

Symbol

Arcane Conjuration/ Summoning

Level: Magic user 8
Range: Touch
Duration: See below
Area of Effect: See below
Components: V,S,M
Casting Time: 8 segments
Saving Throw: See below

The symbol spell is used to enchant magical runes written on a surface. Any creature that passes by, over, or under the rune; touches it; or reads it will be affected by its magic. There are numerous symbols that can be created with this spell. Those best known are as follows:

Symbol of Death: Creatures with hit points totalling not more than 80 are slain.

Symbol of Discord: All creatures in the area begin arguing with one another. Those that do not share the same alignment have a 50% chance of actually fighting one another. The duration of the effect is 5d4 rounds, but if a fight breaks out, the duration is reduced to 2d4 rounds.

Symbol of Fear: As per fear spell, but save at –4.

Symbol of Hopelessness: Creatures that fail to save vs spells are affected by deep depression for 3d4 turns. Each round during this period they act randomly, not acting at all (25%), or walking away from the *symbol* (75%), even if this means breaking off from combat. Such creatures will submit to any demand made by an enemy or ally, including a command to surrender.

Symbol of Insanity: Creatures with total hit points of not more than 120 are affected by lunacy, acting per the random actions described in the *confusion* spell. The effect is permanent (or until removed by magical means).

Symbol of Pain: Any creature triggering the symbol is subjected to horrible pain, losing 2 points of dexterity and gaining a penalty of –4 on all to-hit rolls for a period of 2d10 turns.

Symbol of Sleep: This symbol causes any creature of 8+1 HD or less to fall into an enchanted slumber; it is impossible to awaken the victims for 4d4+1 turns.

Symbol of Stunning: Creatures with a total of 160 or fewer hit points are stunned for 3d4 rounds, dropping whatever they are holding.

Material components for this spell cost at least 10,000 gp.

Telekinesis

Arcane Transmutation/ Alteration

Level:	Magic user 5
Range:	10 ft/ level
Duration:	2 rounds + 1/ level
Area of Effect:	25 lbs/ level
Components:	V,S
Casting Time:	5 segments
Saving Throw:	None

This spell allows the caster to move objects through force of will, up to a weight limit of 25 lbs per level. An object can be accelerated to a deadly velocity over the course of a few minutes. The base speed is 20 ft/ round, but the caster can double this speed every round (to 40 ft, then 80 ft, then 160 ft) to a maximum of 102,400 ft/ round (1,706 ft/ second). For every 2,000 ft/ round that an object is travelling, it will sustain 1d6 damage if it strikes another object. The spell allows an object to be moved in any direction, horizontally or vertically.

Teleport

Arcane Transmutation/ Alteration

Level:	Magic user 5
Range:	Touch
Duration:	Instantaneous
Area of Effect:	250 lbs + 150/ level over 10th
Components:	V
Casting Time:	2 segments
Saving Throw:	None

The *teleport* spell permits the caster to transport him- or herself, and any additional weight he or she can carry, instantly from one place to another. The magic user must be familiar with the destination (see below), but there is no effective range to the spell, although it does not permit travel to other planes.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–96	97–100
Viewed once	01–76	77–88	89–90	99–100
False destination	(1d20+80)	—	81–92	93–100

To see how well the teleportation works, the player will roll d% and consult the preceding table. Refer to the following information for definitions of the terms contained in table:

Familiarity: "Very familiar" is a place where the caster has been very often and feels at home. "Studied carefully" is a place the caster knows well, either because he or she can currently see it, has been there often, or has used other means (such as scrying) to study the place for at least one hour. "Seen casually" is a place that the caster has seen more than once but with which he or she is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic. "False destination" is a place that does not truly exist, or if the caster is teleporting to an otherwise familiar location that no longer exists as such, or has been so completely altered as to no longer be considered "familiar."

When travelling to a false destination, the player rolls 1d20+80 on the table rather than rolling d%, as there is no real destination.

On Target: The caster appears in the correct location.

Off Target: The caster appears safely, a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be travelled. The direction off target is determined randomly

Similar Area: The caster winds up in an area that is visually or thematically (depending on how the caster identified it while casting) similar to the target area. It is possible (25% chance) that this result will indicate that the correct location has been reached but that the caster and party will arrive too high, falling 1d% ft unless there is means to arrest the fall. If the party arrives too high and the result would entomb them in a solid surface, they die instantly. Generally, the caster will appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails.

Mishap: The caster and anyone else teleporting with him or her arrive beneath the destination point, causing instant death if the area is solid.

Temporal Stasis *(Reversible)*

Arcane Transmutation/ Alteration

Level:	Magic user 9
Range:	10 ft
Duration:	Permanent
Area of Effect:	One creature
Components:	V,S,M
Casting Time:	9 segments
Saving Throw:	None

This spell places the victim into a magical sleep so deep that it is akin to suspended animation. The victim does not age or change in any way and does not need to breathe or eat. The sleep lasts until the victim is awakened by the use of dispel magic or the spell's reverse form.

Time Stop

Arcane Transmutation/ Alteration

Level:	Magic user 9
Range:	10 ft
Duration:	1 segment/ 2 levels + 1d8 segments
Area of Effect:	15 ft radius sphere
Components:	V
Casting Time:	9 segments
Saving Throw:	None

This spell allows the caster to act between two moments of time, in a bubble where the outside is frozen in place, not moving in the flow of time's passage. The spell's common name is a misnomer, for time does not actually stop; rather the caster simply gains a few "extra" moments, captured in between the points of time's normal passage. Effectively, the caster simply gains the duration of the spell as extra time in which he or she may perform whatever actions he or she wishes, while the rest of the universe is effectively frozen relative to the caster.

Tiny Hut

Arcane Transmutation/ Alteration

Level:	Magic user 3
Range:	0
Duration:	6 turns/ level
Area of Effect:	5 ft radius sphere
Components:	V,S,M
Casting Time:	3 segments
Saving Throw:	None

This spell causes a bubble of magical force to form around the caster. The field will extend through solid substances if necessary, providing a complete sphere of protection even against burrowing creatures. When the caster stands on the ground, the sphere will thus appear to be a hemisphere, with half of it beneath the ground. The field's outside surface is not transparent and is usually a dark amber colour, but anyone inside the sphere can see through to the outside as if the force field did not exist. The spell provides protection against inclement winds and temperature within a certain range, but offers no protection against attacks from outside. Anyone can pass into and out of the hut, and up to 6 medium-sized or 8 small creatures can shelter inside with the caster. If the caster leaves the hut, the spell ends.

Inside the hut, the inhabitants will not feel winds of up to 50 mph, which are completely blocked by the bubble of force, but if the wind reaches gale force of 50 mph the tiny hut will be shredded into oblivion. The temperature inside the hut remains at a pleasant 70° Fahrenheit for so long as the outside temperature remains in a range from 0° to 100°. For every degree of outside temperature beyond this range, the temperature inside the hut will rise or fall accordingly from 70°. The caster may illuminate the inside of the hut with a dim, ambient light that will not, of course, show to the outside.

Tongues *(Reversible)*

Arcane Transmutation/ Alteration

Level:	Magic user 3
Range:	0
Duration:	1 round/ level
Area of Effect:	30 ft radius
Components:	V,M
Casting Time:	3 segments
Saving Throw:	None

Within the radius established by this spell, the caster, and the caster alone, will be able to speak and understand any verbal language, including alignment tongues. Note that the spell's area of effect does not move with the caster. The reverse of the spell makes any verbal communication impossible for any person (not just the caster) in the spell's area, or may be used to cancel out the effects of the *tongues* spell.

Transformation

Arcane Transmutation/ Alteration

Level:	Magic user 6
Range:	Caster
Duration:	1 round/ level
Area of Effect:	Caster
Components:	V,S,M
Casting Time:	6 segments
Saving Throw:	None

Upon the completion of this spell, the caster's form and mind alter as he or she takes on the spirit and attributes of a powerful berserker warrior. The caster's existing hit points are doubled, and any damage sustained is first deducted from the "additional" hit points with no deduction from the "true" hit points until the additional hit points are gone. Once the additional hit points are gone, however, the caster sustains twice normal damage from attacks. The caster's armour class improves by four points, and he or she attacks as a fighter of the same level. The transformed magic user may only use a dagger as a weapon while in this berserk state, but may attack twice per round, inflicting a +2 bonus on all damage. The magic user cannot cancel the effects of this spell, and will continue to attack until all enemies are killed or the spell duration ends. In order to cast this spell, the magic user must consume a *potion of heroism*.

Transmute Rock to Mud

Arcane Transmutation/ Alteration

Level:	Magic user 5
Range:	10 ft/ level
Duration:	See below
Area of Effect:	20 ft cube/ level
Components:	V,S,M
Casting Time:	5 segments
Saving Throw:	None

Except as may be noted above, this spell is identical to the druidic spell of the same name.

Trap the Soul

Arcane Conjuration/ Summoning

Level:	Magic user 8
Range:	10 ft
Duration:	Permanent
Area of Effect:	One creature
Components:	V,S,M
Casting Time:	See below
Saving Throw:	See below

This spell traps a victim's soul within a gem for eternity unless the prisoner is rescued. The prison must be prepared ahead of time, by the use of various spells and rituals costing 1,000 gp per level or hit die of the creature to be trapped. The trap may be sprung by either of two methods: either speaking the final word of the spell (which requires one segment and grants the target a saving throw) or persuading the victim to accept a pre-prepared trigger item (in which case no saving throw is permitted—the imprisonment is automatic). When a being is freed from imprisonment, even player characters, the being that has performed the rescue may demand a service or task from the freed prisoner. For unknown reasons, the request affects the prisoner in the same manner as a *geas*.

Unseen Servant

Arcane Conjuration/ Summoning

Level: Magic user 1
Range: Caster
Duration: 6 turns + 1 turn/ level
Area of Effect: 30 ft radius around spell caster
Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

By means of this spell, the caster summons a mindless magical force to perform simple tasks. The servant can fetch and carry things, open doors, hold chairs, clean, mend, etc. It will continue at its assigned task until it is given another command. An *unseen servant* cannot exert force of more than twenty lbs. *Unseen servants* can neither attack nor move beyond the spell's area of effect.

Vanish

Arcane Transmutation/ Alteration

Level: Magic user 7
Range: Touch
Duration: Instantaneous or permanent—see below
Area of Effect: One object
Components: V
Casting Time: 2 segments
Saving Throw: None

The caster's magic words cause an object to vanish, either being teleported away or shifted into the æthereal plane and replaced with stone on the material plane. The caster can teleport an object that weighs no more than 50 lbs per caster level to a location of his or her choice (subject to the normal rules of a *teleport* spell). If the object is larger, or if the caster chooses not to change its location, he may instead shift the object into the æthereal plane, to be replaced with shapeless stone. A *dispel magic* cast upon such stone will return the object to the material plane. Items that are part of larger structures, such as doors or windows, may be caused to *vanish*.

Ventriloquism

Arcane Illusion/Phantasm

Level: Magic user 1
Range: 10 ft/ level (max. 60 ft)
Duration: 2 rounds + 1 round/ level
Area of Effect: One object
Components: V,M
Casting Time: 1 segment
Saving Throw: See below

The caster makes his or her voice (or any sound he or she can vocalize) seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. For each point of intelligence of the listener over 12, there is a cumulative 10% chance to correctly perceive the source of the sound.

Wall of Fire

Arcane Evocation

Level: Magic user 4
Range: 60 ft
Duration: See below
Area of Effect: See below
Components: V,S,M
Casting Time: 4 segments
Saving Throw: None

A magic user's *wall of fire* does base damage of 2d6 hit points plus 1 hp/ level. If the wall is configured as a ring its radius will be 10 ft + 3 ft/ level. In all other respects, the spell resembles the druidic spell *wall of fire*.

Wall of Force

Arcane Evocation

Level: Magic user 5
Range: 30 ft
Duration: 1 turn + 1 turn/ level
Area of Effect: 20 ft square/ level
Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

A *wall of force* is a barrier of magical power, invisible but virtually impervious to all attacks, blocking almost anything from passing through it. The wall is utterly unaffected by physical attacks and spells, including *dispel magic*, and all forms of energy, such as electricity, heat, and cold. The only way actually to destroy a *wall of force* is with a *disintegrate* spell. The wall remains in place even if the ground beneath it is destroyed or transformed, hanging magically in place where it was evoked.

Wall of Ice

Arcane Evocation

Level: Magic user 4
Range: 10 ft/ level
Duration: 1 turn/ level
Area of Effect: Wall, area 100 sq. ft/ level, 10 ft thick/level
Components: V,S,M
Casting Time: 4 segments
Saving Throw: None

A *wall of ice* spell creates a huge wall of ice, with a front face of up to 100 square ft per level. Its exact dimensions are adjustable by the caster. Thus, if the wall is cast by a 20th level caster, the dimensions of the wall could be any combination of dimensions that multiply to equal 2,000 square ft. The wall might be 10 ft high and 200 ft long, or 5 ft high and 400 ft long, or 20 ft high and 100 ft long, etc. The wall need not be cast so that it is attached to anything, and it can even be cast in the air to fall upon opponents, doing 3d10 points of damage in the area where it falls. Breaking through the ice with a melee weapon causes 2 hit points of damage from ice shards per inch of thickness, and can be broken out at a rate of 10 ft per round. Normal fire has no measurable effect upon the wall, but magical fire will melt through it in one round. If the wall is destroyed by fire in a single round, it will cause a massive cloud of water vapour to form and linger for a full turn, obscuring vision by 50%.

Wall of Iron

Arcane Evocation

Level: Magic user 5
Range: 5 ft/ level
Duration: Permanent

Area of Effect: 15 x 15 ft square/ level
Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

By casting *wall of iron*, the magic user creates a sheet of solid iron, one quarter of an inch thick per caster level, with dimensions of 15 sq. ft/ caster level. The configuration of the square footage is determined by the caster, but must be rectangular. The wall must be vertical if it is created upon the ground, but may be created horizontally in the air, falling to crush whatever is beneath. The wall is natural iron and can be affected by rust or transmutations, but its existence is magical and may be dispelled.

Wall of Stone

Arcane Evocation

Level: Magic user 5
Range: 5 ft/ level
Duration: Permanent
Area of Effect: 20 x 20 ft square/ level
Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

When the spell is completed, a *wall of stone* is called into being, sprouting from existing stone formations. In order for the spell to succeed, there must be existing rock large enough to serve as the anchor on each side of the wall. No rock from the foundation is consumed; the wall's stone is created from nothing, but needs existing rock from which to emerge and with which to meld. The wall itself is one quarter of an inch thick for each level of the magic user and has an area of 20 x 20 ft per caster level. The wall need not be vertical, but must be anchored—a bridge is a good example of a way to create and use a horizontal *wall of stone*. The wall may be dispelled, but otherwise has all the characteristics of natural stone.

Water Breathing *(Reversible)*

Arcane Transmutation/ Alteration

Level: Magic user 3
Range: Touch
Duration: 1 round/ level
Area of Effect: One creature
Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

Except as noted above, this spell is identical to the druidic spell *water breathing*.

Web

Arcane Evocation

Level: Magic user 2
Range: 5 ft/ level
Duration: 2 turns/ level
Area of Effect: 80 cubic ft between anchoring points
Components: V,S,M
Casting Time: 2 segments
Saving Throw: See below

This spell causes a mass of tough, sticky webs to appear, filling in any open spaces where the webs can be anchored on both sides (floor and ceiling, between walls, etc.), up to the maximum of the spell's area of effect. Any creature in the area must make a saving throw at a penalty of –2. The effect of a successful saving throw depends upon how close the target is to the edge of the area of effect; if the creature is within five ft of the edge of the spell's area of effect, the creature has jumped free and is not affected by the *web*. If the creature is not within five ft of the edge and makes its save, that creature will be able to fight its way through the *web* at twice normal speed (at a rate of 1 ft per turn if its strength is less than 13) and will have no chance of suffocating. No creature within the area of effect, whether a saving throw is made or not, can cast spells or attack. Any creature that fails its saving throw has a cumulative 5% chance of suffocating per turn. Creatures with a strength of less than 13 that fail the saving throw are trapped within the *web* and cannot move or act at all. Creatures with a strength of 13-17 are capable of moving through 1 ft of webs per turn. A creature with strength 18+ can move through the *web* at a rate of 10 ft per turn, and creatures such as dragons virtually ignore the webs, breaking through at a rate of 100 ft per turn. The strands of a *web* spell are very flammable. If they are ignited, fire will flash through the entire *web*, dealing 2d4 points of damage to all creatures within and burning away the webs.

Wish

Arcane Conjuration/ Summoning

Level: Magic user 9
Range: Unlimited
Duration: Varies (GM discretion)
Area of Effect: Varies (GM discretion)
Components: V
Casting Time: Varies (GM discretion)
Saving Throw: Varies (GM discretion)

A *wish* spell is the true version of *limited wish*, an extraordinarily potent invocation of eldritch power. After casting a wish spell, the caster will be weakened considerably, requiring 2d4 days of bed rest. The only exception to this is when the *wish* is used for transport, healing, or resurrection of the dead. In general, the exact wording of the *wish* is carried out regardless of its intent, but the GM will not normally be stringent upon this point unless the *wish* is an attempt to overreach the spell's power.

In the case of unreasonable *wishes*, the GM may decide to follow the wording of the spell precisely but pervert the intent, limit the duration of the spell to a very limited time (perhaps mere seconds!) or simply rule that the whole spell fails.

The guideline here is that *wishes* are granted by someone or something, which may or may not be kindly disposed to the player characters. The more greedy or selfish a *wish*, the greater the chance that a mischievous or actually evil power will take the opportunity to teach this upstart mortal a lesson.

Wizard Eye

Arcane Transmutation/ Alteration

Level: Magic user 4
Range: Caster
Duration: 1 round/ level

Area of Effect: Magical eye
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

The *wizard eye* is a scrying spell allowing the wizard to create a material (but invisible) visual organ that transmits to the caster whatever it sees. The eye has infravision with a range of 100 ft and can see at a distance of 600 ft in normal lighting. The eye travels at a rate of 30 ft per round if it is not scrutinising its surroundings closely, but can proceed no faster than 10 ft per round if it is examining floors, ceilings, and walls. The magic user can detect secret doors through the eye as per his or her normal chance, but cannot view through the eye with any special vision the magic user has, for the eye's vision is limited to its own sensory capabilities. The eye cannot pass through solid substances, but it can move through a hole no more than an inch in diameter.

Wizard Lock

Arcane Transmutation/ Alteration

Level: Magic user 2
Range: Touch
Duration: Permanent
Area of Effect: 30 square ft/ level
Components: V,S
Casting Time: 2 segments
Saving Throw: None

A *wizard lock* spell functions similarly to a powerful *hold portal* spell, except that extra-dimensional creatures cannot pass through a *wizard lock* as they can a held portal.

Write

Arcane Evocation

Level: Magic user 1
Range: Caster
Duration: 1 hour/ level
Area of Effect: Caster
Components: V,S,M
Casting Time: 1 round
Saving Throw: None

This spell enables the magic user to make a written copy of a spell he or she cannot yet cast, a somewhat dangerous proposition. In order to succeed in this task, the caster must make a saving throw vs spells, with a modifier determined by the difficulty of the spell being transcribed. If the spell is up to one level higher than the magic user can cast, the saving throw is made at +2. If the spell is two levels higher than the magic user can cast, there is no bonus or penalty to the saving throw. If the spell is more than 2 levels higher than the magic user can cast, each additional level adds a –1 penalty. If the magic user fails this saving throw, the spell is not successfully copied, the caster takes 1d4 points of damage for each level of the spell, and he or she is knocked unconscious for 1 turn per hit point sustained thereby. The damage sustained cannot be healed more quickly than 4 hp per day, even with the assistance of magical healing. If the saving throw is successful, the magic user may copy the spell, which takes one hour per level of the spell. The material component is ink costing at least 200 gp.

ILLUSIONIST SPELLS

Unlike clerical and druidic spells, illusionist spells (also known as Phantasmal spells in the OSRIC system) do not require any special material components. There are some illusionist spells that can be cast within the area of effect of a *silence* spell, since they have no verbal component.

Alter Reality

Phantasmal Illusion

Level: Illusionist 7
Range: Unlimited
Duration: Varies (GM discretion)
Area of Effect: Varies (GM discretion)
Components: Varies (GM discretion)
Casting Time: Varies (GM discretion)
Saving Throw: Varies (GM discretion)

This spell has the same effect as the magic user spell *limited wish*, but requires the creation of a phantasmal force prior to casting, which serves as a focus for the spell.

Arcane Spells, Level 1

Various

Level: Illusionist 7
Range: See below
Duration: See below
Area of Effect: See below
Components: See below
Casting Time: See below
Saving Throw: See below

This spell enables the illusionist to memorise several first level magic user spells in place of one seventh level illusionist spell. The illusionist may substitute a number of magic user spells equal to his or her level minus ten (4 at 14th level, 5 at 15th level, etc.). The mage spells must be chosen at the same time as the Arcane Spells, Level 1 spell is memorised.

Astral Spell

Phantasmal Transmutation/ Alteration

Level: Illusionist 7
Range: Touch
Duration: See below
Area of Effect: One to six creatures
Components: V,S
Casting Time: 3 turns
Saving Throw: None

Except as may be noted above, this spell is identical to the magic user spell of the same name.

Audible Glamour

Phantasmal Illusion

Level: Illusionist 1
Range: 60 ft + 10 ft/ level
Duration: 3 rounds/ level
Area of Effect: Hearing range
Components: V,S
Casting Time: 5 segments
Saving Throw: See below

Except as may be noted above, this spell functions in the same manner as the magic user spell of the same name.

Blindness

Phantasmal Illusion

Level: Illusionist 2
Range: 30 ft
Duration: Permanent
Area of Effect: One creature
Components: V,S
Casting Time: 2 segments
Saving Throw: Negates

This spell causes the subject to become blind, but causes no damage to the eyes themselves. The effect cannot be removed by any spell that restores physical health (such as a healing spell, cure disease, etc), but may be dispelled normally. The caster can end the condition at will.

Blur

Phantasmal Illusion

Level: Illusionist 2
Range: Caster
Duration: 3 rounds + 1 round/ level
Area of Effect: Caster
Components: V,S
Casting Time: 2 segments
Saving Throw: None

The illusionist's outline becomes blurred, as if seen through shimmering waves of heat. In consequence, the illusionist gains a bonus of +1 against any targeted magical attack. Additionally, any opponent's first attack against the illusionist will incur a penalty of –4, and subsequent attacks incur a penalty of –2 (after one attack, the opponent has become accustomed to the spell's distorting effect).

Change Self

Phantasmal Illusion

Level: Illusionist 1
Range: Caster
Duration: 2d6 rounds + 2rounds/ level
Area of Effect: Caster
Components: V,S
Casting Time: 1 segment
Saving Throw: None

By means of this spell, the illusionist changes his or her appearance into any bipedal humanoid form (although size and weight can only be altered by one foot and 50 lbs, respectively). The illusionist's face, of course, may be changed as desired, including alterations to make him or her appear identical to an existing person.

Chaos

Phantasmal Enchantment/ Charm

Level: Illusionist 5
Range: 5 ft/ level
Duration: 1 round/ level
Area of Effect: Up to 40 x 40 ft
Components: V,S,M
Casting Time: 5 segments
Saving Throw: See below

This spell causes a number of creatures in the spell's area of effect to behave strangely and unpredictably. All creatures in the spell's area of effect become confused (see below for effect), and only illusionists, fighters, and creatures with an intelligence of 4 or lower are entitled to a saving throw at all. Those entitled to a saving throw must check each round to avoid becoming confused. Creatures that fail their saving throws (if entitled to one at all) act randomly in accordance with the following table:

d%	Action
01-10	Attacks the illusionist or his or her allies
11-20	Acts normally
21-50	Babbles incoherently
51-70	Meanders away from caster for a full turn
71-00	Attacks nearest creature

Note: A creature that meanders away is not entitled to further saving throws, but will be freed from the spell's effects after taking a full turn of movement (at normal speed) away from the caster.

Colour Spray

Phantasmal Transmutation/ Alteration

Level: Illusionist 1
Range: 0
Duration: 1 segment
Area of Effect: Cone, 5 ft wide at origin, 45% arc, 10 ft/ level long
Components: V,S,M
Casting Time: 1 segment
Saving Throw: See below

The caster fans out his or her fingers, and a sheet of unearthly-coloured light springs forth. 1d6 creatures caught within the light may be affected, and the spell can only affect 1 hit die of creatures per caster level. Creatures with HD equal to or less than the caster's are rendered unconscious by the burst of colours. If the creature's hit dice exceed the caster's by 1-2, the creature is blinded for 1d4 rounds. If the creature has 3+ hit dice in excess of the caster's, it is merely stunned for 2d4 segments. Any creature with hit dice exceeding the caster's (and creatures or 6+ HD regardless of the caster's level) are entitled to a saving throw.

Confusion

Phantasmal Enchantment/ Charm

Level: Illusionist 4
Range: 80 ft
Duration: 1 round/ level
Area of Effect: Up to 40 x 40 ft
Components: V,S,M
Casting Time: 4 segments
Saving Throw: See below

This spell affects a base number of 2d8 creatures. Except as noted above, it is otherwise identical to the druidic spell of the same name.

Conjure Animals
Phantasmal Conjuration/ Summoning

Level: Illusionist 6
Range: 30 ft
Duration: 1 round/ level
Area of Effect: Conjured creatures
Components: V,S
Casting Time: 6 segments
Saving Throw: None

Except as may be noted above, this spell is identical to the clerical spell of the same name.

Continual Darkness
Phantasmal Transmutation/ Alteration

Level: Illusionist 3
Range: 60 ft
Duration: Permanent
Area of Effect: 30 ft radius globe
Components: V,S
Casting Time: 3 segments
Saving Throw: None

Except as noted above (particularly the area of effect), this spell is identical to the magic user spell *darkness 15ft radius*.

Continual Light
Phantasmal Transmutation/ Alteration

Level: Illusionist 3
Range: 60 ft
Duration: Permanent
Area of Effect: 60 ft radius globe
Components: V,S
Casting Time: 3 segments
Saving Throw: None

Except as may be noted above, this spell is identical to the clerical spell of the same name.

Dancing Lights
Phantasmal Transmutation/ Alteration

Level: Illusionist 1
Range: 40 ft + 10 ft/ level
Duration: 2 rounds/ level
Area of Effect: 60 ft radius globe
Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

Except as may be noted above, this spell is identical to the magic user spell of the same name.

Darkness
Phantasmal Transmutation/ Alteration

Level: Illusionist 1
Range: 40 ft + 10 ft/ level
Duration: 2d4 rounds + 1 round/ level
Area of Effect: 15 ft radius globe
Components: V,S
Casting Time: 1 segment
Saving Throw: None

Except as may be noted above, this spell is identical to the magic user spell *darkness 15 ft radius*.

Deafness
Phantasmal Illusion

Level: Illusionist 2
Range: 60 ft
Duration: Permanent
Area of Effect: Caster

Components: V,S,M
Casting Time: 2 segments
Saving Throw: Negates

This spell is similar to the illusionist's *blindness* spell, but causes deafness. The effect is permanent until removed by dispel magic, though it can be removed by the caster at any time.

Demi-Shadow Magic
Phantasmal Illusion

Level: Illusionist 6
Range: 60 ft + 10 ft/ level
Duration: See below
Area of Effect: See below
Components: V,S
Casting Time: 6 segments
Saving Throw: See below

This spell allows the illusionist to "cast" a quasi-real version of any one of the following arcane spells: *cloudkill, cone of cold, magic missile, fireball, lighting bolt, wall of fire, wall of ice*. If a victim fails a saving throw vs spells, the illusion will function as a real version of that spell with regard to the victim. If the saving throw is successful, it will still have a lessened effect due to its quasi-real nature. The offensive spells will inflict 2 hit points per caster level, the wall spells will inflict 1d4 hit points per caster level, and the *cloudkill* will only kill creatures of fewer than 2 hit dice (no saving throw).

Demi-Shadow Monsters
Phantasmal Illusion

Level: Illusionist 5
Range: 30 ft
Duration: 1 round/ level
Area of Effect: 20 x 20 ft
Components: V,S
Casting Time: 5 segments
Saving Throw: See below

This spell creates partially-real illusory monsters in the same manner as the spell *shadow monsters*, but the demi-shadow monsters have 40% of normal hit points rather than 20%; if they are detected as only quasi-real, they inflict 40% of normal damage and are AC 8.

Detect Illusion

Phantasmal Divination

Level: Illusionist 1
Range: Caster
Duration: 3 rounds + 2 rounds/ level
Area of Effect: Path 10 ft wide, 10 ft/ level long
Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

By means of this spell, the caster sees any illusion for what it truly is. By touching an illusion, the caster can make its true form visible to any observer.

Detect Invisibility

Phantasmal Divination

Level: Illusionist 1
Range: 10 ft/ level
Duration: 5 rounds/ level
Area of Effect: Caster
Components: V,S,M
Casting Time: 1 segment
Saving Throw: None

Except as may be noted above, this spell is identical to the magic user spell of the same name.

Detect Magic

Phantasmal Divination

Level: Illusionist 2
Range: Caster
Duration: 2 rounds/ level
Area of Effect: Path 10 ft wide, 60 ft long
Components: V,S
Casting Time: 2 segments
Saving Throw: None

Except as may be noted above, this spell is identical to the clerical spell of the same name.

Dispel Exhaustion

Phantasmal Illusion

Level: Illusionist 4
Range: Touch
Duration: 3 turns/ level
Area of Effect: Up to 4 creatures
Components: V,S
Casting Time: 4 segments
Saving Throw: None

This spell creates a powerful illusion of physical health. Recipients "gain" 50% of any hit points that have been lost, and function for all intents and purposes as if these hit points are real. The illusory hit points are the first to be subtracted if the character sustains damage. At the end of the spell's duration, the remaining illusory hit points are lost. Additionally, any character under the influence of this spell can move (but not attack) at double the normal speed.

Dispel Illusion

Phantasmal Abjuration

Level: Illusionist 3
Range: 10 ft/ level
Duration: Instantaneous
Area of Effect: One illusion
Components: V,S
Casting Time: 3 segments
Saving Throw: None

This spell automatically dispels phantasmal forces cast by non-illusionists. All other illusion spells are treated as if this spell were a *dispel magic* (i.e., with a 50% base chance to dispel, adjusted up or down by 2% or 5% respectively, based on relative caster levels).

Emotion

Phantasmal Enchantment/ Charm

Level: Illusionist 4
Range: 10 ft/ level
Duration: Until concentration ceases
Area of Effect: Up to 40 x 40 ft
Components: V,S
Casting Time: 4 segments
Saving Throw: Negates

By casting this spell, the illusionist is able to instil others with one of four powerful emotions, each with a different effect, as described below:

Fear: If the illusionist chooses to instil fear, the spell's effect is similar to that of the fear spell, but with a –2 penalty applied to saving throws.

Hate: If the illusionist instils hate, the targets gain a +2 to saving throws, attacks, and damage.

Hopelessness: The illusionist causes despair in the target creatures, who will wander sadly away or surrender in the face of a challenge such as a combat.

Rage: Creatures affected by rage attack at +1, gain a damage bonus of +3, and gain a bonus of 5 temporary hit points. Temporary hit points are lost first if the creature incurs damage. The affected creature will not willingly retreat from any combat or any opponent.

Fear

Phantasmal Illusion

Level: Illusionist 3
Range: 0
Duration: See below
Area of Effect: 5 ft x 30 ft x 60 ft cone
Components: V,S
Casting Time: 3 segments
Saving Throw: Negates

Except as may be noted above, this spell is identical to the magic user spell of the same name.

Fog Cloud

Phantasmal Transmutation/ Alteration

Level:	Illusionist 2
Range:	10 ft
Duration:	4 rounds + 1 round/ level
Area of Effect:	40 x 20 x 20 ft cloud
Components:	V,S
Casting Time:	2 segments
Saving Throw:	None

This spell creates a roiling mass of gas and vapour, similar in appearance to a *cloudkill spell*. The fog cloud moves away from the caster at 10 ft/round. Vision into the fog is limited to 2 ft.

Gaze Reflection

Phantasmal Transmutation/ Alteration

Level:	Illusionist 1
Range:	0
Duration:	1 round
Area of Effect:	Air in front of caster
Components:	V,S
Casting Time:	1 segment
Saving Throw:	None

The air immediately in front of the caster takes on a mirror's ability to reflect gaze attacks back upon the attacker. The area does not create a reflective surface to normal sight, and it can be seen through by the caster and by other observers, except those using gaze attacks.

Hallucinatory Terrain

Phantasmal Illusion

Level:	Illusionist 3
Range:	20 ft + 20 ft/ level
Duration:	See below
Area of Effect:	40 x 40 ft square area + 10 ft square/ level
Components:	V,S,M
Casting Time:	5 rounds
Saving Throw:	None

Except as may be noted above, this spell is identical to the magic user spell of the same name.

Hypnotic Pattern

Phantasmal Illusion

Level:	Illusionist 2
Range:	0
Duration:	See below
Area of Effect:	30 x 30 ft square
Components:	S,M
Casting Time:	2 segments
Saving Throw:	Negates

The illusionist traces magical patterns in the air with a lit stick of incense or other small light source. Any creature in the area of effect that looks at the traceries of light must make a saving throw or stay transfixed by the patterns. The spell can affect a maximum of 25 hit dice worth of creatures, and its effect persists for so long as the caster chooses to continue tracing the patterns in the air.

Hypnotism

Phantasmal Enchantment/ Charm

Level:	Illusionist 1
Range:	30 ft
Duration:	1 round + 1 round/ level
Area of Effect:	1d6 creatures
Components:	V,S
Casting Time:	1 segment
Saving Throw:	Negates

The gestures of this spell weave a hypnotic power into the illusionist's words, affecting 1d6 creatures. Those not making their saving throws are subject to a suggestion made by the illusionist, identical to that made in the magic user spell suggestion (but with a much shorter duration). The only indication about whether a creature has been affected by the *hypnotism* is whether or not it responds to the suggestion.

Illusory Script

Phantasmal Illusion

Level:	Illusionist 3
Range:	0
Duration:	Permanent
Area of Effect:	Enchanted script
Components:	V,S,M
Casting Time:	Time of writing
Saving Throw:	None

This is an enchantment placed upon a piece of writing to guard its true contents from prying eyes. The illusionist may specify a particular person, group of people, type of person, etc., that will be allowed to read the script without risking the adverse effects of the spell. All others will perceive the script as an undecipherable language, which causes confusion (as per the spell) for 5d4 turns (minus one per hit die of the reader). An illusionist can recognize the script as illusory early enough to avoid the confusion effect, but cannot necessarily see past the illusion.

Improved Invisibility

Phantasmal Illusion

Level:	Illusionist 4
Range:	Touch
Duration:	4 rounds + 1 round/ level
Area of Effect:	One creature
Components:	V,S
Casting Time:	4 segments
Saving Throw:	None

This spell functions in the same manner as the *invisibility* spell, but is not terminated if the invisible creature attacks.

Improved Phantasmal Force

Phantasmal Illusion

Level:	Illusionist 2
Range:	60 ft + 10/ level
Duration:	See below
Area of Effect:	40 x 40 ft square + 10 ft square/ level
Components:	V,S,M
Casting Time:	2 segments
Saving Throw:	See below

This spell produces a phantasm as described in the *phantasmal force* spell description. This more powerful evocation of phantasmal magic allows the caster to weave vague sounds into the illusion and to maintain the illusion even if moving at up to half his or her normal movement rate. Speech cannot be created, but clanking noises, rumblings, and other such sounds can be incorporated into the illusion. The spell also allows the illusionist to force the illusion to remain in existence for up to two rounds after he or she ceases to concentrate upon it.

Invisibility

Phantasmal Illusion

Level: Illusionist 2
Range: Touch
Duration: See below
Area of Effect: One creature
Components: V,S
Casting Time: 2 segments
Saving Throw: None

Except as may be noted above, this spell is identical to the magic user spell of the same name.

Invisibility 10 ft Radius

Phantasmal Illusion

Level: Illusionist 3
Range: Touch
Duration: See below
Area of Effect: 10 ft radius of creature touched
Components: V,S
Casting Time: 3 segments
Saving Throw: None

Except as may be noted above, this spell is identical to the magic user spell of the same name.

Light

Phantasmal Transmutation/ Alteration

Level: Illusionist 1
Range: 60 ft
Duration: 1 turn/ level
Area of Effect: 20 ft radius
Components: V,S
Casting Time: 1 segment
Saving Throw: None

Except as may be noted above, this spell is identical to the clerical spell *light*.

Magic Mouth

Phantasmal Transmutation/ Alteration

Level: Illusionist 2
Range: See below
Duration: Permanent until triggered
Area of Effect: One object
Components: V,S,M
Casting Time: 2 segments
Saving Throw: None

Except as may be noted above, this spell is identical to the magic user spell of the same name.

Major Creation

Phantasmal Transmutation/ Alteration

Level: Illusionist 5
Range: 10 ft
Duration: 6 turns/ level
Area of Effect: 1 cubic ft/ level
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

This spell is simply a more powerful version of *minor creation*, allowing the caster to create objects of mineral as well as of vegetable origin.

Mass Suggestion

Phantasmal Enchantment/ Charm

Level: Illusionist 6
Range: 10 ft/ level
Duration: 4 turns + 4 turns/ level
Area of Effect: One creature/ level
Components: V,M
Casting Time: 6 segments
Saving Throw: Negates

This spell functions in the same manner as *suggestion*, but influences multiple creatures. If all of the spell's power is concentrated upon a single creature, the spell simply functions as a powerful suggestion spell, with the saving throw made at –2.

Massmorph

Phantasmal Illusion

Level: Illusionist 4
Range: 10 ft/ level
Duration: See below
Area of Effect: Up to 10 x 10 ft/ level
Components: V,S
Casting Time: 4 segments
Saving Throw: None

Except as may be noted above, this spell is identical to the magic user spell of the same name.

Maze

Phantasmal Conjuration/ Summoning

Level: Illusionist 5
Range: 5 ft/ level
Duration: See below
Area of Effect: One creature
Components: V,S
Casting Time: 5 segments
Saving Throw: None

Other than as may be noted above, this spell is identical to the magic user spell of the same name.

Minor Creation

Phantasmal Transmutation/ Alteration

Level: Illusionist 4
Range: Touch
Duration: 6 turns/ level

Area of Effect: 1 cubic ft/ level
Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

With a small piece of material, the caster may use this spell to create an object made of that same material. The base material cannot be alive and must come from a plant. Thus, within the caster's limits on the item's volume, he or she could create a basket from a piece of straw, a door or club from a splinter of wood, a cloak from a piece of wool, etc. The item exists only for the duration of the spell.

Mirror Image

Phantasmal Illusion

Level: Illusionist 2
Range: Caster
Duration: 3 rounds/ level
Area of Effect: 6 ft radius
Components: V,S
Casting Time: 2 segments
Saving Throw: None

Except for the duration and number of images (1d4+1), this spell is identical to the magic user spell of the same name.

Misdirection

Phantasmal Illusion

Level: Illusionist 2
Range: 30 ft
Duration: 1 round/ level
Area of Effect: One object or creature
Components: V,S
Casting Time: 2 segments
Saving Throw: Negates

This spell is cast upon an object or creature to mislead any form of divination spells. If the caster or user of the divination magic fails a saving throw, he or she will obtain a false result from the divination; a lie will be detected as truth, the wrong alignment perceived, the wrong location divined, etc.

Non-Detection

Phantasmal Abjuration

Level: Illusionist 3
Range: Caster
Duration: 1 turn/ level
Area of Effect: 5 ft radius
Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

This spell shields the caster from the prying eyes of scrying magics, making him or her invisible to divination spells and other means of magical spying such as crystal balls and thought detection.

Paralysation

Phantasmal Illusion

Level: Illusionist 3
Range: 10 ft/ level
Duration: Permanent
Area of Effect: 20 x 20 ft
Components: V,S
Casting Time: 3 segments
Saving Throw: Negates

A certain number of creatures within the spell's area of effect are frozen in place, magically convinced that they cannot move. The caster can affect creatures with a total number of hit dice equal to twice his caster level. Each creature is entitled to a saving throw against the spell. The illusionist can end the paralysis at any time; otherwise a *dispel magic* (or *dispel illusion*) spell is the only way to remove the paralysis.

Permanent Illusion

Phantasmal Illusion

Level: Illusionist 6
Range: 30 ft
Duration: Permanent
Area of Effect: 40 x 40 ft square + 10 x 10 ft square/ level
Components: V,S,M
Casting Time: 6 segments
Saving Throw: See below

Except as noted otherwise above, this spell functions as a *spectral force* spell requiring no concentration to maintain.

Phantasmal Force

Phantasmal Illusion

Level: Illusionist 1
Range: 60 ft + 10 ft/ level
Duration: See below
Area of Effect: 40 x 40 ft square + 10 x10 ft square/ level
Components: V,S,M
Casting Time: 1 segment
Saving Throw: See below

Except as noted above, this spell is identical to the magic user spell *phantasmal force*.

Phantasmal Killer

Phantasmal Illusion

Level: Illusionist 4
Range: 5 ft/ level
Duration: 1 round/ level
Area of Effect: One creature
Components: V,S
Casting Time: 4 segments
Saving Throw: See below

The caster creates a personal nightmare creature for the spell's victim, drawn from the victim's own worst fears. The creature is visible only to the victim and the caster. When the *phantasmal killer* takes shape, the victim is entitled to roll 3d6 and compare the result to his or her intelligence ability score. If the die roll is less than the victim's intelligence, the victim realizes that the killer is actually an illusion and cannot be harmed by it. Certain modifiers apply to this roll (note that a negative modifier increases the chance for successfully disbelieving the apparition):

(A) –2 if the target is an illusionist;

(B) +1 if the target is caught by surprise;

(C) –1 if the target has previously been attacked by a *phantasmal killer*.

The wisdom bonus against mental attacks applies (subtract the bonus from the die roll instead of adding it, of course).

Provided that the victim fails his or her saving throw, the *phantasmal killer* proceeds to attack as a 4 HD monster. If it hits the target, he or she will automatically die from fright. The apparition is not vulnerable to damage and cannot be escaped. It disappears at the end of the spell's duration, or at any time the caster dismisses it, or when the caster is killed or rendered unconscious.

Prismatic Spray

Phantasmal Abjuration

Level: Illusionist 7
Range: 0
Duration: Instantaneous
Area of Effect: 70 ft x 15 ft x 5 ft spray
Components: V,S
Casting Time: 7 segments
Saving Throw: See below

Holding out his or her hand, fingers fanned out, the caster evokes a spray of colours identical to those of the prismatic wall. All creatures in the path of the spell will be struck by one of the rays, determined randomly.

Colour	Effect of Colour
1 Red	Deals 20 points of damage (saving throw for half damage).
2 Orange	Deals 40 points of damage (saving throw for half).
3 Yellow	Deals 80 points of damage (saving throw for half).
4 Green	Poison (saving throw or die).
5 Blue	Turns to stone (saving throw negates).
6 Indigo	Causes insanity (saving throw negates)
7 Violet	Creatures sent to another plane (saving throw negates).
8 Two colours	Roll twice, ignoring this result

Prismatic Wall

Phantasmal Abjuration

Level: Illusionist 7
Range: 10 ft
Duration: 1 turn/ level
Area of Effect: See below
Components: V,S,M
Casting Time: 7 segments
Saving Throw: None

This spell is similar to the magic user spell *prismatic sphere*, but it creates a wall rather than a sphere, up to 40 ft/ caster level in length and 20 ft/ caster level in height.

Programmed Illusion

Phantasmal Illusion

Level: Illusionist 6
Range: 10 ft / level
Duration: See below
Area of Effect: 40 x 40 ft square + 10 x 10 ft square/ level
Components: V,S,M
Casting Time: 6 segments
Saving Throw: See below

This spell specifies a particular trigger event (in the same manner as the magic user spell *magic mouth*). When the trigger event occurs, an illusion prepared in advance by the caster, identical to a *spectral force*, comes into being. The illusion lasts 1 round/ caster level.

Project Image

Phantasmal Illusion

Level: Illusionist 5
Range: 5 ft/ level
Duration: 1 round/ level
Area of Effect: See below
Components: V,S,M
Casting Time: 5 segments
Saving Throw: None

Other than as may be noted above, this spell is identical to the magic user spell of the same name.

Rope Trick

Phantasmal Transmutation/ Alteration

Level: Illusionist 3
Range: Touch
Duration: 2 turns/ level
Area of Effect: One piece of rope
Components: V,S,M
Casting Time: 3 segments
Saving Throw: None

Except as may be noted above, this spell is identical to the magic user spell of the same name.

Shades

Phantasmal Illusion

Level: Illusionist 6
Range: 30 ft
Duration: 1 round/ level
Area of Effect: 20 x 20 ft
Components: V,S
Casting Time: 6 segments
Saving Throw: See below

This spell creates partially-real illusory monsters in the same manner as the spell *shadow monsters*, but shades have 60% of normal hit points rather than 20%. If they are detected as only quasi-real, they inflict 60% of normal damage and are AC 6.

Shadow Door

Phantasmal Illusion

Level: Illusionist 5
Range: 10 ft
Duration: 1 round/ level
Area of Effect: Magic door
Components: S
Casting Time: 2 segments
Saving Throw: None

With a mystical gesture, the illusionist creates an illusory door (either in a wall or free-standing). If the illusionist steps through, he or she disappears from sight and may go where he or she pleases. If anyone else opens the door, they will perceive a small empty room. The caster's invisibility after passing through the *shadow door* is particularly powerful and cannot be seen by use of detect invisibility, although he or she can be seen with more powerful divination magic.

Shadow Magic

Phantasmal Illusion

Level: Illusionist 5
Range: 50 ft + 10 ft/ level
Duration: See below
Area of Effect: See below
Components: V,S
Casting Time: 5 segments
Saving Throw: See below

The caster employs his or her ability to draw upon the shadow planes, adding an element of quasi-reality to an illusory spell. The "spell" may be one of a limited group: *cone of cold*, *fireball*, *lightning bolt*, or *magic missile*. The illusory spell will inflict normal damage upon creatures in the area of effect for that spell unless a saving throw is successful (note that the targets only receive a saving throw against the illusion, and do not obtain an additional saving throw for the illusory spell's effect). If the saving throw against the illusion is successful, the target will take only 1 hit point of damage per caster level.

Shadow Monsters

Phantasmal Illusion

Level: Illusionist 4
Range: 30 ft
Duration: 1 round/ level
Area of Effect: 20 x 20 ft
Components: V,S
Casting Time: 4 segments
Saving Throw: See below

This is the first spell an illusionist can learn that draws upon the power of shadow planes behind the material plane of existence. This sort of magic is the hallmark of the truly powerful illusionist, for by tapping the power of the shadow planes an illusionist can weave quasi-reality into his or her phantasms. At this level of power, the illusionist can begin to reshape reality by the power of his or her mind. The *shadow monsters* created by the spell are selected by the caster (subject to the GM's discretion). The total hit dice of the monsters cannot exceed the caster's level, and all of them must be the same kind of monster. *Shadow monsters* have only 20% of normal hit dice (multiply by .2 and round up). Anyone seeing a *shadow monster* is entitled to a saving throw to realize that the creature is only partially real. If shadow creatures attack someone who fails the saving throw, they strike and inflict damage as the type of creature they appear to be (excluding magical attacks such as breath weapons). If they attack someone who has succeeded in making a saving throw, they are treated as AC 10 and inflict only 20% (multiply by .2 and round up) of normal damage for that sort of creature.

Spectral Force

Phantasmal Illusion

Level: Illusionist 3
Range: 60 ft + 10 ft/ level
Duration: See below
Area of Effect: 40 x 40 ft square + 10 x 10 ft square/ level
Components: V,S,M
Casting Time: 3 segments
Saving Throw: See below

This spell functions in the same manner as *improved phantasmal force*, but it is a more powerful evocation of the same magic. The illusionist can include sounds, smells, and heat (or cold) into the illusion, making it very believable. The spectral force can linger for 3 rounds after the illusionist ceases to concentrate upon it.

Suggestion

Phantasmal Enchantment/ Charm

Level: Illusionist 3
Range: 30 ft
Duration: 4 turns + 4 turns/ level
Area of Effect: One creature
Components: V,M
Casting Time: 3 segments
Saving Throw: Negates

Except as noted above, this spell is identical to the magic user spell of the same name.

Summon Shadow

Phantasmal Conjuration/ Summoning

Level:	Illusionist 5
Range:	10 ft
Duration:	1 round + 1 round/ level
Area of Effect:	Summoned shadows
Components:	V,S,M
Casting Time:	5 segments
Saving Throw:	None

This spell summons 1 undead shadow per caster level from the shadow planes. The shadows are under the illusionist's command and will do his or her bidding. If turned, they will return to the shadow plane whence they came.

True Sight

Phantasmal Divination

Level:	Illusionist 6
Range:	Touch
Duration:	1 round/ level
Area of Effect:	60 ft
Components:	V,S
Casting Time:	3 segments
Saving Throw:	None

This spell is identical in function (other than as may be noted above) to the clerical spell *true seeing*, except that the illusionist cannot discern alignments, for this spell is not of a spiritual nature.

Veil

Phantasmal Illusion

Level:	Illusionist 6
Range:	10 ft/ level
Duration:	1 turn/ level
Area of Effect:	20 x 20 ft/ level
Components:	V,S
Casting Time:	3 segments
Saving Throw:	None

Veil is an extremely powerful spell of the same type as *hallucinatory terrain*, which alters the appearance of an area and everything in it, including people and other creatures. The illusion will fool even the sense of touch.

Ventriloquism

Phantasmal Illusion

Level:	Illusionist 2
Range:	10 ft/ level, to a maximum of 90 ft
Duration:	4 rounds + 1 round/ level
Area of Effect:	One object
Components:	V,M
Casting Time:	2 segments
Saving Throw:	None

Except as may be noted above, this spell is identical to the magic user spell of the same name.

Vision

Phantasmal Divination

Level:	Illusionist 7
Range:	Caster
Duration:	See below
Area of Effect:	Caster
Components:	V,S,M
Casting Time:	7 segments
Saving Throw:	None

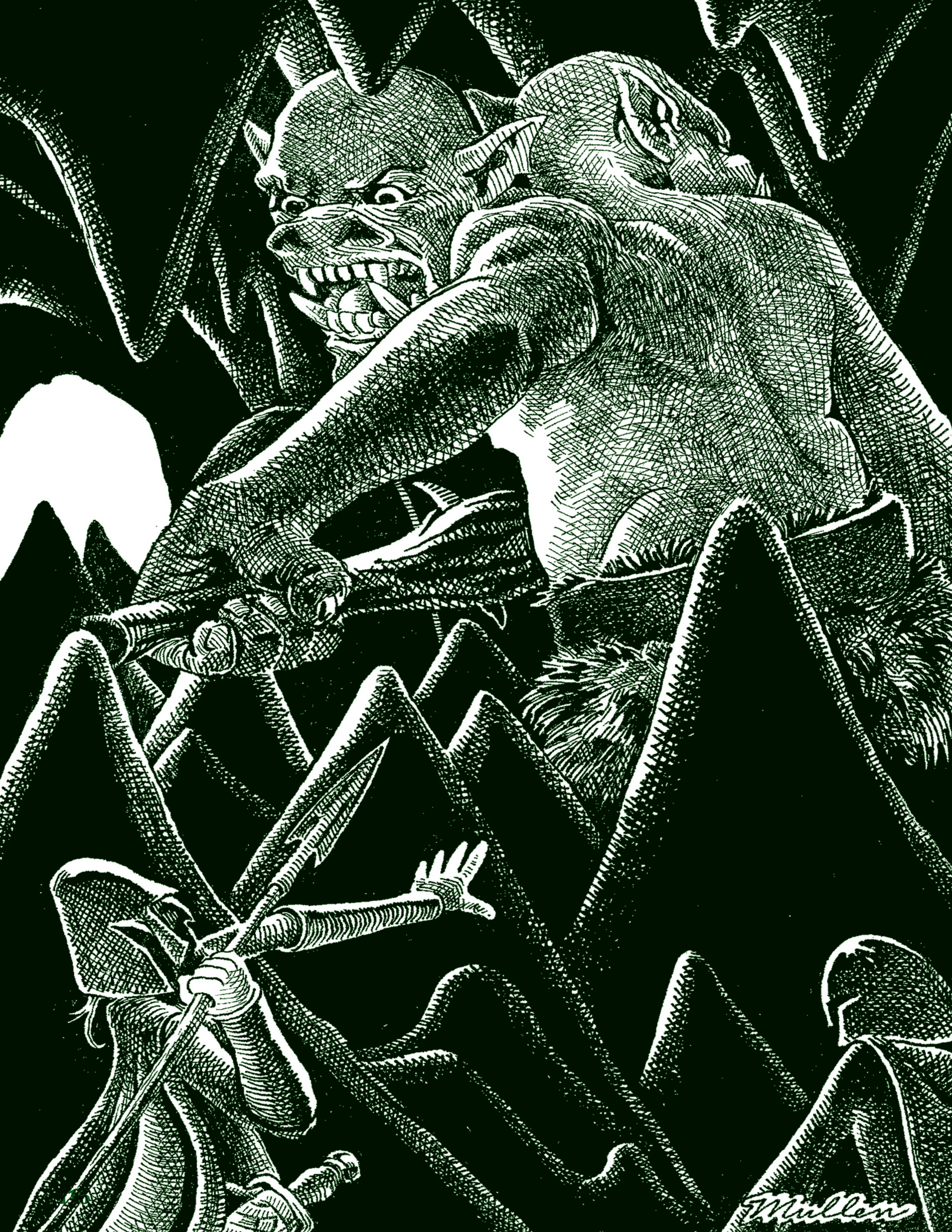
By means of this spell, the illusionist gazes beyond reality itself, seeking patterns that will give him or her the answer to a question. 3d6 are rolled, and if the result is 10 or higher, he or she gains significant insights about the answer to the question. Gazing into the patterns beyond reality is a risky proposition, however; if the result of the die roll is from 2-6, the illusionist becomes obsessed with performing a task, and is treated as being under a *geas* spell until the random task is completed. If the roll is from 7-9 there is no result at all from the divination; the illusionist discerns no useful patterns, and suffers no ill effects from the attempt.

Wall of Fog

Phantasmal Transmutation/ Alteration

Level:	Illusionist 1
Range:	30 ft
Duration:	2d4 rounds + 1round/ level
Area of Effect:	20 ft/ level cube
Components:	V,S,M
Casting Time:	1 segment
Saving Throw:	None

The illusionist creates a curtain of obscuring fog in the area of effect. Vision of all kinds is reduced to 2 ft through the swirling vapour. The fog can be affected by normal or magical wind and breezes.


Mullen

CHAPTER III:

HOW TO PLAY

THE FIRST TIME

After the players have created their characters, using character sheets to record ability scores and other information, the GM will describe the situation. Often, the characters are presumed to have already met and formed an adventuring party, but this is completely up to the GM. The GM's description of the beginning of the game might include a few details about the world, or this knowledge might be reserved for the players to discover bit by bit. Regardless of the level of campaign information, the GM will also describe the characters' immediate surroundings—a tavern, a wild moor, the top of a stairwell leading down into darkness, or whatever other situation the GM has chosen as the starting point for these adventurers' careers. After setting the scene, the course and success of the party is down to the players' judgment and creativity.

The players tell the GM what their characters are doing, such as "Leofric climbs the slope, sword in hand, to see what's at the crest," or, "I light my torch and head down the stairs." The GM responds by telling the players what the characters see, hear, taste, smell and feel. There will sometimes be peaceful encounters with non-player characters (NPCs), and the GM will play the roles of these, either playing the part or giving the players a summary of what the NPC says and does.

TIME MEASUREMENT

For the characters, time is not measured in the real time of the players around the gaming table. Time may pass faster or slower in the game world, even to the extent of the GM's mentioning, for example, "a month passes." Game time is measured in turns (10 minutes), rounds (1 minute) and segments (six seconds). Unless the party is engaged in combat, almost all game time in dungeons is measured in the 10-minute turn.

The GM normally records the passage of time, but a few GMs delegate keeping track of time to a particularly trustworthy player.

Measuring time can be important for many reasons; torches burn down to useless stubs, food is consumed, and wounded characters heal damage as they rest. In dangerous environments, such as wildernesses or dungeons, the GM will typically make periodic checks to see if any "wandering monsters" appear. These checks are normally carried out every so many turns, or hours, or days. Since wandering monsters rarely have treasure, the appearance of wandering monsters serves to reward characters who do not waste time (or more accurately, to punish those who do). See "Exploring the Dungeon" for more on this.

MOVEMENT

Movement rates represent the distance a character (or monster) can move in one minute (1 round). If a character is moving cautiously (e.g., stalking, mapping), this movement rate is divided by 10. A party of adventurers with a movement rate of 90 ft would move at 90 ft per turn through a dungeon (moving cautiously), and in combat (not moving cautiously) they would be moving 90 ft in a round. Running allows the character to double his or her movement rate. During combat, a flat-out run is not possible unless performing a charge or fleeing from combat.

Dividing movement rate by 5 (e.g., 60 ft becomes 12) gives the number of miles the character can travel in a day at walking speed along fairly level terrain. Thus, a character with a movement rate of 120 ft can march 24 miles in one day. Mounted characters use their horse's movement rate rather than their own, of course.

ENCUMBRANCE AND BASE MOVEMENT RATE

Having the right tool for the right task can mean the difference between life and death beneath the ground in an abandoned tomb or dungeon complex. Players may be tempted to load their characters up with too much gear, burdening movement and restricting their fighting capability. Naturally, there is a limit to what an adventurer can reasonably carry, and a character weighted down with every conceivable piece of equipment will soon find that it is best to be selective in choosing how much to carry. If for no other reason, those same sacks and backpacks need to be empty enough to carry out the vast troves of coins and other treasure the party expects to find! Moreover, if the party must flee from pursuers, it may not be important to be the fastest, but it is of crucial importance not to be the slowest!

The most weight a character can carry is 150 lbs, plus whatever additional weight is allowed for the character's strength. This additional weight allowance permitted by the character's strength is simply subtracted from the weight on the table below to determine a character's level of encumbrance. For instance, a character carrying 85 lbs of gear would normally be encumbered; the same character with a 50 lb weight bonus can carry 85 lbs without being encumbered, and between 86–120 lbs in the 90 ft/round movement category. The GM must apply common sense to determinations of encumbrance, taking into account the fact that an extraordinarily bulky item, even if it is quite light, will be so unwieldy as to encumber a character. The bulk of listed armour and items is already taken into account for purposes of convenience.

However, keep in mind that a character wearing armour has a maximum movement rate based on that armour, independent of all weight calculations (due to bulkiness). Thus, armour sets a maximum movement rate and also affects the total weight a character carries.

Weight Carried	Max. Movement	Surprise
up to 35lbs	120 ft/round	+1 (for armour lighter than chain mail only)
36-70 lbs	90 ft/round	Normal bonuses apply
71-105 lbs	60 ft/round	No normal bonuses apply (but penalties do)
106-150 lbs	30 ft/round	No normal bonuses apply (but penalties do); -1 extra penalty

No movement is possible if attempting to carry more than 150 lbs (as adjusted).

Note that the table above assumes that the character in question has a base 120 ft move. If the character is of small race (such as a dwarf, gnome or halfling), a base move of 90 ft may apply (deduct 30 ft from all movement rates, with a minimum of 30 ft; but do NOT change the effect of encumbrance on surprise/ initiative).

Naturally, characters must have a container if they wish to carry liquids, large numbers of coins, etc. Capacities of sample containers are as follows:

Container	Capacity
Small Pouch or Purse	1/4 cu. ft. or 2.5 lbs
Large Pouch	1/2 cu. ft. or 5 lbs
Small Sack	1 cu. ft. or 10 lbs
Backpack	3 cu. ft. or 30 lbs
Large Sack	4 cu. ft. or 40 lbs
Waterskin	3 pints

GAINING LEVELS

Upon gaining the requisite number of experience points, a character may increase in level after completing a period of training under the tutelage of a more experienced teacher or, at higher levels, by study or practice. In general, the cost of training will be quite steep, even if the character is high enough level not to need a tutor.

The cost of training will be approximately 1,500 gp per level, and will require 1d4 weeks to complete. Alternatively, the GM may assign a number of weeks of training based on his or her evaluation of the player's and character's performance.

Random Experience Variable (Optional Rule)*: If this optional rule is used, the number of experience points required to gain a level is somewhat variable, representing the vagaries of a character's individual experiences as an adventurer. The base number required to gain a level of experience, shown in the description of each character class, is modified for each level of experience by a random factor. There is a 50% chance that the base number will be reduced, and a 50% chance that it will be increased. Roll a d20 and multiply the result by the level to be attained to determine the exact amount by which the base number will be adjusted.

* This optional rule is excluded from the Designation of Open Game Content.

EXPERIENCE

Experience points ("xp") are awarded by the GM for slaying monsters and recovering treasure. The GM may also choose to award additional experience points in any situation in which he or she feels that the players deserve it, although the authors recommend that such instances should not be overly frequent nor the awards made too large. For treasure recovered, the guideline is 1 xp to the party per gold piece value, assuming that the money in question is successfully extracted from the adventure area and brought to a suitable home base or town. An exception is magic items, which should result in an experience point award of no more than one tenth of their gold piece value if kept. (Full experience may be awarded if such an item is sold to an NPC.) Award experience for slaying monsters according to the table given hereafter.

Note that if the player character level vastly exceeds the monster level, a proportional reduction should be made. Hence, for example, a tenth level fighter slaying an orc in single combat should expect no more than a single experience point for so doing. Monster levels may be calculated as follows:

Monster Level	Experience Value
1	20 xp or below
2	21-60
3	61-150
4	151-275
5	276-500
6	501-1,100
7	1,101-3,000
8	3,001-5,250
9	5,251-10,000
10	10,001 or higher

The "monster level" for experience point purposes should not be confused with the creature's equivalent level for combat purposes.

Experience point awards for monsters slain

HD	Base	Per hp	Special	Exceptional
Less than 1-1	5	1	3	25
1-1 to 1	10	1	5	35
1+1 to 2	30	1	10	50
2+1 to 3	50	2	15	60
3+1 to 4	75	3	30	70
4+1 to 5	110	4	45	80
5+1 to 6	160	6	70	120
6+1 to 7	225	8	120	200
7+1 to 8	350	10	200	300
8+1 to 9	600	12	300	400
9+1 to 10	700	13	400	500
10+1 to 11	900	14	500	600
11+1 to 12	1,200	16	700	850
12+1 to 13	1,500	17	800	1,000
13+1 to 14	1,800	18	950	1,200
14+1 to 15	2,100	19	1,100	1,400
15+1 to 16	2,400	20	1,250	1,600
16+1 to 17	2,700	23	1,400	1,800
17+1 to 18	3,000	25	1,550	2,000
18+1 to 19	3,500	28	1,800	2,250
19+1 to 20	4,000	30	2,100	2,500
20+1 to 21	4,500	33	2,350	2,750
21+1 and up	5,000	35	2,600	3,000

"Special" is the bonus for slaying a monster with a special ability. If the monster has several such abilities, several such awards should be made. Examples of special abilities are use of spells or spell-like powers (3rd level and below), invulnerability to non-magical weapons, three or more attacks, and so on. "Exceptional" denotes the bonus for an exceptional ability, such as a dragon's fiery breath, powerful spells or spell-like powers, very low armour class, very high damage potential, or unusual powers such as a gaze which petrifies its victims.

Some character classes allow an experience bonus for high stats.

LIGHT AND VISION

In a dungeon, the party's light source is, of course, crucial. Torches may be blown out by gusts of wind or extinguished by water or even magic. Various light sources are available on the equipment table, and details of the illumination they provide are set forth hereafter.

Bullseye lanterns illuminate 80 ft (in a 10 ft wide beam) and burn a pint of oil every 4 hours. Such lanterns can be masked.

Hooded lanterns illuminate a 30 ft radius and also burn one pint of oil every 4 hours. Magical weapons illuminate 10-20 ft for an infinite period of time (dagger 10 ft, longsword 20 ft). Torches shed 40 ft of illumination and burn out in 6 turns (1 hour). Standard game candles shed 20 ft of illumination and burn out in 30 minutes, although longer-lasting ones may be purchased at additional cost.

Other light sources, such as lamps or magic items, will have their fields of lighting determined by the GM, who may use the information provided in this section as a guideline.

Note that light sources can be seen from much further away than the radius of illumination they shed. Approaching light will warn intelligent creatures of the approach of surface-dwellers, perhaps giving them a chance to prepare. If the party's light source is visible to creatures in the dungeon, the GM should adjust the chance of surprise.

INFRAVISION

Infravision is the ability to see in the dark and is common to almost all subterranean creatures. Infravision cannot be used within the ambit of any light source. Unless otherwise stated, infravision has a range of 60 ft, although some exceptional subterranean creatures have a longer visual range. Infravision does not detect colours and is of little help while searching or making minute examinations, so sapient creatures such as orcs may well prefer torchlight even if they possess infravision.

FALLING

It is inevitable that at some point a character will fall into a pit, off a wall, or over a cliff. Damage from falling is determined as follows: Falls of less than 5 ft do no damage in game terms; falls of up to 10 ft cause 1d6 damage; if the distance fallen is 20 ft or less, 3d6 damage is inflicted; falls of up to 30 ft cause 6d6, 40 ft is 10d6, 50 ft is 15d6, and falls of over 50 ft cause 20d6 points of damage.

Optionally, kindly GMs may allow a saving throw against falling damage, and if the GM is so inclined and the saving throw is actually passed, the damage taken will be halved.

ITEM SAVING THROWS

Adventurers are not the only targets of the various impacts and other damaging events that accompany a life of danger; the gear they carry is also susceptible to being broken, ignited, frozen, etc. The table below sets forth saving throws for various substances.

Generally if a player character makes a saving throw, his or her gear is assumed to pass all its saving throws automatically. The table below should be employed only where the player character fails the save.

Note that magical items gain a +2 on all saving throws. Additionally, magic items with a +2 bonus or more gain a +1 saving throw bonus for every magical bonus point over +1. An exception is artifacts and relics; these have saving throws of 2 or 3 in all categories, and even if they fail, usually cannot be so easily destroyed—only temporarily neutralised.

Item Saving Throw Table

Item Type	Acid	Blow, Crushing	Blow, Normal	Cold, Magical	Disintegrate	Electric Shock	Fall (5ft)	Fireball	Fire, Magical	Fire, Normal	Lightning
Bone/Ivory	11	16	10	2	20	1	6	17	9	3	8
Ceramic	4	18	12	4	19	1	11	5	3	2	2
Cloth	12	6	3	1	20	1	2	20	16	13	18
Crystal	6	19	14	7	20	5	13	10	6	3	15
Glass	5	20	15	6	20	1	14	11	7	4	17
Leather or book	10	4	2	3	20	1	1	13	6	4	13
Liquid	15	0	0	12	20	15	0	15	14	13	18
Metal, hard	7	6	2	1	17	1	2	6	2	1	11
Metal, soft	13	14	9	1	19	1	4	18	13	5	16
Paper	16	11	6	2	20	1	0	25	21	18	20
Stone or gem	3	17	7	1	18	2	4	7	3	2	14
Wood/rope (thick)	8	10	3	1	19	1	1	11	7	5	12
Wood/rope (thin)	9	13	6	1	20	1	2	15	11	9	10

COMBAT

When the party of adventurers comes into contact with enemies, game-time no longer follows a sequence of turns (representing 10 minutes), but is measured in rounds (representing 1 minute), subdivided into six-second long "segments." The order of events is as follows:

1. Determine Surprise (d6)
2. Declare Spells and General Actions
3. Determine Initiative (d6, highest result is the winner, each party acts in the segment indicated by the other party's die roll)
4. Party with initiative acts first (casting spells, attacking, etc.), and results take effect (other than spells, which have casting times to complete before they take effect). Note: Some actions may allow the other side to "interrupt" with an action such as a fleeing attack or attacking charging opponents with spears set against a charge.
5. Party that lost initiative acts, and results take effect (other than spells, which take effect when casting time is completed)
6. The round is complete; declare spells and general actions for the next round if the battle has not been resolved.

1. Determine Surprise: If a group of combatants is surprised, its members are basically caught flat-footed and unable to act during the first few seconds of a battle.

Surprise is checked only once per combat, at the beginning of an encounter. Each side rolls a d6. If the result is a 1, the group is surprised for one segment. If the result is a 2, the group is surprised for two segments. If the result is a 3-6, the group is not surprised. In some cases, monsters or particular character classes may have special rules for surprise (e.g. some monsters cannot be surprised, others are stealthy enough that the party may be surprised on a roll of higher than 2). If a party of adventurers has alerted monsters to its presence (by hammering away at a door for a round or two, for example), the monsters will not need to make a surprise roll at all; however, merely being alert to the possibility of danger is not enough to avoid making a surprise roll. If neither of the opposing forces is surprised, play moves on to the regular combat round, described below.

If one side is surprised while another is not, the unsurprised party may act for a number of "surprise" segments. For example, if the party rolls a 1 and the monsters roll a 2, the party is surprised for one segment, the monsters are surprised for two segments, and thus the party has one surprise segment in which to act. If the party rolls a 2 and the monsters roll a 5, the party is surprised for 2 segments and the monsters (who, having rolled a 5 were not surprised at all) have both of those 2 surprise segments in which to act. Actions that would normally happen over the course of a round may be completed in one surprise segment: talking, attacking, charging, closing to melee, beginning a spell, etc., provided that it is possible for the action to take place during a single segment. In other words, a character cannot make a minute-long speech during that six seconds, nor can a spell be fully cast unless it is a one-segment spell.

A character's surprise bonus (see "Dexterity") acts to negate surprise segments if the character is surprised (or to create them, if the number is a penalty). Thus, a character with a +2 surprise bonus whose side rolled a 2 for surprise (normally a situation in which the character would be surprised for two segments) is not surprised. This can lead to a situation in which a party of adventurers is surprised with the exception of one member. For example, if the monsters rolled a 1, the party rolled a 2, and one party member had a +2 surprise bonus, the situation will resolve as follows:

- The party member is not surprised at all, because two segments of surprise are negated by his +2 bonus.
- The monsters are surprised for one segment, so the unsurprised party member may act during that first surprise segment.
- In the second surprise segment, the monsters are no longer surprised, but the rest of the party is still surprised (having rolled a 2), so both the monsters and the one unsurprised character can all take action during the second surprise segment.

Dexterity cannot create surprise, only alter the number of segments for which surprise lasts.

If a monster surprises on more than a 2 in 6 (some monster descriptions may contain text such as "surprises on 1-3"), it is possible for the monster to gain more than two segments of surprise. Against a monster that surprises on 1-3, if the party rolls a 3 and the monster is not surprised, the monster would have three surprise segments in which to act.

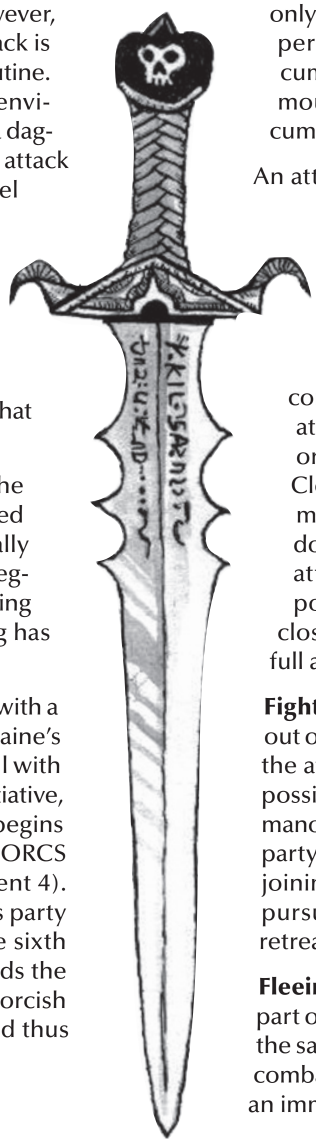
2. Declare Spells and General Actions: Before the two sides roll initiative, spell casters must state what spells (if any) they will be casting in that round. As the round proceeds, the spell caster may elect not to cast the spell, but may not substitute another action. This is simply because the mental preparations for casting a spell are so arduous that the caster cannot switch focus quickly enough to change actions. Non-spell casters should also tell the GM, in general terms, what they will be doing: "attacking with a sword," "using my bow," "climbing the wall," etc.

Before the players do this, the GM should already have formed a similar outline of the monsters' strategy; the GM should not base the monsters' actions on what he or she already knows the players will be doing.

3. Determine Initiative: After any surprise segments are resolved and spell casting is declared, the first combat round begins. At the beginning of a combat round, each side rolls initiative on a d6. The roll represents the six second segment of the round in which the OTHER group will be able to act; hence, the higher roll is the better roll (as the other party will act later). If the party rolls a 6 for initiative, and the monsters roll a 1, this means that the party will be acting in segment 1, and the monsters will not act until the sixth segment of the 10-segment round. Since a combat round is 10 segments long, and the initiative roll only covers the first six segments of the round, there are four remaining segments in the round after the two sides have already taken their actions: these remaining four segments are still important because spells may take effect during this time, and some combatants might "hold" (choose to delay) their actions, waiting to act until these later segments.

The dexterity bonus for surprise is not added to an individual's initiative for melee attacks, but if a character has a missile weapon in hand, he or she applies his or her missile attack bonus as a bonus to his or her initiative (as well as to the attack roll).

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The GM may handle this situation in any way he or she chooses—with one caveat. The damage inflicted by combatants during simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other during a simultaneous initiative round! Under any other circumstance, of course, the effects of damage inflicted during that segment will take effect immediately—a goblin killed in the first segment of the round will be dead (and thus unable to attack) by the time the fifth segment of the round arrives.



Some characters (and creatures) may have more than one attack routine. This does not refer to a monster that normally makes multiple attacks in a round—all of these attacks are considered to be part of one attack routine. However, a fighter whose level grants him an additional attack is considered to be making a second entire attack routine. This is perhaps most clearly seen if the reader envisions a fighter who uses a sword in one hand and a dagger in the other. These two attacks are part of an attack routine—and if the fighter is of high enough level or under the influence of a haste spell, he or she may also gain an entire additional attack routine. A creature or character with multiple attack routines cannot use the second attack routine until after the other side's initiative segment has been resolved.

Once the party with initiative has acted, the party that lost initiative may then take action.

Note about spells: Spells have a casting time, the number of segments (or rounds, turns, etc.) required to cast the spell. The spell caster does not actually begin casting the spell until his or her initiative segment. That segment is the first segment of the casting time. The spell does not "go off" until the casting has been completed.

Example: Halvaine the Arcane's party is in battle with a group of orcs. At the beginning of the round, Halvaine's player declares that the magic user will cast a spell with a 2 segment casting time. The party rolls a 5 for initiative, and the GM rolls a 4 for the orcs. Halvaine thus begins casting in the fourth segment of the round (as the ORCS rolled a 4, so Halvaine's party is acting in segment 4). The orcs attack in the fifth segment (as Halvaine's party rolled a 5), and Halvaine's spell will go off in the sixth segment (as his initiative segment is 4, and he adds the casting time of 2)—provided, of course, that the orcish attack in the fifth segment does not interrupt and thus spoil his casting.

COMBAT ACTIONS

Combat actions normally should be declared by the players, and decided by the GM, prior to the initiative die being rolled. Certain actions, of course, are so integral to the game that methods for their resolution are set forth as rules. These actions are: fleeing, negotiating, holding initiative, firing missiles, setting weapons against a charge, attacking, casting spells, and engaging in unarmed combat. Each of these common actions is described below.

Charge: Charging into combat allows the attacker to move and then attack in the same round. A charge is made at twice the normal movement rate (and must terminate within the 10 ft melee range of the target). If the defender has a longer weapon than the attacker, the defender attacks first (unless the defender has already acted in this round). The attacker gains no dexterity bonus against such an attack (and characters with no Dex bonus receive a +1 AC penalty). Additionally, if the defender has a weapon set against the charge (see below), he or she will inflict additional damage with a successful hit against the charging attacker.

Assuming that the charging character survives, he or she gains +2 "to hit" on his or her attack. Characters may only perform a charge once every 10 rounds (i.e. once per turn). Characters who are at the maximum encumbrance category may not charge unless they are mounted and the mount is below the maximum encumbrance category.

An attacker riding a warhorse or other combat-trained mount and equipped with a lance inflicts double the damage rolled on the charge round. (Although the weapon damage is doubled, any bonus for strength, magic, specialisation or other such modifier is not.)

Closing into Combat: When two groups of combatants are not within the 10 ft melee range, the attackers may choose either to charge into combat or to advance more cautiously, closing into combat. Closing into combat does not allow the character to make an attack roll that round; the cautious advance does not generate the opening to make a significant attack. However, neither may the character's opponent attack until the round after closing. When closing into combat, the character may advance the full amount of his or her movement.

Fighting Retreat: A character may retreat backward out of combat, maintaining his or her defence, although the attacker may follow if not otherwise engaged. It is possible to parry while doing so, but not to attack. This manoeuvre may be used to "switch places" with another party member who is in combat, the first party member joining battle with the enemy to prevent the enemy's pursuit while the second character makes a fighting retreat.

Fleeing from Combat: Often, discretion is the better part of valour, and the characters will choose to exercise the said discretion at top speed. If a character is in melee combat and runs away, his or her opponent(s) may make an immediate additional attack at +4 to hit.

Hold Initiative: Holding initiative is simply waiting until the other side has acted before doing anything.

Melee Attack: A melee attack is an attack with a hand-held weapon such as a sword, halberd, or dagger. A character's strength bonuses to hit and on damage (see "Strength") are added to melee attacks. It is only possible to make a melee attack when the two combatants are within 10 ft of each other. Two combatants within ten ft of each other are considered to be "engaged." When faced with more than one opponent, it is not possible to pick which opponent will be the one receiving the attack; in the rapid give and take of melee, any one of the opponents might be the one to let down his guard for a moment. When a character is in melee with multiple opponents, the target of an attack roll must be determined randomly, but note that characters or creatures with multiple attacks that are part of the same routine (such as a bear with a claw/claw/bite attack or a character wielding a sword and dagger) must make all attacks against the same opponent unless otherwise specified in the relevant monster's entry.

Missile Attacks: Missile attacks are attacks with a ranged weapon such as a crossbow, sling, or thrown axe. When using missiles to attack into a melee, it is not possible to choose which particular target will receive the attack; the target should be determined randomly from among all melee participants, and the missile-firer could well hit a friend. A character's dexterity bonus for missile attacks is added to the "to hit" roll when the character is using missile weapons. If a character has a missile weapon in hand, his or her missile bonus is also added to his or her initiative roll, allowing the character to potentially attack first even if his or her party has lost the initiative roll.

Negotiation and Diplomacy: Some combats can be averted with a few well-chosen words (including lies). If the party is outmatched, or the monsters don't seem likely to be carrying much in the way of loot, the party might elect to brazen their way through in an attempt to avoid combat (or at least delay it until favourable conditions arise).

Parrying: A character who parries cannot attack, but may subtract his or her "to hit" bonus from his or her opponent's attack roll. Parrying may be used in combination with a fighting retreat. Parrying only has value to a character with a strength or specialisation-related bonus "to hit".

Spells: Spell casting begins in the spell caster's initiative segment, and the spell is completed at the end of the casting time. It is possible to cast a spell while within melee range of an opponent (10 ft), but if the spell caster suffers damage while casting a spell, the spell is lost. While casting a spell, the caster receives no dexterity bonus to his or her armour class.

Set Weapon Against Charge: Certain weapons can be "set" against a charge, which is a simple matter of bracing the weapon against the floor or some other stationary object. A character choosing to set his or her weapon against a charge cannot attack unless an opponent charges, but the weapon will inflict double damage against a charging opponent. A charge is any attack that allows the attacker to move and attack, and thus includes leaping attacks that may be made by some monsters.

Weapons that may be set against a charge include spears, lances (when used dismounted), most pole arms, and tridents.

Unarmed Combat: Brawling attacks, such as those conducted with fist, foot, or dagger pommel, will normally inflict 1d2 points of damage. All characters are automatically presumed to be proficient with such weapons, i.e. a proficiency slot is not required to make such an attack without penalty.

Two other unarmed attack forms are possible: Grappling attacks and Overbearing attacks. A successful grappling attack inflicts 0-1 (1d2-1) points of damage, but also restrains the target and prevents him or her from fighting. The chance of breaking a successful grapple should be determined according to the relative strengths of the creatures concerned. (An ogre could restrain a kobold almost indefinitely, and would be able to break free of the kobold's grasp at will.)

Overbearing attacks are Grappling attacks exercised at the end of a Charge (see "Charge" above). If successful, the opponent is prone rather than restrained. Otherwise the attack is treated as a grapple.

COMBAT MODIFIERS

Concealment: Concealment is anything that obscures an opponent's vision, such as tree limbs or smoke, but does not physically block incoming attacks (which would be considered Cover rather than Concealment; see below). The GM must decide whether the defender is about a quarter (-1 to AC), half (-2 to AC), three-quarters (-3 to AC), or nine tenths (-4 to AC) concealed.

Cover: Cover is protection behind something that can actually block incoming attacks, such as a wall or arrow slit. Cover bonuses are as follows:

25% cover: -2 AC
50% cover: -4 AC
75% cover: -7 AC
90% cover -10 AC

An attack from the unshielded flank denies the target any defensive advantages from a shield. An attack from the rear flank negates the defensive value of the shield and also negates any dexterity bonus.

Invisible opponent: An invisible opponent can only be attacked if the general location is known, and the attack is at –4 to hit. If an opponent is invisible to the attacker, he or she cannot be attacked from behind (or from the flank). Note that more powerful monsters (those with sensitive smell or hearing, or more than six hit dice) will frequently be able to detect invisible opponents; the GM should determine the chance of this according to the creature concerned and the situation. Powerful magical monsters, or those with more than 11 hit dice, will almost always be able to see invisible creatures normally.

Prone Opponent: Attacks against a prone opponent negate the benefit of a shield, negate dexterity bonuses, and are made at +4 to hit.

Rear Attack: An attack from directly behind an opponent negates the benefit of a shield, negates dexterity bonuses, and is made at +2 to hit.

Sleeping Opponent: Sleeping opponents (natural sleep, not magical sleep) may be attacked with the same chance to kill as if the attacker were an assassin. The effect of magical sleep is described under the entry for the sleep spell.

Stunned Opponent: A stunned opponent receives no shield or dexterity bonus, and may be attacked at +4.

Two-Weapon Fighting: If a character desires to fight with one weapon in each hand, the off-hand weapon must be either a dagger or a hand axe. The weapon in the primary hand attacks with a –2 modifier, and the off-hand weapon attacks at –4. The character's dexterity bonus (or penalty) for missile weapons is added to both attacks. Thus, a character with a dexterity of 3 would be attacking at -5/-7. However, although penalties can be offset, this rule can never result in a bonus to attacks! The off-hand weapon cannot be used to affect parrying.

ATTACK AND SAVING THROW MATRICES FOR MONSTERS

Most monsters use the attack matrices of fighters. The GM should convert the monster's Hit Dice to a level equivalent according to the following guidelines:

Monster HD	Equivalent Level
Up to 1-1	0
1-1	1
1	2
1+1 to 2	3
2+1 to 3	4
3+1 to 4	5
4+1 to 5	6
5+1 to 6	7
6+1 to 7	8
7+1 to 8	9
8+1 to 9	10
9+1 to 10	11
10+1 to 11	12
11+1 to 12	13
12+1 to 13	14
13+1 to 14	15
14+1 to 15	16
15+1 to 16	17
16+1 to 17	18
17+1 to 18	19
18+1 to 19	20
19+1 or higher	21

The above table is also used to determine the monster's saving throws. Most monsters will save as fighters, but the GM should use discretion in following this guideline; in cases where the monster clearly possesses the abilities of another class, consideration should be given to using that matrix instead. (A good example might be a goblin shaman, which could save as a cleric instead of a fighter.)

In the case of powerful monsters that duplicate the abilities of several classes, the most favourable table should be used. (For example, a spell-casting dragon might save as a magic user or a fighter, whichever is better.) The level at which monsters cast spells is also normally determined by their hit dice unless the creature text indicates otherwise. For example, a magic-using dragon with 11 HD would cast spells as a 12th level spell-caster.

Huge but unintelligent creatures may have their equivalent level reduced for the purposes of saving throws, subject to the GM's discretion; creatures such as dinosaurs would be appropriate for this. On rarer occasions, it may also make sense to reduce the creature's effective level for the purposes of attack tables also; this might apply to a herbivorous dinosaur, for example.

Please note that certain creatures have a special bonus to their effective attack level. Stirges, for example, are creatures with 1+1 hit die that attack as equivalent level 5.

Generally, the GM should take account of situations such as positional bonuses. For example, where a group of monsters is attacking the party from a height advantage using spears, the GM may well wish to increase their effective equivalent level by 1.

TURNING THE UNDEAD

Clerics and paladins can turn undead, causing them to flee or even turning them to dust by the power of religious faith. An evil cleric can also turn a paladin, but cannot destroy the paladin by turning. Evil clerics may choose to control the undead instead of turning them. If an evil cleric gains a result of "D" on the table, the undead creature falls under the cleric's control for 24 hours. Normally 2d6 creatures are affected by Turn Undead. Exceptions are paladins and Type 13 creatures, of which only 1d2 are affected, and results of "D", which affect 1d6+6 creatures.

Turning lasts for 3d4 rounds. While turned, the creature must move away from the cleric at its fastest possible movement rate. It will attack a creature that is directly blocking its escape route, but otherwise may not fight.

The cleric or paladin must be holding his or her holy symbol to make a turning attempt. In most cases this will preclude attacking on the same round, and the cleric must sheathe or drop his or her weapon (or else set down his or her shield).

To turn undead, roll a d20 on the Turning Undead Table. If the result is equal to or higher than the number shown, the attempt is successful.

Exception: Certain religions exist where the cleric's holy symbol is also his or her weapon (for example, some GMs may permit clerics of the god Thor to carry a hammer which doubles as a holy symbol). In this case, the cleric will be able to make a turn undead attempt with his or her weapon in hand, although even this situation does not empower the cleric to attack and attempt to turn undead in the same round. If the cleric is successful in a turning attempt, he or she may try again next round. If the cleric fails, no further turning attempt may be made during this encounter.

Optional Rule: An evil cleric may control no more Hit Dice worth of undead than his or her level of experience; thus a 9th level evil cleric could control no more than two wights, for example.

Turning Undead Table

		Cleric Level										
Type of Undead	**Example**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9-13**	**14-18**	**19+**
Type 1	Skeleton	10	7	4	T	T	D	D	D	D	D	D
Type 2	Zombie	13	10	7	T	T	D	D	D	D	D	D
Type 3	Ghoul	16	13	10	4	T	T	D	D	D	D	D
Type 4	Shadow	19	16	13	7	4	T	T	D	D	D	D
Type 5	Wight	20	19	16	10	7	4	T	T	D	D	D
Type 6	Ghast	-	20	19	13	10	7	4	T	T	D	D
Type 7	Wraith	-	-	20	16	13	10	7	4	T	T	D
Type 8	Mummy	-	-	-	19	13	13	10	7	4	T	D
Type 9	Spectre	-	-	-	20	19	16	13	10	7	T	T
Type 10	Vampire	-	-	-	-	20	19	16	13	10	7	4
Type 11	Ghost	-	-	-	-	-	20	19	16	13	10	7
Type 12	Lich	-	-	-	-	-	-	20	19	16	13	10
Type 13	Fiend	-	-	-	-	-	-	-	20	19	16	13

For the purposes of evil clerics turning paladins, paladins are treated as Type 8 if they are level 1-2, Type 9 if level 3-4, Type 10 if level 5-6, Type 11 if level 7-8, Type 12 if level 9-10 and Type 13 if level 11 or higher. However, paladins cannot be destroyed by turning.

If the number on the die is equal to or greater than the number shown on the table, the creature is turned and will flee.

If the table indicates "T", the undead creature is automatically turned, and will flee.

It the table indicates "D", the undead creature is automatically destroyed and will crumble to dust.

For evil clerics, a result of "D" indicates that the undead are forced into the cleric's command for a period of 24 hours.

DAMAGE AND DEATH

When a character or creature is hit, the amount of damage is deducted from his or her hit points. When hit points reach 0, the character is unconscious and will continue to lose one hit point per round from blood loss until death occurs at –10 hp. Note that any additional damage suffered by an unconscious character (aside from bleeding) will kill him or her instantly. The blood loss of 1 hit point per round may be stopped immediately in the same round that aid of some kind is administered to the wounded character. Being knocked unconscious is quite serious; even after returning to 1 or more hp (by means of a healing spell, potion, or natural rest) the character will remain in a coma for 1-6 turns and must rest for a minimum of one week before he or she will be capable of resuming any sort of strenuous activity, mental or physical. If a character is reduced to –6 hit points or below, the scars of the wound will likely be borne for the rest of the character's life.

Characters who are slain may be raised from the dead if a cleric of sufficient level is available to perform the casting (exception: elves do not have souls, and are unaffected by the spells raise dead or resurrection). If no such character is available in the party, as will be the case for most low-level parties, the group may choose to approach a NPC High Priest for assistance in raising a dead character. The NPC will always charge a fee for such a casting, typically at least 1,000 gp.

NATURAL HEALING

A character will recover 1 hit point per day of uninterrupted rest. However, if the character has a constitution penalty to hp, before rest will begin to affect the character's hp the character must rest for a number of days equal to the constitution penalty. A character with high constitution gains a commensurate benefit after resting for one week; the number of hp regained during the second week will be increased by the amount of the character's hp bonus at the start of the week. Four weeks of rest will return any character to full hp regardless of how many hp the character has lost.

SUBDUAL DAMAGE

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted can be composed of half "real" damage and half "subdual" damage that does not kill. Such subdual damage is recovered at a rate of 1 hp per hour.

Not all monsters may be subdued. Generally only humanoids and special creatures such as dragons will be subject to such attacks. Some creatures may voluntarily agree to accept defeat from subdual damage (this is common in knightly tourneys) but in this case, subdual must normally be agreed with the foe in advance.

LIFE ENERGY LEVELS AND LEVEL DRAIN

Certain monsters, magic items and spells have the power to drain "life energy levels", perform a "level drain", or an "energy drain" (these phrases are used interchangeably in the OSRIC rules). If a player character is drained of a life energy level, he or she loses one complete level of experience and is placed at the beginning point of the new level. If the character is multi-classed or dual-classed, then the highest level of experience attained by that character is lost. If the character has two equal levels, then the level lost should be determined randomly. A player character drained below level 1 is slain (and may rise as some kind of undead creature). Non-player characters lose a level or hit die, as applicable.

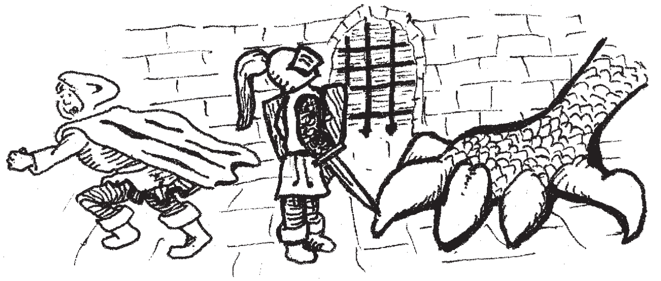
MORALE

Certain monsters, such as trolls or most undead creatures, are fearless and never need to check morale. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender, or flee. The GM determines when morale checks should be made. Generally, morale should be checked when it becomes clear that the monsters are losing the fight, or taking unacceptable losses. No more than two morale checks should be made per battle, however; if the monsters pass a second morale check, they are assumed to be fanatical and will fight to the death.

The base morale for most monsters is 50%, plus 5% per hit die of the monster. (Thus for example a monster with 8+1 hit dice gets [8x5%=] +40%, for a total base morale of 90%.) The GM should adjust this according to how cowardly or heroic the monster might be, and also according to the prevailing circumstances. For example, if the monster is very cowardly and fighting opponents who are inflicting serious damage on its fellows without taking any casualties, then the GM might impose a -30% penalty to its morale check. If it is elite and fighting close to its battle standard, the GM might allow a bonus of +10%.

Player characters do not need to check morale. However, hirelings, henchmen, and men-at-arms should be checked for normally. In this case the NPC's morale may be affected by his or her liege's charisma score and/or former conduct towards the NPC; the henchman's alignment may also be taken into account. (As a rule, Chaotic Evil henchmen are much more likely to betray their masters than Lawful Good ones.)

Effects of Morale Check Failure: Creatures that fail their morale check by a margin of 25% or less will generally seek to make a fighting withdrawal. If they fail by 26% to 50%, they will generally turn and flee; a failure by 51% or higher indicates that the creature surrenders. However, the GM should use logic in conjunction with this guideline, taking into account the creature's intelligence and what it knows. A cornered creature that cannot flee, for example, or a monster that knows that its opponents move faster than it does, will surrender rather than make a futile attempt at flight.



No Quarter: Any creature subject to morale that sees surrender is not accepted, sees a prisoner being slain by the other side, or has some reason to believe it will be executed if it surrenders, will never surrender, regardless of other considerations. Such a creature will fight to the death if it cannot flee.

Table of Common Morale Check Modifiers (all cumulative)

Situation	Modifier
Per friend killed, surrendered or fled	+5%
Own side taken 25% casualties	+5%
Numerical inferiority	+10%
Own side taken 50% casualties	+15%
Own side greatly outnumbered (2-1 or more)	+20%
Own leader hors de combat	+25%
Per foe killed, surrendered or fled	-5%
Own side inflicted 25% casualties	-5%
Numerical superiority	-10%
Own side inflicted 50% casualties	-15%

POISON, DISEASE AND INSANITY

Poisons commonly encountered in OSRIC-compatible games include animal venoms (such as snake and spider bites), vegetable toxins (often used to coat poison needles or similar devices on traps), and essentially magical poisons such as clouds of poisonous gas. Generally, when a player character ingests or inhales the poison, or it otherwise enters his or her bloodstream, he or she must roll a saving throw against poison (sometimes with a modifier—up to +2 for a relatively weak toxin such as that of a Large Spider, down to -4 for a particularly lethal one). If the saving throw is failed, the character dies.

In practice death from such cases is not instantaneous, although the character is typically incapacitated immediately. There is time for *slow poison* or *neutralise poison* to be cast on the character, if this is done reasonably soon (say, within about 15 minutes depending on the strength of the venom or toxin involved).

If the character dies as a result of poison, the poison must somehow be flushed from his or her bloodstream before any kind of raise dead or resurrection can succeed.

The general rule is that characters cannot employ poisons as easily as monsters. Venom taken from a creature's poison glands will, for game purposes, typically begin to lose effectiveness immediately and have become completely denatured within a few hours. Some characters—often assassins—may learn how to create vegetable-based toxins that can last longer if kept in the correct way, but lethal toxins will still need to be handled with great care. The GM should determine whether any given activity involving the poison runs a risk of the handler receiving a tiny cut, scratch or nick (requiring an immediate poison save). Certain good aligned character classes, such as paladins, may not use poison and will object to their companions using it.

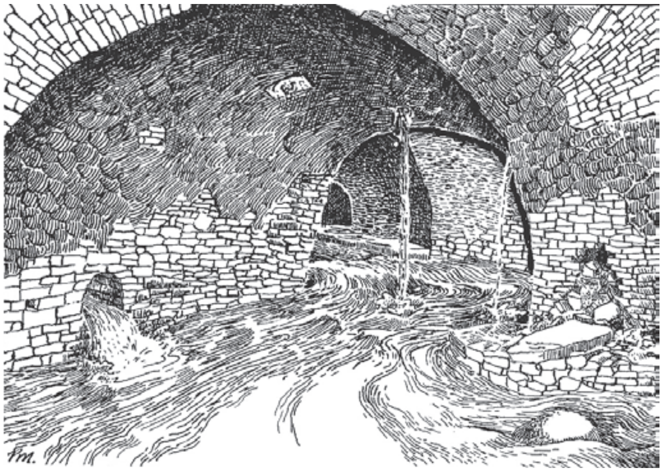
Finally, some creatures—particularly powerful ones such as dragons—are so large, and their body chemistries are so different, that poisons will not normally work against them.

The principle is that poisons in the hands of player characters change the balance of the game in undesirable ways, so players should be discouraged from using them.

Diseases in OSRIC-compatible games often come from monsters, such as mummies or giant rats, in which case the chance of disease and its effects are described in the relevant creature text. There are a few other instances where disease may be contracted that are explained here.

First, plagues (such as the mediæval bubonic plague or Black Death) may occasionally spread across the countryside. A character who comes into contact with plague will need to save against poison to avoid succumbing him- or herself. If the character saves, any future saving throws against the same disease will be made at +4. If he or she fails, then after an incubation period of 2d8 days, he or she will suffer a penalty of -1d6 on all characteristics and against all die rolls for the course of the disease, which lasts a further 2d8 days. If the disease duration roll was "8" then the character dies at the end of this period, otherwise he or she recovers at the rate of 1 point less each day until cured. Further saving throws against the same disease will be made at +4.

Second, certain wounds can become infected. This applies where the GM feels it appropriate, but generally where a character with an open wound engages in high-risk activity such as exploring a sewer, a saving throw –vs– poison should be required, or else the character will become infected. The effects of infection in game terms are the same as plague, except that the onset time is measured in hours rather than days.



Insanity is possible as a result of certain spells or monster attacks. A character who becomes insane will receive an insanity from the table below. The kind of insanity may be decided by the GM or rolled randomly.

d%	Insanity
01-06	Agoraphobia
07-13	Alcoholism
14-20	Amnesia
21-26	Anorexia
27-33	Catatonia
34-40	Claustrophobia
41-46	Dementia
47-54	Homicidal Mania
55-60	Kleptomania
61-66	Manic-Depressive
67-74	Megalomania
75-80	Paranoia
81-86	Pathological Liar
87-93	Phobia
94-97	Schizophrenia
98-00	Suicidal Mania

Note: The following section is intended as a description of insanity for gaming purposes. The reality of mental illness is very different to the discussion here. It is not our intention to be insensitive towards those with real life mental illnesses.

Agoraphobia: The agoraphobic individual will not willingly venture outdoors or into wide open spaces. If forced outside, the sufferer may (50%) become violent.

Alcoholism: The alcoholic character requires strong drink every day, and may become violent (50%) if this is denied. At least once a day, and every time alcohol is available (such as when in the vicinity of a pub or tavern), the character must have a drink. After drinking, there is a 3 in 6 chance that the character will insist on a further drink. Such behaviour will continue until the character passes out.

Amnesia: Amnesia is most dangerous for spellcasters. Every time the character attempts to cast a spell, there is a 50% chance that he or she will find the spell gone from his or her memory, in which case it cannot be recalled until the character memorises it again. Weapon proficiencies may also be forgotten, although the character may re-roll to see if the proficiency is remembered each morning.

Anorexia: An anorexic character will refuse all forms of food or nourishment and, if force fed, there is a 50% chance that he or she will induce vomiting.

Catatonia: The catatonic character loses volition and there is a 50% chance that he or she will ignore any situation as irrelevant to him- or herself.

Claustrophobia: Particularly difficult in dungeons, claustrophobia is the opposite of agoraphobia. The claustrophobic individual will not willingly venture into enclosed spaces and will fight to escape them. If in an enclosed space, there is a 50% chance that the sufferer will become violent.

Dementia: The insane character loses 1d6 points each of intelligence, wisdom and charisma.

Homicidal Mania: The character has an insatiable urge to kill. The victim must be of the same race as the insane character and normally (75%) of the opposite gender. The must kill at least once a week until cured.

Kleptomania: The character has an insatiable urge to steal. The character will take any opportunity to pocket a gem, coin or small magic item. If the stolen objects are taken away from the character, there is a 50% chance that he or she will become violent.

Manic-Depressive: During the manic phase (which lasts 2d6 days), the character will become very excited about something—virtually anything will do. The character will select a goal (which may be a very inappropriate one) and focus totally on achieving it. Then there is an intermediary phase, which lasts 2d6 days, and a depressive phase, in which the character will always assume that there is no chance of success. A depressive character will want to remain indoors in a place of safety, and in bed if possible. The depressive phase lasts 2d6 days, followed by which there is another 2d6-day intermediary phase before the cycle begins again.

Megalomania: The character will believe that he or she is the best—at everything. He or she will demand to be leader of the party, will issue peremptory orders to other party members, and there is a 50% chance that the megalomaniac will become violent if these are not obeyed. Any suggestion that he or she is not the leader and/or nor the best-qualified person for any particular job will always result in violence from the megalomaniac.

Paranoia: Paranoia is very dangerous in adventuring situations. The paranoid will believe that "they" are out to get him or her, and will suspect anyone and everyone of working for "them"—particularly party members. The paranoid will generally disobey orders and ignore suggestions on the assumption that they are intended to cause the character harm. Eventually the character will flee his or her group or normal social circle.

Pathological Liar: The pathological liar is concerned with deception, not necessarily untruth. Thus, he or she is capable of telling the truth, but will only normally do so if he or she will not be believed. Otherwise, the insane character must respond to all questions with lies.

Phobia: The character suffers from a strong and completely irrational fear of some substance, creature, or situation.

Schizophrenia: The character's personality splits into 1d3 separate personalities, each of which may have a different alignment or even class. Typically the personalities are not aware of each other.

Suicidal Mania: The character is driven to self-harm. He or she may never flee from combat or any kind of dangerous situation. Faced with a pit or chasm, the insane character must jump over it; faced with a chest, he or she must open it; faced with an enemy, he or she must fight it, etc.

HIRELINGS AND HENCHMEN

As player characters advance in wealth and power, they are increasingly likely to require the semi-permanent services of various sorts of non-player character. In addition to less formal associations and patronages, a character may expect to have the opportunity to acquire and retain hirelings and henchmen. In general, but not in every case, the former are unclassed zero level characters incapable of conventional advancement by level, whilst the latter are classed characters, initially of low level, but capable of level advancement.

In almost all instances, hirelings and henchmen must be entirely equipped by those they serve, and contribute nothing but themselves. Should a player character seek to engage the services of an already equipped non-player character, the game master would be well advised to ensure that the value of any equipment be paid to the prospective retainer as a stipend prior to commencement of service.

It is typically assumed that hirelings are human; if non-human hirelings are sought, then the appropriate costs, terms of service, and availability must be decided in accordance with the dictates of a given milieu.

STANDARD HIRELINGS

The short term services of simple craftsmen and labourers are relatively easily procured in large settlements, but even small villages are usually able to supply something in the way of this sort of hireling. It is more difficult to find individuals willing to take service for longer than a few days, especially if considerable travel is involved. If a lengthy term of service is proposed, it is likely that only one in every six such hirelings will agree, though the offer of additional monies may increase the probability of acceptance. Under normal circumstances, a reasonable offer might be an additional two or three day's pay, which could be expected to increase the probability of agreement to as much as one in every two.

Rates of payment do not take into account the cost of materials for the undertaking of construction or the creation of items. The figuring of such costs is mainly left up to each game master, but a reasonable guideline for an item would be about ten percent of the cost of the finished product. Furthermore, monthly rates of payment assume that the hireling is provided with lodgings and that his other day to day needs are attended to; if such is not the case, then the game master will have to account for the lack.

Hireling	Daily Rate	Monthly Rate
Carpenter	3 sp	40 sp
Cook	1 sp	20 sp
Groom	1 sp	20 sp
Labourer	1 sp	20 sp
Leatherer	2 sp	30 sp
Limner	10 sp	200 sp
Linkboy	1 sp	20 sp
Mason	4 sp	60 sp
Pack Handler	2 sp	30 sp
Servant	3 sp	50 sp
Tailor	2 sp	30 sp
Teamster	5 sp	100 sp

Carpenter: Skilled in the working of wood, a carpenter might be retained to construct anything from a table to a palisade. Their expertise is also invaluable for the manufacturing of shields and similar items.

Cook: Familiar with the preparation of various types of food, a good cook sometimes also knows a little of herb lore.

Groom: Proficient in the care of horses, an attentive groom can usually tell a good mount from a bad; also known as an ostler or stable hand.

Labourer: Essentially unskilled, labourers are suitable for only the most menial sorts of work; this category includes bearers and porters, each of which is able to carry up to fifty pounds or twice that if a pole or other contrivance is utilised.

Leatherer: Capable of producing a wide range of leather goods, such as packs, belts or riding gear; a leatherer is indispensible for the making of scabbards, sheathes, shields and the other leather components of arms and armour.

Limner: Adept in the painting of signs and the illumination of heraldic devices, amongst other similar tasks.

Linkboy: Usually hired to bear a lantern or torch, a linkboy is typically a youth, but older individuals are not unknown.

Mason: Expert in the working of stone or plaster, masons are essential for the construction of many significant buildings and fortifications.

Pack Handler: Practiced in the burdening, handling and unburdening of various pack animals.

Servant: Typically serving as valets, butlers, maids, messengers or simple lackeys, servants are expected to look to the needs of their master.

Tailor: Accomplished in the repair and making of clothes or other cloth items, such as surcoats, capes or hats; the services of a tailor are also required for the production of various types of textile based armour and coverings.

Teamster: Experienced drivers of carts and wagons, teamsters are usually experts at loading and unloading their vehicles, as well as handling the animals with which they are familiar.

EXPERT HIRELINGS

Obtaining the services of very skilled craftsmen and other professional servitors typically involves the expenditure of considerable time and resources. Whilst it is possible to retain such hirelings for short periods, few will agree to a term of less than a month and most expect to serve considerably longer. It is therefore usual for expert hirelings to only be retained by player characters who have already established a stronghold or the equivalent. The maintenance of a stronghold is assumed to include any common hirelings necessary, but expert hirelings must be accounted for separately.

Whilst some may certainly be found in small villages, the probability of finding expert hirelings willing to take service with a player character is considerably higher in larger settlements, such as towns and cities, where suitable candidates exist in greater numbers. Exactly where individual hirelings may be located varies, but craftsmen are typically found in or near their respective artisan quarters, whilst mercenaries may be sought at inns and taverns. Successful recruitment depends on the terms offered relative to the difficulties and risks involved in the proposal.

The below listed monthly costs encompass wages, clothing, lodgings and provisions, as well as any basic equipment, but not such expenses as the arms and armour due to a man at arms, which must be provided separately. Furthermore, as with standard hirelings, additional monies must be paid to cover the costs of materials and tools in order for craftsmen to produce items, or in the case of certain other special instances. The monthly costs assume that the hirelings in question are quartered in or near the stronghold of a player character and may not suffice in other circumstances. Moreover, a higher rate of pay or otherwise favourable treatment will be required to improve the morale and loyalty of a hireling.

Hireling	Monthly Wage
Alchemist	6,000 sp
Armourer	2,000 sp
Blacksmith	600 sp
Engineer (Architect)	2,000 sp
Engineer (Artillerist)	3,000 sp
Engineer (Miner or Sapper)	3,000 sp
Jeweller (Gemcutter)	2,000 sp
Sage	Special
Scribe	300 sp
Spy	Special
Steward	Special
Weaponer	2,000 sp

Men at Arms	Monthly Wage	Equipment Cost	Movement Rate	Armour Class	Damage	Range Increment
Artillerist	100 sp	25 gp	90	7	1d6 or 1d4	10
Bowman, Long	80 sp	79 gp	90	7	1d6	70
Bowman, Short	40 sp	34 gp	90	7	1d6	50
Bowman (Mounted)	120 sp	196 gp	240 or 90	7	1d6	50
Captain	Special	as type	as type	as type	as type	as type
Crossbowman	40 sp	31 gp	90	7	1d4+1 or 1d6	60
Crossbowman (Mounted)	80 sp	197 gp	240 or 90	7	1d4+1 or 1d6	60
Footman, Heavy	40 sp	62 gp	60	6	1d10 or 1d6	n/a
Footman, Heavy (Mounted)	60 sp	99 gp	240 or 60	6	1d10 or 1d6	n/a
Footman, Light	20 sp	32 gp	90	6	1d6	15
Footman, Light (Mounted)	40 sp	69 gp	240 or 90	6	1d6	15
Horseman, Heavy	120 sp	675 gp	150 or 90	4	2d4+1 or 1d8	n/a
Horseman, Medium	80 sp	465 gp	180 or 60	5	2d4+1 or 2d4	n/a
Horseman, Light	60 sp	294 gp	240 or 90	6	2d4+1 or 1d6	10
Lieutenant	Special	as type	as type	as type	as type	as type
Pikeman	60 sp	59 gp	60	6	1d6+1 or 1d6	n/a
Sapper	80 sp	25 gp	90	7	1d6 or 1d4	10
Sergeant	Special	as type	as type	as type	as type	as type
Slinger	60 sp	28 gp	90	6	1d4+1 or 1d6	35

Ship Crew	Monthly Wage	Equipment Cost	Movement Rate	Armour Class	Damage	Range Increment
Lieutenant	Special	as type	as type	as type	as type	as type
Marine	60 sp	70 gp	60	5	1d6	15 or 10
Master	Special	as type	as type	as type	as type	as type
Mate	600 sp	as type	as type	as type	as type	as type
Oarsman	100 sp	35 gp	90	6	1d6 or 1d4	10
Sailor	40 sp	20 gp	120	9	1d6 or 1d4	10

Alchemist: Learned in the admixture and creation of the various powders, elixirs, unguents, salves, ointments, oils, essences, and other arcane ingredients. A level seven magic user requires the aid of an alchemist to create magical potions; by level eleven such assistance is no longer needed, but will reduce the cost and time involved by half if available. In general, alchemists must be sought in cities. It is very unlikely that they will take service with a player character unless retained for a year or more, provided with a well stock laboratory and an initial fiscal incentive of up to one hundred gold pieces.

Armourer: Required for the production and maintenance of armour and shields; for every sixty men at arms or barded warhorses present, there must be at least one armourer available. Each must be provided with a workroom and forge at an additional cost, but sufficient apprentices and assistants are assumed to be accounted for as part of his monthly wage. Whilst otherwise unoccupied, and given an initial week in which to prepare, an armourer of sufficient skill may produce items in accordance with the table below; the GM should determine the additional cost involved and what level of skill an individual armourer has reached.

Armour Type	Days to Produce	Skill Level	Required Hirelings
Helmet, Small	2 days	High	Armourer
Helmet, Great	10 days	High	Armourer
Padded Armour	30 days	Low	Tailor
Leather Armour	10 days	Low	Armourer, Leatherer
Ring Armour	20 days	Low	Armourer, Leatherer, Tailor
Studded Armour	15 days	Low	Armourer, Leatherer, Tailor
Scale Armour	30 days	Low	Armourer, Leatherer, Tailor
Mail Armour	45 days	Average	Armourer
Splint Armour	20 days	Low	Armourer, Blacksmith, Leatherer
Banded Armour	30 days	High	Armourer
Plate Armour	90 days	High	Armourer
Shield, Large	2 days	High	Armourer, Carpenter
Shield, Small	1 day	High	Armourer, Carpenter

A dwarf armourer is more likely to have a higher level of skill and is twice as efficient, but also demands three times the standard wage; furthermore, a dwarf is unlikely to serve for more than a year at a time. A gnome armourer is slightly more likely to have a higher level of skill and increases efficiency by half, but requires twice the ordinary wage. The services of an elf armourer can only be obtained for five times the usual wage, but will produce mail of the highest quality and reduce the production time by half.

Blacksmith: Essential for the maintenance of a stronghold and any resident soldiery; for every blacksmith retained the needs of up to one hundred and twenty men or horses can be met, but there must be at least one in every stronghold and a workroom and forge must be provided for each. If sufficient time is available, a blacksmith can produce simple weaponry at the following rates and at a cost determined by the game master.

Weapon Type	Days to Produce
Arrow Head	1
Quarrel Tip	1
Spear	2
Morning Star	2
Flail	5
Pole Arm	5

A dwarf blacksmith is three times as efficient as a human, but will demand ten times the ordinary pay. A gnome blacksmith is twice as efficient as a human, but will demand four times the usual wage.

Engineer (Architect): Necessary for the successful construction of any but the most simple of surface structures. An architect requires payment by the month, even for short projects, and expects to receive an additional sum equal to one tenth of the building costs. Unless the construction site was approved by an architect, there is a three in four chance that any structure will collapse within a month to a few years of completion.

Engineer (Artillerist): Mandatory for the construction and correct operation of siege weapons, such as the trebuchet or ballista. Any attempt to build or use such weapons correctly without the aid of such an engineer will surely fail. If retained for only a few months at a time, this specialist demands higher pay, perhaps as much as sixty percent above the standard wage.

Engineer (Miner and Sapper): Indispensable for the overseeing of any mining operations, underground construction, or siege and counter siege works that involve trenches, fortifications, assault towers and other similar siege devices. A dwarf engineer of this sort is required if dwarf miners are employed; he will demand twice the standard wage, but increase the productivity of any human miners by one fifth.

Jeweller and Gemcutter: Able to speedily and accurately appraise the value of most gems, jewellery and other precious objects, a jeweller is also capable of repairing, enhancing or newly creating ornamented items and jewellery. Simple tasks, such as setting a stone in the hilt of a sword or the forging of a plain ring, might take only a few days to a week, whilst more complex undertakings, such as producing a gem studded bracelet, could take up to a month; of course, truly opulent and intricate items might take a year or more.

Often a jeweller is also skilled at cutting gems; just as in their former capacity they may increase the value of an item through their craft, as a gemcutter they may increase the value of poorly cut stones, usually those worth less than five thousand gold pieces. However, the level of proficiency an individual possesses with regard to each skill varies and must be determined by the game master. A dwarf of this profession often possesses a greater degree of general ability than a human, but commands twice the pay. A gnome may be no better a jeweller than a human, but they are typically of even greater skill than a dwarf when it comes to gemcutting, and can also ask for twice the standard wage.

Mercenaries: The numbers, type and frequency of men at arms available in a given settlement are at the discretion of the game master, but a chart is provided below with suggested probability distributions. In general, when a group of six to ten mercenaries of the same type is encountered they will be led by a sergeant; larger groups will be led by a lieutenant or captain, as appropriate, and include sufficient sergeants to keep the regular soldiers in order. There must be an officer, such as a captain, for each body of mercenaries that a player character wishes to retain.

d%	Type	1-40	41-70	71-90	91-100
01-04	Bowman, Long	1d6	2d6	3d6	4d6
05-10	Bowman, Short	2d6	3d6	4d6	5d6
11	Bowman, Short (Mounted)	1d3	1d6	2d6	3d6
12-17	Crossbowman	2d6	3d6	4d6	5d6
18-21	Crossbowman (Mounted)	1d6	2d6	3d6	4d6
22-24	Slingman	1d3	1d6	2d6	3d6
25-35	Footman, Heavy	1d6	3d6	5d6	10d6
36-38	Footman, Heavy (Mounted)	1d3	1d6	2d6	3d6
39-45	Footman, Light	1d6	2d6	3d6	4d6
46-49	Footman, Light (Mounted)	1d6	2d6	3d6	4d6
50-52	Pikeman	1d6	3d6	5d6	7d6
53-57	Horseman, Heavy	1d3	1d6	2d6	3d6
58-65	Horseman, Medium	1d3	1d6	2d6	3d6
66-77	Horseman, Light	1d6	2d6	3d6	5d6
78-79	Artillerist	1	2	3	4
80-81	Sapper	1d2	2d2	3d2	4d2
82	Captain	1	1	1	1
83	Lieutenant	1	1	1	1
84-88	Sergeant	1	1	1d2	1d3
89-90	Any Ranged	as type	as type	as type	as type
91-96	Any Foot	as type	as type	as type	as type
97-99	Any Horse	as type	as type	as type	as type
00	Any	as type	as type	as type	as type

The majority of regular men at arms are zero level characters with 1d4+3 hit points; if more experienced soldiers are desired, then the game master must decide with what frequency they are available and what payment they require in accordance with the campaign milieu. Similarly, the prospect of raising militias and levies is not addressed here, their quality depending on many factors, but in most cases being inferior to that of professional soldiery.

As with most standard hirelings, very few men at arms will agree to serve for periods of less than a month and sergeants, lieutenants and captains will never agree to serve for such a limited duration. Mercenaries retained on a short term basis will rarely agree to perform dangerous duties unless paid considerably more than the standard sum; indeed, thirty times the daily wage is typically demanded.

- **Artillerist:** Required for the operation of siege weapons and other engines of war; in desperate circumstances, artillerists will fight in the manner of light footmen. Typical equipment includes studded armour, short sword, and dagger.
- **Bowman, Long:** Expert in the use of powerful bows, long bowmen also serve as light footmen when required. Typical equipment includes studded armour, long bow, quiver with twelve arrows, and hand axe.
- **Bowman, Short:** Proficient in the use of bows, short bowmen can also fight as light footmen, but usually will not. Typical equipment includes studded armour, short bow, quiver with twelve arrows, and hand axe.
- **Bowman (Mounted):** Skilled at shooting from the saddle, but generally unwilling to close to melee; mounted bowmen have a reputation for poor discipline. Typical equipment includes a light warhorse with gear, studded armour, short bow, quiver with twelve arrows, and hand axe.
- **Captain:** Equivalent to a fifth to eighth level fighter, but incapable of conventional advancement by level. A captain may lead twenty men at arms and one lieutenant for every level of experience he possesses, as well as the necessary number of sergeants; the monthly wage demanded by a captain is equal to his level multiplied by 100 gold pieces.
- **Crossbowman:** Practiced in the use of crossbows and willing to fight as light footmen when required. A heavy crossbowman will often require a light footman to shield him whilst reloading. Typical equipment includes studded armour, light crossbow, quiver with twelve light bolts, and hand axe.
- **Crossbowman (Mounted):** Trained to shoot and reload light crossbows from horseback, mounted crossbowmen are also willing to fight hand to hand when necessary. Typical equipment includes a light warhorse with gear, studded leather, light crossbow, quiver with twelve light bolts, and light pick.
- **Footman, Heavy:** Intended primarily for fighting and manoeuvring in close order on open ground, heavy footmen employ the appropriate arms and armour. Typical equipment includes scale armour, halberd, and short sword.
- **Footman, Heavy (Mounted):** Familiar enough with horses to ride them, but not trained to fight from horseback, mounted heavy footmen dismount to fight. Horses need to be looked after during combat, which requires one man for every four mounts. Typical equipment includes a riding horse with gear, scale armour, halberd, and short sword.
- **Footman, Light:** Accustomed to fighting in open order and traversing broken or rough terrain, light footmen are armed and armoured accordingly. Typical equipment includes studded armour, large shield, spear, and hand axe.
- **Footman, Light (Mounted):** Familiar enough with horses to ride them, but not trained to fight from horseback, mounted light footmen dismount to fight. Horses need to be looked after during combat, which requires one man for every four mounts. Typical equipment includes a riding horse with gear, studded armour, large shield, spear, and hand axe.
- **Horseman, Heavy:** Most effective when attacking in very close order on open terrain, heavy horsemen are well armed and fearsome in combat. Typical equipment includes a heavy warhorse with gear, mail barding, mail armour, large shield, lance, long sword, and dagger.
- **Horseman, Medium:** Capable of delivering a powerful charge over open ground and in close order, well used medium horsemen can prove decisive. Typical equipment includes a medium warhorse with gear, scale barding, scale armour, large shield, lance, broad sword, and dagger.
- **Horseman, Light:** Swift in pursuit and quick to retreat, light horsemen fight in open order and make excellent skirmishers. Typical equipment includes a light warhorse with gear, leather barding, studded armour, small shield, lance, and hand axe.
- **Lieutenant:** Equivalent to a second or third level fighter, but incapable of conventional advancement by level. A lieutenant may lead ten men at arms for every level of experience he possesses, as well as the necessary number of sergeants; in addition, he may command a number of unassigned sergeants equal to his level. When serving a captain, only the lieutenant counts against the number of men that may be led. The monthly wage demanded by a lieutenant is equal to his level multiplied by 100 gold pieces.
- **Pikeman:** Trained to fight with long pikes and manoeuvre in close formation on flat terrain, pikemen will also fight as heavy footmen. Mixed formations of more than one hundred pikemen and heavy foot require at least two months of drilling to be effective. Typical equipment includes scale armour, pike, and short sword.
- **Sapper:** Necessary for the use of assault towers, the construction or undermining of fortifications, and other siege works. Sappers fight in the manner of heavy footmen, but are usually lightly armoured and unwilling to engage in combat. Typical equipment includes studded armour, short sword, and dagger.
- **Sergeant:** Equivalent to a first level fighter, but incapable of conventional advancement by level. A sergeant can lead up to ten men independently or in service to a lieutenant or captain. In any given company, there must be one sergeant for every five to ten men at arms. The monthly wage required by a sergeant is ten times that of the troop type he leads.
- **Slinger:** Adept in the use of the sling to disrupt and harass the enemy, slingers are also able fight as light footmen, though they are generally restricted to light armour and weapons. Typical equipment includes studded armour, small shield, sling, pouch with twelve bullets, and hand axe.

Optional Rule: At the discretion of the game master, a player character fighter of the appropriate level may serve as a sergeant, lieutenant or captain, as might an allied non-player character fighter or henchmen. A character of a related class, such as ranger or paladin, might also suffice if the circumstances warrant such an allowance.

Non-Human Mercenaries: The opportunity to retain the services of non-human mercenaries is something that depends on an individual campaign milieu; however, it is typically more difficult than enlisting standard men at arms. Individuals of mixed ancestry, such as half elves or half orcs may be found amongst the ranks of either parentage.

In general, demi-humans will only agree to take service with a champion of their race or in a cause that is directly in their interest, with the aid of elves being the most difficult to obtain. As an exception, dwarf mercenaries might, for double normal pay, be successfully recruited to fight in the causes of others.

Many humanoids, such as kobolds, goblins, orcs, hobgoblins, bugbears or gnolls, may take service with evil aligned characters that are powerful enough to master them or insidious enough to manipulate them. They may even serve for less than half pay, but such soldiery are given to breaches of discipline, vile behaviour, despoliation of any territory they pass through and the intolerable abuse or murder of any unfortunate inhabitants.

Sage: The ultimate receptacle of knowledge and lore, a sage is a sort of mediæval research library contained in one being. The sage can be summed up as a person with a degree of knowledge on just about everything, a lot of knowledge in a few specific fields, and authoritative knowledge in his or her special fields of study.

In game terms, the sage would be able to converse intelligently on a wide variety of subjects but would give very good advice in his or her field of study, authoritative advice in his or her special areas of research, and reasonable advice in one or two other fields. Keep in mind, too, that all this is relative—advice from a sage should never be lightly ignored, no matter the subject under discussion or area of study of the sage. Obviously, portraying such an individual presents a challenge: how much does the sage know and in what areas does he or she know it? The tables presented here should help the GM to fully answer those questions.

First, the fields of specialty must be determined. As always, random generation scores are included but the GM should feel free to tailor a sage to campaign's needs. Be careful of meta-game questions or information. This is to say, the players should not be able to ask things about which the characters should have no knowledge, nor should the sage divulge information which she should not possess. If laser guns do not exist in your milieu, for instance, then no question concerning them should be answered.

Sage Ability Table

d%	Minor Fields	Special Categories in Major Field
01-10	1	2
11-30	1	3
31-50	1	4
51-70	2	2
71-90	2	3
91-00	2	4

Sage Fields of Study (d%)

Humankind (01-30)

Art	Law
Biology	Politics
Demography	Psychology
History	Religion
Languages	Sociology

Demi-Humankind (31-40)

Art	Law
Biology	Politics
Demography	Psychology
History	Religion
Languages	Sociology

Humanoids (41-50)

Art	Law
Biology	Politics
Demography	Psychology
History	Religion
Languages	Sociology

Natural Philosophy (51-65)

Alchemy	Mathematics
Architecture	Meteorology
Astronomy	Metallurgy
Chemistry	Oceanography
Geography	Physics
Geology	Topography

Fauna (66-75)

Amphibians	Insects
Arachnids	Mammals
Avians	Marsupials
Crustaceans & Molluscs	Reptiles
Fish	

Flora (76-85)

Bushes & Shrubs	Herbs
Flowers	Mosses & Ferns
Fungi	Trees
Grasses & Grains	Weeds

Supernatural & Unusual (86-00)

Astrology & Numerology	Magic
Cryptography	Medicine
Divination	Metaphysics
Heraldry, Signs, & Sigils	Planes

Chance of Knowing the Answer to a Question: Roll the generated number or less to determine if the sage knows the answer to the query.

Question is:	General	Specific	Exacting
Out of Fields	35%	10%	1%
In Minor Field	50%	35%	15%
In Major Field	70%	60%	35%
In Special Category	90%	75%	50%

Examples of the different types of questions:

General: Do humanoids inhabit the region north of the Great Mountains?

Specific: Do hobgoblins of the Three Skulls tribe live in the region north of the Great Mountains?

Exacting: Do the hobgoblins of the Three Skulls tribe living in the region north of the Great Mountain possess the dread artifact known as "The Great Spear of Kaliban"?

A sage does not carry all his or her knowledge within his or her head. Picture the modern attorney and the considerable size of the libraries in his offices. This may give one an idea of the sheer volume of stored information a sage will wish to be able to access on demand. Sages are scholarly, eccentric types and a PC offering to hire one will be expected to provide private living spaces far away from noise and the bustle of activity. The minimum quarters a sage would accept would consist of four separate rooms of no less than 200 sq ft each: living quarters, study, library, and workroom. Depending upon the field of speciality, the sage may also request various other areas, such as a zoo for housing living creatures for study, or a greenhouse for the study of plants. The average sage will see the player as the opportunity for acquisition of additional materials for study and categorisation and will, in all likelihood, demand far more for his or her work than he or she will actually need. At any rate, the busier the sage is kept and the more often his or her studies are interrupted, the more materials and money he or she will likely demand.

Sage Characteristics: If a sage is to be hired for a long period of time, his or her abilities and alignment should be determined as follows.

Strength:	1d8+6	**Intelligence:**	1d4+14
Dexterity:	3d6	**Wisdom:**	1d6+12
Constitution:	2d6+3	**Charisma:**	2d6+3
Alignment:	see table below	**Hit Points:**	4d6

d%	Result	d%	Result
01-05	Chaotic Evil	41-60	Lawful Neutral
06-10	Chaotic Good	61-80	Neutral
11-20	Chaotic Neutral	81-90	Neutral Evil
21-30	Lawful Evil	91-00	Neutral Good
31-40	Lawful Good		

Special Skills: Sages have limited ability in spell-casting granted to them by the sheer volume of knowledge they have accumulated and the type of spell is usually related to their field of speciality. The GM should determine whether the sage's spell-casting ability is arcane, phantasmal, divine or druidic when the sage is created, based on a judgement call rather than a random roll. Expertise in the field of magic, for instance, would indicate arcane spell ability. On the other hand a sage with extensive knowledge of trees would have druidic spell ability. Phantasmal magic might be associated with psychology and divine ability with astronomy.

Roll 1d4+2 to determine the maximum level of the spells the sage knows and 1d4 to generate the maximum number of spells known for each level. Spells memorised by the sage will normally be of utility to a non-adventuring type person, for example: *unseen servant*, *read magic*, *locate object*, or *tongues*. The sage will cast the spell at the minimum level required for a member of that class to cast the spell. *Tongues*, to take an instance from the above list, would be cast by the sage as a 5th level magic user. A sage will regard his or her spell knowledge as a closely-kept secret and will not divulge this ability lightly.

Hiring A Sage: Only fighters, rangers, paladins, thieves, and assassins may hire a sage; though other classes may consult with sages as need dictates. Hiring a sage will require the PC have a stronghold outfitted with space for the sage as indicated above. Sages will only accept a permanent offer of lifetime service.

Location of a Sage: Sages are located in larger towns and in cities, particularly near universities, museums, libraries, and the like. Sages also have a somewhat informal brotherhood but there is nothing such as a guild house where one might inquire about hiring a sage. Any sage will have a general knowledge as to the whereabouts of most sages in the area. Likewise, the employment of any sage will quickly become common knowledge throughout the general area.

Short Term Employment — Consulting a Sage: Players do not need to hire a sage before asking questions of one. Consultations last no more than 1 week, after which the sage will not be available to the players for the period of 1 month. Consultation fees run to 100 gp per day plus the amount shown on the tables in Information Discovery section below.

Long Term Employment: As with most types of hirelings, sages agreeing to employment will show up with only the clothes on their backs and the shoes on their feet. Unlike other hirelings, however, the initial outlay of money and materials involved with employing a sage is considerable.

Support and salary, per month:	200 gp to 1,200 gp (2d6 x 100)
Research grants, per month:	200 gp to 1,200 gp (2d6 x 100)
Initial material expenditure:	20,000 gp minimum

This minimum initial material expenditure will allow the sage to operate at about 50% efficiency in performing research and providing information. Each extra 1,000 gp will increase efficiency by 1% until 90% is reached (60,000 gp). Thereafter, each 1% increase will cost the employer a further 4,000 gp. This is to simulate the increasingly difficult acquisition of rare books and equipment. The proper setting and materials for the sage to operate at 100% efficiency cost a total of 100,000 gp.

The employer can spend still more money to increase the sage ability in both general and specific fields of study. For 5,000 gp and 1 month of uninterrupted study, the sage can increase ability outside of his or her field 1%, up to a maximum gain of 5%. For 10,000 gp and 1 month uninterrupted study time the sage can increase expertise in his or her minor fields of study by 1% up to a maximum gain of 5%. A minor field can be added, up to three maximum, for 100,000 gp and 2 years of study. A major field of study requires 200,000 gp and also requires an uninterrupted 2 years of study time.

Payment for such additional studies must be made in advance and if the sage is asked a question during that time the money is lost and effort wasted.

Information Discovery

Use the table below for determining fees and time required for information discovery. This table assumes research under the optimal condition of the sage having a well-stocked workshop with library and being located near a large town or city.

Location is important because the sage may need additional equipment or materials for additional research which simply would not be available in more rural settings. A sage located far from large population centres will probably require double the regular fee schedule and allotted time for research. In such a situation, after rolling on the Chance of Knowing the Answer to a Question table, roll d% again. For all categories except Special, if the second roll is 20% or less of the first percentage generated the sage knows the answer without having to conduct the research at the more expensive double rate, since the information he or she already has at hand is sufficient to answer the query.

For example: a sage in a remote location is asked specific question in an Out of Fields category. The GM rolls a 10 on a 1d10 and the table yields a result of 20%. The GM rolls d% again and if the result is 1 (20% of 20) the sage will be able to provide an answer at the regular cost; otherwise research time and cost will be doubled. For questions in the sage's special category of knowledge the spread increases to 80%. Fees for secondary questions based upon answers to a previous question are subject to the sage's reaction to the players; the GM must decide whether the fee is charged again, or partial, or waived. Unknown information will take from 50%-100% of allotted time to determine whether sage can answer the question, but will cost only half the standard rate.

The abbreviation "r" means "rounds", "h" means "hours", and "d" means "days".

Information Discovery Time and Cost Table

Question is:	General	Specific	Exacting	Cost (gp)
Out of Fields	1d6r	2d6d	—	100/d
In Minor Field	1d4r	2d10d	5d8d	1,000/d
In Major Field	1d3r	1d12d	3d10d	500/d
In Special Category	1d2r	1d10h	2d6d	200/d

Rest and Recuperation: For every day spent in research the sage must spend 3 days resting. Interruptions during this down-time will result in additional days of rest and maximum costs and research times for any questions he or she is compelled to answer.

Demi-Human or Half-Human Sages: Most sages are human but sometimes sages of other races will be encountered. Chances are they will not be interested in consulting with player-characters—especially human PCs. As always, this rule depends upon their reaction to the players and the circumstances of the encounter.

Scribe: Practiced in the art of writing, a typical scribe is expected to keep records, write letters and copy documents. Others may possess additional skills, such as cartography, counterfeiting, cryptography, illuminating or the ability to write, read or otherwise comprehend more than one language. Such accomplished individuals might command ten times the standard wage.

Ship Company: The availability of crews and ships in a given port willing to take service with a player character is at the discretion of the game master. A vessel must normally be suited to the waters into which it will venture and the crew recruited appropriate to the ship, as well as familiar with its handling; a mixed crew, for instance, is required for vessels that employ both sail and oar. A vessel and crew intended for river travel will be unsuitable for coastal voyages, just as a ship built for coastal trading will be of little use on the open sea. If any of these criteria are left unmet, there will be a significant chance of mishap.

Every ship, no matter the size, requires a master, at least one lieutenant and a mate. In all respects other than those outlined below, these officers correspond to the mercenary captain, lieutenant and sergeant, respectively. The master of the ship will expect to receive one half share of any treasure taken for every full share a player character receives; each lieutenant will similarly expect to receive one tenth share and each mate one fiftieth, whilst at least a further tenth share is to be distributed between the crewmen.

- **Lieutenant:** Equivalent to a second or third level fighter, but incapable of conventional advancement by level. At least one lieutenant is required for every twenty crewmen or part thereof that makes up a ship's company, but not including mates. The monthly wage demanded by a lieutenant is equal to his level multiplied by 100 gold pieces.
- **Marine:** Trained primarily to repel and engage in boarding actions, marines otherwise fight in close order as heavy footmen. Typical equipment includes scale armour, large shield, spear, short sword, and hand axe.
- **Master:** Equivalent to a fifth to eighth level fighter, but incapable of conventional advancement by level. A ship must have a master of the appropriate type if it is to operate without fear of preventable disaster. The monthly wage required by a captain is equal to his level multiplied by 100 gold pieces.
- **Mate:** Equivalent to a first level fighter, but incapable of conventional advancement by level. At least one mate is required for every ten crewmen or part thereof that makes up a ship's company.
- **Oarsman:** Accustomed to protracted periods of steady rowing, oarsmen are well paid and willing to fight as heavy footmen. Typical equipment includes studded armour, small shield, short sword, and dagger.
- **Sailor:** Necessary for the operation of most sailing vessels, sailors will fight as light footmen, but are unwilling to wear body armour. Typical equipment includes small shield, short sword, and dagger.

Spy: Recruited to secretly watch the actions of others and gather information, a spy could be anyone from an underpaid and unhappy chamber maid to a professional thief or assassin. A player character wishing to engage the services of a prospective informer must do his own convincing. Fees may vary wildly, from perhaps a mere hundred gold pieces to many thousands, depending on the individual and the difficulty of what is asked. The base probability of successfully completing a task ranges from ten to fifty percent, in accordance with its complexity, and modified as appropriate by taking into account the class and level of the spy. A character who is often involved in subterfuge may be treated as though a spy of a level equivalent to the number of successful assignments he has carried out, within reasonable limits. Of course, there is always a small chance that a spy will be discovered, especially during a lengthy and complex assignment, and failure may result in disappearance, death or betrayal.

Steward: Responsible for the administration of a stronghold in the absence or inability of a player character, a steward holds a position of great prestige and trust. Usually, such an individual is promoted from the position of mercenary captain and will not afterwards take kindly to being asked to reassume that role, even temporarily. Whilst serving within the stronghold, a steward is capable of leading forty men at arms and two lieutenants for every level of experience he possesses, as well as the necessary number of sergeants. Given that a fortress is well provisioned, garrisoned and supported at the time at which he is appointed, a steward will see to it that such remains the case. Of course, if a player character expects his dependents to vigorously resist any enemy action in his absence or incapacity, he must ensure that the loyalty of such men is strongly maintained. The monthly wage due to a steward is equal to his level multiplied by one hundred gold pieces.

Optional Rule: At the discretion of the game master, a henchman of the appropriate class and level might be appointed as steward, rather than a mercenary captain.

Weaponer: Required for the production of complex weaponry and the maintenance of the arms of any soldiery; there must be at least one weaponer available for every sixty men at arms retained. Each must be provided with a workroom and forge at an additional cost, but sufficient apprentices and assistants are assumed in his monthly wage. Whilst otherwise unoccupied and given an initial month in which to prepare, or a year in the case of long and composite bows, a weaponer may produce various arms at the below rates and at a cost determined by the game master. A leatherer is necessary for the creation of scabbards and sheaths.

Weapon Type	Days to Produce
Bow, Long	6-15
Bow, Composite	6-15
Crossbow, Heavy	2
Scimitar	3
Sword, Bastard	3¾
Sword, Broad	2
Sword, Long	2½
Sword, Short	1½
Sword, Two Handed	6
Other	1

At the discretion of the game master, specialist weaponers may be required for the making of some weapons. For instance, a blade smith for the forging of swords and daggers or a bowyer and fletcher for the whittling of bows, construction of crossbows and manufacturing of arrows. In any case, procuring the full time services of a weaponer should always be somewhat difficult.

A good deal more could be said on the subject of hirelings. Many possible common professions are not represented here, rates of pay that take into account the relative skill of individual craftsmen are not provided, supply and demand is not accounted for, nor is the difficulty and prospective cost of persuading standard hirelings to undertake work in hazardous conditions discussed. This is partly because such things are too variable to systemise adequately, but it also allows for individual game masters to develop the level of complexity that they are comfortable with.

HENCHMEN

Henchmen are classed and levelled non-player character adventurers in the service of higher level player characters. A third level magic user, for instance, might take on a first level fighter henchman to act as his personal guard. However, the henchmen of a player character are more significant than mere hirelings; they become his companions, friends, and supporters, acting in his interests even in his absence. Indeed, a very loyal henchman may sacrifice his very life in defence of a player character or charge unbidden into the thick of the fray to rescue him. Consequently, henchmen are highly sought after by experienced players, and the number a character may have is limited by his charisma score.

Demographics: The number of henchmen available in a particular locale depends on the total population, and its predisposition towards attracting adventurer types. A prosperous trading city with 30,000 inhabitants might have 300 characters capable of level advancement, but only 1 in 10 of them are likely to be available and interested in serving as henchmen. The incidence of adventurers may be higher or lower, depending on the settlement, its circumstances, and the assumptions of the campaign milieu, perhaps varying by as much as a factor of five or more in either direction.

Recruiting: There are four basic ways in which a player character may attempt to locate a henchman, and each may be attempted only once a month, either individually or in combination. Hiring a public crier costs 10 gp, and will attract 1d10% of those available, whilst posting notices in prominent places costs 50 gp to draw 10d4% of the same. Using agents is costly at 300 gp, but will bring 5d10% of potential henchmen, and a minimum of 10%. A character willing to frequent the various inns and taverns available will induce 1d4% for every 10 gp spent ingratiating themselves with patrons and staff, to a maximum of 5d4%, but every such establishment visited, up to a maximum of ten, reduces the effectiveness of the others by 1%. Furthermore, each method used in combination beyond the first reduces the sum by 5%.

Response: The modified total resulting from recruitment efforts is the percentage of all available potential henchmen that respond. Following the first efforts at recruitment, applicants will appear over the course of 2d4 days. If the player character is not present at the agreed place when an individual seeks them out, then that recruiting opportunity is lost. Casting spells upon a prospective henchmen will result in an unfavourable response, though if they consent an exception might be made for know alignment or detect good/evil. Direct questions about alignment and other breaches of etiquette will also be poorly received.

Characteristics: Only relate to the interviewing player character what can be detected by normal observational means. Do not blurt out the character's alignment, constitution score, or level. Instead, allow a general idea of these attributes only as a reward to careful questioning on the part of the interviewer.

Race: The race of each respondent depends on the locality, and should be in proportion to the established racial demographic. That is to say, if the above prosperous trading city has a human population of 24,000, then 80% of candidates should be of that race. If you wish to reflect a higher incidence of adventurers in the demi-human population, then consider doubling the number who respond.

Class: Use the table below to randomly determine class of applicants. Once characteristics are known, and given that the prospective character qualifies, there is a 1 in 10 chance that a fighter will actually be a ranger, and the same that he will be a paladin. There is similarly a 1 in 6 chance that a magic user will be an illusionist, that a cleric will be a druid, or that a thief will be an assassin, given that the candidate meets the requirements for such a class. Demi-humans may have two or three classes, if they have two scores greater than 13 in the relevant characteristics, and always assuming that they otherwise qualify.

d%	Class
01-40	Fighter
41-60	Magic User
61-80	Cleric
91-00	Thief

Level: Newly recruited henchmen are generally first level characters. The exceptions to this are if the player character himself is higher than sixth level or higher than twelfth level. In the former case, his reputation is such that 1 in 10 henchmen are second level; whilst in the latter case he has achieved such renown that 1 in 4 are second level, and another 1 in 4 are third level.

Cost: Once a potential henchmen is selected, there are still costs to be paid and negotiations to be completed. The minimum offer a henchmen will consider is 100 gp per level; this yields a 30% chance of the offer being accepted, which increases by 1% for each additional 10 gp offered above the minimum, up to a maximum of 60%.

Equipment: Prospective henchmen arrive with nothing but the clothes they are wearing and perhaps a few coppers in their pockets. This apparent lack of success as an independent adventurer is the main reason he is seeking the position of henchman, and the offer must therefore include complete equipment in accordance with his class(es). Any magic items useful to the character will typically increase the chance of acceptance by 15%, magical ammunition counting only in groups of six.

Room and Board: The potential henchman always expects this. Not including an offer of free room and board decreases the chance of acceptance by 25%.

Treasure: The player character must explain to the prospective henchman his specific duties and what is more generally expected. The henchman will want to know what percentage of treasure will be apportioned, and what to expect with regards to magic items. In addition to living expenses, henchmen typically receive a half-share of the treasure gained on a given expedition; they will also expect healing and other restorative spells as needs dictate.

The Offer: If the player character tenders an offer the game master must tally up all the percentage modifiers listed above and add any charisma adjustment indicated. This is the offer acceptance chance; if the number rolled does not exceed this chance, then the non-player character accepts service as a henchmen.

Exceptional Henchmen: In certain circumstances, a player character may have a relatively high level non-player character in his power, which may then lead to an offer of henchman status. In general, if such a character is more than two levels higher than the player character he will accept only *associate* status for one or two adventures. No inducement will cause him to willingly accept a longer period of service. However, if the player character is more than two levels higher than the non-player character then an offer may be made normally in accordance with the above guidelines. In any other circumstances, the non-player character will agree to accept associate status for only 1d4 weeks or adventures. If an offer is accepted under threat, then the character will likely be of questionable loyalty.

Associates: Typically, an associate non-player character regards himself as being the equal of any player characters, or perhaps their better; he may have been coerced, hired, or joined the party of his own free will and for his own ends. Regardless such characters expect to be treated as a true member of the group, taking their fair share of the risks, and receiving a full share of any treasure or magic items gained. Associates rarely function in this capacity for any great length of time, usually one or two adventures.

LOYALTY OF HIRELINGS AND HENCHMEN

Sooner or later the loyalty of a non-player character will be put to the test. Initial loyalty is 50%, and is adjusted according to the charisma modifier of the player character in whose service they are. The following are guidelines for adjusting hireling and henchmen loyalty to correspond with prevailing circumstances, but they may also be applied more widely to help determine the reaction of other non-player characters and monsters. An experienced game master is not expected to have to refer to these tables, as his own judgement will generally suffice.

Alignment of Player Character

Alignment	Modifier
Chaotic	–10%
Evil	–5%
Neutral	+0%
Good	+5%
Lawful	+10%

Alignment of Hireling or Henchmen

Alignment	Player Character	Allies	Example
Similar	+0%	+0%	Lawful Neutral to Neutral
Different	–10%	–5%	Chaotic Neutral to Neutral Good
Opposed	–20%	–10%	Neutral Good to Chaotic Evil
Irreconcilable	–30%	–15%	Lawful Good to Chaotic Evil

Racial Preferences of Hireling or Henchman

Relationship	Player Character	Allies
Hated	–20%	–10%
Antipathy	–10%	–5%
Tolerated	0%	0%
Friendly	+10%	+5%
Preferred	+20%	+10%

Status of Hireling or Henchmen

Type	Modifier
Slave	–30%
Conscript	–20%
Hireling	–10%
Follower	+0%
Henchman	+10%

Length of Service

Length	Modifier
0-1 month	–5%
0-1 years	+0%
1-2 years	+5%
2-3 years	+10%
3-4 years	+15%
4-5 years	+20%
5+ years	+25%

Training of Hireling or Henchmen

Type	Modifier
Untrained	–30%
Semi-trained	–20%
Trained, but untested	–10%
Trained	+0%
Veteran	+10%
Elite	+20%
Leader	+30%

Payment of Hirelings or Henchmen

Status	Modifier
Unpaid	–20%
Late	–15%
Very Poor	–10%
Poor	–5%
Standard	+0%
Good	+5%
Very Good	+10%

Treatment*

Type	Modifier
Vicious	–20%
Cruel	–10%
Normal	+0%
Kind	+10%
Beneficent	+20%

Discipline*

Type	Modifier
Brutal	–10%
Indifferent	+0%
Fair	+10%

*As long as the hireling or henchmen fears the player character and believes its actions will likely be observed or reported to some consequence, treat negative modifiers as positive.

Other Considerations: Many other situations and circumstances are not accounted for or systemised above, and the game master should feel free to do so himself. Being outnumbered or outclassed by enemies in a combat situation is a good example, as is the death, capture or incapacitation of leaders. Acts of dishonour or evil may lower morale, just as acts of heroism and charity might raise it, depending on the alignment and disposition of the characters or monsters in question. Such factors could potentially swing immediate morale up to fifty percent or more in either direction.

Loyalty Test: A loyalty test may be called for in a variety of situations; most commonly it is taken when significant casualties are suffered during a combat encounter, but other moments of stress for a test to determine how a non-player character reacts. Typical examples include being persuaded to give up a magic item, having the opportunity to steal without being discovered, or offered an inducement to act against the interests of the player character. In such circumstances, a 1d100 is rolled and if the result is higher than the adjusted loyalty score of the character, then he gives into temptation.

Adjusted Loyalty Score	Loyalty
< 01	*None:* Could desert or worse at any time.
01-25	*Disloyal:* Will seek personal gain at all times.
26-50	*Somewhat Loyal:* Will serve, but exploit any advantage to the full.
51-75	*Fairly Loyal:* Will perform routine tasks most of the time.
76-100	*Loyal:* Will attempt to serve, even in difficult situations.
> 100	*Fanatical:* Will serve unquestioningly and fight to the death

General Note: The acquisition of henchmen and hirelings is key to long term success for player characters in the ongoing campaign. They provide a support structure that can help to minimise the worst misfortunes of defeat and reinforce the achievements of victory. Henchmen may even become prominent themselves, perhaps even becoming independent upon the death or retirement of the player character. However, non-player characters should not be treated lightly nor taken for granted; they should react in believable ways and pursue their own ambitions and interests when such seems reasonable. It is the responsibility of the game master to ensure that they are portrayed in a manner that keeps the game challenging for the players.

ADVENTURE AND EXPLORATION

OSRIC is a game of adventure, and the primary activity in adventures is exploration. Even though the rules for combat take up more space in this rulebook, play tends to focus more on exploration than combat. Whether the party is investigating an old ruined shrine, delving into an abandoned dwarfish mine, traversing an unknown wilderness, sailing uncharted waters, or venturing beyond the physical world into the planes of existence, exploration is central to adventure and thus to the game.

While exploration tends to be resolved in a looser, more free-form manner than combat, where description and negotiation are central and pre-defined rules take a background role, there are nonetheless some standard procedures that will help the GM resolve these activities efficiently.

If you are new to OSRIC-compatible rule sets, please re-read the section on "Time Measurement" at the beginning of Chapter III and ensure that you understand it fully before reading further. When exploring dungeons time is measured in turns. In the wilderness or at sea time is typically measured in days. The planes are a special case and can conform to either, or neither, of the above.

SEARCHING THE DUNGEON

Many OSRIC adventures will involve the characters exploring some enclosed area, be it the dungeons beneath a castle or temple, a system of natural caves and caverns, an abandoned mine, the sewers beneath a city, an enemy fortress, a wizard's tower, or a shrine to some dark god. For convenience, and by tradition, these enclosed locations are collectively called "dungeons", which thus refers not just to a set of man-made tunnels but to any indoor adventure location. Indoor/dungeon adventures tend to have similar characteristics and thus the same set of procedures and suggested resolution mechanics applies to most "dungeon" adventures.

Order of Play: While exploring in a dungeon, each turn is resolved separately. Experienced GMs sometimes will allow the turns to run together, but this is only recommended after the GM is comfortable with the basic procedures. The order of events in a game turn is as follows:

1. **Wandering Monster Check:** Every third turn the GM rolls to see if any wandering monsters are encountered (typically 1 in 6 – consult specific level key for non-standard frequency of check or likelihood of encounter)
2. **Statement of Action:** Party caller or individual player describes the activity of the various party members, which are resolved as appropriate by the GM:
   - A. **Move:** Up to full move rate per turn for cautious movement (including mapping); 5x normal rate when passing through familiar areas (no mapping allowed)
   - B. **Listen for noise:** 1 round per attempt, 10% standard chance for success (adjusted for class (thieves, assassins) and race (elves, gnomes, halflings, half-orcs), only 3 attempts allowed per situation (e.g. door)
   - C. **Open a stuck or locked door:** 1 round per attempt, 2 in 6 standard chance for success (adjusted for strength) for stuck door, locked door requires key, knock spell, exceptional strength, lock picking, or breaking down door, unlimited retries allowed but no surprise possible after failed attempt
   - D. **Search for traps:** 1-4 rounds per attempt (covering one object or location), chance of success determined by race (dwarf or gnome), class (thief or assassin) or free-form verbal negotiation (at GM's discretion)
   - E. **Casually examine (and map) a room or area:** 1 turn per 20 x 20 ft room or area
   - F. **Thoroughly examine and search for secret doors:** 1 turn per 10 x 10 ft area, 1 in 6 standard chance for success (2 in 6 for elves and half-elves)
   - G. **Cast a spell:** See specific spell descriptions in Chapter II for casting times and effects.
   - H. **Rest:** Typically 1 turn in every 6, plus 1 turn after every combat, must be spent resting (i.e. no movement or any other strenuous activity)
   - I. **Other activities:** Duration of attempt and likelihood of success determined and resolved on ad-hoc basis by GM
3. **Encounters:** If an encounter (either with a wandering monster or a planned encounter) occurs, the GM determines surprise, distance, reactions, and resolves the encounter normally (through negotiation, evasion, or combat)
4. **Book-keeping:** The GM records that a turn has elapsed and deducts any resources that the party has used (lost hit points, spell durations expiring, torches burning out, and so on).

Since each turn represents ten minutes of time, characters may combine several actions in the same turn if each is reasonably brief. Thus a character might draw a sword, move up to a door and attempt to open it all in the same turn, for example. Longer actions may take several turns to resolve (such as making a minute search of a 500 sq ft wall) and sensible parties will take steps to guard a character engaged in such activity from unexpected attack.

The guiding principle behind the exploration rules is to maximise the number of meaningful decisions the players take about their actions, and minimise the number of dice rolls between each decision.

Wandering Monsters: Typically, wandering monsters are checked for every third turn and encountered 1 chance in 6. If a wandering monster does appear, determine the creature involved randomly unless some factor makes it obvious what the party has met.

Some dungeon levels have special provisions for wandering monsters affecting the frequency of checks, the chance of an encounter, or both. For example, in the first level of the *Pod Caverns of the Sinister Shroom*, the chance of meeting a wandering monster is only 1 in 10.

Wandering monsters in dungeons should be appropriate to the environment both in type of creatures encountered and encounter difficulty. Traditionally dungeons are organised such that the deeper the dungeon level, the more numerous and deadly the creatures encountered—so a group of first level characters exploring the first level of a dungeon should tend to encounter first level monsters, with maybe the occasional second level one, whereas on the sixth dungeon level, characters might expect to meet third or fourth level monsters. This pattern varies from dungeon to dungeon, however. For example, in the *Red Mausoleum*, an adventure designed for characters level 12 and higher, most monsters are extremely powerful even on the very first level!

At the GM's option, wandering monster checks may be made less often or even skipped entirely, but before doing so it is important to think about the reasons behind the rules, and particularly what the wandering monster check should accomplish. The first purpose served by wandering monster checks is to create an impression of complexity in a "living dungeon" environment without GM needing to create activity schedules or account for every creature in the dungeon at every moment. Monsters in the dungeon will have various reasons for leaving their lairs: some may be on patrol, others looking for food, and still others exploring the dungeon just like the player characters; all of the above and more are represented by the wandering monster die.

The other purpose of wandering monsters has nothing to do with verisimilitude and is purely a rules construct, but an important one: *wandering monsters discourage players from wasting time*. If there is no chance of meeting a wandering monster, there is no incentive for the players to keep the game moving no reason why they shouldn't hold long conversations about their course of action and methodically check every inch of floor, walls, and ceiling for traps and hidden treasure. Many players, especially those accustomed to computer games that have no in-game time limits, will tend towards a "pixel-hunting" approach to play. It is up to the GM, by means of wandering monsters, to discourage this kind of slow play and keep the game moving—otherwise the game will become mired in dull minutiae and nobody will have much fun.

The same principles also apply in reverse, though. The GM should adjust the chance of meeting a wandering monster according to the players' approach. If the party is stealthy, swift, and silent, avoids heavily-trafficked areas and does not stay long in any one place, they should encounter few wandering monsters.

The Role of the Party Caller (Optional): If there are many players in the party, some groups like to designate one player as "Caller," or party spokesman, and filter communication through that single player. This role should not default to a "party leader" who gives the other players orders and reduces them to spectators! Rather, some groups may find that by having a single player speak for the whole group, potential chaos of each player competing for the GM's attention is reduced and the game should run more smoothly, improving the play-experience for all involved. Therefore, if a caller is used, he or she should consult with the other players and then report the party's actions quickly and accurately to the GM.

The caller can be anyone and need not be limited to, for instance, the character with the highest charisma or social standing. In fact, we suggest that if the party uses a caller, the role should rotate among the players from session to session, giving each a turn.

Movement during dungeon exploration: Is at the rates listed at the beginning of Chapter III. This slow, cautious move rate (which works out at a tenth the speed characters move in combat) allows the characters to make a map of their progress, if they wish. When passing through familiar areas or following a map, characters can move at up to five times the normal per-turn move rate (so that a character with a normal move rate of 60 ft could move up to 300 ft per turn if passing through known territory).

Characters fleeing from an encounter may run at ten times their normal per-turn move rate (i.e. at full combat speed). No mapping is possible while fleeing in this manner and a double rest period (see below) is necessary at the end of the pursuit. Since parties will typically want to remain together, movement speed will necessarily be limited to that of the slowest character in the party.

The players should establish, and the party caller inform the GM of, the party's "marching order", i.e. which characters are in front, the middle, and bringing up the rear. In a standard 10 ft wide dungeon corridor, up to three characters may walk abreast, though if any are wielding large weapons such as flails or two-handed swords, this may be reduced to two characters or even one. Characters in the second rank may only attack with a long weapon, such as a spear or pole arm, or if they are firing missiles over the head of a shorter character such as a gnome or halfling.

There are various ways of keeping track of marching order. If miniature figures are in use, they can be placed on some board to indicate where each character is. If miniatures are not in play, most GMs will ask the party to show their marching order on paper. Sensible parties tend to hand the GM a default marching order upon entering the dungeon, and may have standard positions and procedures for other common circumstances as well. A well-organised group might say to the GM, "this is our formation when opening a door," or "in 20 foot wide passages we move like this," and so forth.

If the party's position is for some reason unclear to the GM, he or she is well within his or her rights to determine who is where by means of a die roll.

Listening: May be performed in most places, often at doors before opening them. Unless the entire party is still and quiet (no chattering or clanging around), and unless headgear such as helms are doffed, the listener will not detect any noise save the very loudest.

Thieves and assassins have an enhanced chance to hear noise (see "thief skills" in Chapter I). Characters of all other classes have a base 10% chance. This should be modified by race; elves, gnomes, halflings, and half-orcs have a base 15% chance.

Normally the GM rolls this die in secret, because the player has no way of knowing whether no noise was heard because of the roll or because there was no noise to hear. A character who fails (or thinks he or she has failed) to hear noise may try again, each attempt taking one round. However, no more than three attempts may be made the same character before the strain becomes too great and no further listening attempts will succeed until the character has rested for at least one turn.

If the check is successful, the GM should decide whether there is in fact any noise to be heard. Some monsters, such as bugbears, are stealthy and cannot be detected by listening. However, generally if there is some monster in the area and a "hear noise" check is passed, the party should gain some clue about what it is. Clever players whose characters speak various monster languages may gain valuable information from overhearing snatches of conversation—but the GM should be careful only to describe what characters can actually hear. So the GM would not normally say "you hear a giant spider," but rather "you hear a scuttling, rattling sound" as the creature climbs to a suitable spot from which to ambush the party.

Don't forget, monsters can hear the party in the same way as the party can hear them!

Listening for noise as often as possible, at every door and intersection, is an understandably common tactic, because it's one of the easiest ways for players to improve the odds in their favour—so as to be able to make better-informed decisions about their actions. This is fine in moderation. However, if the pace of play slows considerably, diminishing the excitement and reducing the adventure to dice-rolling, the GM should discourage the players from endless listening attempts. Emphasise the inconvenience of donning and doffing helmets and headgear while the rest of the party stands around doing nothing; and if play is still slow, employ tricks that circumvent listening, e.g. silent monsters or phantom noises (perhaps due to strange acoustics in the dungeon or magic). In extreme cases the GM can place traps and monsters that specifically target listening characters, but before it gets to that, the GM should speak frankly to the players and explain that while some degree of caution is good play, carrying things to extremes only makes the game less fun.

Balance this against the lethality of the dungeon. In extremely dangerous areas, the players should not be punished for taking due care.

Opening doors: Is not normally difficult; the player (or party caller) states the action and the door is opened. However, in some dungeons many doors are stuck and must be forced open. Doors may be locked, braced, jammed, spiked shut or otherwise held fast (by means of a *wizard lock* spell, for example). Stuck doors may be forced by brute strength (see the strength ability in Chapter I for chances of success). Locked doors will need a key, a thief or assassin to pick the lock, or some may be broken down with axes or battering rams. When designing the dungeon, the GM should note which doors are normal, stuck, locked, etc. as well as the locations of any keys.

Attempting to force a stuck door takes one round per attempt and, depending on the size of the door, more than one character may try at once. Thus, two characters could simultaneously try to force a 6 ft wide door—each character makes a check and success by either indicates the door opens. If the first attempt fails, additional tries may be made at no penalty except for time and noise. Attempting to force a stuck door, and particularly multiple attempts on the same door, is noisy and may increase the odds of meeting a wandering monster. In any event, a failed attempt to open a stuck door will prevent surprise on any creature on the other side of the door.

Lock-picking attempts by thieves and assassins are handled in Chapter I and take between 1 round and 1 turn per attempt (depending on the complexity of the lock). 1-4 rounds are typical.

Chopping down a door with axes or by other means is time-consuming and noisy. It takes a full turn at least to chop down a standard-size door, during which time several wandering monster checks should be made. Naturally, the party will have no chance of surprising any creature on the other side.

Furthermore, once a door is opened, it is usually difficult to keep it open, or for that matter to keep it closed. OSRIC has a double-standard that while adventurers may have a hard time opening doors in dungeons, monsters have no such trouble and can open doors automatically unless the players prevent them. The usual way to hold a dungeon-door open or closed is to wedge it with iron spikes. Even then there is a small chance (at the GM's discretion but often around 20-30%) that a spiked door will slip.

Mapping: A key element of dungeon exploration; but it is one of the most controversial and misunderstood aspects of the game. If not handled carefully, mapping has huge potential to slow down the game and mire it in frustration.

When designing the dungeon, the GM should map it out on sheets of graph paper, showing the rooms, chambers, corridors, stairways, doors, traps, and other features in relation to one another. As the party moves through the dungeon the GM describes to them what they see and, assuming they have light and proper equipment and are not moving too quickly, the players may choose to draw a map of their own based on the GM's descriptions.

It is important to understand the purpose of the players' map. The goal is not to create an exact copy of the GM's map, but to keep a record of which areas are explored and which not, to allow the party to find their way back to the entrance and, on subsequent expeditions, find their way back to where they left off. If the dungeon is small or simple in layout the players may not need a map. Even if the dungeon is larger or more complex, a "trailing map" with lines for corridors and squares for rooms and chambers, maybe with marginal markings showing length or size, is almost always enough. Only in the most labyrinthine of dungeon levels, with rooms and corridors tightly packed together, are players likely to find making a strictly accurate map rewarding.

On such levels an accurate map can help the players deduce the locations of secret rooms, show them when they're circling back into areas they've already explored by a different route, or even alert them to some trick—a teleporter, shifting room or wall, sloping passage, or the like. Parties keeping a trailing map, or no map at all, may miss hidden treasures or not realise they have gone astray until hopelessly lost, but careful mapping might quickly reveal something is amiss, allowing the party to backtrack and correct their course or search for a solution.

These areas are the most difficult to map, but also the most rewarding and fun, since mapping this sort of level can lead to tangible positive results.

Many players hate mapping, considering it a fun-killing burden, and these players will often try to get the GM to design simpler dungeons or even to draw the map for them. The OSRIC GM should avoid these "solutions"; play goes quicker if a player maps. Encourage the players to map appropriately—i.e. only when necessary and use a trailing map where possible.

The GM should make mapping easier by giving effective verbal descriptions: quick, accurate, and reporting only what the party actually sees. Visualise the dungeon in your mind. Describe things in distances rather than squares. The players may show you their map and ask if it is correct. Comply only if there is a major error that would be obvious to someone in the dungeon (such as a triangular-shaped room where the party entered via the apex but drew their map as if they'd entered from the base) or if your description was faulty—and in the latter case try to make your descriptions more accurate in future.

In a particularly complicated setup—a room with lots of odd angles, for instance—a quick GM-drawn sketch may be helpful. Do this rarely, and never directly on the players' map.

The players' map represents an actual in-game object. If the players at the table are making a map, then a character must also be making one. This has several corollaries: the party must have light (they can only map what they see) and mapping supplies (something to write with and something to write on), they must be moving slowly and methodically (no more than standard exploration speed), and measuring the size of a room takes time (1 turn per 20 x 20 ft area is suggested). Perhaps most importantly, if something happens to the map in-game, it happens to the players' map as well! If the mapping character dies and his or her body is left behind, if the characters are captured and stripped of their equipment, or if a jet of acid or a green slime destroys the map, the GM should confiscate it. If the party wants backup copies, the players must actually draw them. If the entire party dies in the dungeon, the only way their maps will survive is if copies were left on the surface.

Clever GMs will see adventure-creating potential here. Maps are a valuable asset for NPCs as well as PCs; map-buying, selling and trading could be rife, and maps found in treasure hoards potentially more valuable than gold.

Searching for hidden treasure, traps, secret doors, and whatnot: A common activity. Looking for secret doors is a time-consuming process, taking a full turn for each 10 x 10 ft area searched. Even so the chance of success is small: 1 in 6 for most characters, with elves and half-elves having an innate advantage (translating to a 2 in 6 chance). Searching for traps is best done by dwarfs, gnomes, thieves, or assassins—chances for success are as described in Chapter I. A search for traps generally takes 1-4 rounds, but it is also limited to a specific object or small (no more than 5 x 5 ft) location specified by the player: "I search for traps on the door", "I search for traps on the treasure chest", "I search the area directly in front of the throne for traps," etc.

The GM may allow "negotiation-based" searching for secret doors or traps, in which, through careful questioning and described actions, the players may achieve a bonus, or even an automatic success, on a search. For instance, players may tap along a section of wall listening for the echo of a hollow space. If such a space is discovered, the players may describe their attempts to find and trigger the secret door they know is there—perhaps looking for loose or ill-fitting stones, suspicious indentations or cracks, wall-sconces that may turn or pivot, etc. The same approach can work for traps as well.

The GM must adjudicate these negotiated searches. Perhaps they have no effect and the die roll alone decides success or failure—which certainly helps keep the game moving, but may strip away too much of the players' ability to immerse themselves in the situation. Perhaps a careful description can give a bonus to the standard check, or perhaps the description might trump the die-roll entirely—if the player is able to describe a search in such a manner that the GM feels would definitely find the objective. The downside to this is if the player's description is off-base (searching in the wrong place, via the wrong means, etc.) the GM might actually reduce the chance of success.

These detailed, negotiated searches generally take a long time in-play (more than the standard times listed above) and may increase the odds of encountering a wandering monster. This is, of course, deliberate; without some incentive to keep things moving players might tend to conduct the most thorough searches possible, describing every inch of every room in minute detail, and dragging the game to a grinding halt.

Disarming traps is normally a job for a thief or assassin (with chances of success as shown in Chapter I) and takes 1-4 rounds per attempt for a simple trap. A complex trap may take a full turn to disarm. Other characters usually have little to no chance of success, though again careful questioning and attention to detail may create exceptions. For instance, a player may be able to surmise that wedging a pressure plate to prevent it from depressing, or stopping a vent with beeswax to prevent gas from issuing from it, could circumvent a trap.

These sorts of "negotiation-based" solutions to traps are wholly at the GM's discretion. Some GMs encourage and reward this sort of play, but others will discourage it, perhaps feeling this slows down the game too much, or circumvents the intended role of the thief class. It is important that the players and the GM discuss this issue to make sure everyone's expectations align–that the players aren't expecting purely roll-based resolution of traps when the GM is expecting them to play out each attempt, or vice versa.

Traps neither avoided nor disarmed will normally trigger 50% of the time. When designing the dungeon, the GM should define each trap by its nature and effect (see the preceding pages on "Traps"). In areas designed for first level characters, damage should not normally exceed 1d6 or at worst 1d10 and "instant death" effects should be avoided. Lower dungeon levels, on the other hand, are designed for experienced players with high-level characters who should have many ways of dealing with traps, as well as more hit points and better saving throws, so more dangerous and deadly traps may be in order. Even so, the GM should typically allow some kind of saving throw or other way of mitigating the trap's effects.

Some OSRIC groups enjoy even more lethal traps—such as those that cause death with no save. Placing these is a matter for the GM's judgement. Do you wish to encourage the players to raise zombies or call forth unseen servants or summoned monsters and send them ahead? Very lethal traps will probably lead to such behaviour, and in some groups there is a place for this kind of play. Others prefer to avoid it.

Casting spells is detailed in Chapter II. Many spells, particularly the various detection and divination-type spells, will make the job of exploration easier. It is up to the players to decide the ideal balance between these "utility" spells and those oriented towards combat or healing. There are circumstances in which a well-timed knock or locate object spell may prove just as crucially life-saving as yet another sleep or cure light wounds.

Rest periods are typically necessary one turn out of every six, one turn after each combat, and double-length (two turns) after an evasion or pursuit. Parties that stay in the dungeon for several hours and are not able or willing to return to the surface may spend an entire "night" holed up within the dungeon to recover spells. During these periods the party cannot move, nor may they perform any other strenuous action (though passive activities such as mapping should be allowed). Players should be aware of when these rest periods are coming up, and make sure their surroundings are as inconspicuous, or at least defensible, as possible. A small, out-of-the-way room with a single door that can be spiked shut could be a good location to rest in for a single turn or an entire night; in the middle of an open corridor or near a stairway to a lower level is likely a bad place for even a short rest period, and often a suicidal place to spend several hours.

Occasionally, by accident or design, characters will not take these required rest periods and attempt to press on regardless. If this happens, everyone in the party is fatigued. What this means, and what sort of impact it has on the characters, is left to the GM's discretion but likely consequences are a reduced movement rate, penalties in combat, temporarily reduced ability scores, and morale reductions for any NPCs who are accompanying the party. The longer the party goes without resting, the worse these effects become.

Other actions are defined in several of the race and class descriptions in Chapter I. For instance, a dwarf can attempt to determine depth underground, a gnome can try to determine direction, a paladin can detect evil, a ranger can attempt to follow a set of tracks, and so on. Unless otherwise specified, these actions take one round per attempt.

Beyond these sorts of pre-defined activities OSRIC has no specific system for resolving most other tasks. This is intentional—the player characters are heroes, and should be able to do most mundane things without a roll.

Certainly the authors could have included a skill system covering activities such as "horse riding" or "swimming", but doing so is actively detrimental to heroic gaming. Had we included a "horse riding" skill, characters would start falling off their horses. This strikes us as unnecessary, in the context of heroic adventure gaming, so if you seek a generic skill system for your game, seek it elsewhere. Success at most horse-riding tasks (for example) is automatic.

Where a player character tries something beyond the mundane, the GM should determine the chances of success on an ad-hoc basis. The GM should look at the circumstances and the character's class, level, race, and ability scores and make an informed judgement about his or her chances of success. This could be a flat judgement—"you succeed" or "you fail"—but is more commonly a die-roll of some kind. The GM should usually tell the player what the chance is, ask the player if they still wish to proceed, and if so allow the player to make the appropriate roll him- or herself. However the GM always has the right to roll the dice on behalf of the player, or in secret, if the GM feels the situation demands it.

In determining the ad-hoc chance for success for various tasks, it may be helpful for the GM to look at other similar tasks that have already been defined. For instance, the strength-based chances to Open Doors and/or Bend Bars, the magic user's intelligence-based Chance to Know Spells, and the constitution-based roll to survive System Shocks can all be extrapolated to cover a wider variety of situations. The same applies to saving throws, which consider class and level rather than just raw ability, so that high-level characters will be generally more successful than lower level characters, and each class will tend to have areas of speciality (clerics better at tasks that require a save vs death, Magic users at tasks that require a save vs spells, etc.)

Book-keeping: The GM should set up some simple system for book-keeping and may wish to delegate some tasks to the players. The present author, for example, keeps a piece of scratch paper by his books and makes a tally mark when each turn has elapsed, enabling him to see at a glance when to roll for wandering monsters, when the next rest period is required, and when the party has run out of lantern fuel. In extreme cases, if the campaign has grown so large that ten or more players per session is typical, an assistant GM can help–the assistant, or apprentice, GM helps the main GM with book-keeping and organisation, and may help the main GM design new dungeons and adventures, eventually becoming either a co-GM or branching off into a separate sub-campaign.

EXPLORING THE WILDERNESS

For the purposes of this section of the OSRIC rules, "Wilderness" can mean any adventure in open country, including adventures at sea. The basic unit of time for wilderness exploration is the day. It is a good idea for the GM to use paper marked with a hexagonal grid ("hex paper") to pre-draw maps of the wilderness before the players explore it, if possible.

Order of Play: When starting out with OSRIC games, each day should be resolved separately. More experienced GMs sometimes tend to allow the days to run together; but please don't try this until you are certain you know what you're doing. The order of events is as follows:

1. **Setup:** The GM advises the party of prevailing weather conditions and the party decides which way to go.
2. **Navigation:** The GM checks in secret to determine if the party has become lost.
3. **Wandering Monster Check:** The GM rolls for wandering monsters.
4. **Move and Act:** Party members move, make stationary actions, or both.

5. **Encounter:** Any encounter is resolved.
6. **Camp:** The GM indicates what options the party has for a campsite. The party camps.
7. **Wandering Monster Check:** The GM rolls for wandering monsters again, and if one is met, begins the resulting encounter.

On the time scales allowed for wilderness adventures, most static actions take negligible time, so as a general rule a player character can combine many static actions with a normal move.

1. **Weather and Direction:** While choosing a direction of travel should present no problem to anyone capable of playing OSRIC, determining the weather can be a more complex matter.

   Some GMs write campaigns with detailed rules for randomly generating the weather by month or season. Others prefer to decide the weather on the spur of the moment based on their gut feeling or to create a sense of narrative tension. This is not a matter in which generic tables would be helpful—a campaign set in a Norse winterland would need quite different tables to one set in a Caribbean archipelago—so no weather-generation rules are provided here. The GM must decide and advise the party accordingly.
2. **Lost:** The party will never become lost if following a road, river or other natural feature, nor if they are following an accurate map, nor if they are travelling over terrain at least one party member knows well. (This could include an NPC guide if one is hired for the purpose.)

   Otherwise, the party's chance of getting lost depends on the terrain and prevailing weather conditions. If the party is crossing a flat savannah towards a range of mountains they can see, the chances of becoming lost are negligible, but if they are travelling a forest at night through thick fog, getting lost is virtually guaranteed!

   As a guideline, allow a 10%-25% chance of getting lost if the party is crossing normal terrain and taking normal precautions.

   If the party does become lost, determine their actual direction of travel randomly. In most cases they will go somewhere within a 60° arc in front of them, but if the roll is particularly bad, the GM may adjust this to 120°. Only in exceptional circumstances will the party get completely turned around.
3. **Wandering Monsters:** Normally the GM should make two checks each day, with a 1 in 12 chance of encounter per day, and a third check at night (see below). As always, GM discretion is critical—adjust this frequency downwards if the party is crossing patrolled and civilised terrain, and upwards if they wander into a goblin-infested forest, for example.
4. **Movement and Stationary Actions:** See the previous section (on dungeons) and the Movement Rate section in Chapter II.
5. **Encounter Resolution:** The mechanics of this are as in a dungeon, though tactically the wilderness presents entirely different challenges. (Player characters will find horses, missile weapons, and long-range spells much more helpful in the wilderness.)
6. **Camping:** The party has to camp if spellcasters are to regain their spells. Mounted parties will normally need to rest their animals and armoured player characters, or physically weaker ones, will need rest and sleep. In a forced march situation, the characters could march through the night, but a second night without rest will result in the characters suffering a penalty of -2 or -10% on ability scores, "to hit" and damage rolls, and saving throws from exhaustion. A third night without rest will increase this penalty to -5 and spellcasters will begin to forget any spells they still have memorised. At this point, player characters should check their system shock rolls (see Ability Scores, Constitution) or fall asleep involuntarily. No human or demi-human in OSRIC may go four nights without sleep.

   Sensible parties will set a watch rota overnight, with different characters standing watches to ensure the safety of the sleepers.

AERIAL AGILITY

This section of the rules outlines the basics of aerial movement to assist the GM with flying monsters and movement on flying mounts or otherwise in the air. Flying creatures gain altitude at half their movement rate and dive at a 45° angle, descending 1 ft for every 1 ft of forward movement. Creatures with aerial agility level VI are not subject to these two restrictions (see below). Diving attacks over 30 ft grant a double damage bonus vs non-diving targets, including ground targets. Attacking while climbing incurs no damage or attack penalty. The GM may wish to consider an operational flying ceiling of 5,000 ft above sea level, the upper limit of breathable air without special means on Earth, though a campaign world might be quite different.

Apart from aerial agility level I, the lower level classification of fliers are generally larger, more massive creatures. Lighter and smaller creatures tend to be classed in the higher levels. Except for very large creatures, such as dragons, riding a flying monster reduces its aerial agility by one step.

The levels enumerated below represent stops along a spectrum of ability, so the GM may assume a small amount of variance within each level. Turning capacity assumes full movement rate; creatures moving at half-speed turn as one class higher. Level II, III, and IV creatures must be moving at least half-speed to remain airborne.

Level I: Barely a flying creature, these creatures float on the air, allowing the wind currents to carry them from location to location. These creatures can sometimes slightly alter their direction of travel or move at very slow speeds, but otherwise manoeuvre like a hot air balloon (e.g. *levitate* spell). This category also includes gliding creatures, such as flying squirrels or flying fish, that travel through the air but do not truly fly.

Level II: Creature requires 5 rounds to reach full aerial movement rate and can turn 30° per round (e.g. dragon).

Level III: Creature can reach full aerial movement rate in 2 rounds and can turn 60° in one round (e.g. sphinx).

Level IV: Average agility. Flying creatures of this type reach full airspeed in 1 round and can turn 90° per round (e.g. flying carpet, giant bat).

Level V: Full airspeed is reached in 6 segments and the flier can turn 120° per round. These creatures can also come to a complete stop in 6 segments and are capable of hovering in place (e.g. fly spell, mephit).

Level VI: These are creatures born to fly, taking to the air as naturally as a human walks on the ground. Such fliers can reach full speed or complete stop in 1 segment, and can hover. Level VI fliers can easily reverse course in flight, gracefully executing turns of 180°. A Level VI flier has nearly complete control over their movement in the air (e.g. genie, air elemental).

SPECIAL CASES

Movement in sailing vessels depends crucially on the wind. A sailing ship can make progress into wind coming from nearly ahead of her (the process is called "tacking"), but for travel at any great speed, the wind must be from somewhere roughly behind. GMs expecting to run a campaign where lot of action takes place at sea should probably decide on prevailing trade winds, because a purely random way of deciding this will lead to ships making little headway over a statistical long term.

Movement underwater may become an option if the players discover the correct magic items. All missile weapons, many hand weapons and many spells are virtually useless in this environment—assume that magic invoking fire will fail, and if it involves lightning, will most often strike the caster.

ADVENTURES IN TOWN

Most activities that characters perform "in town", such as gathering information, hiring men-at-arms or guides, purchasing equipment, liquidating treasure, resting and healing, hiring NPC spell-casters to identify unknown magic items or remove afflictions, training to gain new levels, etc. can be handled abstractly. It occurs "offstage"—the players make notes in their records (adding or subtracting the corresponding amounts of gold), the GM notes the number of days that have passed, and the game resumes when the players are next ready to venture into the dungeons or wilderness.

Sometimes the group will wish to play out one or more of these in-town activities rather than relegating them to an off-stage between-session limbo. This could be as simple as a few minutes' pre-expedition interviewing potential hirelings, or post-adventure cajoling a local wizard to transform an unfortunate companion back into a human for a reasonable rate, or as complex as a whole session spent gathering intelligence for a major expedition. Some adventures can take place in-town with only brief dungeon or wilderness interludes, such as a murder-mystery or an adventure focusing on diplomatic negotiations or political skullduggery.

Even when these sorts of activities are played out, they still tend to be conducted in a more abstract and free-form manner than a dungeon or wilderness adventure. For instance, in town-based adventures the players rarely if ever draw a map, record-keeping of supplies such as torches or rations is rarely an issue, and a strict marching order may not be necessary or even applicable. Even the notion of keeping the party together often falls by the wayside as one character buys equipment while another gathers rumours from travellers at the inn, and a third visits the local temple. When a less-abstract reckoning is required, such as when the party is venturing into a dangerous Thieves' Quarter and are in danger of being ambushed and mugged, then the norms and standards of a dungeon exploration will generally apply–time measured in turns, movement in tens of feet (typically at the "travelling" rate of 5x normal, if the party is not mapping or expecting traps), "wandering monster" checks every 3rd turn (though in town such an encounter is usually with a beggar, urchin, pickpocket, member of the town watch, or one of Gary Gygax's infamous Wandering Prostitutes).

Because adventures in town tend to be so much more free-form than dungeon or wilderness exploration, they can be harder for the GM to run. There is no convenient flowchart of steps, making it easier to overlook things. Also, because town adventures tend to focus more on negotiation and in-character conversation between players and NPCs, the focus is more one-on-one of player to GM. Other players whose characters are not involved in a particular scene can be left sitting around observing and waiting for their "turn" which can lead to player boredom and frustration. For both of these reasons, town adventures are only recommended for experienced GMs, for small groups of players, and for those who particularly enjoy the in-character "play-acting" aspect of the game. Be wary of bored players who might have their characters pick random fights in town just to have something to do, and realise, if this does happen, that the blame can lie as much or more with the GM than with the player.

EXPLORING THE PLANES

These rules mention of the Planes of Existence in many places, but for the purposes of the OSRIC core rules, the authors do not intend to explain very much about them. This is deliberate—the planes are intentionally left blank as a possible route for future creativity. They are for higher-level play (for characters of at least 10th level), when play in the normal game world should be growing too easy. The OSRIC core rules game balance begins to break down at higher levels than this, though enjoyable adventuring in carefully-designed environments may still be possible.

At this stage, suffice it to say that:

The normal campaign world is situated on the Prime Material Plane, wherein things and creatures are generally made of matter (hence "material"). There are two planes immediately contiguous with the Prime Material Plane: the astral and æthereal planes.

These planes are misty, vaporous places. It is possible dimly to perceive the Prime Material Plane from the astral or the æthereal, but only as shadowy and indistinct shapes and forms. A creature the size of a human is only visible within about 30 ft of the viewer. While certain magical creatures can perceive the astral or æthereal planes or even attack within them, apart from this a character on an alternative plane is completely imperceptible: not just invisible, but silent and similarly concealed from all senses.

A character can use the astral or æthereal planes to pass through solids such as walls on the Prime Material. Such things are not solid at all on these planes. If the character is "inside" a solid object via this route, visibility is zero; the character is effectively blind. He or she must emerge into some open area, or return to the Prime Material will be fatal, no saving throw.

When a player character enters a new plane, he or she makes a "bloink", like the splash when someone jumps into water. Powerful hostile creatures on the planes can detect the "bloink" and will move to intercept. A character below 10th level may remain on another plane for up to 1d6 turns. Beyond that, assume he or she is consumed by the astral/æthereal equivalent of a grue. In other words, that character is gone, permanently and irrevocably destroyed without any possibility of raising or resurrection short of a *wish*.

Certain other planes (the elemental planes, the abyss, the hells, the negative material plane, and so on) are mentioned from time to time. These references are deliberately left obscure.

In the planes, things are different. The core rules will not necessarily apply. Magic items and spells may not function as they would elsewhere. "To hit" and damage rolls may vary, as may class abilities, saving throws or indeed anything else at all.

When a character above 10th level desires to explore the planes, as will eventually happen in a long-running campaign, the GM will need to determine what happens there. By that stage, the authors hope, the GM will be sufficiently experienced to cope with the situation and indeed enjoy rising to the challenge.

The authors would like, in the fullness of time, to release an optional supplement or supplements about the planes, but this will not form part of the OSRIC core rules.

AN EXAMPLE DUNGEON

EXAMPLE DUNGEON KEY

A band of marauding orcs have been sporadically attacking merchant wagons in this area for two months, and the local authorities have hired the party to track down and deal with the creatures once and for all.

Based on the range of the attacks and the local terrain, the orcs are believed to be based somewhere in the nearby foothills. The hills are dotted with mostly uncharted caverns and crevices that are home to creatures of all sorts.

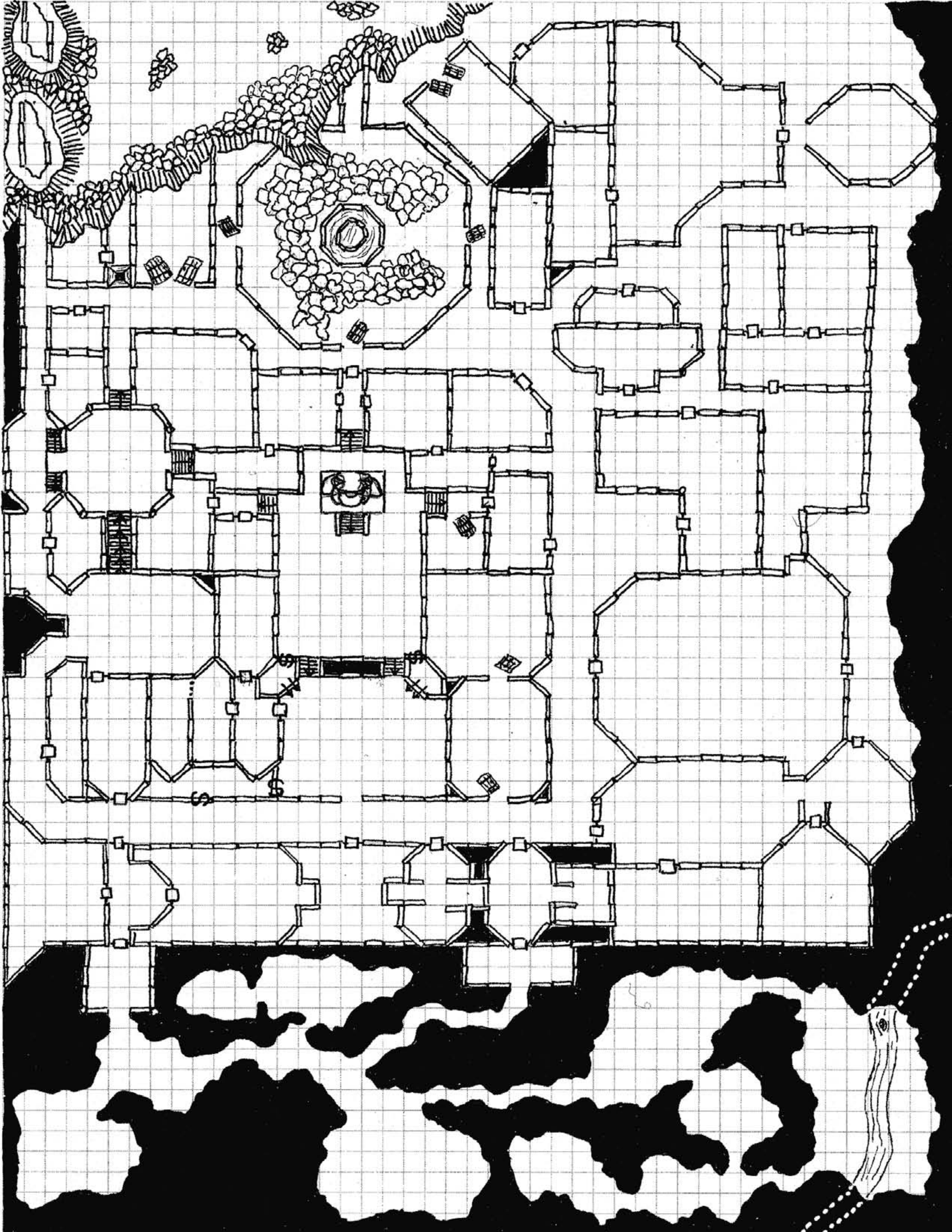
After days of searching and tracking, the party has traced the orcs to a small cave at the southern end of the foothills. A small stream flows into the cave and there is much evidence of foot traffic going in and out.

The party will find the stream is initially shallow and follows the depths of the cave deeper into the hills. As it travels downward, the cave narrows into a tight passageway roughly four ft wide and seven ft in height. Ninety ft in, the stream becomes about three ft in depth and flows through Room 1.

Map Key

1. **Guard Cave:** The stream continues through this area and flows out through a smaller tunnel to the north. Attempts to follow the stream will be difficult, if not impossible, as the tunnel rapidly narrows until it is filled by the rushing water.

   This cave is occupied by 6 orcs (hp 6, 6, 5, 5, 3, 3) each armed with spears and hand axes. Unless the party takes extreme caution, any entrance through the stream tunnel will cause ripples thus alerting the guards. They will attempt to surprise and attack the first PC to enter by hurling hand axes and then attacking with spear thrusts. Each guard carries 2d6 sp and 2d8 cp on him. This room is occupied with sleeping skins, food of the most terrible sort, and water skins. A crude playing table is covered with a pair of knuckle bone dice, 24 sp and 7 gp.
2. **Common Sleeping Area:** All orcs live here unless occupied elsewhere. Enough sleeping skins and cots are present for the entire contingent. A central fireplace creates a smoky atmosphere. This common area is filled with long rough tables, captured tapestries (4 worth 50 gp each; the rest are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worthless), assorted silverware and other utensils worth a total of 250 gp, and the stuffed and mounted head of a manticore (the orc leader claims to have slain the creature single-handedly; in actuality he found it already dead from old age and took the head as a trophy... the astute PC will notice the head has no teeth).

12 orcs (hp 8, 8, 7, 7, 6, 6, 5, 5, 5, 4, 4, and 4) stay here when not on duty in the GUARD CAVE or needed elsewhere. Of these, ten wear leather armour. Six are armed with spears and hand axes, four are armed with short swords and spears, and the two orcs with 8 hp are armed with broad swords and wearing chainmail armour and carry shields. The two toughest orcs keep on their persons 3d20 gp and 4d8 sp each. The remainder possess 2d6 gp and 2d20 cp each.

3. **Arsenal:** Assorted arms captured on raids and not used by the orcs will be stacked in here. The inventory is as follows: 1 stack of 25 spears, 1 pile of 6 daggers, 1 pile of 5 short bows, 2 piles of 5 quivers each (one pile has all quivers fully filled; the second pile has quivers in various states of capacity), 1 stack of 8 short swords, and 1 stack of 5 halberds.
4. **Dog Kennel:** The orcs keep 4 war dogs (hp 6, 5, 5, 5) here behind a crude wooden fence, and will retrieve them if any invading force totals four or more. Various bones, both animal and sapient, can be found scattered through this den, but there is nothing of value to be found.
5. **Goods Storage:** the orcs keep in this cave all the assorted goods taken during raids. If the party has time, a thorough perusal of the contents will reveal: 3 barrels of oil, 200 lbs of various cloths in bolt form (worth 50 gp total), 30 various iron pots and pans, 14 books on various themes (none magical), 1500 lbs of lumber cut in various sizes and shapes, 1 keg of large nails, and 4 mounted animal heads (2 large deer, an ogre, and a Pegasus).

(etc.)

SAMPLE PLAY SESSION

Background: A party of stalwart adventurers, consisting of Hogarth, human fighter and party caller (player: Bob), Alice, human magic user (player: Mary), Friar Chuck, human cleric (player: Chuck), Groin, dwarf fighter (player: Jason), Floppinjay, elf thief (player: Eric), and Hap, normal man mule-tender (NPC). They are searching for a way down to the ancient ruins of the Temple of the Serpent-Men, long sought and thought by most sensible folk to be only a legend until a recent earthquake opened a deep crevasse and turned up some unusual objects of unmistakably ancient origin.

GM: After a couple hours searching through the foothills and scrubland to the south and west of the crevasse you've come across something interesting—a small cave-entrance with a shallow stream flowing into it and evidence of foot traffic going both in and out. The cave entrance is approximately 100 yards west of the crevasse where the ruins are. It's now about noon.

Bob: Can we tell anything about the tracks—what made them? How many individuals? Do the tracks appear fresh?

GM: Whatever made the tracks was about man-sized and wearing shoes or boots. You're pretty sure there were multiple individuals, not just one person going repeatedly in and out, and most of the tracks appear fairly fresh. You can't really tell anything beyond that without a ranger or other woodsman-type.

Bob: Okay, the elf will go down into the cave and scout it out.

Eric: Why me?

Bob: Because you're a thief so you're sneaky and less likely to get surprised by any monsters that might be lurking down there, and you're an elf so you can see in the dark.

Eric: Okay, then, I do what he says—cautiously enter the cave with my sling out, making sure not to step in the stream. What do I see?

GM: The cave-entrance is about 10 ft wide and 8 ft high and descends gently as it winds to the north and east. About 30 ft in it turns to the east so you can't see beyond that from where you're standing. It appears to grow narrower as it goes deeper, so if you're going to keep following it, eventually you're going to have to be standing in the stream.

Eric: Do I hear anything?

GM: [rolls] Just the sound of water dripping and splashing on the rocks.

Eric: I'll cautiously move up to the eastward turn and look in that direction—what do I see?

GM: Beyond the curve the passage keeps descending and narrowing, and winding in a northeasterly direction. You can see about 40 ft farther, by which point the passage has narrowed to about 4 ft wide and 7 ft tall, filled entirely by the stream.

Eric: Okay, from where I'm standing I poke into the stream with my short-sword. How deep is it? How swiftly is it moving?

GM: It's not deep, only a foot or two. It's not moving very quickly either, though a bit faster here than at the surface, and it looks to be moving a bit quicker up ahead too. You'd have no trouble standing upright in the middle of it. The water is cool and a little muddy, but fresh.

Eric: Can I hear anything here?

GM: Same as before.

Eric: Okay, I go back and report all this to the rest of the party.

Bob: Right on. So as we head in we'll have the elf in front, the dwarf second, me in third, Alice fourth with a torch, then the NPC and the mule…

GM: Hap says, "I'm not going in there, and neither is Tom!"

Jason: Who's Tom?

Chuck: I think that's the mule.

GM: [as Hap] Right. We'll wait for you right here until an hour before sunset, then we're heading back to the village whether you come back or not.

Mary: But that's not the agreement we made…

GM: [as Hap] I just agreed that Tom and I would come with you to look for these ruins and haul back whatever treasure you find. I never said nothin' about following you down into holes in the ground after who-knows-what.

Bob: Will you come with us if we pay you an extra gold piece?

GM: [rolls reaction die] No.

Chuck: Can't we just force him to come with us at swordpoint and tell him we'll kill him if he doesn't?

GM: What's your alignment again, Friar Chuck?

Chuck: Lawful good. Why?

GM: …

Chuck: Oh. Never mind.

Bob: Alright then, the NPC and the mule stay behind. Marching order as before, with the cleric bringing up the rear. The elf has his sling out, the dwarf his crossbow, I've got my spear, Alice is holding the torch, and the clEric has his hammer and shield. Everybody agree?

All but GM: Yup.

GM: So, as I described before, the passage winds north and slopes down for 10, 20, 30 ft, turns to the east and narrows, then continues winding northeast and narrowing for another 10, 20, 30, 40 ft. By this point the passage is 4 ft wide and 7 ft high and you're all standing in the stream, which is about 2 ft deep.

Jason: How deep underground are we?

GM: [rolls] Not too far, maybe 15 ft.

Bob: We continue forward.

GM: Alright. The passage goes east for 10, 20 ft, and curves to the northeast. The slope levels a bit here, the depth of the stream increases to about 3 ft, and the current slows a bit. Over the next 30 ft the passage widens slightly and about 30 ft farther ahead from where you are now the passage appears to widen out into a cavern.

Bob: Okay, we proceed forward cautiously, still in single file. Does the elf hear anything?

GM: [knows there are orcs in the cave ahead, but because the orcs are alerted to the party's approach both by the light from their torch and the disturbance their passage is making in the stream, they're being quiet as they set their ambush for the party. Nonetheless, he decides, on a roll of 01-05 he might hear something unusual: rolls (79)] Same as before. Splashing and dripping water; nothing more. As you move forward 10, 20, 30 ft the passage opens out into a wider cavern—bigger than the radius of your torchlight. You're entering via the southwest corner. The stream continues northward through the middle of the cavern. Give me a surprise roll.

Bob: [rolls] 2

All but GM: *Groan*

GM: Okay, as you file into the cavern you're caught unawares for 2 segments…

Eric: I've got a 16 dex!

GM: Right, so Floppinjay is caught for 1 segment and everybody else for 2 segments by a half-dozen brownish-green fellows with bristly black hair and pink pig-snouts. They're currently [rolls] 30 ft away to your right (the east), charging at you and hurling hand axes as they come. Segment 1, they charge 18 ft. Segment 2, they charge the remaining 12 ft, hurl their axes, and pull out spears. Only the first 3 of you are open targets, and only Hogarth and Groin can be hit. [Rolls] 4 attacks on the dwarf, 2 on the fighter. [Rolls] No hits on the fighter, 3 on the dwarf. [Rolls] 7 points total damage. 2 orcs on each of the dwarf, elf, and fighter. Actions for round one.

Bob: Attack one of the orcs on me with my spear.

Eric: Fighting retreat in a northerly direction.

Jason: Drop my crossbow, pull out my axe and attack.

Chuck: Can I move forward into the room?

GM: No, Alice is blocking your way.

Chuck: Right-o, then. I'll wait for her to clear the way…

Mary: Do we see or hear any orcs besides these 6?

GM: No.

Mary: Then I'll drop my sleep spell right in the middle of the crowd.

GM: OK, initiative. Beat a [rolls] 2.

Bob: [rolls] 1. Crap!

GM: The 2 orcs on Floppinjay follow him north and attack [roll] 1 miss, 1 hit. [rolls] 3 damage.

Eric: Aiee!

GM: 2 attacks on Hogarth [rolls] miss, miss. 2 attacks on Groin [rolls] miss, hit. [rolls] 5 damage.

Jason: I'm down, -3 hit points.

GM: You're not dead but you're unconscious and bleeding. You're also underwater…

Jason: *Gurgle, gurgle*

GM: Bob, you're up.

Bob: Attacking the orc on the left. [rolls] 10.

GM: That's a miss…

Mary: I step forward so Chuck can squeeze by and get to Jason. Then I cast my spell.

GM: [rolls] The 4 orcs who were attacking Hogarth and Groin are all affected, and so is Hogarth. Floppinjay and the 2 orcs who were on him are out of the area of effect.

Mary: Good going…

Eric: Sorry.

Chuck: Can I get to Jason's body?

GM: Yeah, you're able to drag him onto shore on the west side of the stream. Actions for next round?

Jason: I bleed.

Bob: I snore, and inhale water, I suppose.

Mary: I wake up Hogarth.

Chuck: I administer a cure light wounds to Jason.

Eric: I suppose I need to fight these guys alone? I drop my sling and get out my short sword to attack.

GM: Initiative. [rolls] Eric, beat a 3.

Eric: [rolls] Boo-ya! 4! Attacking the one on my right [rolls] 14.

GM: Near miss. The blow catches on his shield.

Eric: These guys have shields?

GM: Yep. Studded leather armour and shields. Armed with spears. [Considers morale of the orcs–they've lost more than 50% of their party. The GM assigns +15% for this; +another 40% for the 4 allies down, -20% for the 2 PCs down; additional ad hoc -25% because they're fighting an elf and have him outnumbered 2:1. Total modifier +10%; rolls 54 = the orcs will disengage and retreat]. The 2 orcs disengage and retreat towards a passage in the southeast corner of the cave.

Eric: Can we chase them?

GM: Sure, next round. They've got a 30 ft head-start, and are 10 ft from the exit at the end of this round. Chuck's spell goes off and Jason gets [rolls] 8 hit points back. You're still unconscious, though, because you went below zero. Mary wakes Bob up and he spits out some water. The 4 orcs are still asleep but it looks like the choking from inhaling the water is going to wake them up next round. Actions?

Bob, Mary, and Chuck: Finish off the sleeping orcs before they wake up.

Eric: So we're not gonna chase those two that ran away? OK, I finish off the other sleeping orc.

GM: Done. As the two orcs flee out of the room you hear one of them calling out in orcish something that sounds like "unleash the Dogs of War." Now what?

Mary: We look around the room. What do we see? How big is it?

GM: The cave is irregularly-shaped, approximately 50 ft wide east-west by 90 ft long north-south. The stream enters via the southwest corner and exits in the middle of the north wall. There are 5 ft wide passages out of the northeast and northwest corners, both going roughly east. The 2 orcs fled down the southeast passage. The ceiling is about 15 ft high in the centre of the cavern, about 8 ft high on the two passages, much lower on the stream going north. West of the stream there's nothing but dirt and rocks. On the east side there are piles of sleeping skins, vile looking foodstuffs, waterskins, and a crude table that appears to have a pair of dice and some coins on it.

Eric: I check out the table. What type and how many coins are there? Is there anything else on the table?

Mary: I use my staff to sort through the piles of bedrolls and food. Do I find anything interesting or unusual?

Bob: Chuck and I pull the orc bodies onto the west shore of the stream and examine them. Do any of them have any jewellery or unusual accoutrements? Does any of them look like a leader-type?

GM: There are about 2 dozen silver and 7 gold coins on the table. Aside from the dice there's nothing else there. You find a few copper and silver coins but nothing else of interest in the bedding. None of the orcs appears to be a leader-type; none of them has any treasure or unusual item aside from a few more copper and silver coins. You hear voices down the southeast passage – they're speaking in orcish and it sounds like way more than two of them.

Bob: Alright, let's gather up the silver and gold coins and the dice I suppose, and beat a retreat back to the surface. Chuck and I will carry Groin's body, Alice will light the way with the torch and Floppinjay will bring up the rear. I assume it's still daylight outside?

GM: It's been, like, half an hour tops.

Bob: Right, so these orcs probably won't try to pursue us into daylight.

Eric: Hold up, I'm not leaving yet. I dump out my two oil flasks by the southeast passage and want to set up a trip-wire with an ember to ignite the pool when someone crosses it. Can I do that?

GM: Sure, you've got the same chance to set a trap as you do to disarm one.

Bob: What are you doing? Come on!

Eric: I want to give these guys something to remember us by.

Bob: Whatever, the rest of us aren't waiting. Catch up when you're done…

Eric: Okay, so I'm setting the trap. What do I need to roll?

GM: Well, first, give me a d6 roll.

Eric: Umm, why?

GM: For surprise…

Eric: [rolls] 5! Ha!

GM: You turn to see 4 large dogs bearing down on you from the northeast passage. They're currently 80 ft away and charging.

Mary: I guess those are the "dogs of war," eh? I figured that was just a code-phrase, like "Hey, Rube"…

GM: Nobody but Eric is in the room. Initiative? [rolls] Beat a 6.

Eric: [rolls] 5, +1 for my Dex because I'm using a missile. So 6, tie!

GM: You can get a shot off before they reach you, then.

Eric: [rolls] Attacking dog #2; [rolls] 15 +1 for Dex = 16. That's got to be a hit!

GM: Yep.

Eric: [rolls] 3 points damage.

GM: Dog #2 whimpers and holds up, but the other 3 continue their charge and leap to attack, attempting to drag you down. You're bigger than them so you get a +4 defence bonus, but there's 3 of them, so they get +2 attack on their attack, meaning they need 14 or better to knock you down. [Rolls] 18 – down you go! Action for next round?

Eric: I'm going to stand back up and pull out my short sword.

GM: And the dogs, all 4 of them, will try to hold you down. Initiative: beat a [rolls] 6-1 = 5!

Eric: [rolls] 5! Tied again!

GM: We'll say you're on your knees by the time the dogs attack. So they get +2 for that, +6 because there's 4 of them attacking, and you lose your Dex bonus [rolls] 3 + 8 = 11; that's enough – they've got you held.

Eric: So what can I do now?

GM: You can try to break free next round by making a Bend Bars roll.

Eric: Guess that's what I'll do then. [Rolls] 18.

GM: Nope. The dogs still have you held. You get one more chance to break free…

Eric: [rolls] 64. Nope.

GM: …before a group of 8 orcs including 2 leader-types in chain-mail and carrying broadswords enter via the southeast passage and see you lying there. "Ha ha, look what the mutts dragged down!"

Eric: I surrender!

Mary: Umm, don't orcs normally refuse to take elves as prisoners?

GM: 'fraid so…

Eric: Blerg.

(etc.)

CHAPTER IV:

DUNGEONS, TOWNS AND WILDERNESSES

DUNGEONS

Not all OSRIC adventures involve dungeons—but many will. Dungeon design is an art rather than a science, and can be surprisingly satisfying. The purpose of the following sections is partly to help a harassed GM, or one short of time, to create areas of a dungeon randomly, and partly to give some indication of what kinds of challenge are suitable for which parts of the dungeon.

A dungeon or other adventure setting is more than merely monsters and treasures. The clever GM will draw the players into the world by serving as their eyes and ears. Compare and contrast the following statements:

Example #1: "Your party travels down the 60 ft corridor without incident and arrives at a locked door."

Example #2: "With the thief scouting for traps in front of the party, you proceed slowly down the corridor. The guttering torchlight throws eerie, flickering shadows upon the walls, revealing darker stone and cruder workmanship than that of the previous level. Unfortunately the torchlight doesn't shed enough light to see to the end, all you can see by the yellow flame is the corridor continuing on into the darkness 40 ft away. A faint current of icy cold air blows into your faces, carrying with it a dank and mouldy smell as the thief pauses for a moment, looking at something on the damp stone floor before continuing. As you pass by you note the badly dented helmet he was examining. It appears damaged beyond all use. From somewhere behind comes the faint sound of slithering—perhaps the sound of one of the many pests inhabiting the lower levels of the dungeon, or is it something more? After travelling about 60 ft, you arrive at a solid looking door, its heavy wood beams solidly bound with rusting iron. The slithering noise has ceased, for now."

Both passages describe the same 60 ft trek down an empty corridor to a door. Compare the dry and somewhat terse language of the first with the complete involvement of the player's senses contained in the second: the GM describes what the characters see, smell, and hear. They have arrived at the door and are very likely wondering what may be prowling the corridor behind them, just outside of the range of their puny torches. It's a harmless pest, but the players don't know that; the GM is simply telling them what the characters hear. Now contrast the two door descriptions. The players go from a rather bland statement about the door being locked, information to which they should not yet have access, to almost seeing the patches of rust on the sturdy iron bindings and wondering if they will easily get through the door.

It is about this method of filling out the dungeon with sensory input for the players that this section of the OSRIC rules speaks. It is called dungeon dressing and, as we saw above, dungeon dressing can elevate a mundane trip down 60 ft of corridor from an interlude into an experience. Tables are provided for random generation or, as always, the GM may pick and choose specific items for maximum effect. Note the tables are best served in areas otherwise lacking features of note. That is to say, the nuances of your carefully crafted sights, sounds, and smells may be lost upon the party battling for their lives against a horde of skeleton warriors. Although random tables are included, results should still be edited for a degree of consistency.

Air Currents Table

d%	Result	d%	Result
01-05	slight breeze	70-75	still, cold air
06-10	damp slight breeze	76-85	still, warm air
11-12	gusting breeze	86-87	slight updraft
13-18	cold current of air	88-89	strong updraft
19-20	slight downdraft	90-93	strong wind
21-22	strong downdraft	94-95	strong gusting wind
23-69	still	96-00	strong moaning wind

Odours Table

d%	Result	d%	Result
01-03	acrid	66-70	putrid
04-05	chlorine	71-75	rotting vegetation
06-39	dank and mouldy	76-77	salty wet
40-49	earthy	78-82	smoky
50-57	manure	83-89	stale, foetid
58-61	metallic	90-95	sulphur
62-65	ozone	96-00	urine

General Table

d%	Result	d%	Result
01	ashes	61	leather boot
02-04	badly dented helmet	62-64	lantern
05-06	bent iron bar	65-68	mould
07	bits of hair or fur	69	pick handle
08	blunted javelin head	70	pole or rope (broken)
09	bones	71	pottery shards
10-19	broken arrow	72-73	rags
20	broken bottle	74	rats
21-22	ceiling damp	75-76	rubble
23-24	corroded chain	77	sack
25-26	cobwebs	78	scattered teeth or fangs
27	copper coin, bent	79	scratches on wall
28-29	cracks in ceiling	80	slime on ceiling
30-33	cracks in floor	81	slime on floor
34-40	cracks in wall	82-83	slime on wall
41	cracked flask	84	spike
42-44	cracked hammer head	85	sticks
45-49	dagger hilt	86	strap (shield or armour)
50	dripping water	87	straw
51	dried blood	88	stones
52	dry leaves and twigs	89	sword hilt
53-55	dung	90-91	torch stub
56	dust	92-93	wall damp
57	floor damp	94-95	water (puddle or trickle)
58	food item	96	wax drippings
59	fungi	97	wax blob or candle stub
60	guano	98-00	wood

Noises

d%	Result	d%	Result
01-05	bang or slam	50-53	knocking
06	bellow or bellowing	54-55	laughter
07	bong	56-57	moaning
08	buzzing	58-60	murmuring
09-10	chanting	61	music
11	chiming	62	rattling
12	chirping	63	ringing
13	clanking	64	roar or roaring
14	clashing	65-68	rustling
15	clicking	69-72	scratching or scrabbling
16	coughing	73-74	scream or screaming
17-18	creaking	75-77	scuttling
19	drumming	78	shuffling
20-23	footsteps ahead	79-80	slithering
24-26	footsteps approaching	81	snapping
27-29	footsteps behind	82	sneezing
30-31	footsteps receding	83	sobbing
32-33	footsteps to the side	84	splashing
34-35	faint giggling	85	splintering
36	gong	86-87	squeaking
37-39	grating	88	squeal or squealing
40-41	groaning	89-90	tapping
42	grunting	91-92	thud
43-44	hissing	93-94	thumping
45	hooting	95	tinkling
46	trumpet sounding	96	twanging
47	howling	97	whining
48	humming	98	whispering
49	jingling	99-00	whistling

Furnishings

d%	Result	d%	Result
01	altar	50	kettle
02	armchair	51	loom
03	armoire	52	mat
04	arras	53	mattress
05	bag	54	mural
06	barrel	55	oven
07-08	bed	56	pail
09	bench	57	painting
10	blanket	58-60	pallet
11	box	61	pans
12	brazier	62-64	pedestal
13	bucket	65	pegs
14	buffet	66	pillow
15	bunks	67	pots
16	barrel	68-70	quilt
17	cabinet	71	rug
18	candelabrum	72	rushes
19	carpet	73	sack
20	cask	74	sconce
21	cauldron	75	screen
22	chandelier	76-77	sheet
23	charcoal	78	shelf
24-25	chair	79	shrine
26	chest	80	sideboard
27	chest of drawers	81	sofa
28	coal	82	spinning wheel
29	couch	83	staff
30	crate	84	stand
31	cresset	85	statue
32-33	cupboard	86	stool
34	cushion	87-88	table
35	dais	89	tapestry
36	desk	90	throne
37	fireplace with wood	91	trestle
38	fireplace and mantle	92	trunk
39	firkin	93	tub
40-42	fountain	94	tun
43	fresco	95	utensil (cooking etc.)
44	grindstone	96	urn
45	hammock	97	wall basin and font
46	hamper	98	wardrobe
47	hogshead	99	wood billets
48-49	idol	00	workbench

Religious

d%	Result	d%	Result
01-05	altar	56-58	offertory container
06-08	bell	59	paintings or frescoes
09-11	brazier	60-61	pews
12	candelabrum	62	pipes
13-14	candles	63	prayer rug
15	candlesticks	64	pulpit
16	cassocks	65	rail
17	chime	66-67	robes
18-19	altar cloth	68-69	sanctuary
20-23	columns or pillars	70-71	screen
24	curtain or tapestry	72-76	shrine
25	drum	77	side chair
26-27	font	78-79	stand
28-29	gong	80-82	statue
30-35	holy symbol	83	throne
36-37	holy writings	84-85	thurible
38-43	idol	86-88	tripod
44-48	incense burner	89-90	vestry
49	kneeling bench	91-97	vestments
50-53	lamp	98-99	votive light
54-55	lectern	00	whistle

Torture Chamber

d%	Result	d%	Result
01-02	bastinadoes	49-50	pillory
03	bell, huge	51-54	pincers
04-06	bench	55-56	pliers
07-10	iron boots	57-58	huge pot
11-15	branding irons	59-66	rack
16-20	brazier	67-68	ropes
21-22	cage	69	stocks
23-26	chains	70-71	stool

d%	Result	d%	Result
27	chair with straps	72-75	strappado
28	clamps	76-78	straw
29-31	cressets	79-80	table
32	fetters	81	thongs
33-35	fire pit	82-85	thumb screws
36	grill	86-88	torches
37-38	hooks	89-90	"U" Rack
39-43	iron maiden	91	vice
44	knives	92-93	well
45	manacles	94-96	wheel
46	oubliette	97-99	whips
47-48	oil	00	whip, cat-o-nine tails

Alchemy Lab

d%	Result	d%	Result
01-03	alembic	54	magic circle
04-05	balance and weights	55	mortar and pestle
06-09	beaker	56	pan
10	bellows	57-58	parchment
11	bladder	59	pentacle
12-13	bottle	60	pentagram
14-16	book	61	phial
17	bowl	62	pipette
18	box	63	pot
19-22	brazier	64	prism
23	cage	65	quill
24-25	cauldron	66-68	retort
26	candle	69	stirring/mixing rod
27	candlestick	70-71	scroll
28	carafe	72	scroll tube
29-30	chalk	73	sheet
31	crucible	74	skin
32	cruet	75	skull
33	crystal ball	76	spatula
34	decanter	77	measuring spoon
35	desk	78	stand
36	dish	79	stool
37-38	flask	80	stuffed animal
39	funnel	81	tank container
40	furnace	82	tongs
41-44	herbs	83	tripod
45	horn	84	tube, container
46	hourglass	85-86	tube, piping
47-48	jar	87	tweezers
49	jug	88-90	vial
50	kettle	91	water clock
51	ladle	92	wire
52-53	lamp	93-00	workbench

Container Contents

d%	Result	d%	Result
01-03	ashes	49-56	liquid
04-06	bark	57-58	lump
07-09	bone	59-61	oily
10-14	chunks	62-65	paste
15-17	cinders	66-68	pellets
18-22	crystals	69-81	powder
23-26	dust	82-83	semi-liquid
27-28	fibres	84-85	skin or hide
29-31	gelatin	86-87	splinters
32-33	globes	88-89	stalks
34-37	grains	90-92	strands
38-40	greasy	93-95	strips
41-43	husks	96-00	viscous
44-48	leaves		

Personal and Miscellaneous

d%	Result	d%	Result
01	awl	51	fuel oil
02	bandages	52	scented oil
03	basin	53	pan
04-05	basket	54	parchment
06	beater	55	pitcher
07	book	56	musical pipes
08-09	bottle	57	smoking pipe
10	bowl	58	plate
11	small box	59	platter
12-13	brush	60	pot
14	candle	61	pouch
15	candle snuffer	62	puff
16	candlestick	63	quill
17	walking cane	64	razor
18	case	65	rope
19	small casket	66	salve
20	chopper	67	saucer
21	coffer	68	scraper
22	cologne	69	scroll
23	comb	70	shaker
24	cup	71	sifter
25	decanter	72	soap
26	dipper	73	spigot
27	dish	74	spoon
28	earspoon	75	stopper
29	ewer	76	statuette or figurine
30	flagon	77	strainer
31	flask	78	tankard
32	food	79	thongs
33	fork	80	thread
34	grater	81-84	tinderbox
35	grinder	85-86	towel
36	hourglass	87	tray
37	jack (container)	88	trivet
38	jar	89	tureen
39	jug	90-91	twine
40	kettle	92	unguent
41	knife	93	vase
42	knucklebones	94	vial
43	ladle	95	wallet
44-45	lamp or lantern	96	washcloth
46	masher	97	whetstone
47	mirror	98	wig
48	mug	99	wool
49-50	needle and thread	00	yarn

Clothing and Footwear

d%	Result	d%	Result
01-02	apron	47-48	kirtle
03-04	belt	49-50	leggings
05	blouse	51-54	linen drawers
06-08	boots	55-58	linen undershirt
09	buskins	59	mantle
10-12	cap	60	pantaloons
13-16	cloak	61-63	petticoat
17-18	coat	64-70	pouch or purse
19	coif	71-74	sandals
20	doublet	75-76	scarf
21-22	dress	77	shawl
23-24	frock or pinafore	78-79	shift
25-26	gauntlets	80-83	slippers
27-28	girdle	84-86	smock
29	gloves	87-89	stockings
30-31	gown	90	surcoat
32-34	hat	91	toga
35	habit	92-94	trousers
36-39	hood	95-96	tunic
40-41	hose	97	veil
42-44	jerkin	98-99	vest
45-46	kerchief	00	wrapper

Food and Drink

d%	Result	d%	Result
01-02	ale	39-42	mead
03	apricots	43-46	grain meal
04-05	apples	47-56	meat
06	beans	57	milk
07-10	beer	58	muffins
11	berries	59	mushrooms
12	biscuits	60-62	nuts
13	brandy	63-64	onions
14-18	bread	65	pastries
19	broth	66	peaches
20	butter	67	pears
21	cakes	68	peas
22-24	cheese	69	pickles
25	cookies	70	pie
26	eggs	71	plums
27	fish	72-74	porridge
28	shellfish	75	prunes
29-30	fowl	76	pudding
31	grapes	77	raisins
32	greens	78-80	soup
33	gruel	81-82	stew
34	honey	83	sweetmeats
35	jam	84-87	tea
36	jelly	88-89	tubers, roots
37	leeks	90-95	water
38	lentils	96-00	wine

Seasonings

d%	Result	d%	Result
01-15	garlic	56-58	pepper
16-50	herbs	59-85	salt
51-55	mustard	86-00	vinegar

List of Formal Room Names

Antechamber
Armoury
Audience-
Aviary
Banquet-
Barracks
Bath
Bedroom
Bestiary
Boudoir
Cell
Chantry
Chapel
Cistern
Class-
Closet
Conjuring-
Corridor
Court
Crypt
Dining-
Divination-
Dormitory
Dressing Room
Entry-
Gallery
Game Room
Great Hall
Guardroom
Hall
Hallway
Harem
Kennel
Kitchen
Labouratory
Library
Lounge
Meditation
Observatory
Office
Pantry
Pen
Prison
Privy
Reception
Refectory
Robing-
Salon
Secret-
Seraglio
Shrine
Sitting Room
Smithy
Solar
Stable
Storage
Strongroom
Study
Temple
Throne Room
Toilet
Torture Chamber
Training
Trophy Room
Vault
Vestibule
Waiting Room
Water Closet
Well
Workroom
Workshop

TRAP GENERATION AND PLACEMENT

The trap generation chart below is not an exhaustive list. In fact, a quick perusal of this chart should readily produce several variations on the themes presented herein. It should also be noted that some traps can be combined to great effect. For instance, a spiked pit trap might trigger a swinging log to "help" the players in. Use your imagination.

There are various possible trap levels appropriate for different situations, as follows:

Nuisance: A hidden trap door with a 10 ft drop.

Hazardous: A hidden trap door with a 10 ft drop onto spikes.

Dangerous: A hidden trap door with a 10 ft drop onto poisoned spikes (for extra nastiness, have the pit lock shut after the victim falls in).

Fatal: All the above plus a 10 ton stone block the exact shape of the pit that drops down from the ceiling into the pit.

Trap Placement

Generally traps should be suited to the dungeon level on which they are situated and the potential treasure they guard. Thus a trap on the first dungeon level that leads to an area infested with ferocious but poverty-stricken monsters should be nuisance, while a trap on the sixteenth dungeon level that protects a pair of dragons' treasure hoard while the dragons are out hunting should be fatal.

Intelligent creatures that live near a trap will always have some means of avoiding or disarming it—whether this be an alternative route they habitually take or some mechanical or magical means of bypassing it. If they use the trap to protect their lair, treasure or young, they will maintain the trap to the best of their ability (perhaps cleaning away bloodstains or other evidence of its existence, for example). And if the player characters learn to bypass the trap, intelligent monsters may try to find a way of making it effective again—perhaps by moving it or adding additional features, according to their ability and resources.

When placing traps, think about their purpose in the game and the effect they will have on playing style. Traps are there to increase the risk of dungeoneering and to encourage skilled play; good dungeons have a judicious mixture of monsters, traps and roleplaying encounters.

Let's consider two OSRIC GMs. One likes to use many traps, some of which cause instant death with no save, while another prefers to use much fewer traps and always permits a saving throw.

The first GM's players will adapt. They will move slowly and carefully through the dungeon, and may have summoned creatures or created zombies move ahead of them to trigger any traps they might encounter. They will tend to capture prisoners and question them under charm or some similar magic about the dungeon environment, and evil aligned characters may use captives like mining canaries. The pace of play will be slow owing to the characters' caution.

The second GM's players will tend not to be thieves. They will move more rapidly through the dungeon to try to achieve surprise against any foes they might encounter, and the game will have a more heroic feel to it.

Decide which style of game suits you and your group and design traps in your dungeons accordingly.

Random Trap Generation Table

d%	Result	d%	Result
1-2	acid spray	51-52	oil-filled pit with dropping lit torch
3-4	bolt, crossbow	53-54	pit trap triggered by false door
5-6	bridge, collapsing	55-56	pit with dropping ceiling block
7-8	bridge, illusory	57-58	pit with locking trap door
9-10	caltrops drop from ceiling	59-60	pit, 10 ft
11-12	ceiling block drops behind players	61-62	poisoned bolt, crossbow
13-14	ceiling blocks drop in front of and behind players	63-64	poisoned caltrops
15-16	ceiling block drops in front of players	65-66	poisoned spear, ballista
17-18	ceiling block drops on players	67-68	poisoned spike pit
19-20	ceiling block seals players in room or area	69-70	portcullis drops behind players
21-22	elevator room	71-72	portcullises drop in front of and behind players
23-24	elevator room, deactivates for 24 hours	73-74	portcullis drops in front of players
25-26	elevator room, one way	75-76	rolling stone ball, height and width of corridor
27-28	falling door	77-78	scything blade, ankle-high
29-30	flame jets	79-80	scything blade, neck-high
31-32	flooding room	81-82	sliding room changes facing or location
33-34	gas, blinding	83-84	spear, ballista
35-36	gas, fear	85-86	spiked log trap
37-38	gas, flammable	87-88	spiked pit
39-40	gas, sleep	89-90	spring-loaded pile-driver disguised as a door
41-42	gas, slowing	91-92	stairs fold flat into a sliding chute
43-44	greased chute	93-94	stairs collapse
45-46	lightning bolt	95-96	teleporter
47-48	log trap, swinging	97-98	trip wire
49-50	obscuring fog	99-00	wire, neck high

TRICKS

Tricks make something harmless appear dangerous, or make something dangerous appear harmless. Create an expectation but fulfil it in an entirely extraordinary manner: an expensive diamond ring resting in a sturdy lead coffer, or is it? The ring is a well made but worthless trinket, the box is solid gold painted to appear as lead. This is the essence of the trick. Use the two tables below to generate random tricks. The first table will generate a mundane object commonly found in most dungeons, and the second will provide an unexpected attribute.

Features Table (d%)

Die	Feature	Die	Feature
1-3	altar	51-53	monster
4-6	arch	54-56	mosaic
7-10	ceiling	57-60	painting
11-13	container*	61-63	passage
14-16	dome	64-66	pedestal
17-20	door**	67-70	pillar/Column
21-23	fire	71-73	pit
24-26	fireplace	74-76	pool
27-30	force field	77-80	room

Die	Feature	Die	Feature
31-33	fountain	81-83	stairway
34-36	furnishing	83-86	statue
37-40	idol	87-90	tapestry
41-43	illusion	91-93	vegetation
44-46	machine	94-96	wall
47-50	mirror	97-00	well

*Any: jar, box, coffer, chest, barrel, vase, casket, etc.

**Any door: secret, concealed, valve, arch, etc.

Attributes (d%)

Die	Feature	Die	Feature
1	ages	51	increases Dexterity
2	animated	52	increases Intelligence
3	anti-Magic	53	increases Strength
4	appearing	54	increases Wisdom
5	asks	55	intelligent
6	attacks	56	invisible
7	changes class	57	laughs
8	changes minds from one body to another	58	magnetic
9	changes sex	59	makes younger
10	collapsing	60	moves
11	combination	61	null gravity
12	dances	62	one way
13	decreases charisma	63	opposite alignment
14	decreases constitution	64	pivots
15	decreases dexterity	65	plays games
16	decreases intelligence	66	points
17	decreases strength	67	poison
18	decreases wisdom	68	polymorphing
19	directs	69	random alignment
20	disappearing	70	randomly acts
21	disintegrates	71	reduces
22	dispenses coins	72	repellent/repulses
23	dispenses counterfeit coins	73	resists magic
24	dispenses counterfeit gems	74	reverse gravity
25	dispenses counterfeit jewellery	75	reverse wish fulfilment
26	dispenses counterfeit magic item	76	riddles
27	dispenses counterfeit map	77	rising
28	dispenses gems	78	rolls
29	dispenses jewellery	79	shifting
30	dispenses magic item	80	shoots
31	dispenses map	81	sings
32	distorted depth	82	sinking
33	distorted height	83	sliding
34	distorted length	84	sloping
35	distorted width	85	spinning
36	electric shock	86	steals
37	enlarges	87	suggests
38	enrages	88	suspends animation
39	false	89	symbiotic
40	flesh to stone	90	takes
41	foretells	91	talks
42	fruit	92	talks in poetry and rhymes
43	gaseous	93	talks nonsense
44	geas	94	talks very intelligently
45	gravity decreased	95	talks, spell casting
46	gravity increased	96	teleports
47	greed inducing	97	unusual colour/texture/material
48	hovers	98	variable gravity
49	increases charisma	99	wish fulfilment
50	increases constitution	00	yells and screams

Example of use: Gina the GM needs a trick to round out a dungeon map. Taking her trusty d% in hand, she rolls a 37 on the feature table and a 55 on the attribute table. This yields a result of idol, intelligent. She decides the room will contain a carved idol which holds the mind and soul of a long departed adventurer. The idol knows something of the surrounding dungeon rooms but not much else. Depending on how the party approaches and treats with the idol, it may relate some of its knowledge to them.

Gina decides to roll a second trick for a different room and rolls a 25 then 31, which yields a result of fireplace, dispenses map. She places an unlit fireplace in the room in question that has a rolled up map of the next level down hidden among the logs stacked neatly within.

RANDOM DUNGEON GENERATION

This GM aid is designed for on-the-fly dungeon generation when a gaming session takes an unexpected turn. It can also serve to spur the imagination when one's artistic abilities fail and can even be used for solo play. The following tables should be appropriate for everything from one level side-quests to generating add-on levels for the GM's own mega-dungeon. The GM is advised to freely "fudge" the die roll if an impossible result is generated. If the tables dictate a room which will not fit in the available space, for instance, then either resize the room or reroll. Remember at all times the random dungeon generator is an aid rather than a hard and fast set of rules. For the purposes of this table OSRIC defines a room as having exits which are closed by a door or other portal, whereas a chamber has open exits such as archways.

How to create a random dungeon:

1. Roll or pick a starting area on Table 1. If the pre-generated starting areas are used, skip to step #6. If an empty starting area is desired, then skip to step #7.
2. Roll room shape and size on Table 2(a) or Table 2(b).
3. Roll number of exits on Table 5.
4. Roll for location of room exits on Table 6

5. Roll direction for chamber exit passages on Table 7, or what lies beyond the door for rooms on Table 20.
6. Roll contents for room on Table 8, consult sub-tables for content as indicated.
7. If no particular table is indicated, the corridor continues for 30 ft. Then check Table 18: General.

After the room is completely resolved, begin rolling up the various corridors and rooms generated in step #4 using the steps above as a guideline.

Table 1: Starting locations (1d6) Use this table if you are starting from scratch. If you already have a starting location go to Table 7: Exit Direction, Passage or Table 19: Behind the Door; as appropriate. If you wish to begin your dungeon with a more standard starting room result proceed to Table 2: Rooms & Chambers.

Table 1: Starting Area Shape (1d6)

Die	Starting Area	Die	Starting Area
1	Use area 1	4	Use area 4
2	Use area 2	5	Use area 5
3	Use area 3	6	Use area 6

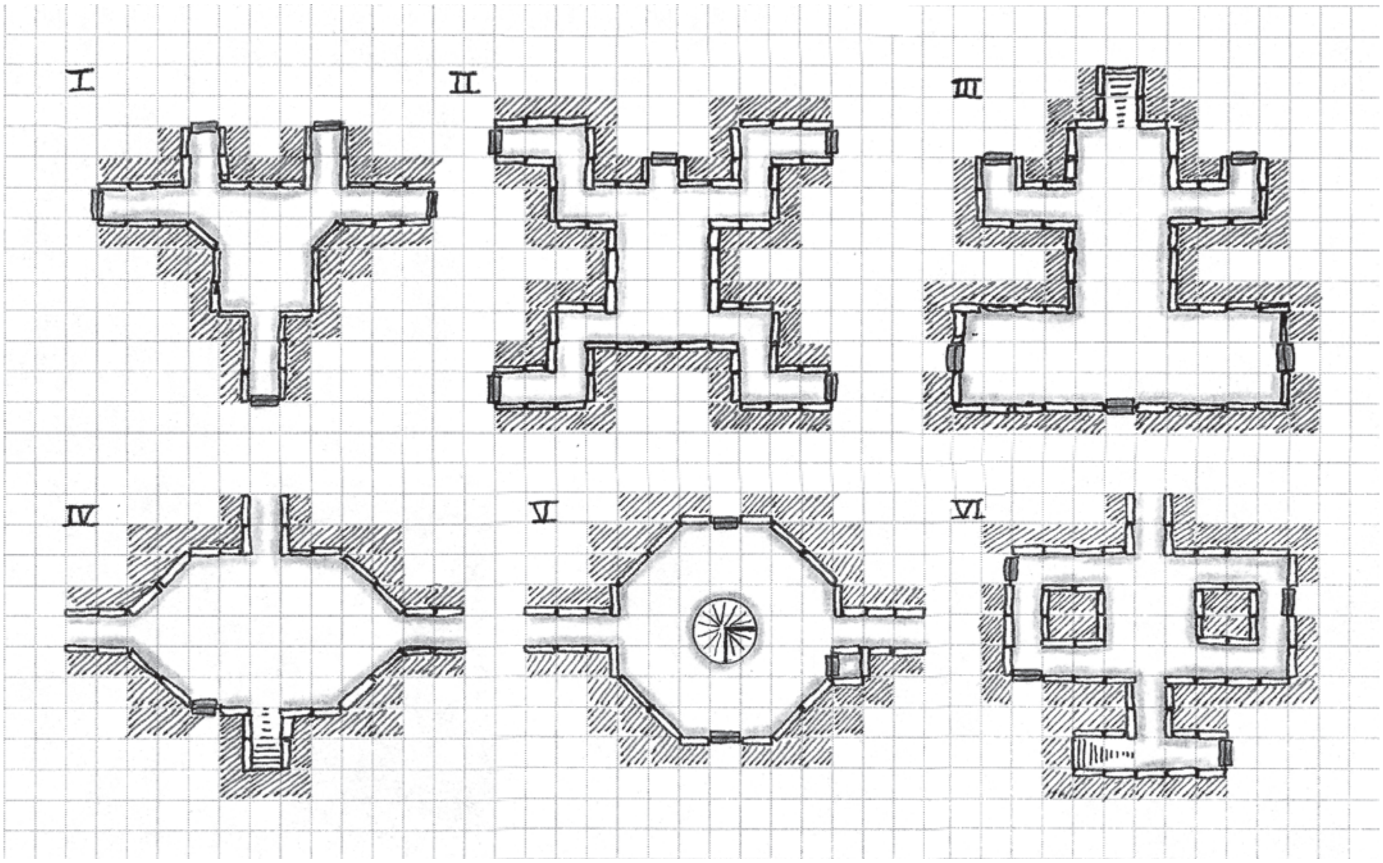


Table 2: Rooms & Chambers (1d20)

Table 2(a): Room

Die	Room Size	Die	Room Size
1	10 x 10 ft	12-13	20 x 30 ft
2-4	20 x 20 ft	14-15	20 x 40 ft
5-7	30 x 30 ft	16-18	30 x 40 ft
8-10	40 x 40 ft	19-20	Special*
11	10 x 20 ft		

*refer to Table 3: Special Rooms or Chambers

Proceed to Table 5: Number of Exits

Table 2(b): Chambers

Die	Chamber	Die	Chamber
1	10 x 20 ft	11-13	20 x 40 ft
2-4	20 x 20 ft	14-15	40 x 50 ft
5-6	30 x 30 ft	16-17	40 x 60 ft
7-8	40 x 40 ft	18-20	Special*
9-10	20 x 30 ft		

*refer to Table 3: Special Rooms or Chambers

Proceed to Table 5: Number of Exits

Table 3: Special Rooms or Chambers (1d20)

Die	Shape	Die	Shape
1	Cave	11-12	Oval
2-6	Circular*	13-14	Special**
7-8	Hexagonal	15-17	Trapezoidal
9-10	Octagonal	18-20	Triangular

*Roll 1d20: 1-6 room has a pool (see Table 15: Pools), 7 room has a well, 8-11 room has a shaft, 12-20 proceed to Table 4.

**GM's discretion. Freehand draw an unusual shape, or pick a standard room as needed for mapping needs, or reroll.

Proceed to Table 4: Approximate Size Table for Unusual Rooms

Table 4: Approximate Size Table for Unusual Rooms (1d20)

Die	Size (sq ft)	Die	Size (sq ft)
1-3	500	11-12	3,250
4-6	1,000	13-15	4,000
7-8	1,500	16-20	Reroll*
9-10	2,500		

*Roll again and add result to 1,000 sq ft. If 15-20 is rolled a second time, increase base square footage to 2,000 and reroll. Each subsequent roll of 16-20 adds an additional 1,000 sq ft until a result of 1-15 is obtained.

Proceed to Table 5: Number of Exits

Table 5: Number of Exits (1d20)

Die	Room Area (sq ft)	# Exits	Room Area (sq ft)	# Exits
1-4	< 500	1	> 500	2
5-7	< 500	2	> 500	3
8-9	< 500	3	> 500	4
10-12	< 1000	0*	> 1000	1
13-15	< 1500	0*	> 1500	1
16-19	Any	1d4	Any	1d4
20	Any	1**	Any	1**

*Check for secret doors: any section of wall close to another mapped room or passage has a 25% chance of a secret door, otherwise this room/chamber is a dead end.

**This result switches things up a bit. If rolling for a room exit, this result calls for a passage. If rolling for a chamber exit this result indicates a door.

Proceed to Table 6: Exit Location

Table 6: Exit Location* (1d20)

Die	Location	Die	Location
1-4	Left Wall	13-16	Right Wall
5-12	Opposite Wall	17-20	Same Wall

*If a passage or door placement per the above table would open into a previously mapped space, roll 1d20. The door will be moved to the opposite wall on a 1-10, the door remains where it is but is a secret door on an 11-15, the door remains where it is but is a one-way door on a roll of 16-20.

If Passage, Proceed to Table 7: Exit Direction, Chamber Passage. If Door, Proceed to Table 20: Behind the Door

Table 7: Exit Direction, Chamber Passage (1d20)

This table is for use with passages (which exit a chamber). For doors, consult Table 20: Behind the Door

Die	Direction
1-16	Straight
17-18	Left 45 degrees*
19-20	Right 45 degrees*

*If passage cannot bend in the direction indicated, bend the passage the other way. For example, a left 45 degree bend would become a right 45 degree bend.

Proceed to Table 22: Passage Width

Table 8: Chamber or Room Contents (1d20)

Die	Result	Die	Result
1-7	Empty	18	Stairs (see Table 13: Stairs)
8-11	Monster (determine randomly)	19	Trick or Trap (see above)
12-17	Monster and Treasure (refer to GM monster tables and see Table 9: Treasure)	20	Treasure (see Chapter V: Treasure and Table 9)

Proceed to Table 9: Treasure Container

Table 9: Treasure Container (d20)

Die	Container	Die	Container
1-2	Bags	11-12	Pottery Jars
3-4	Sacks	13-14	Metal Urns
5-6	Coffers	15-16	Stone Containers
7-8	Chests	17-18	Iron Trunks
9-10	Large Chests	19-20	None, loose

Optional, or 50% chance: Consult Tables 10 and 11. Treasure amounts are determined on Table 12.

Table 10: Treasure Guards & Wards (1d20)

Die	Treasure	Die	Treasure
1-2	Blade scything across inside	13	Spears released from walls when container opened
3-4	Contact poison on container	14	Spring darts firing from front of container
5-6	Contact poison on treasure	15	Spring darts firing from top of container
7	Gas released by opening container	16	Spring darts firing up from inside bottom of container
8	Explosive runes	17	Stone block dropping in front of container
9-10	Poisoned needles in lock	18	Symbol
11	Poisoned needles in handles	19	Trapdoor opening in front of container
12	Poisonous insect or reptile living inside container	20	Trapdoor opening 6 ft in front of container

Table 11: Treasure Hidden By or In (1d20)

Die	Hidden by or in	Die	Hidden by or in
1-2	Behind a loose wall stone	13	Inside or under trash or dung heap
3-4	Illusion to change appearance or hide item	14	Non-magically disguised
5-7	Invisibility	15	Secret space under container
8-11	In a nearby secret room	16-17	Secret compartment in container
12	In an ordinary container in plain view	18-20	Under a loose flooring stone

Table 12: Treasure Amount (1d20)

If the treasure is guarded by a monster, roll twice and add 1 to each roll. Otherwise roll once at no bonus.

Die	Result	Die	Result
1-5	2d10x100cp	17-18	2d10 x 10pp
6-10	2d10x100 sp	19	Gems/Jewellery—roll 1d8, 1-5 = 1d3 gems, 6-8 = 1 jewellery
11-13	2d8x100 ep	20	Roll 1d8, 1-5 = no treasure, 6-8 = 1 magic item
14-16	1d4x100 gp	21	1 magic item

Results from this table should be multiplied by the level of the dungeon concerned. So if the party is on the third dungeon level and the d20 shows “13”, they will receive 3d4x100 gp rather than 1d4. If the party is on the fifth dungeon level and a magic item is rolled, the party actually receives 5 magic items. The GM should adjust any extreme results to keep them proportional.

Table 13: Stairs (1d20)

Die	Result	Die	Result
1-5	Down 1 level	12	Chimney up 1 level, passage continues
6	Down 2 levels	13	Chimney up 2 levels, passage continues
7	Down 3 levels	14	Chimney down 2 levels, passage continues
8-9	Up 1 level	15-16	Trap door down 1 level, passage continues
10	Up to a dead end	17	Trap door down 2 levels, passage continues
11	Down to a dead end	18-20	Down 1 level into chamber

Table 14: Caves (1d20)

Note: the lowest levels of dungeons are often composed of caves and caverns. Use this table for caves and roll for exits on Table 5.

Die	Cave	Die	Cave
1-5	Cave 40 x 60 ft	12-14	Cavern 100 x 125 ft’*
6-7	Cave 50 x 75 ft	15-16	Cavern 125 x 150 ft
8-9	Double Cave: 30 x 30 ft, 60 x 60 ft	17-18	Cavern 150 x 200 ft*
10-11	Double Cave: 30 x 50 ft, 80 x 100 ft*	19-20	Cavern 300 x 400 ft**

*Roll on Table 15: Pools

**Roll on Table 16: Lakes

Table 15: Pools (1d20)

Die	Result	Die	Result
1-12	No pool	17-19	Pool, monster, and treasure
13-14	Pool	20	Magic pool, go to Table 17: Magic Pools
15-16	Pool, monster		

Table 16: Lakes (1d20)

GMs should note the opportunity to use aquatic or amphibious monster encounters.

Die	Result	Die	Result
1-12	No lake	18-19	Lake, monster and treasure
13-15	Lake	20	Enchanted Lake*
16-17	Lake, monster		

*Lake serves as a portal to special area such as a temple on the Elemental Plane of Water or other remote and exotic location. If no map is prepared the GM should treat this as a result of: lake, monster, treasure.

Table 17: Magic Pools (1d20)

In order to learn the secret of a magic pool, adventurers must actually enter the water.

Die	Result
1-8	Roll 1d20. Pool turns gold pieces into platinum pieces (1-12) or lead (13-20); after doing this once, pool is non-magical.
9-15	Characters in pool will either lose (1-50 on d%) or gain (51-100) 1 point from a randomly-determined attribute. Roll 1d6: 1=strength, 2=dexterity, 3=constitution, 4=intelligence, 5=wisdom, 6=charisma. One time only effect, each character checked separately for loss or gain and affected characteristic.
16-17	Talking pool, will grant 1 wish to any characters of like alignment and damage all others (1d20 points). Wish must be used within 24 hours. Roll 1d20 for pool’s alignment: 1-6 LG; 7-9 LE; 10-12 CG; 13-17 CE; 18-20 TN.
18-20	Transporter pool. Roll 1d20: 1-7 back to surface; 8-12 elsewhere on level; 13-16 1 level down; 17-20 many miles away for wilderness or outdoor adventure. This one can be especially fiendish if not all characters in the party are standing in the pool.

Table 18: General (1d20)

Die	Result
1-3	Chamber. Roll on Table 2(b): Chambers. Check again on this table 30 ft after leaving chamber
4	Continue straight, check this table again in 50 ft
5	Dead End, check for secret doors as per Table 6: Exit Location
6-10	Door. Consult Table 19: Door Location, if result is not a straight ahead door result check this table again in 30 ft
11-14	Side passage. See Table 21: Side Passages, check this table again in 30 ft
15	Stairs. Go to Table 13: Stairs
16-19	Turn. Consult Table 24: Turns and check this table again in 30 ft
20	Wandering Monster, re-roll on this table to determine monster location and approach

Table 19: Door Location (1d20)

If door indicated is a left or right door, roll 1d20 again. On a result of 1-3 there is also a door on the opposite side.

Die	Result
1-6	Left
7-12	Right
13-20	Ahead

Table 20: Behind the Door (1d20)

This table is for use with doors that exit a room. For passages, consult Table 7: Exit Direction, Chamber Passage. Always check width of corridors on Table 22: Passage Width

Die	Result
1-3	Side door: parallel passage. Door straight ahead: 10 x 10 ft room
4-8	Straight passage
9	Passage 45 degrees left
10	Passage 45 degrees right
11-18	See Table 2(a): Rooms
19-20	See Table 2(b): Chambers

Table 21: Side Passages (1d20)

Die	Result
1-4	left 90 degrees
5-8	right 90 degrees
9	left 45 degrees (d6, 1-3 ahead, 4-6 behind)
10	right 45 degrees (d6, 1-3 ahead, 4-6 behind)
11-13	passage T's
14-15	passage Y's
16-19	four-way intersection
20	five-way intersection*

* usually two passages along the x-axis, two along the y-axis, and one diagonal.

Table 22: Passage Width (1d20)

Die	Width	Die	Width
1	5 ft	18	30 ft
2-13	10 ft	19-20	See Table 22: Special Passages
14-17	20 ft		

Proceed to Table 18: General

Table 23: Special Passages (1d20)

Die	Result	Die	Result
1-7	40 ft wide*	16-19	river***
8-12	50 ft wide*	20	chasm****
13-15	stream**		

* There is a 50% chance that the passage contains a single or double row of columns. If a double row, there is a 10% chance the columns support a balcony or gallery above.

** Determine passage width via an additional roll. The stream bisects the passage. It will bridged 75% of the time.

*** Determine passage width via an additional roll. The river bisects the passage. It will be bridged 50% of the time or have a boat 25% of the time (50% chance the boat is on the player's side).

**** Determine passage width via an additional roll. The chasm bisects the passage and is a long sheer drop (nominally 100 ft). It will be bridged 50% of the time or have a narrower spot suitable for jumping across 25% of the time.

Table 24: Turns (1d20)

Die	Result
1-9	left 90 degrees
10	left 45 degrees (d6, 1-3 ahead, 4-6 behind)
11-19	right 90 degrees
20	right 45 degrees (d6, 1-3 ahead, 4-6 behind)

USING THE RANDOM DUNGEON GENERATOR FOR SOLO PLAY

OSRIC is not really designed for solo play, but it is possible to use this random dungeon generator for such a purpose.

Start with Table 1: Starting locations in the middle of a sheet of graph paper. Use the charts from the OSRIC random encounters section to resolve the various monster encounters and generate treasure. You can appeal to your friends at your local gaming club or on-line for sealed information to use with special encounters and areas.

To resolve listening at doors, roll 1d12 and treat a result of 1-5 as a monster encounter. Use Table 8: Chamber or Room Contents but treat any result as including a monster encounter. Otherwise, any monster encounters rolled should be ignored unless the creatures would be silent (undead, bugbears, etc.)

ESP, scrying, and other means of magical detection can be resolved in the following manner. A roll of 1 on 1d6 indicates a monster in the area being checked. Roll the encounter using the relevant GM table and ignoring any monster type not detectable by method of detection used. If a 6 is rolled, the player should reroll when entering the room. If a 6 is rolled again a non-detectable monster is encountered and player's chance to be surprised increases by +1.

Stocking the Dungeon: You may wish to use the "Random Encounters" section that follows to stock your dungeon, or you may wish to design specific areas without reference to random tables. Many GMs use a mixture of the two methods, with designed areas surrounded by randomly-generated areas.

The degree to which dungeon "ecology" matters is up to the individual GM. Some GMs give thought to food sources, water sources and latrine facilities; others do not bother. The authors recommend the following golden rule: Dungeons don't have to make sense, but they do need to be full of variety. Having said this, a little thought on the placement of creatures doesn't go amiss—if there's some logic behind the dungeon, then it's easier for skilled players to work out what's going on and use it to their advantage, and rewarding player skill is an important aspect of the OSRIC system.

RANDOM ENCOUNTERS

RANDOM DUNGEON ENCOUNTERS

Directions: When a random monster encounter is called for, roll a d12. Cross-reference the result with the dungeon level where the encounter occurs on the Monster Sub-table Matrix. Once the sub-table is found, roll a d00 to determine the actual monster(s) encountered.

The # column lists the numbers encountered on the dungeon level equivalent to the monster's level. If encountered on a lower or higher level, adjust the numbers encountered as follows:

Lesser monsters encountered on a lower dungeon level should have their numbers increased by the same amount for each dungeon level lower than their monster level. For example, the sub-table # column lists 2d10 for goblins (1st-lvl) encountered on the first level of the dungeon. If encountered on the third level of the dungeon, they would be three times as numerous (6d10). The same procedure applies equally to higher level monsters, with the following exceptions:

NPC parties or individuals encountered have their class-level increased rather than their numbers.

Ninth and tenth level monsters usually are encountered with attendants or minions at lower levels in lieu of greater numbers.

Greater monsters encountered on a higher dungeon level will have their numbers decreased by 1 for each dungeon level higher than their monster level (minimum of 1). For example, the sub-table # column calls for 1d8 Shadows on the fourth level of the dungeon. If encountered on the third level, the range would be reduced to 1d8-1. Greater monsters that may normally have minions will have fewer minions or none at all if encountered on a higher dungeon level.

Monster Sub-Table Matrix (d12)

	Monster Level									
Level Beneath the Surface	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1-2	1-8	9-11	12	-	-	-	-	-	-	-
3	1-5	6-8	9-10	11	12	-	-	-	-	-
4	1-4	5-7	8-9	10	11	12	-	-	-	-
5	1-3	4-5	6-7	8-9	10	11	12	-	-	-
6	1-2	3-4	5-6	7-8	9	10	11	12	-	-
7	1	2-3	4-5	6-7	8	9	10	11	12	-
8	1	2	3-4	5-6	7	8	9	10	11	12
9	1	2	3	4-5	6-7	8	9	10	11	12
10-11	1	2	3	4	5-6	7-8	9	10	11	12
12-13	1	2	3	4	5	6-7	8-9	10	11	12
14-15	1	2	3	4	5	6	7-8	9-10	11	12
16+	1	2	3	4	5	6	7	8-9	10-11	12

CREATING UNIQUE ENCOUNTER TABLES

Instructions: If the GM wants to include new monsters on their encounter tables, the GM should make cross-reference monsters by level and frequency when filling each frequency slot with an appropriate monster using the template provided.

Level Template

d%	Monster Encountered	#
01-02	Very Rare	2
03-04	Very Rare	2
05-07	Very Rare or Rare	3
08-11	Rare	4
12-15	Rare	4
16-20	Uncommon	5
21-25	Uncommon	5
26-30	Uncommon or Common	5
31-40	Common	10
41-50	Common	10
51-60	Common	10
61-70	Common	10
71-75	Uncommon or Common	5
76-80	Uncommon	5
81-85	Uncommon	5
86-89	Rare	4
90-93	Rare	4
94-96	Very Rare or Rare	3
97-98	Very Rare	2
99-00	Very Rare	2

Monster Level One

d%	Monster Encountered	#
01-02	Devil, Asaggim	1d10
03-04	Halfling	3d6
05-07	NPC Party	varies
08-11	Demon, Soul Worm	1
12-15	Rat, Giant	1d10x5
16-20	Vulchling	1d4
21-25	Bat	5d10
26-30	Goblin	2d10
31-40	Men, Bandit	2d4
41-50	Orc	3d10
51-60	Frog, Giant	1d8
61-70	Beetle, Giant Fire	1d4
71-75	Kobold	4d10
76-80	Dog, Wild	1d4
81-85	Bat, Giant	1d6
86-89	Skeleton	1d10
90-93	Rot Grub	5d4
94-96	Vilstrak	1d6
97-98	Gnome	4d6
99-00	Men, Berserker	1d6

Monster Level Two

d%	Monster Encountered	#
01-02	NPC Party	varies
03-04	Giant Ant, Worker	2d10
05-07	Poltergeist	1
08-11	Flind	1d12
12-15	Toad, Giant	1d4
16-20	Grimlock	2d10
21-25	Hobgoblin	2d10
26-30	Dakon	1d10
31-40	Piercer	3d6
41-50	Troglodyte	1d10
51-60	Badger, Giant	1d2
61-70	Spider, Large	1d8
71-75	Bugbear	1d6
76-80	Gnoll	2d10
81-85	Stirge	1d10+5
86-89	Zombie	1d8
90-93	Coffer Corpse	1
94-96	Troll, Ice	1d6
97-98	Centipede, Huge	1d12
99-00	Dwarf	4d4

Monster Level Three

d%	Monster Encountered	#
01-02	Ape, Carnivorous	1d3
03-04	Centipede, Giant	1d2
05-07	Rust Monster	1d2
08-11	Wolf, Dire	1d4
12-15	Harpy	1d6
16-20	Ghoul	1d6
21-25	Lycanthrope, Wererat	1d8
26-30	Frog, Giant	1d8
31-35	Devil – Lemure	5d6
36-40	NPC Party – see Sub-table	varies
41-50	Lizard, Giant	1d6
51-60	Ogre	1d10
61-70	Carrion Creeper	1d6
71-75	Beetle, Giant Boring	1d6
76-80	Bugbear	2d8
81-85	Wight	1d4
86-89	Fungi, Violet	1d4
90-93	Dark Creeper	1
94-96	Dragon – see Sub-table	1
97-98	Zombie, Monster	1d3
99-00	Spider, Huge	1d6

Monster Level Three Dragon Sub-table

d%	Type	Age	Hit Points per HD
01-30	Black	Very Young	1
31-60	Brass	Very Young	1
61-00	White	Very Young	1

Monster Level Four

d%	Monster Encountered	#
01-02	Amber Creeping Vine	1
03-04	Spider, Giant	1d2
05-07	Blink Dog	1d4
08-11	Ghast	1d3
12-15	Amber Creeping Vine Zombie	1d2
16-20	Piercer	3d6
21-25	Cockatrice	1d3
26-30	Snake, Giant Boa	1
31-35	Demon, Dretch	2d4
36-40	NPC Party – see Sub-table	varies
41-50	Beetle, Giant Stag	1d6
51-60	Lycanthrope, Werewolf	1d6
61-70	Devil, Spiked	2d4
71-75	Snake, Giant Cobra	1
76-80	Gargoyle	1d8
81-85	Dragon – see Sub-table	5
86-89	Shadow	1d8
90-93	Lycanthrope, Wereboar	1d4
94-96	Grey Ooze	1d3
97-98	Hell Hound	2d6
99-00	Crypt Thing	1

Monster Level Four Dragon Sub-table

d%	Type	Age	Hit Points per HD
01-10	Black	Young/Sub-adult	2/3
11-20	Blue	Very Young/Young	½
21-30	Brass	Young/Sub-adult	2/3
31-35	Bronze	Very Young/Young	½
36-50	Copper	Very Young/Young	1/2
51-55	Gold	Very Young/Young	1/2
56-70	Green	Very Young/Young	1/2
71-80	Red	Very Young/Young	1/2
81-85	Silver	Very Young/Young	1/2
86-00	White	Young/Sub-adult	2/3

Monster Level Five

d%	Monster Encountered	#
01-02	Genie	1
03-04	Caryatid Column	1d4
05-07	Medusa	1d2
08-11	Mobat	1d4
12-15	Tiger, Smilodon	1
16-20	Minotaur	1d8
21-25	Scorpion, Giant	1d2
26-30	Snake, Giant Boa	1
31-40	Demon, Shub	1d4
41-50	Bear, Greater Cave	1d2
51-60	NPC Party – see Sub-table	varies
61-70	Devil, Scaly devil; Red	1d4
71-75	Dragon – see Sub-table	1
76-80	Spider, Phase	1
81-85	Hydra, 5 or 6 heads	1

d%	Monster Encountered	#
86-89	Ogre Mage	1d3
90-93	Lycanthrope, Werebear	1d4
94-96	Caterwaul	1
97-98	Hell Hound	2d6
99-00	Snake, Giant Amphisbaena	1

Monster Level Five Dragon Sub-table

d%	Type	Age	Hit Points per HD
01-08	Black	Young Adult/Adult	4 / 5
09-18	Blue	Sub-Adult/Young Adult	3 / 4
19-30	Brass	Young Adult/Adult	4 / 5
31-35	Bronze	Sub-Adult/Young Adult	3 / 4
36-50	Copper	Sub-Adult/Young Adult	3 / 4
51-55	Gold	Sub-Adult/Young Adult	3 / 4
56-70	Green	Sub-Adult/Young Adult	3 / 4
71-80	Red	Sub-Adult/Young Adult	3 / 4
81-87	Silver	Sub-Adult/Young Adult	3 / 4
88-00	White	Young Adult/Adult	4 / 5

Monster Level Six

d%	Monster Encountered	#
01-02	Wraith	1d6
03-04	Demon, Quasit	1
05-07	Coeurl	1d4
08-11	Mummy	1d4
12-15	Dragon – see Sub-table	1
16-20	Devil, Erinyes	1d3
21-25	Troll	1d12
26-30	Otyugh, Lesser	1d2
31-35	Devil, Scaly devil; (1-2) Black; (3-4) Blue; (5-6) Green, (7-8) White	1d3
36-40	NPC Party – see Sub-table	varies
41-50	Giant, Hill	1d10
51-60	Wight	1d8
61-70	Sphinx; (1-3) Gyno-, (4-6) Hieraco-	1
71-75	Wyvern	1d3
76-80	Hydra, 7 or 8 heads	5
81-85	Manticore	1d2
86-89	Troll, Giant	1d12
90-93	Lizard, Giant Monitor	1d4
94-96	Hell Hound	2d6
97-98	Banshee	1
99-00	Spectral Troll	1d2

Monster Level Six Dragon Sub-table

d%	Type	Age	Hit Points per HD
01-10	Black	Old	6
11-20	Blue	Adult	5
21-30	Brass	Old	6
31-35	Bronze	Adult	5
36-50	Copper	Adult	5
51-55	Gold	Adult	5
56-70	Green	Adult	5
71-80	Red	Adult	5
81-85	Silver	Adult	5
86-00	White	Old	6

Monster Level Seven

d%	Monster Encountered	#
01-02	Golem; (1-3) Clay, (4-6) Flesh	1
03-04	Giant, Ettin	1d2
05-07	Chimæra	1d4
08-11	Spectre	1d4
12-15	Basilisk	1d2
16-20	Giant; (1-3) Fire, (4-6) Stone	1d8
21-25	Demon, Babau	1d3
26-30	Sphinx; (1-3) Andro-, (4-6) Crio-	1
31-35	Lamia	1
36-40	NPC Party – see Sub-table	varies
41-50	Lizard, Giant; (1-3) Fire, (4-6) Cave	1d2
51-55	Skeleton Warrior	1
56-60	Shedu	1d2
61-70	Will-o-the-wisp	1
71-75	Naga, Spirit	1d3
76-80	Devil; (1-3) Bearded, (4-6) Bone	1d2
81-85	Hydra, 9 or 10 heads	1
86-89	Dragon – see Sub-table	1
90-93	Cyclops	1
94-96	Barghest	1
97-98	Troll, Giant Two-headed	1d3
99-00	Afreet	1

Monster Level Seven Dragon Sub-table

d%	Type	Age	Hit Points per HD
01-10	Black	Very Old	7
11-20	Blue	Old	6
21-30	Brass	Very Old	7
31-35	Bronze	Old	6
36-50	Copper	Old	6
51-55	Gold	Old	6
56-70	Green	Old	6
71-80	Red	Old	6
81-85	Silver	Old	6
86-00	White	Very Old	7

Monster Level Eight

d%	Monster Encountered	#
01-03	Naga, Guardian	1d2
04-07	Golem, Stone	1
08-11	Giant, Cloud	1
12-15	Vampire	1d2
16-20	Devil, Ice	1
21-25	Devil, Barbed	1d2
26-30	Otyugh, Lesser	1d2
31-40	Demon, Class A	1d3

d%	Monster Encountered	#
41-50	NPC Party – see Sub-table	varies
51-60	Demon, Ekivu	5d4
61-70	Hydra, 11 or 12 heads	1
71-80	Elemental; (1-2) Earth, (3-4) Air, (5-6) Fire, (7-8) Water	1
81-89	Dragon – see Sub-table	1
90-93	Lammasu	1d4
94-00	Ghost	1

Monster Level Eight Dragon Sub-table

d%	Type	Age	Hit Points per HD
01-12	Black	Ancient	8
13-25	Blue	Very Old	7
26-30	Brass	Ancient	8
31-35	Bronze	Very Old	7
36-45	Copper	Very Old	7
46-50	Gold	Very Old	7
51-60	Green	Very Old	7
61-80	Red	Very Old	7
81-85	Silver	Very Old	7
86-00	White	Ancient	8

Monster Level Nine

d%	Monster Encountered	#
01-07	Trapper	1
08-11	Devil, Pit Fiend	1
12-30	Otyugh, Greater	1
26-40	NPC Party – see Sub-table	varies
41-55	Class B Demon	1d3
56-70	Hydra, 12-heads	1
71-80	Dragon – see Sub-table	1 or 2
81-89	Purple Worm	1d2
90-93	Demonette	1
94-96	Roper	1d4
97-00	Golem, Iron	1

Monster Level Nine Dragon Sub-table

d%	Type	Age	Hit Points per HD
01-12	2x Black	Ancient + Old	8 + 6
13-25	Blue	Ancient	8
26-30	2x Brass	Ancient + Old	8 + 6
31-35	Bronze	Ancient	8
36-45	Copper	Ancient	8
46-50	Gold	Ancient	8
51-60	Green	Ancient	8
61-80	Red	Ancient	8
81-85	Silver	Ancient	8
86-00	2x White	Ancient + Very Old	8 + 7

Monster Level Ten

d%	Monster Encountered	#
01-07	Demon, Class E	1d3
08-11	Giant, Storm	1
12-15	Otyugh, Greater	1
16-20	NPC Party – see Sub-table	varies
21-30	Demon, Class C	1d3
31-40	Elemental, Earth	1
41-50	Elemental, Air	1
51-60	Elemental, Fire	1
61-70	Elemental, Water	1
71-80	Demon, Class D	1d3
81-89	Dragon – see Sub-table	2
90-95	Demon, Class F	1d3
96-00	Lich	1

Monster Level Ten Dragon Sub-table

d%	Type	Age	Hit Points per HD
01-20	Blue	Ancient + Very Old	8 + 7
21-25	Bronze	Ancient + Very Old	8 + 7
26-35	Copper	Ancient + Very Old	8 + 7
36-40	Gold	Ancient + Old	8 + 6
41-60	Green	Ancient + Very Old	8 + 7
61-95	Red	Ancient + Old	8 + 6
96-00	Silver	Ancient + Old	8 + 6

NPC PARTIES (ALL DUNGEON LEVELS)

Numbers & Classes: There will always be 2-5 characters in a party, with additional henchmen or hirelings to round the entire party out to 9 persons. To determine the number of characters present, roll 1d4+1 and note the result. Next, roll d% on the sub-table below to determine the profession for each NPC. The GM should ignore or alter any results that exceed the maximum number for that profession or yield contradictory results (i.e. A Paladin and an Assassin). The remaining party slots should be filled with henchmen/hirelings (see below for instructions).

Sub-Table: NPC Classes

d%	Character Class	Max. # per party
01-16	Cleric	3
17-20	Druid	2
21-50	Fighter	5
51-53	Paladin	2
54-57	Ranger	2
58-75	Magic user	3
76-80	Illusionist	1
81-98	Thief	4
99-00	Assassin	2

NPC Levels: The level of each NPC will be equal to the level of the dungeon on which they are encountered through dungeon level 4. After that, they will be between 7th and 12th level (1d6+6). From dungeon level 13 and downwards, they will be between 10th and 16th level (1d6+10).

Demi-Humans and Multi-Class NPCs: As a guideline, assume demi-human NPCs and henchmen to be approximately 20% of the total number of characters in the party. If the randomly generated class is severely limited or impossible for the particular race, use that class or its closest equivalent as one of the 2 or 3 classes for that individual NPC. Approximately 50% of demi-humans will have 2 professions, and another 25% will have three. To randomly determine race and chance of multi-class professions, refer to the table below:

d%	Race	% Multi-class
01-25	Dwarf	15%
26-50	Elf	80%
51-65	Gnome	25%
66-75	Half-elf	80%
76-85	Halfling	15%
86-00	Half-orc	50%

Hirelings and Henchmen: Hirelings and men-at-arms will only accompany their employers on encountered on the 1st-3rd dungeon levels. On deeper expeditions, the entourage will be made up only of henchmen. Determine the ability scores, class and level of hirelings and henchmen by rolling on the appropriate sub-tables in the "Hirelings and Henchmen" section. They will have one third the level of their master plus one level for every 3 of their master's levels. For example, a 9th-lvl Magic User NPC may be accompanied by a 6th-lvl Magic user henchmen.

Equipment: NPC parties should be equipped with arms, armour and supplies typical to a party of dungeon delvers. Henchmen should be assumed to have equipment appropriate to their level. Hirelings will only possess lower quality arms and armour and few supplies.

Spells: The GM should assume NPC and henchmen spellcasters will have memorised a full assortment of spells appropriate to their party as a whole.

Notes on Play: When a player party encounters a party of NPCs and their henchmen, the GM should carefully consider the alignment and makeup of the NPC party before determining their course of action. A relatively weaker NPC party than the players' may use alternate means to resolve the situation. Trickery, parley, bluffing and fleeing are all important possibilities to consider before finally resorting to combat. Unless they are surprised, the GM should always treat them as alert and prepared for anything. Once actual contact has been made with an NPC party, the GM should check for reaction. Whatever the result of the negotiations, NPC parties will NEVER choose to join the PCs unless it is to their immediate advantage. This should also involve few if any rewards for the players' party. Unlike monster encounters, the GM should personally direct the actions of the NPCs as if they were player characters. Rather than checking morale as usual, the GM should favour the course of action that is likely to bring the NPCs the greatest benefit.

If the NPC party bests the players they need not kill them. Ransom, slavery, imprisonment or sacrifice are interesting alternatives to simple execution.

Finally, it is highly recommended that the GM prepare for encounters with random NPC groups before actual play begins. By generating a list of such parties in advance, the GM can quickly refer to them without stopping play. After the encounter the GM can either cross-off the NPC party from his or her list or make additional notations for future reference.

Party Magic Items:

NPC Level	Table 1	Table 2	Table 3	Table 4
1st	1 (10%)	-	-	-
2nd	2 (20%)	-	-	-
3rd	2 (30%)	1 (10%)	-	-
4th	2 (40%)	1 (20%)	-	-
5th	2 (50%)	1 (30%)	-	-
6th	3 (60%)	2 (40%)	-	-
7th	3 (70%)	2 (50%)	1 (10%)	-
8th	3 (80%)	2 (60%)	1 (20%)	-
9th	3 (90%)	2 (70%)	1 (30%)	-
10th	3 (100%)	2 (80%)	1 (40%)	-
11th	3 (100%)	2 (90%)	1 (50%)	1 (10%)
12th	3 (100%)	2 (100%)	1 (60%)	1 (20%)
13th +	3 (100%)	2 (100%)	1 (100%)	1 (60%)

Sub-Table 1

d%	Magic Item
01-05	Potion of Climbing, Potion of Flying
06-10	Potion of Extra-healing, Potion of Polymorph Self
11-15	Potion of Fire Resistance, Potion of Speed
16-20	Potion of Healing, Potion of Giant Strength
21-25	Potion of Heroism, Potion of Invulnerability
26-30	Potion of Human Control, Potion of Levitation
31-35	Potion of Super-heroism, Potion of Animal Control
36-40	Scroll: 1 spell (lvl 1d6)
41-45	Scroll: 2 spells (lvl 1d4)
46-50	Scroll: Protection from Magic
51-55	Ring of Invisibility (any)
56-60	Ring of Protection +1 (any)
61-65	Leather Armour +1
66-70	Shield +1
71-75	Sword +1
76-80	10x Arrows +1
81-85	4x Bolts +2
86-90	Dagger +1
91-95	Javelin +2
96-00	Mace +1

Sub-Table 2

d%	Magic Item
01-05	Gauntlets of Ogre Power (ACDFPRT)
06-10	Scroll: 3 spells (lvl 1d6+1)
11-15	Scroll: 3 spells (lvl 1d8+1)
16-20	Ring of Fire Resistance (any), Ring of Invisibility (any)
21-25	Ring of Protection +3 (any)
26-30	Staff of Paralysation (DM)
31-35	Wand of Illusion (IM)
36-40	Wand of Negation (CDIM)
41-45	Bracers of Armour, AC 4 (any)
46-50	Brooch of Shielding (any)
51-55	Cloak of Elvenkind (any)
56-60	Dust of Appearance (any)
61-65	Figurine of Wondrous Power: Serpentine Owl (any)
66-70	3x Javelins of the Raptor (AFPR)
71-75	Chain Mail Armour +1, Shield +2
76-80	Splint Mail Armour +2

d%	Magic Item
81-85	Sword +3
86-90	Crossbow of Speed (AFPRT), Hammer +2
91-95	Shortbow +2
96-00	3x Potion of Extra-healing, Potion of Invulnerability

Sub-Table 3

d%	Magic Item
01-05	Ring of Protection +3 (any)
06-10	Ring of Spell Storing (any)
11-15	Rod of Cancellation (any)
16-20	Roll d6 1-3: Staff of the Serpent (CD) 4-6: Staff of Compulsion (CM)
21-25	Bag of Tricks (any)
26-30	Boots of Speed (any)
31-35	Boots of Striding and Springing (any)
36-40	Cloak of Displacement, Minor (any)
41-45	Gauntlets of Ogre Power (ACDFPRT)
46-50	Pipes of the Sewers (any)
51-55	Robe of Blending (IM)
56-60	Rope of Climbing (any), Rope of Entanglement (AFPRT)
61-65	Plate Mail +3, Shield +2
66-70	Shield +5
71-75	Sword, Defender (AFPRT)
76-80	Mace +3
81-85	Spear +3
86-90	Mantle of Magic Resistance (any)
91-95	Drums of Panic (any)
96-00	Rod of Rulership (FPR)

Sub-Table 4

d%	Magic Item
01-05	Hammer of the Dwarfs (F)
06-10	Scarab of Protection (any)
11-15	Periapt of Wound Closure (any)
16-20	Circlet of Blasting, Minor (M)
21-25	Ring of Genie Summoning (any)
26-30	Ring of Spell Turning (any)
31-35	Rod of Striking (CDIM)
36-40	Wand of Fire (DM)
41-45	Cube of Force (any)
46-50	Eyes of Charming (IM)
51-55	Horn of Valhalla (special)
56-60	Robe of Scintillating Colours (IM)
61-65	Amulet of Natural Armour +4 (any)
66-70	Plate Mail +4, Shield +3
71-75	Sword, Keenblade (AFPRT)
76-80	Arrow of Slaying (AFPRT)
81-85	Ring of 3 Wishes (any)
86-90	Robe of the Archmagi (IM)
91-95	Dagger of Venom (AFT)
96-00	Cubic Gate (CDIM)

RANDOM URBAN ENCOUNTERS

Player characters are also likely to have random encounters when roaming the streets in a town or city. The GM should check for random encounters every three turns or as desired.

The GM is encouraged to design his or her own encounter charts keyed to each district or ward. When a pre-designed table is unavailable, the Urban Encounters Table is useful for most circumstances. The GM should exercise discretion when generating random encounters and keep in mind the particular place where the encounter occurs. Improbable or inconvenient results can be ignored and treated as if no encounter occurred. The GM is also encouraged to disguise the true nature of urban encounters by describing NPCs in vague and/or similar terms.

0-level NPCs

Most of the NPCs encountered while adventuring in urban or civilised countryside areas are normal folk, with no adventuring profession such as fighting, spell-casting or thievery. These normal humans may vary slightly according to the particular milieu, but can be roughly grouped into 5 general types according to their level of activity.

Type	Hp	Combat Ability	Examples
Infirm	1d3	-3 to-hit/dmg	Elders, Children, Beggars, Plague Victims
Sedentary	1d4	-2 to-hit/dmg	Clerks, Scribes, Shopkeepers, Minor Officials
Active	1d4+1	0-level	Craftsmen, Servants, Merchants, Boatmen
Fit	1d4+2	0-level	Farmers, Miners, Labourers, Sailors, Militiamen
Very Fit	1d6+1	0-level	Soldiers, Watchmen, Bodyguards, Men-at-Arms

Urban Encounter Sub-tables

Several of the encounter entries refer to one or more of the following sub-tables to detail general encounter types.

d%	Race	d%	Race
01-10	Dwarf	29-34	Halfling
11-15	Elf	35-40	Half-Orc
16-20	Gnome	41-00	Human
21-28	Half-Elf		

Red-light Professions

d%	Profession	d%	Profession
01-02	Cheap harlot	46-48	Wealthy gigolo
03-10	Slovenly whore	49-63	Sleazy tout
11-18	Brazen streetwalker	64-65	Shifty procurer
19-20	Typical tart	66-73	Seductive dancer
21-22	Saucy wench	74-80	Finely-attired concubine
23-25	Expensive callgirl	81-82	Penniless hag
26-27	Haughty mistress	83-90	Amoral street hustler
28-29	Sly panderer	91-95	Foppish bawd
30-38	Rich pimp	96-97	Elegant doxy
39-45	Wanton lady-of-the-night	98-00	Sleepy-eyed trollop

Urban Professions

d%	Profession	d%	Profession
01-02	Assassin	46-48	Illusionist
03-10	Bandit	49-63	Labourer
11-18	Brigand	64-65	Magic user
19-20	City Guard	66-73	Mercenary
21-22	City Official	74-80	Merchant
23-25	City Watchman	81-82	Noble
26-27	Cleric	83-90	Rake
28-29	Druid	91-95	Ruffian
30-38	Fighter	96-97	Thief
39-45	Gentleman	98-00	Tradesman

Noble Professions

d%	Class	Level
01-50	Normal Human	0
51-85	Fighter	d8+4
86-00	Cleric	d8+4

Nighttime Encounters

d%	Encounter	# Encountered & Notes
01-03	Assassin*	1d3
04-05	Bandit	3d4 and Leader
06-08	Beggar	1d2
09-10	Brigand	3d4 and Leader
11	Guardsman	2d8 and Leader
12	Official	(1-9) Minor Official (10) Major Official and 2d4 Guardsmen
13-21	Watchman	5 Men-at-Arms (0-lvl) and Sergeant (lvl 1d3) and a Cleric (lvl d4+1)
22	Cleric*	A d6+5-lvl Cleric with 1d6-1 d4-lvl Assistant Clerics
23	Demon	GM's discretion. Only 1 encountered.
24	Devil	GM's discretion. Only 1 encountered.
25	Doppelgänger	d4+2. See Urban Professions Sub-table for their disguise
26	Druid¹	A d6+5-lvl Druid with (1-5) 1d4-1 d4-lvl Lesser Druids or (6-10) 1d4 d6-lvl Fighters
27-31	Drunk	See Urban Professions Sub-table for exact type
32-33	Fighter*	2d4+4-lvl Fighter with 1d4-1 d4-lvl Henchmen
34-35	Gentleman	(1-4) Foppish Dandy and d4 Sycophants (5-6) Gentlewoman (7-10) d4+6-lvl Nobleman Fighter and d4 similar friends
36	(1-3) Ghast, (4-10) Ghoul	2d4 4d4
37	Ghost	1
38-42	Giant Rats	4d6
43	Townsperson	0-lvl Normal Human
44-50	Prostitute	See Red Light Professions Sub-table for exact type
51	Illusionist*	A d4+6-lvl Illusionist with (1-5) d4-1 d4-lvl Apprentice Illusionists or (6-10) 1d3 d6-lvl Fighter Bodyguards
52	(1-5) Labourer	3d4 rough workmen 0-lvl Normal Men
	(6-10) Peddler	1d3 peddlers selling simple goods on the street
53	Magic user*	A d6+6-lvl Magic User with (1-4) d4 d6-lvl Apprentice Magic users (5-7) d4 d4+3-lvl Fighter Bodyguards or (8-10) d2 Apprentices and d2 Bodyguards as above
54-58	Mercenary	3d4 d6-1-lvl Fighters
59-60	Merchant	1d3 Merchants and 2d4 0-lvl Mercenary Guards and 1 d4-lvl Mercenary Leader
61	Troubadour	1d4 Travelling bards, musicians or actors
62	Night Hag	GM's discretion. Only 1 encountered.
63-64	Noble**	(1-7) Nobleman and 1d4 d4-lvl Fighter Bodyguards (8-10) Noblewoman
65	Paladin*	A d4+5-lvl Paladin
66	Pilgrim	3d4 Pilgrims (Normal Humans)
67	Press Gang	2d8 1st-lvl Fighters and a d4+1-lvl Leader all wielding clubs
68-71	Thugs	1d4+1 d6+4-lvl Fighters
72	Rakshasa	GM's discretion. 1d3 encountered.
73	Ranger*	A d4+6-lvl Ranger
74-80	(1-8) Muggers	d6+6 2nd-lvl Fighters armed with clubs
	(9-10) Humanoid	Humanoids (Orcs, Kobolds, Goblins, etc. GM's discretion.)
81	Shadow	GM's discretion. 2d4 encountered.
82	Spectre	GM's discretion. 1d3 encountered.
83-88	Thief*	A d4+7-lvl Thief and 1d3-1 d4-lvl Apprentice Thieves
89-90	Tradesman	2d4 Artisans, craftsmen or skilled workmen (Normal Humans)
91-93	Wererat	2d4 encountered (1-5) in human form (6-10) in giant rat form
94	Weretiger	1d2 encountered (1-9) in human form (10) in tiger form
95-96	Werewolf	2d4 encountered (1-5) in human form (6-10) in wolf form
97	Wight	GM's discretion. 1d4+1 encountered.
98	Will-o-the-Wisp	GM's discretion. 1d2 encountered.
99	Wraith	GM's discretion. 1d4 encountered.
00	(1-8) Vampire	GM's discretion. 1 encountered in human (1-2), giant bat (3-6) or (7-10) gaseous form
	(9-10) Lich	GM's discretion. Only 1 encountered.

*For these encounters, check first to see if the NPC is a human or demi-human on the Race Sub-table.

**See the Noble Sub-table for Noble NPC professions

Daytime Encounters

d%	Encounter	# Encountered & Notes
01	Assassin*	1d3
02	Bandit	3d4 and Leader
03-12	Beggar	1d2
13	Brigand	3d4 and Leader
14-18	Guardsmen	2d8 and Leader
19-21	Official	(1-9) Minor Official (10) Major Official and 2d4 Guardsmen
22-23	Watchman	5 Men-at-Arms (0-lvl) and Sergeant (lvl 1d3) and a Cleric (lvl d4+1)
24-25	Cleric*	A d6+5-lvl Cleric with 1d6-1 d4-lvl Assistant Clerics
26	Druid*	A d6+5-lvl Druid with (1-5) 1d4-1 d4-lvl Lesser Druids or (6-10) 1d4 d6-lvl Fighters
27	Drunk	See Urban Professions Sub-table for exact type
28-29	Fighter*	2d4+4-lvl Fighter with 1d4-1 d4-lvl Henchmen
30-33	Gentleman	(1-4) Foppish Dandy and d4 Sycophants (5-6) Gentlewoman (7-10) d4+6-lvl Nobleman Fighter and d4 similar friends
34	Giant Rats	2d4
35-39	Townsperson	0-lvl Normal Human
40-41	Harlot	See Red Light Professions Sub-table for exact type
42	Illusionist*	A d4+6-lvl Illusionist with (1-5) d4-1 d4-lvl Apprentice Illusionists or (6-10) 1d3 d6-lvl Fighter Bodyguards
43-50	(1-5) Labourer (6-10) Peddler	3d4 rough workmen 0-lvl Normal Men 1d3 peddlers selling simple goods on the street
51	Magic user*	A d6+6-lvl Magic User with (1-4) d4 d6-lvl Apprentice Magic users (5-7) d4 d4+3-lvl Fighter Bodyguards or (8-10) d2 Apprentices and d2 Bodyguards as above
52-55	Mercenary	3d4 d6-1-lvl Fighters
56-62	Merchant	1d3 Merchants (0-lvl Normal Humans)
63	Troubadour	1d4 Travelling bards, musicians or actors
64-65	Night Hag	GM's discretion. Only 1 encountered.
66	Noble**	(1-7) Nobleman and 1d4 d4-lvl Fighter Bodyguards (8-10) Noblewoman
67-69	Paladin*	A d4+5-lvl Paladin
70	Pilgrim	3d4 Pilgrims (Normal Humans)
71-72	Press Gang	2d8 1st-lvl Fighters and a d4+1-lvl Leader all wielding clubs
73	Thugs	1d4+1 d6+4-lvl Fighters
74-78	Rakshasa	GM's discretion. 1d3 encountered.
79-82	Thief*	A d4+7-lvl Thief and 1d3-1 d4-lvl Apprentice Thieves
83-97	Tradesman	2d4 Artisans, craftsmen or skilled workmen (Normal Humans)
98	Wererat	2d4 encountered (1-9) in human form (10) in giant rat form
99	Weretiger	1d2 encountered in human form
00	Werewolf	2d4 encountered in human form

*For these encounters, check first to see if the NPC is a human or demi-human on the Race Sub-table.

**See the Noble Sub-table for Noble NPC professions

RANDOM WILDERNESS ENCOUNTERS

For the purposes of Wilderness Encounter Tables it is recommended the most prevalent terrain within the party's current hex be used. This means a party in the foothills of a mountain range, a hex with mostly hills and a few mountains, would use the "Hills" encounter table. With a little imagination, these tables should allow the GM to generate interesting and challenging encounters. The user should bear in mind that many terrain types encompass many different lands and dice may dictate an encounter the GM feels inappropriate to the situation. If this should happen feel free to reroll, choose arbitrarily from the list, or find a way to make an unusual encounter work. The "Special" encounter column included with each terrain type is aimed specifically at introducing these chaotic types of encounters into your milieu.

Unlike dungeon encounters, wilderness encounters are not keyed to party level or strength. As a rule of thumb, the GM should use the "No. Encountered" entry in the rulebook to generate specific numbers. Players, for their part, should learn and develop the fine art of running away. Wandering about the wilderness of most campaign milieus is a hazardous pastime.

The Human (and demi-human) Encounter Table lists various settlements and strongholds. These may be used to insert adventure hooks into the campaign, or give the party a relatively safe place to rest and re-equip. They may, of course, be ignored if they do not fit with the your plans. We have limited the encounters to hamlets, villages, and small keeps in order to not interfere with the GM's carefully designed maps.

The NPC Tables, explained more fully below, may be used to generate lone NPCs or complete adventuring NPC parties. Tables are provided for generating NPCs and NPC parties in the Dungeon Encounter Tables section of these rules.

Regarding the Lost World Encounter Tables:

Lost Worlds settings are chaotic places. OSRIC adds a little chaos into the tables but feel free to expand upon this idea. You may wish to add encounters with UFO aliens, Tarzan™, present day humans from non-magical and high science worlds, even a giant ape which fancies itself a King.

The Past, Present, and Future time travellers are labels relative to the player-character's "normal" time.

Dinosaurids are man-sized evolved dinosaurs roughly equivalent to humans in terms of stats, particularly intelligence.

Cavemen are roughly equivalent to Neanderthal proto-humans. The advanced cavemen referred to by the tables are akin to Cro-Magnon proto-humans.

The Time-Lost Village encounter refers to a settlement of humans or demi-humans that is "unstuck in time" and randomly relocates to various eras, perhaps even changing physical location when time-shifting. One may look to various sources for inspiration, including the musical "Brigadoon", the UK television series "Dr. Who", and the US television series "The Time Tunnel."

Explanation of NPC Types

Decoys: serve either to distract the party from something else, or put the party at ease and lure them into a dangerous situation. For example: a group of charmed humans who seek to lure the PC party into the den of a rakshasa.

Escapees: these NPCs have escaped from imprisonment by some nearby entity. The NPCs may have little or no equipment or weapons and are either under pursuit from their captors or will be shortly.

Joiners: seek to join the PCs. The GM is free to manufacture motivation appropriate to his or her needs, either malevolent or benevolent.

Runners: The NPCs are fleeing or avoiding an encounter. Whatever they are fleeing is probably chasing them, whatever they are avoiding may or may not be aware of their presence. Unlike escapees, these NPCs will be appropriately armed, armoured, and equipped.

Searchers: are looking for something, usually an item or person. The possibilities are myriad, a few examples are: seeking a powerful artifact, weapon, stolen item; or, seeking a friend, arch-enemy, or kidnapped daughter of the local woodcutter.

Survivors: 1 or 2 demoralized survivors of an otherwise wiped out adventuring party. They may have limited equipment and be in need of healing.

Wolves (in sheep's clothing): an encounter with something that appears human but is not. This category includes were-creatures, doppelgängers, polymorphed creatures, and the like. The disguised creature may not necessarily mean the party harm, the avatar of a benevolent deity who doesn't wish to reveal his or her divinity to the party is one example that comes to mind.

d%	Aquatic
01-10	Airborne
11-15	Animal
16-17	Dragon
18-21	Giant
22-31	Human/ Demi-Human
32-46	Humanoid
47-56	Monster
57-58	NPC
59	Undead
60-69	Invertebrates
70-99	Water
00	Special

d%	Arctic
01-05	Airborne
06-17	Animal
18-22	Dragon
23-37	Giant
38-47	Human/ Demi-Human
48-57	Humanoid
58-82	Monster
83	NPC
84	Undead
85-89	Invertebrates
90-99	Water
00	Special

d%	Desert
01-04	Airborne
05-19	Animal
20-24	Dragon
25-29	Giant
30-49	Human/ Demi-Human
50-61	Humanoid
62-76	Monster
77-83	NPC
84	Undead
85-96	Invertebrates
97-98	Water
99-00	Special

d%	Forest
01-10	Airborne
11-30	Animal
31-36	Dragon
37-41	Giant
42-48	Human/ Demi-Human
49-56	Humanoid
57-76	Monster
77-78	NPC
79	Undead
80-88	Invertebrates
89-98	Water
99-00	Special

d%	Graveyard
01-03	Airborne
04-13	Animal
14-16	Dragon
17	Giant
18-22	Human/ Demi-Human
23-37	Humanoid
38-57	Monster
58-62	NPC
63-87	Undead
88-97	Invertebrates
98	Water
99-00	Special

d%	Hills
01-15	Airborne
16-25	Animal
26-30	Dragon
31-40	Giant
41-60	Human/Demi-Human
61-75	Humanoid
76-90	Monster
91-92	NPC
93	Undead
94-98	Invertebrates
99	Water
00	Special

d%	Jungle
01-15	Airborne
16-25	Animal
26-27	Dragon
28-29	Giant
30-37	Human/Demi-Human
38-49	Humanoid
50-67	Monster
68-69	NPC
70-74	Undead
75-89	Invertebrates
90-99	Water
00	Special

d%	Lost World
01-15	Airborne
16-27	Animal
28	Large Carnivore
29	Large Herbivore
30-35	Human/ Demi-Human
36-50	Humanoid
51-70	Other Dinosaurs
71-73	NPC
74	Undead
75-89	Invertebrates
90-99	Water
00	Special

d%	Marine
01-10	Airborne
11-15	Animal
16	Dragon
17-20	Giant
21-30	Human/ Demi-Human
31-45	Humanoid
46-60	Monster
61-65	NPC
66	Undead
67-69	Invertebrates
70-99	Water
00	Special

d%	Mountains
01-19	Airborne
20-39	Animal
40-44	Dragon
45-52	Giant
53-62	Human/ Demi-Human
63-77	Humanoid
78-82	Monster
83-84	NPC
85	Undead
86-92	Invertebrates
93-95	Water
96-00	Special

d%	Plains
01-19	Airborne
20-29	Animal
30-31	Dragon
32	Giant
33-52	Human/ Demi-Human
53-60	Humanoid
61-75	Monster
76-78	NPC
79	Undead
80-89	Invertebrates
90-97	Water
98-00	Special

d%	Rural
01-10	Airborne
11-20	Animal
21	Dragon
22	Giant
23-58	Human/ Demi-Human
59-66	Humanoid
67-76	Monster
77-80	NPC
81	Undead
82-91	Invertebrates
92-99	Water
00	Special

d%	Tundra
01-08	Airborne
09-23	Animal
24-27	Dragon
28-33	Giant
34-43	Human/Demi-Human
44-58	Humanoid
59-78	Monster
79-80	NPC
81	Undead
82-91	Invertebrates
92-99	Water
00	Special

d%	Wetlands
01-05	Airborne
06-15	Animal
16-18	Dragon
19-20	Giant
21-22	Human/Demi-Human
23-37	Humanoid
38-57	Monster
58	NPC
58-60	Undead
61-80	Invertebrates
81-95	Water
95-00	Special

Aquatic

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bat	Baboon	Dragon, Black	Hill Giant	Castle	Bugbear
2	Bat	Bear, Black	Dragon, Black	Hill Giant	Dwarf	Flind
3	Bat	Boar, Warthog	Dragon, Black	Hill Giant	Elf	Gnoll
4	Bat	Cat, Wild	Dragon, Black	Hill Giant	Fishing Village	Gnoll
5	Bat, Giant	Cattle, Wild	Dragon, Black	Hill Giant	Gnome	Goblin
6	Bat, Giant	Cougar	Dragon, Black	Hill Giant	Halfling	Grimlock
7	Bird	Dog, Wild	Dragon, Black	Hill Giant	Hamlet	Hobgoblin
8	Bird	Elephant, African	Dragon, Black	Hill Giant	Men, Bandit	Hobgoblin
9	Bird	Horse, Pony	Dragon, Bronze	Hill Giant	Men, Bandit	Hobgoblin
10	Bird	Horse, Wild	Dragon, Bronze	Hill Giant	Men, Brigand	Kobold
11	Bird, Dire	Hyena	Dragon, Gold	Hill Giant	Men, Brigand	Orc
12	Bird, Giant	Jackal	Dragon, Green	Hill Giant	Men, Buccaneer	Orc
13	Chimæra	Lizard, Giant	Dragon, Green	Hill Giant	Men, Buccaneer	Orc
14	Cockatrice	Lizard, Giant Monitor	Dragon, Green	Hill Giant	Men, Merchant	Orc
15	Shedu	Rat	Dragon, Green	Hill Giant	Men, Merchant	Orc
16	Sphinx, Crio-	Rat, Giant	Dragon, Red	Storm Giant	Men, Merchant	Orc
17	Sphinx, Hieraco-	Rhinoceros	Dragon, Red	Storm Giant	Men, Nomad	Troglodyte
18	Stirge	Snake, Giant Adder	Dragon, Red	Storm Giant	Men, Pilgrim	Troll
19	Stirge	Snake, Giant Boa	Dragon, Red	Storm Giant	Men, Pirate	Troll
20	Stirge	Wolf	Dragon, Red	Storm Giant	Men, Pirate	Troll, Giant

1d20	Monster	NPC	Undead	Invertebrates	Water	Special
1	Basilisk	Decoys	Ghast	Ant, Giant Soldier	Beetle, Giant Water	Demon, Class A
2	Behir	Decoys	Ghast	Ant, Giant Worker	Crayfish, Giant	Demon, Class B
3	Blink Dog	Escapees	Ghoul	Beetle, Giant Bombardier	Crocodile	Demon, Ekivu
4	Blink Dog	Escapees	Ghoul	Beetle, Giant Boring	Crocodile, Giant	Demon, Shub
5	Bulette	Escapees	Ghoul	Beetle, Giant Fire	Eel, Giant Electric	Devil, Bearded
6	Caterwaul	Joiners	Ghoul	Beetle, Giant Rhinoceros	Eel, Giant Weed	Devil, Red Scaly devil
7	Centaur	Joiners	Ghoul	Beetle, Giant Stag	Fish, Giant Gar	Devil, Spiked
8	Cyclops	Joiners	Ghoul	Centipede, Giant	Fish, Giant Pike	Devil, Spiked
9	Dracolisk	Joiners	Skeleton	Centipede, Huge	Frog, Giant	Elemental, Air
10	Hell Hound	Runners	Skeleton	Centipede, Large	Hippopotamus	Elemental, Air
11	Jackalwere	Runners	Skeleton	Centipede, Large	Locathah	Elemental, Water
12	Lammasu	Searchers	Skeleton	Centipede, Large	Merman	Elemental, Water
13	Lizard Man	Searchers	Skeleton	Fly, Giant Blowfly	Naga, Water	Elemental, Water
14	Lizard Man	Searchers	Skeleton	Fly, Giant Horsefly	Nixie	Elemental, Water
15	Lizard Man	Searchers	Will-o-the-Wisp	Scorpion, Giant	Sea Serpent	Homonculus
16	Lizard, Giant Fire	Searchers	Zombie	Spider, Giant	Spider, Giant Water	Invisible Stalker
17	Owlbear	Survivors	Zombie	Spider, Huge	Toad, Giant	Invisible Stalker
18	Owlbear	Wolves ISC	Zombie	Spider, Large	Toad, Giant Poisonous	Night Hag
19	Pseudo-Dragon	Wolves ISC	Zombie, Monster	Wasp, Giant	Triton	Pixie
20	Worg	Wolves ISC	Zombie, Monster	Wasp, Giant	Turtle, Giant Snapping	Rakshasha

Arctic

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bird	Bear, Polar	Dragon, Black	Giant, Cloud	Dwarf, Mountain	Bugbear
2	Bird, Dire	Bear, Polar	Dragon, Black	Giant, Cloud	Dwarf, Mountain	Bugbear
3	Bird, Giant	Bear, Polar	Dragon, Black	Giant, Frost	Dwarf, Mountain	Flind
4	Chimæra	Bear, Polar	Dragon, Black	Giant, Frost	Men, Bandit	Flind
5	Cockatrice	Dog, Wild	Dragon, Black	Giant, Frost	Men, Bandit	Gnoll
6	Cockatrice	Dog, Wild	Dragon, Black	Giant, Frost	Men, Bandit	Gnoll
7	Griffon	Dog, Wild	Dragon, Bronze	Giant, Frost	Men, Berserker	Goblin
8	Harpy	Dog, Wild	Dragon, Bronze	Giant, Frost	Men, Berserker	Goblin
9	Hippogriff	Walrus	Dragon, Bronze	Giant, Frost	Men, Berserker	Hobgoblin
10	Nightmare	Walrus	Dragon, Red	Giant, Frost	Men, Berserker	Hobgoblin
11	Pegasus	Walrus	Dragon, Red	Giant, Frost	Men, Berserker	Hobgoblin
12	Roc	Wolf	Dragon, Red	Giant, Frost	Men, Brigand	Troll
13	Shedu	Wolf	Dragon, White	Giant, Frost	Men, Brigand	Troll
14	Sphinx, Hieraco-	Wolf	Dragon, White	Giant, Frost	Men, Brigand	Troll, Giant
15	Sphinx, Andro-	Wolf	Dragon, White	Giant, Frost	Men, Merchant	Troll, Giant 2-Headed
16	Sphinx, Crio-	Wolf	Dragon, White	Giant, Frost	Men, Merchant	Troll, Ice
17	Sphinx, Gyno-	Wolf	Dragon, White	Giant, Stone	Men, Merchant	Troll, Ice
18	Stirge	Wolverine	Dragon, White	Giant, Stone	Men, Pilgrim	Troll, Ice
19	Vulchling	Wolverine	Dragon, White	Giant, Storm	Men, Pilgrim	Troll, Ice
20	Wyvern	Wolverine	Dragon, White	Giant, Storm	Werewolf	Troll, Ice

1d20	Monster	NPC	Undead	Invertebrates	Water	Special
1	Basilisk	Decoys	Ghost	Ant, Giant Soldier	Barracuda	Aerial Servant
2	Blink Dog	Decoys	Ghost	Ant, Giant Soldier	Barracuda	Barghest
3	Blink Dog	Escapees	Ghost	Ant, Giant Soldier	Crab, Giant	Barghest
4	Blink Dog	Escapees	Ghost	Ant, Giant Soldier	Eel, Giant Moray	Bone Devil
5	Coeurl	Escapees	Phantom	Ant, Giant Soldier	Fish, Levithian	Demon, Babau
6	Naga, Guardian	Joiners	Phantom	Beetle, Giant Stag	Kraken	Demon, Class A
7	Owlbear	Joiners	Phantom	Beetle, Giant Stag	Nixie	Demon, Shub
8	Remorhaz	Joiners	Shadow	Beetle, Giant Stag	Octopus, Giant	Demon, Shub
9	Remorhaz	Joiners	Shadow	Beetle, Giant Stag	Portuguese Man O' War	Demonette
10	Remorhaz	Runners	Vampire	Beetle, Giant Stag	Sea Serpent	Demoniac
11	Remorhaz	Runners	Vampire	Beetle, Giant Water	Shark	Devil, Ice
12	Remorhaz	Searchers	Vampire	Beetle, Giant Water	Shark	Devilcat
13	Worg	Searchers	Vampire	Beetle, Giant Water	Squid, Giant	Hobgoblin
14	Worg	Searchers	Wight	Beetle, Giant Water	Squid, Giant	Imp
15	Worg	Searchers	Wight	Spider, Phase	Walrus	Kullule
16	Worg	Searchers	Wight	Spider, Phase	Walrus	Lemure
17	Yeti	Survivors	Will-o-the-Wisp	Spider, Phase	Walrus	Scaly devil, White
18	Yeti	Wolves ISC	Will-o-the-Wisp	Spider, Phase	Walrus	Men, Dervish
19	Yeti	Wolves ISC	Will-o-the-Wisp	Spider, Phase	Walrus	Quasit
20	Yeti	Wolves ISC	Will-o-the-Wisp	Spider, Phase	Walrus	Quasit

Desert

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bird	Camel	Dragon, Blue	Giant, Cloud	Men, Bandit	Flind
2	Bird	Camel	Dragon, Blue	Giant, Cloud	Men, Bandit	Flind
3	Bird, Dire	Camel	Dragon, Blue	Giant, Cloud	Men, Bandit	Flind
4	Bird, Giant	Cat, Wild	Dragon, Blue	Ogre	Men, Brigand	Gnoll
5	Chimæra	Cat, Wild	Dragon, Brass	Ogre	Men, Brigand	Gnoll
6	Chimæra	Dog, Wild	Dragon, Brass	Ogre	Men, Brigand	Gnoll
7	Cockatrice	Horse, Wild	Dragon, Brass	Ogre	Men, Dervish	Goblin
8	Cockatrice	Jackal	Dragon, Brass	Ogre	Men, Dervish	Grimlock
9	Cockatrice	Jackal	Dragon, Bronze	Ogre	Men, Dervish	Grimlock
10	Manticore	Jackal	Dragon, Bronze	Ogre	Men, Dervish	Hobgoblin
11	Manticore	Jackal, Dire	Dragon, Copper	Ogre	Men, Dervish	Orc
12	Manticore	Jackal, Giant	Dragon, Copper	Ogre	Men, Nomad	Orc
13	Nightmare	Rat	Dragon, Gold	Ogre	Men, Nomad	Orc
14	Roc	Rat	Dragon, Gold	Ogre	Men, Nomad	Troll
15	Roc	Rat, Giant	Dragon, Green	Ogre Mage	Men, Nomad	Troll
16	Sphinx, Hieraco-	Rat, Giant	Dragon, Red	Ogre Mage	Men, Pilgrim	Troll
17	Sphinx, Andro-	Snake, Giant Adder	Dragon, Red	Ogre Mage	Men, Pilgrim	Troll, Giant
18	Sphinx, Crio-	Snake, Giant Boa	Dragon, Red	Ogre Mage	Wereboar	Troll, Giant
19	Sphinx, Gyno-	Snake, Giant Cobra	Dragon, Red	Ogre Mage	Wererat	Troll, Giant 2-Headed
20	Stirge	Snake, Giant, Amphisbaena	Dragon, Silver	Ogre Mage	Werewolf	Troll, Giant 2-Headed

1d20	Monster	NPC	Undead	Invertebrates	Water	Special
1	Ankheg	Decoys	Ghast	Ant, Giant Queen (Hive)	Beetle, Giant Water	Bear, Polar
2	Basilisk	Decoys	Ghast	Ant, Giant Soldier	Beetle, Giant Water	Elemental, Air
3	Behir	Decoys	Ghoul	Ant, Giant Soldier	Crayfish, Giant	Elemental, Earth
4	Blink Dog	Escapees	Ghoul	Ant, Giant Soldier	Crocodile	Elemental, Earth
5	Bulette	Escapees	Ghoul	Ant, Giant Worker	Crocodile	Elemental, Fire
6	Dracolisk	Escapees	Ghoul	Centipede, Giant	Crocodile, Giant	Elemental, Fire
7	Hell Hound	Escapees	Ghoul	Centipede, Giant	Crocodile, Giant	Elemental, Water
8	Jackalwere	Joiners	Lich	Centipede, Huge	Eel, Giant Electric	Genie
9	Jackalwere	Joiners	Mummy	Centipede, Huge	Fish, Giant Gar	Genie
10	Lammasu	Runners	Mummy	Centipede, Large	Fish, Giant Pike	Invisible Stalker
11	Lammasu	Runners	Mummy	Centipede, Large	Hippopotamus	Mephit, Fire
12	Monster	Searchers	Mummy	Fly, Giant Blowfly	Hippopotamus	Mephit, Fire
13	Naga, Guardian	Searchers	Mummy	Fly, Giant Horsefly	Hippopotamus	Mephit, Lava
14	Naga, Guardian	Searchers	Skeleton Warrior	Fly, Giant Horsefly	Naga, Water	Mephit, Smoke
15	Pseudo-Dragon	Searchers	Vampire	Scorpion, Giant	Spider, Giant Water	Mephit, Steam
16	Pseudo-Dragon	Survivors	Vampire	Spider, Giant	Spider, Giant Water	Necrophidius
17	Purple Worm	Wolves ISC	Wight	Spider, Huge	Spider, Giant Water	Night Hag
18	Purple Worm	Wolves ISC	Zombie	Spider, Large	Toad, Giant	Rakshasha
19	Worg	Wolves ISC	Zombie	Spider, Phase	Toad, Giant	Troll, Spectral
20	Worg	Wolves ISC	Zombie, Juju	Wasp, Giant	Toad, Giant	Xorn

Forest

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bat	Badger	Dragon, Bronze	Giant, Hill	Castle	Bugbear
2	Bat	Bear, Black	Dragon, Bronze	Giant, Hill	Elf	Flind
3	Bat, Mobat	Bear, Brown	Dragon, Gold	Giant, Hill	Elf	Gnoll
4	Bat, Giant	Boar, Wild	Dragon, Gold	Giant, Hill	Elf	Gnoll
5	Bird	Cat, Wild	Dragon, Gold	Ogre	Elf	Grimlock
6	Bird	Dog, Wild	Dragon, Green	Ogre	Hamlet	Grimlock
7	Bird, Dire	Horse, Pony	Dragon, Green	Ogre	Men, Bandit	Grimlock
8	Bird, Giant	Horse, Wild	Dragon, Green	Ogre	Men, Bandit	Hobgoblin
9	Chimæra	Jackal	Dragon, Green	Ogre	Men, Brigand	Kobold
10	Cockatrice	Jackal, Dire	Dragon, Green	Ogre	Men, Brigand	Kobold
11	Nightmare	Rat	Dragon, Green	Ogre	Men, Merchant	Kobold
12	Pegasus	Rat, Giant	Dragon, Green	Ogre	Men, Merchant	Kobold
13	Pixie	Snake, Giant Adder	Dragon, Green	Ogre	Men, Merchant	Orc
14	Shedu	Snake, Giant Boa	Dragon, Red	Ogre Mage	Men, Pilgrim	Orc
15	Sphinx, Hieraco-	Snake, Giant Cobra	Dragon, Red	Ogre Mage	Men, Pilgrim	Orc
16	Sphinx, Andro-	Snake, Giant, Amphisbaena	Dragon, Red	Ogre Mage	Men, Pilgrim	Troll
17	Sphinx, Crio-	Wolf	Dragon, Red	Ogre Mage	Werebear	Troll
18	Sphinx, Gyno-	Wolf, Dire	Dragon, Red	Ogre Mage	Wereboar	Troll, Giant
19	Stirge	Wolverine	Dragon, Red	Ogre Mage	Wererat	Troll, Giant
20	Wyvern	Wolverine, Giant	Dragon, Red	Ogre Mage	Werewolf	Troll, Giant 2-Headed

1d20	Monster	NPC	Undead	Invertebrates	Water	Special
1	Centaur	Decoys	Banshee	Ant, Giant Queen (Hive)	Beetle, Giant Water	Demon, Succubus
2	Centaur	Decoys	Banshee	Ant, Giant Soldier	Beetle, Giant Water	Devil, Bearded
3	Dryad	Decoys	Banshee	Ant, Giant Worker	Crayfish, Giant	Devil, Green Scaly devil
4	Dryad	Escapees	Ghoul	Ant, Giant Worker	Crayfish, Giant	Devil, Pit Fiend
5	Faun	Escapees	Ghoul	Beetle, Giant Bombardier	Crocodile	Elemental, Air
6	Faun	Escapees	Ghoul	Beetle, Giant Bombardier	Crocodile	Elemental, Earth
7	Leprechaun	Escapees	Shadow	Beetle, Giant Fire	Crocodile	Elemental, Fire
8	Leprechaun	Joiners	Shadow	Beetle, Giant Fire	Crocodile, Giant	Elemental, Water
9	Minotaur	Joiners	Shadow	Beetle, Giant Stag	Eel, Giant Electric	Golem, Clay
10	Nymph	Runners	Shadow	Centipede, Giant	Eel, Giant Electric	Invisible Stalker
11	Nymph	Runners	Skeleton	Centipede, Huge	Fish, Giant Gar	Mephit, Fire
12	Owlbear	Runners	Skeleton	Centipede, Large	Fish, Giant Gar	Mephit, Lava
13	Owlbear	Searchers	Skeleton	Fly, Giant Blowfly	Fish, Giant Pike	Mephit, Smoke
14	Pseudo-Dragon	Searchers	Skeleton	Fly, Giant Horsefly	Fish, Giant Pike	Mephit, Steam
15	Slug, Giant	Searchers	Wraith	Scorpion, Giant	Frog, Giant	Necrophidius
16	Sylph	Searchers	Wraith	Spider, Giant	Nixie	Night Hag
17	Treant	Survivors	Zombie	Spider, Huge	Nixie	Nilbog
18	Treant	Survivors	Zombie	Spider, Large	Nixie	Quasit
19	Unicorn	Wolves ISC	Zombie, Vine	Spider, Phase	Toad, Giant	Sea Serpent
20	Worg	Wolves ISC	Zombie, Vine	Wasp, Giant	Toad, Giant Poisonous	Xorn

Graveyard

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bat	Badger	Dragon, Black	Ettin	Alchemist's Lab	Gnoll
2	Bat	Bear, Black	Dragon, Black	Ettin	Hamlet	Gnoll
3	Bat	Bear, Brown	Dragon, Black	Ettin	Men, Bandit	Gnoll
4	Bat, Mobat	Boar, Wild	Dragon, Black	Ettin	Men, Bandit	Goblin
5	Bat, Mobat	Dog, Wild	Dragon, Black	Ettin	Men, Bandit	Goblin
6	Bat, Giant	Hyena	Dragon, Green	Ettin	Men, Bandit	Goblin
7	Bat, Giant	Jackal	Dragon, Green	Ettin	Men, Brigand	Goblin
8	Bird	Rat	Dragon, Green	Ettin	Men, Brigand	Goblin
9	Bird	Rat	Dragon, Green	Giant, Hill	Men, Brigand	Goblin
10	Bird, Dire	Rat	Dragon, Green	Giant, Hill	Men, Brigand	Grimlock
11	Bird, Dire	Rat	Dragon, Green	Ogre	Men, Brigand	Grimlock
12	Bird, Giant	Rat, Giant	Dragon, Green	Ogre	Men, Pilgrim	Hobgoblin
13	Bird, Giant	Rat, Giant	Dragon, Green	Ogre	Men, Pilgrim	Hobgoblin
14	Gargoyle	Snake, Giant Adder	Dragon, Green	Ogre	Men, Pilgrim	Hobgoblin
15	Gargoyle	Snake, Giant Adder	Dragon, Green	Ogre	Men, Pilgrim	Orc
16	Vulchling	Snake, Giant Boa	Dragon, Red	Ogre	Men, Pilgrim	Orc
17	Vulchling	Snake, Giant Cobra	Dragon, Red	Ogre Mage	Men, Pilgrim	Orc
18	Vulchling	Snake, Giant, Amphisbaena	Dragon, Red	Ogre Mage	Wererat	Orc
19	Wyvern	Wolf	Dragon, Red	Ogre Mage	Wererat	Orc
20	Wyvern	Wolf, Dire	Dragon, Red	Ogre Mage	Wizard's Tower	Orc

1d20	Monster	NPC	Undead	Invertebrates	Water	Special
1	Amber Creeping Vine	Decoys	Banshee	Ant, Giant Queen (Hive)	Crayfish, Giant	Afreet
2	Amber Creeping Vine	Decoys	Coffer Corpse	Ant, Giant Soldier	Crayfish, Giant	Barghest
3	Amber Creeping Vine	Decoys	Ghast	Ant, Giant Worker	Crayfish, Giant	Caryatid Column
4	Basilisk	Decoys	Ghost	Beetle, Giant Bombardier	Crocodile	Demon, Class F
5	Basilisk	Decoys	Ghoul	Beetle, Giant Fire	Crocodile	Demonette
6	Behir	Escapees	Lich	Beetle, Giant Stag	Crocodile	Demoniac
7	Bulette	Escapees	Mummy	Centipede, Giant	Crocodile, Giant	Devil, Assaggim
8	Carcass Creeper	Escapees	Phantom	Centipede, Huge	Eel, Giant Electric	Devil, Erinyes
9	Carcass Creeper	Joiners	Shadow	Centipede, Large	Eel, Giant Electric	Devil, Shaitan
10	Carcass Creeper	Joiners	Skeleton	Centipede, Large	Spider, Giant Water	Devil, Soul Worm
11	Caterwaul	Runners	Skeleton Warrior	Fly, Giant Blowfly	Spider, Giant Water	Devilcat
12	Crypt Thing	Runners	Spectre	Fly, Giant Blowfly	Toad, Giant	Doppelgänger
13	Crypt Thing	Runners	Vampire	Fly, Giant Horsefly	Toad, Giant	Imp
14	Hell Hound	Searchers	Wight	Scorpion, Giant	Toad, Giant	Lemure
15	Jackalwere	Searchers	Will-o-the-Wisp	Spider, Giant	Toad, Giant	Mephit, Fire
16	Lamia	Survivors	Wraith	Spider, Huge	Toad, Giant	Mephit, Lava
17	Medusa	Survivors	Zombie	Spider, Large	Toad, Giant Poisonous	Mephit, Smoke
18	Naga, Spirit	Wolves ISC	Zombie, Juju	Spider, Large	Toad, Giant Poisonous	Mephit, Steam
19	Rot Grub	Wolves ISC	Zombie, Monster	Spider, Phase	Toad, Giant Poisonous	Necrophidius
20	Worg	Wolves ISC	Zombie, Vine	Wasp, Giant	Turtle, Giant Snapping	Night Hag

Hills

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bird	Cougar	Dragon, Black	Ettin	Elf	Bugbear
2	Bird	Cougar	Dragon, Bronze	Ettin	Farming Village	Bugbear
3	Bird	Dog, Wild	Dragon, Bronze	Ettin	Gnome	Bugbear
4	Bird, Dire	Dog, Wild	Dragon, Bronze	Ettin	Gnome	Bugbear
5	Bird, Dire	Horse, Wild	Dragon, Bronze	Giant, Hill	Gnome	Bugbear
6	Bird, Giant	Rat	Dragon, Gold	Giant, Hill	Halfling	Grimlock
7	Chimæra	Rat	Dragon, Green	Giant, Hill	Halfling	Grimlock
8	Cockatrice	Rat	Dragon, Green	Giant, Hill	Hamlet	Hobgoblin
9	Griffon	Rat, Giant	Dragon, Green	Giant, Hill	Men, Bandit	Hobgoblin
10	Harpy	Rat, Giant	Dragon, Red	Giant, Hill	Men, Bandit	Hobgoblin
11	Harpy	Snake, Giant Adder	Dragon, Red	Giant, Hill	Men, Bandit	Kobold
12	Harpy	Snake, Giant Adder	Dragon, Red	Ogre	Men, Brigand	Kobold
13	Nightmare	Snake, Giant Boa	Dragon, Red	Ogre	Men, Merchant	Orc
14	Pegasus	Snake, Giant Cobra	Dragon, Red	Ogre	Men, Merchant	Orc
15	Pixie	Snake, Giant, Amphisbaena	Dragon, Red	Ogre	Men, Merchant	Troll
16	Shedu	Wolf	Dragon, Red	Ogre	Men, Pilgrim	Troll
17	Stirge	Wolf	Dragon, Red	Ogre Mage	Stronghold	Troll
18	Stirge	Wolf	Dragon, Red	Ogre Mage	Wereboar	Troll
19	Vulchling	Wolf, Dire	Dragon, Red	Titan	Wererat	Troll, Giant
20	Wyvern	Wolverine	Dragon, Silver	Titan	Werewolf	Troll, Giant 2-Headed

1d20	Monster	NPC	Undead	Invertebrates	Water	Special
1	Basilisk	Decoys	Banshee	Ant, Giant Queen (Hive)	Crayfish, Giant	Barghest
2	Behir	Decoys	Ghast	Ant, Giant Queen (Hive)	Crayfish, Giant	Barghest
3	Blink Dog	Decoys	Ghost	Ant, Giant Soldier	Crayfish, Giant	Demon, Class B
4	Caterwaul	Escapees	Ghoul	Ant, Giant Soldier	Crocodile	Demon, Succubus
5	Coeurl	Escapees	Ghoul	Ant, Giant Soldier	Crocodile	Devil, Black Scaly devil
6	Dracolisk	Escapees	Ghoul	Ant, Giant Worker	Crocodile	Devil, Spiked
7	Leprechaun	Escapees	Lich	Beetle, Giant Bombardier	Crocodile, Giant	Devil, Spiked
8	Leprechaun	Escapees	Shadow	Beetle, Giant Fire	Eel, Giant Electric	Doppelgänger
9	Lizard, Giant Fire	Joiners	Shadow	Beetle, Giant Stag	Fish, Giant Gar	Elemental, Air
10	Lizard, Giant Fire	Joiners	Skeleton	Centipede, Giant	Fish, Giant Pike	Elemental, Earth
11	Medusa	Joiners	Skeleton	Centipede, Huge	Fish, Levithian	Elemental, Fire
12	Minotaur	Joiners	Skeleton	Centipede, Large	Frog, Giant	Elemental, Water
13	Naga, Guardian	Runners	Skeleton	Fly, Giant Blowfly	Frog, Giant	Genie
14	Owlbear	Runners	Spectre	Fly, Giant Horsefly	Nixie	Golem, Iron
15	Owlbear	Runners	Vampire	Scorpion, Giant	Nixie	Golem, Stone
16	Pseudo-Dragon	Searchers	Vampire	Spider, Giant	Spider, Giant Water	Homonculus
17	Rust Monster	Searchers	Wraith	Spider, Huge	Spider, Giant Water	Men, Berserker
18	Treant	Survivors	Zombie	Spider, Large	Toad, Giant	Nilbog
19	Unicorn	Wolves ISC	Zombie	Spider, Phase	Toad, Giant	Rakshasa
20	Worg	Wolves ISC	Zombie	Wasp, Giant	Toad, Giant Poisonous	Xorn

Jungle

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bat	Ape	Dragon, Black	Ettin	Men, Bandit	Flind
2	Bat	Ape	Dragon, Black	Ettin	Men, Bandit	Gnoll
3	Bat	Ape	Dragon, Bronze	Ettin	Men, Brigand	Gnoll
4	Bat, Mobat	Ape, Carnivorous	Dragon, Bronze	Ettin	Men, Brigand	Grimlock
5	Bat, Mobat	Ape, Carnivorous	Dragon, Green	Ettin	Men, Merchant	Grimlock
6	Bat, Mobat	Baboon	Dragon, Green	Ettin	Men, Merchant	Hobgoblin
7	Bat, Giant	Baboon	Dragon, Green	Ettin	Men, Merchant	Orc
8	Bat, Giant	Elephant, African	Dragon, Green	Ettin	Men, Merchant	Orc
9	Bat, Giant	Elephant, Asian	Dragon, Green	Giant, Cloud	Men, Merchant	Orc
10	Bat, Giant	Jackal	Dragon, Green	Giant, Cloud	Men, Pilgrim	Tribesman
11	Bird	Jackal	Dragon, Green	Giant, Fire	Men, Pilgrim	Tribesman
12	Bird, Dire	Jackal, Dire	Dragon, Green	Giant, Fire	Stronghold	Tribesman
13	Bird, Giant	Lion	Dragon, Green	Ogre	Village	Tribesman
14	Chimæra	Lizard, Giant Monitor	Dragon, Red	Ogre	Village	Tribesman
15	Cockatrice	Lizard, Giant Monitor	Dragon, Red	Ogre	Wereboar	Tribesman
16	Couatl	Rat	Dragon, Red	Ogre	Wereboar	Troll
17	Couatl	Rat	Dragon, Red	Ogre	Weretiger	Troll
18	Vulchling	Rat, Giant	Dragon, Red	Ogre	Weretiger	Troll, Giant
19	Wyvern	Tiger	Dragon, Red	Ogre Mage	Weretiger	Troll, Giant
20	Wyvern	Tiger	Dragon, Red	Ogre Mage	Werewolf	Troll, Giant 2-Headed

1d20	Monster	NPC	Undead	Invertebrates	Water	Special
1	Amber Creeping Vine	Decoys	Shadow	Ant, Giant Soldier	Crocodile	Afreet
2	Amber Creeping Vine	Decoys	Skeleton	Beetle, Giant Bombardier	Crocodile	Barghest
3	Amber Creeping Vine	Decoys	Skeleton	Beetle, Giant Boring	Eel, Giant Electric	Barghest
4	Amber Creeping Vine	Decoys	Skeleton	Beetle, Giant Boring	Eel, Giant Electric	Demon, Dretch
5	Ankheg	Escapees	Skeleton	Beetle, Giant Fire	Crocodile	Demon, Ekivu
6	Basilisk	Escapees	Zombie	Beetle, Giant Rhinoceros	Crocodile	Demon, Quasit
7	Basilisk	Escapees	Zombie	Beetle, Giant Rhinoceros	Frog, Giant	Demon, Uduk
8	Blink Dog	Escapees	Zombie	Beetle, Giant Stag	Frog, Giant	Demonette
9	Blink Dog	Joiners	Zombie, Juju	Centipede, Giant	Frog, Giant	Demoniac
10	Coeurl	Joiners	Zombie, Juju	Centipede, Huge	Hippopotamus	Devil, Bearded
11	Coeurl	Runners	Zombie, Juju	Centipede, Large	Hippopotamus	Devil, Blue Scaly devil
12	Dakon	Runners	Zombie, Monster	Fly, Giant Blowfly	Nixie	Devil, Pit Fiend
13	Dakon	Searchers	Zombie, Monster	Fly, Giant Blowfly	Spider, Giant Water	Devilcat
14	Dakon	Searchers	Zombie, Monster	Fly, Giant Horsefly	Spider, Giant Water	Doppelgänger
15	Dracolisk	Searchers	Zombie, Vine	Scorpion, Giant	Toad, Giant	Elemental, Air
16	Hell Hound	Searchers	Zombie, Vine	Spider, Giant	Toad, Giant	Elemental, Earth
17	Hell Hound	Survivors	Zombie, Vine	Spider, Huge	Toad, Giant Poisonous	Elemental, Fire
18	Rot Grub	Wolves ISC	Zombie, Vine	Spider, Large	Toad, Giant Poisonous	Elemental, Water
19	Rot Grub	Wolves ISC	Zombie, Vine	Spider, Phase	Turtle, Giant Snapping	Genie
20	Worg	Wolves ISC	Zombie, Vine	Wasp, Giant	Turtle, Giant Snapping	Mastodon

Lost World*

1d20	Airborne	Animal	Large Carnivore	Large Herbivore	Human	Humanoid
1	Archaeopteryx	Badger, Giant	Albertosaurus	Apatosaurus	Cavemen	Grimlock
2	Archaeopteryx	Bear, Cave	Albertosaurus	Apatosaurus	Cavemen	Grimlock
3	Bat, Giant	Bear, Cave	Albertosaurus	Argentinosaurus	Cavemen	Grimlock
4	Bat, Giant	Boar, Giant	Albertosaurus	Argentinosaurus	Cavemen	Grimlock
5	Bat, Giant	Hyena, Giant	Allosaurus	Brachiosaurus	Cavemen	Grimlock
6	Bat, Mobat	Jackal, Giant	Allosaurus	Camarasaurus	Cavemen	Grimlock
7	Bat, Mobat	Lion, Cave	Allosaurus	Camarasaurus	Cavemen	Troglodyte
8	Bird, Dire	Mammoth	Gorgosaurus	Centrosaurus	Cavemen	Troglodyte
9	Bird, Dire	Mammoth	Gorgosaurus	Cetiosaurus	Cavemen	Troglodyte
10	Bird, Giant	Mastodon	Gorgosaurus	Cetiosaurus	Cavemen	Troglodyte
11	Bird, Giant	Rat, Giant	Saurophaganax	Diceratops	Cavemen	Troglodyte
12	Pteranodon	Rhinoceros, Woolly	Saurophaganax	Diplodocus	Cavemen, Advanced	Troglodyte
13	Pteranodon	Snake, Giant Adder	Saurophaganax	Diplodocus	Cavemen, Advanced	Troglodyte
14	Pteranodon	Snake, Giant Boa	Tarbosaurus	Monoclonius	Cavemen, Advanced	Troglodyte
15	Pterodactyl	Tiger, Smilodon	Tarbosaurus	Pentaceratops	Cavemen, Advanced	Troglodyte
16	Pterodactyl	Tiger, Smilodon	Tarbosaurus	Pentaceratops	Cavemen, Advanced	Troglodyte
17	Quetzalcoatlus	Wolf, Dire	Tyrannosaurus	Styracosaurus	Dinosauroid	Troll
18	Quetzalcoatlus	Wolf, Dire	Tyrannosaurus	Styracosaurus	Dinosauroid	Troll
19	Rhamphorynchus	Wolf, Dire	Tyrannosaurus	Triceratops	Dinosauroid	Troll
20	Rhamphorynchus	Wolverine, Giant	Tyrannosaurus	Triceratops	Time-Lost Village	Troll

1d20	Other Dinosaurs	NPC	Undead	Invertebrates	Water	Special
1	Anklyosaurus	Escapees	Skeleton	Beetle, Giant Bombardier	Archelon	Achaierai
2	Ceratosaurus	Escapees	Skeleton	Beetle, Giant Boring	Crocodile, Giant	Achaierai
3	Ceratosaurus	Escapees	Skeleton	Beetle, Giant Fire	Dunkleosteus	Barghest
4	Compsognathus	Escapees	Skeleton	Beetle, Giant Rhinoceros	Dunkleosteus	Demon, Class A
5	Deinonychus	Escapees	Skeleton	Beetle, Giant Stag	Elasmosaurus	Demon, Class B
6	Dilophosaurus	Escapees	Skeleton	Centipede, Giant	Kraken	Demon, Class F
7	Dimetrodon	Runners	Skeleton	Centipede, Giant	Mosasaurus	Demon, Dretch
8	Dimetrodon	Runners	Skeleton	Centipede, Huge	Nothosaurus	Demon, Ekivu
9	Euparkeria	Searchers	Wight	Centipede, Huge	Octopus, Giant	Demon, Quasit
10	Iguanadon	Searchers	Wight	Centipede, Large	Plesiosaurus	Demon, Uduk
11	Iguanadon	Survivors	Wight	Centipede, Large	Plesiosaurus	Devil, Assaggim
12	Iguanadon	Survivors	Wraith	Fly, Giant Blowfly	Sea Serpent	Devil, Horned
13	Ornitholestes	Survivors	Wraith	Fly, Giant Blowfly	Shark	Devil, Horned
14	Phorusrhacid	Survivors	Zombie	Fly, Giant Horsefly	Spider, Giant Water	Devil, Ice
15	Phorusrhacid	Survivors	Zombie	Scorption, Giant	Squid, Giant	Devil, Ice
16	Plateosaurus	Survivors	Zombie	Spider, Giant	Toad, Giant	Devil, Imp
17	Plateosaurus	Survivors	Zombie	Spider, Huge	Toad, Giant Poisonous	Devil, Pit Fiend
18	Stegosaurus	Time Travellers, “Future”	Zombie	Spider, Large	Turtle, Giant Sea	Devil, Shaitan
19	Stegosaurus	Time Travellers, “Past”	Zombie	Wasp, Giant	Turtle, Giant Snapping	Devil, Soul Worm
20	Velociraptor	Time Travellers, “Present”	Zombie	Wasp, Giant	Whale	Kullule

Marine

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bird	Ape, Carnivorous	Dragon, Black	Giant, Cloud	Fishing Village	Flind
2	Bird	Boar, Giant	Dragon, Black	Giant, Cloud	Men, Bandit	Gnoll
3	Bird	Boar, Warthog	Dragon, Blue	Giant, Storm	Men, Bandit	Gnoll
4	Bird	Dog, Wild	Dragon, Brass	Giant, Storm	Men, Brigand	Gnoll (S5, WD2)
5	Bird, Dire	Horse, Wild	Dragon, Bronze	Giant, Storm	Men, Buccaneer	Goblin
6	Bird, Dire	Jackal	Dragon, Bronze	Giant, Storm	Men, Buccaneer	Goblin
7	Bird, Dire	Jackal	Dragon, Bronze	Giant, Storm	Men, Buccaneer	Grimlock
8	Bird, Giant	Lizard, Giant	Dragon, Copper	Giant, Storm	Men, Merchant	Grimlock
9	Bird, Giant	Lizard, Giant Monitor	Dragon, Gold	Giant, Storm	Men, Merchant	Hobgoblin
10	Bird, Giant	Lizard, Giant Monitor	Dragon, Gold	Giant, Storm	Men, Merchant	Hobgoblin
11	Chimæra	Lizard, Giant Monitor	Dragon, Gold	Ogre	Men, Merchant	Hobgoblin
12	Chimæra	Lizard, Giant Monitor	Dragon, Gold	Ogre	Men, Pilgrim	Kobold
13	Chimæra	Rat	Dragon, Green	Ogre	Men, Pirate	Orc
14	Cockatrice	Rat	Dragon, Red	Ogre	Men, Pirate	Orc
15	Cockatrice	Rat	Dragon, Red	Ogre	Men, Pirate	Orc
16	Harpy	Rat, Giant	Dragon, Red	Ogre	Wereboar	Troll
17	Harpy	Rat, Giant	Dragon, Red	Ogre	Wererat	Troll
18	Manticore	Snake, Giant Adder	Dragon, Red	Ogre Mage	Wererat	Troll
19	Nightmare	Snake, Giant Adder	Dragon, Red	Ogre Mage	Weretiger	Troll, Giant
20	Wyvern	Snake, Giant Adder	Dragon, Silver	Ogre Mage	Werewolf	Troll, Giant 2-Headed

1d20	Monster	NPC	Undead	Invertebrates	Water	Special
1	Basilisk	Decoys	Banshee	Centipede, Giant	Barracuda	Dark Stalker
2	Behir	Decoys	Lich	Centipede, Giant	Crab, Giant	Demon, Quasit
3	Blink Dog	Escapees	Shadow	Centipede, Huge	Crab, Giant	Demon, Quasit
4	Caterwaul	Escapees	Shadow	Centipede, Huge	Crab, Giant	Demon, Succubus
5	Crabman	Escapees	Skeleton	Centipede, Large	Crab, Giant	Demon, Succubus
6	Crabman	Joiners	Skeleton	Centipede, Large	Eel, Giant Moray	Devil, Imp
7	Crabman	Joiners	Skeleton	Fly, Giant Blowfly	Eel, Giant Weed	Elemental, Water
8	Crabman	Joiners	Skeleton	Fly, Giant Blowfly	Kraken	Elemental, Water
9	Cyclops	Joiners	Skeleton	Fly, Giant Blowfly	Locathah	Elemental, Water
10	Cyclops	Joiners	Spectre	Fly, Giant Horsefly	Locathah	Homonculus
11	Cyclops	Joiners	Wight	Fly, Giant Horsefly	Merman	Invisible Stalker
12	Hell Hound	Joiners	Wight	Fly, Giant Horsefly	Merman	Iron Golem
13	Jackalwere	Runners	Wight	Scorpion, Giant	Sea Serpent	Mephit, Fire
14	Jackalwere	Runners	Will-o-the-Wisp	Scorpion, Giant	Sea Serpent	Mephit, Lava
15	Lizard Man	Runners	Will-o-the-Wisp	Scorpion, Giant	Shark	Mephit, Smoke
16	Lizard Man	Searchers	Wraith	Spider, Giant	Shark	Mephit, Steam
17	Lizard Man	Searchers	Zombie	Spider, Huge	Shark	Night Hag
18	Pseudo-Dragon	Survivors	Zombie	Spider, Large	Triton	Rakshasa
19	Unicorn	Wolves ISC	Zombie	Spider, Phase	Turtle, Giant Sea	Troll, Spectral
20	Worg	Wolves ISC	Zombie	Wasp, Giant	Whale	Xorn

Mountains

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bat	Bear, Black	Dragon, Bronze	Ettin	Dwarf	Bugbear
2	Bat	Bear, Brown	Dragon, Bronze	Giant, Cloud	Dwarf	Bugbear
3	Bird	Bear, Brown	Dragon, Bronze	Giant, Cloud	Dwarf	Bugbear
4	Bird	Cougar	Dragon, Bronze	Giant, Fire	Dwarf, Mountain	Bugbear
5	Bird, Dire	Cougar	Dragon, Gold	Giant, Fire	Dwarf, Mountain	Goblin
6	Bird, Dire	Cougar	Dragon, Gold	Giant, Fire	Keep, Small	Goblin
7	Bird, Giant	Cougar	Dragon, Gold	Giant, Fire	Men, Bandit	Goblin
8	Griffon	Dog, Wild	Dragon, Gold	Giant, Hill	Men, Bandit	Goblin
9	Griffon	Dog, Wild	Dragon, Green	Giant, Stone	Men, Bandit	Goblin
10	Griffon	Dog, Wild	Dragon, Red	Giant, Stone	Men, Brigand	Goblin
11	Harpy	Lizard, Giant Cave	Dragon, Red	Giant, Stone	Men, Brigand	Grimlock
12	Harpy	Lizard, Giant Cave	Dragon, Red	Giant, Stone	Men, Merchant	Grimlock
13	Hippogriff	Rat	Dragon, Red	Giant, Storm	Men, Merchant	Hobgoblin
14	Hippogriff	Rat	Dragon, Red	Giant, Storm	Men, Pilgrim	Hobgoblin
15	Nightmare	Rat	Dragon, Red	Ogre	Men, Pilgrim	Troll
16	Pegasus	Rat, Giant	Dragon, Red	Ogre	Men, Pilgrim	Troll
17	Roc	Rat, Giant	Dragon, Silver	Ogre	Village, Mining	Troll, Giant
18	Stirge	Snake, Giant Adder	Dragon, Silver	Ogre Mage	Werebear	Troll, Giant
19	Stirge	Snake, Giant Adder	Dragon, Silver	Ogre Mage	Werebear	Troll, Giant
20	Stirge	Snake, Giant Adder	Dragon, Silver	Titan	Wereboar	Troll, Giant

1d20	Monster	NPC	Undead	Invertebrates	Water	Special
1	Cyclops	Decoys	Ghast	Centipede, Giant	Beetle, Giant Water	Demon, Class F
2	Cyclops	Decoys	Ghost	Centipede, Giant	Beetle, Giant Water	Demon, Quasit
3	Cyclops	Decoys	Ghost	Centipede, Huge	Beetle, Giant Water	Demon, Quasit
4	Cyclops	Escapees	Ghoul	Centipede, Huge	Beetle, Giant Water	Devil, Black Scaly devil
5	Hell Hound	Joiners	Ghoul	Centipede, Large	Beetle, Giant Water	Devil, Ice
6	Hell Hound	Joiners	Ghoul	Centipede, Large	Frog, Giant	Devil, Imp
7	Jackalwere	Joiners	Lich	Fly, Giant Blowfly	Frog, Giant	Devil, Imp
8	Jackalwere	Joiners	Lich	Fly, Giant Blowfly	Frog, Giant	Doppelgänger
9	Lizard, Giant Fire	Runners	Skeleton	Fly, Giant Horsefly	Naga, Water	Elemental, Air
10	Lizard, Giant Fire	Searchers	Skeleton	Scorpion, Giant	Nixie	Elemental, Earth
11	Medusa	Searchers	Skeleton Warrior	Scorpion, Giant	Nixie	Elemental, Earth
12	Medusa	Searchers	Skeleton Warrior	Spider, Giant	Nixie	Elemental, Earth
13	Medusa	Searchers	Vampire	Spider, Giant	Nixie	Elemental, Fire
14	Medusa	Survivors	Vampire	Spider, Huge	Toad, Giant	Elemental, Water
15	Rust Monster	Survivors	Vampire	Spider, Huge	Toad, Giant	Night Hag
16	Rust Monster	Survivors	Wraith	Spider, Large	Toad, Giant	Nilbog
17	Unicorn	Wolves ISC	Wraith	Spider, Large	Toad, Giant Poisonous	Rakshasa
18	Unicorn	Wolves ISC	Wraith	Spider, Phase	Toad, Giant Poisonous	Tiger, Smilodon
19	Worg	Wolves ISC	Zombie	Wasp, Giant	Toad, Giant Poisonous	Troll, Spectral
20	Worg	Wolves ISC	Zombie	Wasp, Giant	Turtle, Giant Snapping	Xorn

Plains

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bat	Buffalo	Dragon, Black	Ettin	Halfling	Flind
2	Bat, Giant	Buffalo	Dragon, Blue	Ettin	Halfling	Gnoll
3	Bird	Bull	Dragon, Blue	Ettin	Halfling	Gnoll
4	Bird	Cattle, Wild	Dragon, Brass	Ettin	Halfling	Goblin
5	Bird	Horse, Draft	Dragon, Bronze	Ettin	Halfling	Goblin
6	Bird, Dire	Horse, Heavy	Dragon, Bronze	Giant, Hill	Men, Bandit	Goblin
7	Bird, Dire	Horse, Light	Dragon, Copper	Giant, Hill	Men, Bandit	Goblin
8	Bird, Dire	Horse, Medium	Dragon, Gold	Giant, Hill	Men, Brigand	Grimlock
9	Bird, Giant	Horse, Pony	Dragon, Gold	Giant, Hill	Men, Brigand	Grimlock
10	Bird, Giant	Horse, Wild	Dragon, Green	Giant, Hill	Men, Merchant	Hobgoblin
11	Shedu	Hyena	Dragon, Green	Giant, Hill	Men, Merchant	Kobold
12	Sphinx, Hieraco-	Hyena, Dire	Dragon, Green	Ogre	Men, Merchant	Kobold
13	Sphinx, Andro-	Lion	Dragon, Green	Ogre	Men, Merchant	Kobold
14	Sphinx, Crio-	Rhinoceros	Dragon, Red	Ogre	Men, Nomad	Orc
15	Sphinx, Gyno-	Rhinoceros, Woolly	Dragon, Red	Ogre	Men, Nomad	Orc
16	Stirge	Snake, Giant Adder	Dragon, Red	Ogre	Men, Nomad	Orc
17	Stirge	Snake, Giant Boa	Dragon, Red	Ogre	Men, Nomad	Troll
18	Wyvern	Snake, Giant Cobra	Dragon, Red	Ogre (S3)	Men, Pilgrim	Troll
19	Wyvern	Snake, Giant, Amphisbaena	Dragon, Red	Ogre Mage	Tower, Wizard	Troll, Giant
20	Wyvern	Tiger	Dragon, Silver	Titan	Village, Farming	Troll, Giant 2-Headed

1d20	Monster	NPC	Undead	Invertebrates	Water	Special
1	Ankheg	Decoys	Banshee	Beetle, Giant Bombardier	Beetle, Giant Water	Afreet
2	Ankheg	Decoys	Coffer Corpse	Beetle, Giant Fire	Beetle, Giant Water	Ape, Carnivorous
3	Ankheg	Escapees	Ghast	Centipede, Giant	Beetle, Giant Water	Barghest
4	Ankheg	Escapees	Ghost	Centipede, Giant	Crayfish, Giant	Demon, Ekivu
5	Basilisk	Joiners	Ghoul	Centipede, Huge	Crayfish, Giant	Demon, Uduk
6	Blink Dog	Joiners	Ghoul	Centipede, Large	Crocodile	Demonette
7	Blink Dog	Joiners	Lich	Fly, Giant Blowfly	Crocodile	Demoniac
8	Bulette	Joiners	Mummy	Fly, Giant Blowfly	Eel, Giant Electric	Devil, Blue Scaly devil
9	Bulette	Joiners	Phantom	Fly, Giant Blowfly	Eel, Giant Electric	Devil, Erinyes
10	Centaur	Runners	Shadow	Fly, Giant Horsefly	Fish, Giant Gar	Devil, Imp
11	Centaur	Runners	Skeleton	Scorpion, Giant	Fish, Giant Gar	Devil, Lemure
12	Centaur	Searchers	Skeleton	Scorpion, Giant	Fish, Giant Pike	Devil, Soul Worm
13	Jackalwere	Searchers	Skeleton Warrior	Scorpion, Giant	Frog, Giant	Devil, Spiked
14	Owlbear	Searchers	Spectre	Spider, Giant	Frog, Giant	Dragon, White
15	Pseudo-Dragon	Survivors	Vampire	Spider, Huge	Nixie	Elemental, Earth
16	Purple Worm	Survivors	Wight	Spider, Large	Spider, Giant Water	Golem, Flesh
17	Purple Worm	Survivors	Wraith	Spider, Phase	Spider, Giant Water	Kullule
18	Purple Worm	Survivors	Zombie	Wasp, Giant	Toad, Giant	Nilbog
19	Purple Worm	Wolves ISC	Zombie	Wasp, Giant	Toad, Giant	Phorusrhacid
20	Worg	Wolves ISC	Zombie	Wasp, Giant	Toad, Giant Poisonous	Velociraptor

Rural

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bat	Badger	Dragon, Blue	Ettin	Halfling	Gnoll
2	Bat	Bear, Brown	Dragon, Bronze	Ettin	Halfling	Gnoll
3	Bat	Bull	Dragon, Bronze	Ettin	Halfling	Gnoll
4	Bat	Cat, Domestic	Dragon, Bronze	Ettin	Men, Bandit	Goblin
5	Bat	Cat, Domestic	Dragon, Bronze	Ettin	Men, Bandit	Goblin
6	Bat	Cat, Domestic	Dragon, Bronze	Ettin	Men, Brigand	Goblin
7	Bat, Giant	Cattle, Wild	Dragon, Gold	Ettin	Men, Brigand	Hobgoblin
8	Bat, Giant	Cattle, Wild	Dragon, Gold	Ettin	Men, Merchant	Hobgoblin
9	Bird	Dog, War	Dragon, Green	Giant, Cloud	Men, Merchant	Hobgoblin
10	Bird	Dog, War	Dragon, Green	Giant, Fire	Men, Pilgrim	Kobold
11	Bird	Dog, Wild	Dragon, Red	Giant, Hill	Men, Pilgrim	Kobold
12	Bird	Horse, Draft	Dragon, Red	Giant, Storm	Men, Pilgrim	Kobold
13	Bird	Horse, Heavy	Dragon, Red	Ogre	Men, Pilgrim	Kobold
14	Bird	Horse, Light	Dragon, Silver	Ogre	Werebear	Orc
15	Bird, Dire	Horse, Medium	Dragon, Silver	Ogre	Wereboar	Orc
16	Bird, Dire	Horse, Pony	Dragon, Silver	Ogre	Wererat	Orc
17	Bird, Giant	Horse, Wild	Dragon, Gold	Ogre Mage	Wererat	Orc
18	Bird, Giant	Rat	Dragon, Gold	Ogre Mage	Wererat	Orc
19	Wyvern	Rat	Dragon, Gold	Ogre Mage	Wererat	Troll
20	Wyvern	Wolf	Dragon, Gold	Ogre Mage	Werewolf	Troll

1d20	Monster	NPC	Undead	Invertebrates	Water	Special
1	Ankheg	Decoys	Ghast	Ant, Giant Soldier	Crayfish, Giant	Amber Creeping Vine
2	Ankheg	Decoys	Ghost	Beetle, Giant Stag	Crayfish, Giant	Barghest
3	Faun	Escapees	Ghoul	Centipede, Giant	Crayfish, Giant	Barghest
4	Faun	Escapees	Ghoul	Centipede, Huge	Crayfish, Giant	Crabman
5	Hell Hound	Joiners	Lich	Centipede, Large	Crayfish, Giant	Dakon
6	Hell Hound	Joiners	Mummy	Fly, Giant Blowfly	Crocodile	Demon, Class C
7	Lizard Man	Joiners	Phantom	Fly, Giant Blowfly	Crocodile	Demon, Quasit
8	Lizard Man	Joiners	Poltergeist	Fly, Giant Blowfly	Crocodile	Demon, Succubus
9	Naga, Guardian	Joiners	Shadow	Fly, Giant Blowfly	Eel, Giant Electric	Demonette
10	Naga, Guardian	Joiners	Shadow	Scorpion, Giant	Fish, Giant Gar	Demonette
11	Otyugh, Greater	Joiners	Shadow	Scorpion, Giant	Fish, Giant Pike	Demoniac
12	Otyugh, Greater	Runners	Skeleton	Spider, Giant	Frog, Giant	Demoniac
13	Otyugh, Lesser	Runners	Skeleton Warrior	Spider, Giant	Frog, Giant	Devil, Horned
14	Otyugh, Lesser	Runners	Spectre	Spider, Huge	Nixie	Devil, Imp
15	Owlbear	Searchers	Vampire	Spider, Huge	Sea Serpent	Devil, Red Scaly devil
16	Owlbear	Searchers	Wight	Spider, Large	Toad, Giant	Golem, Clay
17	Rot Grub	Survivors	Wraith	Spider, Large	Toad, Giant	Hydra
18	Rot Grub	Survivors	Zombie	Spider, Large	Toad, Giant Poisonous	Will o'the Wisp
19	Shambling Mound	Wolves ISC	Zombie	Spider, Large	Toad, Giant Poisonous	Yeti
20	Shambling Mound	Wolves ISC	Zombie, Monster	Spider, Phase	Turtle, Giant Snapping	Zombie, Vine

Tundra

1d20	Airborne	Animal	Dragon	Giant	Human	Humanoid
1	Bird	Bear, Brown	Dragon, Black	Giant, Cloud	Men, Bandit	Bugbear
2	Bird, Dire	Bear, Black	Dragon, Black	Giant, Cloud	Men, Bandit	Bugbear
3	Bird, Giant	Bear, Polar	Dragon, Black	Giant, Cloud	Men, Bandit	Flind
4	Chimæra	Bear, Polar	Dragon, Black	Giant, Frost	Men, Bandit	Flind
5	Cockatrice	Bear, Polar	Dragon, Bronze	Giant, Frost	Men, Berserker	Gnoll
6	Cockatrice	Dog, Wild	Dragon, Bronze	Giant, Frost	Men, Berserker	Gnoll
7	Griffon	Dog, Wild	Dragon, Bronze	Giant, Frost	Men, Berserker	Goblin
8	Harpy	Dog, Wild	Dragon, Bronze	Giant, Frost	Men, Berserker	Goblin
9	Hippogriff	Walrus	Dragon, Bronze	Giant, Frost	Men, Berserker	Hobgoblin
10	Nightmare	Walrus	Dragon, Red	Giant, Frost	Men, Brigand	Hobgoblin
11	Pegasus	Walrus	Dragon, Red	Giant, Frost	Men, Brigand	Kobold
12	Roc	Wolf	Dragon, Red	Giant, Frost	Men, Brigand	Orc
13	Shedu	Wolf	Dragon, Red	Giant, Stone	Men, Merchant	Orc
14	Sphinx, Hieraco-	Wolf	Dragon, Red	Giant, Storm	Men, Merchant	Orc
15	Sphinx, Andro-	Wolf	Dragon, White	Giant, Storm	Men, Merchant	Troll
16	Sphinx, Crio-	Wolf	Dragon, White	Giant, Storm	Men, Pilgrim	Troll, Giant
17	Sphinx, Gyno-	Wolf	Dragon, White	Giant, Storm	Men, Pilgrim	Troll, Giant 2-Headed
18	Stirge	Wolverine	Dragon, White	Giant, Storm	Port, Smuggler	Troll, Ice
19	Vulchling	Wolverine	Dragon, White	Giant, Storm	Village, Fishing	Troll, Ice
20	Wyvern	Wolverine	Dragon, White	Giant, Storm	Werewolf	Troll, Ice

1d20	Monster	NPC	Undead	Vermin	Water	Special
1	Basilisk	Decoys	Ghast	Beetle, Giant Stag	Barracuda	Aerial Servant
2	Blink Dog	Decoys	Ghoul	Beetle, Giant Stag	Barracuda	Ape, Carnivorous
3	Blink Dog	Decoys	Ghoul	Beetle, Giant Stag	Crab, Giant	Barghest
4	Blink Dog	Decoys	Ghoul	Beetle, Giant Stag	Eel, Giant Moray	Barghest
5	Coeurl	Escapees	Skeleton	Beetle, Giant Stag	Fish, Levithian	Demonette
6	Remorhaz	Escapees	Skeleton	Beetle, Giant Water	Kraken	Demoniac
7	Remorhaz	Escapees	Skeleton	Beetle, Giant Water	Nixie	Devil, Ice
8	Remorhaz	Joiners	Vampire	Beetle, Giant Water	Octopus, Giant	Devil, Ice
9	Remorhaz	Joiners	Wight	Beetle, Giant Water	Octopus, Giant	Devilcat
10	Remorhaz	Runners	Wight	Centipede, Giant	Octopus, Giant	Elemental, Fire
11	Worg	Runners	Wight	Centipede, Huge	Portuguese Man O'War	Elemental, Fire
12	Worg	Runners	Will-o-the-Wisp	Centipede, Large	Sea Serpent	Elf
13	Worg	Searchers	Will-o-the-Wisp	Fly, Giant Blowfly	Shark	Halfling
14	Worg	Searchers	Wraith	Fly, Giant Horsefly	Shark	Imp
15	Yeti	Survivors	Zombie	Spider, Giant	Squid, Giant	Kullule
16	Yeti	Survivors	Zombie	Spider, Huge	Squid, Giant	Lemure
17	Yeti	Wolves ISC	Zombie	Spider, Large	Turtle, Giant Sea	Scaly devil, White
18	Yeti	Wolves ISC	Zombie	Spider, Phase	Turtle, Giant Sea	Pterodactyl
19	Yeti	Wolves ISC	Zombie	Spider, Phase	Walrus	Quasit
20	Yeti	Wolves ISC	Zombie, Monster	Spider, Phase	Walrus	Quasit

Dinosaur Encounter Table

1d8	Result
1	Tyrannosaurids & Allosaurids
2	Hadrosaurids
3	Sauropods
4	Ceratopsians
5	Other Dinosaurs I
6	Other Dinosaurs II
7	Marine Dinosaurs
8	Flying Dinosaurs

Tyrannosaurids & Allosaurids

1d6	Result	Era
1	Albertosaurus	Cretaceous
2	Allosaurus	Jurassic
3	Gorgosaurus	Cretaceous
4	Saurophaganax	Jurassic
5	Tarbosaurus	Cretaceous
6	Tyrannosaurus	Cretaceous

Hadrosaurids

1d6	Result	Era
1	Charonosaurus	Cretaceous
2	Edmontosaurus	Cretaceous
3	Hyphacrosaurus	Cretaceous
4	Sauralophus	Cretaceous
5	Shantungosaurus	Cretaceous
6	Telmatosaurus	Cretaceous

Sauropods

1d6	Result	Era
1	Apatosaurus	Jurassic
2	Argentinosaurus	Cretaceous
3	Brachiosaurus	Jurassic
4	Camarasaurus	Jurassic
5	Cetiosaurus	Jurassic
6	Diplodocus	Jurassic

Ceratopsians

1d6	Result	Era
1	Centrosaurus	Cretaceous
2	Diceratops	Cretaceous
3	Monoclonius	Cretaceous
4	Pentaceratops	Cretaceous
5	Styracosaurus	Cretaceous
6	Triceratops	Cretaceous

Other Dinosaurs I

1d6	Result	Era
1	Anklyosaurus	Cretaceous
2	Ceratosaurus	Jurassic
3	Iguanadon	Cretaceous
4	Plateosaurus	Triassic
5	Stegosaurus	Jurassic
6	Velociraptor	Cretaceous

Other Dinosaurs II

1d6	Result	Era
1	Compsognathus	Jurassic
2	Deinonychus	Cretaceous
3	Dilophosaurus	Jurassic
4	Dimetrodon	Permian
5	Euparkeria	Triassic
6	Ornitholestes	Jurassic

Marine Dinosaurs

1d6	Result	Era
1	Archelon	Cretaceous
2	Dunkleosteus	Devonian
3	Elasmosaurus	Cretaceous
4	Mosasaurus	Cretaceous
5	Nothosaurus	Triassic
6	Plesiosaurus	Jurassic

Flying Dinosaurs

1d6	Result	Era
1	Archaeopteryx	Jurassic
2	Pteranodon	Cretaceous
4-5	Pterodactyl	Jurassic
5	Quetzalcoatlus	Cretaceous
6	Rhamphorynchus	Jurassic

CHAPTER V:

MONSTERS

The following material is by no means an exhaustive list of creatures that may be found in OSRIC-compatible games. It is intended only as a brief introduction to the vast range of creatures available under the system. Of course, several books published in the 1970s and 80s contain other suitable creatures. The reader's attention is also respectfully drawn to ***Monsters of Myth***, published by the First Edition Society and printed by Lulu (*http://www.lulu.com*), for a further 150 or so creatures that have not previously appeared in an OSRIC-compatible hardcover book.

MONSTER STATISTICS

Each of the monsters in this book has a number of listed characteristics. The meaning of each characteristic is as follows:

Frequency: The monster's relative rarity in a typical game world can fall into five categories. A unique monster is the only one in existence. Very rare monsters are seldom encountered, and when seen it is a matter of great interest to naturalists and sages. A rare monster is one usually known to the average peasant, but only in rumour and folklore. Uncommon creatures are known to the common folk but infrequently seen. Common creatures are familiar, and when they are seen, it may be cause for alarm but not surprise.

No. Encountered: This is only a guideline for the GM and should vary according to the circumstances. It is quite possible to encounter a lone orc, for example.

Size: Three categories are possible here, being small (i.e. of less weight or mass than a normal human), medium or man-sized (i.e. weighing roughly the same as a human), and large (generally bigger than a human).

Move: Movement is expressed in feet per turn or round (see Chapter II). Flying creatures' aerial agility level (see Chapter II) is indicated thus: "AA: level" in brackets.

Armour Class: Armour class is as described in Chapter II. The AC value for a creature does not necessarily mean it is wearing the equivalent armour type, so an AC 5 creature may not necessarily be wearing chain mail, even if it is generally similar to a human.

Hit Dice: The number of hit points for a creature is determined by rolling dice. Usually hit dice are d8s unless otherwise specified. Some creatures have hit points in the format "X+Y" or "X-Y", in which case "X" refers to the number of dice rolled and "Y" refers to a numerical adjustment applied to the total (note in the case of X-Y the resulting hit points cannot be less than 1). Thus, a creature with HD 4+1 has 4d8+1 hp, for a total numerical range of 5-33.

Attacks: This entry refers to the number of attacks per round the creature normally possesses in melee. This number may be modified by certain spells such as haste or slow and does not include any special attack forms such as a breath weapon. Note the distinction between "attacks" and "attack routines" as described in Chapter II—many creatures have several attacks, but very few have several separate attack routines. In the rare cases where one does, this is described in the creature text.

Damage: This entry indicates the number and type of dice to be rolled for damage if the creature's physical attacks hit. If the value provided is "by weapon" the GM should decide what weapon the monster is using and refer to Chapter II. In some cases the damage inflicted may include a magical element, poison, or some other effect requiring a saving throw or other special ruling, but in this case the attack form will be listed as a "special attack" and detailed in the creature text.

Special Attacks: This entry is a short note regarding any unusual attack forms the creature might possess. Unless the special attack are so simple as to be self-evident, these unusual attacks are fully explained in the creature text.

Special Defences: This entry, like the entry for special attacks, is really just a signal to the GM that the monster has unusual or magical protections described in the creature text.

Magic Resistance: This is the chance, expressed as a percentage, that the creature will be unaffected by any magic specifically targeted at it. Even if the chance fails, the creature may still receive a saving throw if the spell or magical attack form normally calls for one. This percentage is predicated on a caster of 11th level of experience, and should be varied by 5% upwards or downwards per experience level of the caster above or below 11th respectively.

Lair Probability: This is the chance that the creature will be encountered in its lair. Creatures not met in their lair are termed "wandering". Generally, most creatures will keep some or most of their treasure in their lair, so if the monster is wandering, the players will normally need to find the lair to obtain its full treasure.

Intelligence: This indicates the intelligence of the creature relative to the average human. Possible values include "Non-", "Animal", "Semi-", "Low", "Average", "Very", "High", "Exceptional", "Genius" or occasionally even higher. A non-intelligent creature has an effective intelligence of 0 and a genius has an effective intelligence of 18.

Alignment: See the description of alignment in Chapter I. The alignment shown for any given type of monster may not represent the alignment of an individual creature of that type. In the case of less intelligent monsters, there is usually little variation, but a few of the more intelligent ones might deviate from the prevailing alignment by a small amount. Thus it is possible to have a Neutral Evil goblin, or even a tribe of Neutral Evil goblins—but good aligned ones would be rare in the extreme.

This does not impinge on the GM's right to make sweeping adjustments to creature alignments for the purposes of a specific campaign.

Level/XP Value: This represents a pre-calculation of the creature's xp value and level as determined in Chapter III. Note that the Chapter III guidelines are exactly that—guidelines. In some cases the xp value has been adjusted to take account of special factors and could not be reached by the Chapter III method. In case of conflict, the values given in Chapter IV should prevail.

Treasure: Treasure values are for the maximum possible number of creatures encountered. If fewer than the maximum number of creatures are met, the GM should give thought to reducing the treasure shown proportionally. A percentage listed in brackets indicates the chance that treasure will appear; otherwise, there will be nothing. "Maps", where listed, will be maps of parts of the dungeon or wilderness near where the monster lairs—they may, or may not, show where traps and/or treasure may be found.

TRIBAL SPELL CASTERS

There are two types of tribal spell casters, shamans (clerics) and witch doctors (cleric/magic users). The following races are examples of creatures that have these spell casters: Batrachians, Bugbears, Cavemen, Ettins, Giants, Gnolls, Goblins, Hobgoblins, Kobolds, Lizard Men, Ogres, Orcs, Troglodytes, and Trolls.

SHAMAN

Shamans are tribal clerics of 7th level and less. The level of the shaman is restricted based on the race of the tribe. The number of spells received is based solely on the level of the shaman; there is no bonus for wisdom scores.

Third Level Maximum	Fifth Level Maximum	Seventh Level Maximum
Ettin	Bugbear	Giant (only Hill, Stone, Fire, and Frost)
Ogre	Gnoll	Goblin
Troglodyte	Kobold	Hobgoblin
Troll	Orc	Lizard Man
Anuran	Batrachian	

Only the following spells and their reverses (if any) are available to shamans:

First Level	Second Level	Third Level	Fourth Level
Cure light wounds	Augury	Cure blindness	Divination
Detect evil	Chant	Cure disease	Exorcise
Detect magic	Detect charm	Dispel magic	Neutralise poison
Light	Resist fire	Locate object	Tongues
Protection from evil	Snake charm	Prayer	
Resist fear	Speak with animals	Remove curse	

WITCH DOCTOR

Witch doctors are cleric/magic users with a maximum of 4th level as a magic user (based on the race of the caster). A tribe will never have both a shaman and a witch doctor; they will have only one or the other, unless they are cavemen.

Second Level Maximum	Fourth Level Maximum
Bugbear	Caveman
Gnoll	Goblin
Kobold	Hobgoblin
Lizard Man	Orc
Anuran	Batrachian

Only the following spells are available to witch doctors:

First Level	Second Level
Affect normal fires	Audible glamour
Dancing lights	Detect invisibility
Identify	Invisibility
Push	Levitate
Shield	Magic mouth
Ventriloquism	Scare

OPTIONAL RULES FOR TRIBAL SPELL CASTERS

Hit Dice and Attack Rolls: If a tribal spell caster is of 1st level, it will have the hit points and hit dice of a normal creature of that kind. Each additional level in its highest spell casting class grants +1d6 hp and a bonus of +1 on "to hit" rolls, so an orcish witch doctor who is a 5th/4th level cleric/magic user will have 1d8+4d6 hp and attack at +4 "to hit" relative to his or her fellows.

Giants: In campaigns with a very Norse flavour, certain giants may have illusionist rather than clerical powers. Use the rules for a tribal shaman as described above, but grant the giant phantasmal spells rather than divine ones. In this case, the giant may use any phantasmal spell in his or her spellbook; this overrides the restrictions on tribal spellcaster magic as described above.

MEN

Normal men (non-adventuring types) will usually have 1d6 hit points. In any encounter with men, there will always be higher level characters as leaders (the number will be given under each entry).

All higher level clerics and fighters will be mounted on medium warhorses. For each level a leader type has, there is a 5% chance of possessing a magic item in each of the categories below. For each "Y" in the table below roll. If the result is undesirable, one re-roll is allowed.

	Fighter	Magic user	Cleric	Thief
Armour	Y	N	Y	N
Shield	Y	N	Y	Y
Sword	Y	N	N	Y
Misc. Weapon	Y	N	Y*	Y
Potion	Y	N	Y	Y
Scroll	N	Y	Y	N
Ring	N	Y	N	Y
Wand/Staff/Rod	N	Y	N*	N
Misc. Magic	N	Y	Y	Y

*If no weapon (or an edged weapon is rolled), roll again on Wand/Staff/Rod (if not usable by a cleric then there is none present).

Bandit *(Brigand)*

Frequency: Common
No. Encountered: 20d10
Size: Man-sized
Move: 120 ft
Armour Class: Determined by armour worn
Hit Dice: 1d6 hp
Attacks: 1
Damage: By weapon
Special Attacks: Leader types may have spells
Special Defences: None
Magic Resistance: Standard
Lair Probability: 20%
Intelligence: Mean (average to very)
Alignment: Neutral (chaotic evil)
Level/XP: Variable

Bandits are found in almost any locale, for wherever there is a civilisation there will be those who prey upon the weak. There will always be higher level fighters found with large groups of bandits. Consult the chart below to determine the exact number and level.

For every 20 bandits: 1 additional 3rd level fighter
For every 30 bandits: 1 additional 4th level fighter
For every 40 bandits: 1 additional 5th level fighter
For every 50 bandits: 1 additional 6th level fighter

Bandits will always be led by a high level fighter (8th to 10th level), 6 guards (2nd level), and a lieutenant (7th level). These members are in addition to those described above. The level of the commander is determined as follows:

Under 100 bandits: 8th level fighter
100 to 150 bandits: 9th level fighter
Over 150 bandits: 10th level fighter

There is a 25% chance per 50 bandits of a magic user being present with the group. If there is a magic user present he will be 7th to 10th level (determined by 1d4 roll).

There is a 15% chance per 50 bandits of a cleric being present with the group, if a cleric is present he will be 5th or 6th level and he will be accompanied by an assistant of 3rd or 4th level.

Brigand: Brigands are a chaotic evil lot; otherwise they conform to the rules for bandits above. However they fight more fiercely in battle, and as a result receive a +1 morale bonus.

Treasure: Individual 2d4 gp; Lair 1d6x1,000 cp (25%), 1d6x1,000 sp (30%), 1d6x1,000 ep (35%), 1d10x1,000 gp (40%), 1d4x100 pp (25%), 4d10 gems (60%), 3d10 jewellery (50%), 3 magic items (30%)

Berserker

Frequency: Rare
No. Encountered: 10d10
Size: Man-sized
Move: 120 ft
Armour Class: 7
Hit Dice: 1d6+1 hp
Attacks: 1 (or 2)
Damage: By weapon
Special Attacks: Leader types
Special Defences: Leader types
Magic Resistance: Standard
Lair Probability: 10%
Intelligence: Mean (average to very)
Alignment: Neutral
Level/XP: Variable

Berserkers are roaming bands of fighters. They are always unarmoured, as they see it as a sign of weakness. They fight with a fierce battle-lust, and as a result they may strike twice in a round or make one attack at +2. They never roll for morale checks once engaged in battle.

There will always be higher level fighters found with large groups of berserkers. Consult the chart below to determine the exact number and level.

For every 10 berserkers: 1 additional 1st level fighter
For every 20 berserkers: 1 additional 2nd level fighter
For every 30 berserkers: 1 additional 3rd level fighter
For every 40 berserkers: 1 additional 4th level fighter
For every 50 berserkers: 1 additional 5th level fighter

Berserkers will always be led by a war chief of 9th or 10th level and a sub-chief of 6th or 7th level, as follows.

If less than 60: 9th level chief & 6th level sub-chief
If more than 60: 10th level chief & 7th level sub-chief

There is a 50% chance per every 10 berserkers, that a cleric will be present. The cleric will be of 7th level and will have 1d4 assistants of 3rd or 4th level.

Treasure: Individual 3d6 sp; Lair 1d8x1,000 cp (50%), 1d6x1,000 sp (25%), 1d4x1,000 ep (25%), 1d3x1,000 pp (25%), 1d8 gems (30%), 1d4 jewellery (20%), 1 magic item (10%).

Buccaneer *(Pirate)*

Frequency: Uncommon
No. Encountered: 50d6
Size: Man-sized
Move: 120 ft
Armour Class: Determined by armour worn
Hit Dice: 1d6 hp
Attacks: 1
Damage: By weapon
Special Attacks: Leader types
Special Defences: Leader types
Magic Resistance: Standard
Lair Probability: 80% or 100%
Intelligence: Mean (average to very)
Alignment: Neutral (chaotic evil)
Level/XP: Variable

Buccaneers are found on all large bodies of water, their lair is most always the ship they use for raiding. They are always led by high level fighters as follows:

For every 50 buccaneers: 1 additional 3rd level fighter
For every 100 buccaneers: 1 additional 5th level fighter

The overall captain will be a fighter of 8th to 10th level as follows:

If there are less than 200 buccaneers: 8th level fighter with a lieutenant of 6th level
If there are 200 buccaneers or more: 10th level fighter with a lieutenant of 7th level.

The captain will also have 4 mates (4th level fighters) in addition to his or her lieutenant.

There is a 15% chance of a cleric being present per every 50 buccaneers. The cleric will be between 12th and 15th level (1d4+11).

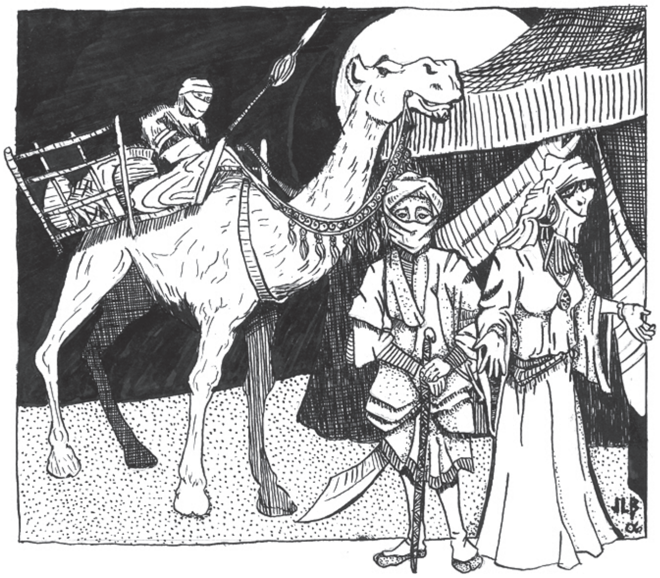
There is a 10% chance of a magic user being present for every 50 buccaneers; the magic user will be between 6th and 8th level (1d3+5).

Pirate: Pirates are chaotic evil, but otherwise conform to buccaneers above.

Treasure: Individual 3d6 sp; Lair 5d6x1,000 gp (60%), 1d8x100 pp (15%), 1d8x10 gems (60%), 5d8 jewellery (50%), 1 map (55%).

Dervish *(Nomad)*

Frequency:	Rare (Uncommon)
No. Encountered:	30d10
Size:	Man-sized
Move:	120 ft
Armour Class:	Determined by armour worn
Hit Dice:	1d6 hp
Attacks:	1
Damage:	By weapon
Special Attacks:	Leader types
Special Defences:	Leader types
Magic Resistance:	Standard
Lair Probability:	5% (15%)
Intelligence:	Mean (average to very)
Alignment:	Lawful good (neutral)
Level/XP:	Variable



Dervishes are highly religious desert nomads. They will always be led by higher level fighters and clerics as follows. They are fanatical devotees to their religion. As a result they are at +1 to combat and never need to check morale.

Fighters

For every 30 dervishes: 1 additional 3rd level fighter
For every 40 dervishes: 1 additional 4th level fighter
For every 50 dervishes: 1 additional 5th level fighter

Clerics

If under 125 dervishes: (1) 10th level cleric and 2 assistants (4th & 5th level clerics)
If under 250 dervishes: (1) 11th level cleric and 2 assistants (6th & 7th level clerics)
If more than 250: (1) 12th level cleric and 2 assistants (both 8th level clerics)

There is a 15% chance per 50 dervishes that a magic user will be present. The magic user will be of 7th or 8th level (if more than 200 dervishes are present) and his two assistants of 3rd or 4th level.

Dervishes are always mounted on light or medium warhorses.

Nomad: Nomads are mounted clans that live on steppes, plains or in desert climes. They live by hunting and gathering and are closely tied to their native climate. Due to their closeness with their surroundings, they surprise on 1-4. Nomads will always be led by higher level fighters as follows:

If under 150 nomads: (1) 8th level fighter, (1) 6th level fighter, and 12 guards (2nd level fighters)
Between 150-250 nomads: (1) 9th level fighter, (1) 7th level fighter, and guards (2nd level fighters)
Over 250 nomads: (1) 10th level fighter, (1) 8th level fighter, and guards (2nd level fighters)

There is a 15% chance per 50 nomads that a cleric will be present. The cleric will be of 4th to 7th level (determined by 1d4). There is also a 15% chance per 50 nomads that a magic user (of 5th to 8th level, also determined by 1d4) will be present. Irrespective of the above, there will always be (2) 3rd level clerics and (1) 4th level magic user present.

Nomads will always be mounted on either light or medium warhorses.

Treasure: Individual 3d12 cp (2d6 ep); Lair 1d3x1,000 cp (20%), 1d4x1,000 sp (25%), 1d4x1,000 ep (25%), 1d4x1,000 gp (30%), 1d6x100 pp (30%), 1d6x10 gems (55%), jewellery (50%), 3 magic items (50%)

Pilgrim

Frequency:	Uncommon
No. Encountered:	10d10
Size:	Man-sized
Move:	120 ft
Armour Class:	Determined by armour worn
Hit Dice:	1d6 hp
Attacks:	See below
Damage:	By weapon
Special Attacks:	See below
Special Defences:	See below

Magic Resistance:	Standard
Lair Probability:	Nil
Treasure:	See below
Intelligence:	Mean (very to high)
Alignment:	See below
Level/XP:	Variable

Pilgrims are groups of religious followers making their way to some holy site. They can be encountered almost anywhere. There will always be higher level character types with groups of pilgrims, determined as follows.

Clerics: (there will always be clerics with pilgrims, if the group is neutral these clerics will be druids)

1d6 2nd level clerics
1d4 4th level clerics
1d2 6th level clerics
1 8th level cleric with 2 assistants (3rd and 5th level)

Fighters: There is a 10% chance per every 10 pilgrims that there will be 1d10 fighters present (roll 1d8 to determine the levels of the fighters). If the group is lawful good, some of these fighters may be replaced by paladins. If the group is chaotic good, some of these fighters may be replaced by rangers.

Thieves: There is a 10% chance per every 10 pilgrim that there will be 1d6 thieves present (roll 1d6+1 to determine the levels of the thieves). If the group is evil, some of these thieves may be replaced by assassins.

Magic users: There is a 5% chance per every 10 pilgrims that there will be a magic user present (level 1d4+5).

Alignment is determined by rolling d% with the likelihood of each alignment as follows:

d% roll	Alignment
01—34	lawful good
35—55	chaotic good
56—66	neutral
65—80	chaotic evil
81—00	lawful evil

Most of the time (75%) pilgrims will be travel without mounts. However if they are mounted, all members of the group will be mounted.

Treasure: Treasure for the group will be as follows.

Individual Pilgrims: 3d12 cp.
Individual Fighters: 2d6 ep.
Individual Clerics: 3d12 cp, 3d6 sp, and 2d4 gp.
Individual Magic Users: 2d6 ep, 1d6 pp, and 1d4 gems (50%).
Individual Thieves: 3d12 cp, 1d6 pp, and 1d4 gems (50%).

There is also a chance (5%) that a holy item will be with the pilgrims. If so, it will be hidden and carefully guarded.

Merchant

Frequency:	Common
No. Encountered:	50d6
Size:	Man-sized
Move:	120 ft
Armour Class:	Determined by armour worn
Hit Dice:	1d6 hp
Attacks:	See below
Damage:	By weapon
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Treasure:	See below
Intelligence:	Mean (very to high)
Alignment:	Neutral
Level/XP:	Variable

Merchant encounters are actually caravans of merchants, drovers, and guards. The caravan will also contain pack animals, carts, and horses. Of the number appearing rolled, only about 10% will actually be merchants. 10% will be drovers and the last 80% will be the guards.

The guards will always be led by higher level fighter of 6th to 11th level (1d6+5), his or her lieutenant (1 level lower than the captain), and 12 guards (2nd level fighters).

There is a 10% chance per 50 persons that a magic user of 6th to 8th level is present (1d3+5). There is a 5% chance per 50 persons that a cleric of 5th to 7th level (1d3+4) is present. There is also a 15% chance per 50 persons that a thief of 8th to 10th level will be present (along with 1d4 lower level thieves of 3rd to 7th level). All of the above leader or special character types are in addition to the number of merchants generated. At least 50% of the mercenary guards will be mounted on light or medium warhorses.

Treasure: The treasure for a caravan will be as follows:

Individual Merchants: 3d12 cp, 3d6 sp, 2d6 ep, 2d4 gp, 1d6 pp, 2d4 gp (40%), 1d6x10 pp (50%), 4d8 gems (55%), 1d12 pieces of jewellery (45%).
Individual Mercenaries: 3d6 sp.
Individual Leaders: 2d4 gp.
Mercenary Pay Box (Hidden in caravan): 2,000—4,000 gold (1d3+1), 100—400 pp (1d4), and 4d4 gems).
Caravan Goods: The caravan will be carrying goods and merchandise worth 10,000 to 60,000 gp. This requires either 10 pack animals or 1 cart per 5,000 gp worth of goods.

DEMI-HUMANS

"Demi-humans" in OSRIC are human-like creatures that are generally kindly-disposed towards humans. They are often of races that can become player characters. As a rule, demi-humans are opposed to humanoids (q.v.)—and may also, in some campaign worlds, be opposed to each other. For example, in campaign worlds inspired by the words of J.R.R. Tolkien, dwarfs (there spelled "dwarves") often hate elves.

Some NPC demi-humans may be clerics. This is not necessarily permitted to player characters of that race; the few clerics in these societies are closely-guarded and watched, and usually may not leave.

Dwarf

Frequency:	Common
No. Encountered:	40d10
Size:	Small (4 ft tall)
Move:	60 ft
Armour Class:	4
Hit Dice:	1
Attacks:	1
Damage:	1d8 or by weapon
Special Attacks:	See below
Special Defences:	Save at 4 levels higher (see below)
Magic Resistance:	As above
Lair Probability:	50%
Intelligence:	Very
Alignment:	Lawful good
Level/XP:	2/30+1/hp

Dwarfs are sturdy humanoids who live in extended clans. They typically make their homes in rocky hills. Dwarfs are led by higher level leader types as follows:

For every 40 dwarfs: 2nd to 6th level fighter (1d6, 1 = 2nd level, 2-6 = level)
If over 160 dwarfs: 1 6th level fighter (chief) & 1 4th level fighter (lieutenant)
If over 200 dwarfs: 1 fighter/cleric (of 3rd to 6th level as fighter and 4th to 7th level as cleric)
If over 320 dwarfs: 1 8th level fighter, 1 7th level fighter, 1 6th level fighter/ 7th level cleric
If encountered in their lair: 2d6 fighters (2nd to 5th level), 2d4 fighter/clerics (2nd to 4th level), females (50% total of males) and young (25% total of males)

Higher level fighters and fighter/clerics have a 10% chance (per level) of having magic armour or weapons.

Dwarfs are typically armoured in chain mail and carry shields. Axes and hammers are their weapons of choice. Dwarfs receive a +1 on to hit rolls vs goblins, orcs, and hobgoblins due to their intense hatred of these races. When in melee with giants, trolls, and ogres, these opponents must fight at -4 due to their size and the skill of dwarfs in fighting such opponents.

Dwarfs are a hardy people, and save vs poison and magic as if they were 4 levels higher than their actual level. Dwarfs have infravision to 60 ft and are excellent miners. They speak goblin, gnome, kobold, and orc in addition to their own tongue.

Description: Dwarfs have a dark brown to deep tan coloured skin tone. They grow long beards and their hair colour tends towards browns and blacks. They favour dark sombre colours for their clothing, with flashes of bright colours. They are short but have stocky builds and are known for their great strength. In some campaign worlds, they may wear kilts.

Dwarf females are bearded.

Mountain Dwarfs: These dwarfs are similar to their cousins, the hill dwarfs (described above), except they have 1d8+1 hit dice and they are slightly taller (4½ ft tall).

Treasure: Individual 2d4x5 gp; lair 10d4x1,000 gp (50%), 1d20x100 pp (50%), 5d4 gems (30%), 1d4x20 gems (50%), 1d10 jewellery (25%), any 4 magic items (15%).

Elf

Frequency:	Uncommon
No. Encountered:	20d10
Size:	Man-sized
Move:	120 ft
Armour Class:	5
Hit Dice:	1+1
Attacks:	1
Damage:	1d8 or by weapon
Special Attacks:	+1 to hit with pulled bow or sword
Special Defences:	See below
Magic Resistance:	90% to sleep or charm only
Lair Probability:	10%
Intelligence:	High
Alignment:	Chaotic good
Level/XP:	2/30 + 1/hp

Sometimes elves live in a complex civilisation, other times they are found living in wild bands. While there are several different types of elves, most do share the following traits.

Elves live in a rather loose society where independent clans pledge their support to a central ruler. They will likely place their homes in a secluded thicket or meadow.

When encountered in groups of 20 or more there will likely be a fighter of 2nd level or better. If there are 40 or more then there will probably be a 2nd level fighter / 2nd level magic user or better in the group. If there are 100 or more elves then the leader is likely to be a 4th level fighter / 8th level magic user with 2 additional 4th level fighters / 5th level magic users, and a 4th level fighter / 4th level magic user / 4th level cleric. If the elves are encountered in their homes then there will be an equal number of males to females. Because elves reproduce so slowly, only about 5% of the couples will have children.

Typically elves will wear scale, ring, or chain armour and shield. They will be usually armed with spears, swords, and bows. Higher level fighter / magic users and fighter / magic user / clerics have a 10% chance per level per class to possess some sort of usable magic item.

Elves have the ability to move silently when in natural surroundings, as such they are able to surprise on a roll of 1-4 on a d6. Also elves are able to blend into foliage and become virtually invisible, so long as they do not attack. When using any pulled bow or sword elves receive a +1 to their attack roll.

Also elves have a resistance of 90% to *sleep* and *charm* spells. Elves possess infravision with a range of about 60 ft. They can even detect secret doors on a roll of 1 on a d6. If the elf is searching then it is a roll of 1-2 on a d6. On a roll of 1-3 on a d6 and elf can find a concealed door if they are actively searching.

Elves have their own language, and can also speak goblin, orc, hobgoblin, gnoll, halfling, and gnome.

An elf's appearance is rather thin and pale. Although their hair is dark, their eyes are green. Elves like to dress in shades of blue, green, or violet.

The life span of an elf is 1200 years or more.

Treasure: 1d6 pp per individual in addition to the magic described above.

Gnome

Frequency:	Rare
No. Encountered:	40d10
Size:	Small
Move:	60 ft
Armour Class:	5
Hit Dice:	1
Attacks:	1
Damage:	1d6 or by weapon
Special Attacks:	See below
Special Defences:	Save at 4 levels higher (see below)
Magic Resistance:	See below
Lair Probability:	50%
Intelligence:	Very
Alignment:	Neutral to lawful good
Level/XP:	1/10 + 1/hp

Gnomes live underground in hills that they have burrowed into, seeking gems and precious metals. They are divided into clans which are rather competitive with each other, but are never outright hostile. They are a distant relative to dwarfs.

For every 40 gnomes encountered there usually is a fighter of 2nd level or higher levels acting as leader. When the groups are of 200 or more there are clerics as well, usually 4th level or higher. If the gnomes are encountered in their burrows, there will be as many males as there are females. Additionally about 25% of the couples will have young. Most of the time the gnomes will have badgers, or other burrowing animals, that they have trained to act as sentries.

Typically when gnomes are encountered they will be wearing studded leather armour or ring armour and a shield. Gnomes are usually armed with a club and spear, sometimes with a short sword and spear.

When gnomes fight kobolds and goblins they fly into an intense rage and gain an additional +1 to hit. When gnomes battle gnolls, bugbears, ogres, trolls, or giants these creatures receive a -4 to their attack rolls due to the gnomes smaller size and nimbleness.

Due to their natural resilience to both magic and poison, gnomes save against these effects at four levels higher then they actually are. Gnomes have infravision that enables them to see 60 ft in the dark. Gnomes are excellent miners, possessing the abilities to detect whether a passage slopes upward or downward or if a corridor, walls, floors or ceiling is safe or not. They can even estimate depth and direction underground.

Besides their own language, gnomes can also speak kobold, goblin, halfling, dwarfish, and can also speak a language commonly known to all burrowing animals.

Gnomes have wood brown skin, white hair, and light to deep blue eyes. They like to dress in leather and earthy colours, and wear lots of jewellery.

Gnomes live typically about 600 years.

Treasure: 6d4 gp per individual.

Halfling

Frequency:	Rare
No. Encountered:	30d10
Size:	Small
Move:	90 ft
Armour Class:	7
Hit Dice:	1d6 hp
Attacks:	1
Damage:	1d6 or by weapon
Special Attacks:	+3 to hit with bow or sling
Special Defences:	Save at 4 levels higher (see below)
Magic Resistance:	See below
Lair Probability:	70%
Intelligence:	Very
Alignment:	Lawful good
Level/XP:	1/5 + 1/hp

Halflings as a race value hard work and simple living. Their settlements are as likely to contain small cottages as they are to have underground dwellings. They tend to keep to themselves and ask the same of other races.

When encountered in groups there will likely be a leader, usually a 2nd level fighter, for every 30 individuals. In groups containing over 90 individuals there will likely be a 3rd level fighter as well. In groups containing more than 150 halflings there will usually be a 4th level fighter in addition to the 3rd and 2nd level fighters.

If the halflings are encountered in their homes there will likely be as many females as there are males. About 60% of these couples will have children. It is also expected that they will have 1d4 dogs acting as guards.

Halflings will usually wear leather or padded armour and they prefer a hand axe, club, spear, or sling as weapons. There is a 10% chance per level that higher level halflings may have magic armour and/or weapons.

Because of their natural resilience to both magic and poison, halflings save against these effects at four levels higher then they actually are. Also halflings are very adapt at sneaking and hiding. They will surprise on a roll of 1-4 on a d6. Halflings are so adept at using the natural camouflage that they should be considered invisible if there is any foliage to hide in.

Halflings speak their own language and will also be able to speak common, gnome, goblin, and orc.

A halfling has a rosy face with light brown to brown hair and brown to hazel eyes. Their clothes are simple earth colours, grey, tan, or brown.

Their lifespan averages about 150 years.

Treasure: 3d8 sp per individual.

HUMANOIDS

"Humanoids" in OSRIC are evil aligned manlike creatures such as orcs, goblins or kobolds. Most humanoids live in tribes or clans. Larger groups of these creatures will tend to include shamans or witch doctors (see "Tribal Spellcasters" at the beginning of this chapter).

Batrachian

	Batrachian	Anuran	Female	Eft
Frequency:	Rare	Rare	Rare	Very rare
No. Encountered:	10d8	10d10	75% of no. of males	200% of no. of females
Size:	Small to man-sized	Small to man-sized	Small	Small
Move:	30 ft hop/150 ft swim	30 ft hop/150 ft swim	30 ft hop/150 ft swim	150 ft swim
Armour Class:	6 or better	6	6	8
Hit Dice:	1	1	1d6 hp	1d2 hp
Attacks:	1	3	3	1
Damage:	By weapon	1d2/1d2/1d4+1	1d2/1d2/1d4	1d2
Special Attacks:	Hop	Hop	Hop	None
Special Defences:	Camouflage	Camouflage	Camouflage	None
Magic Resistance:	Standard	Standard	Standard	Standard
Lair Probability:	20%	20%	80%	100%
Intelligence:	Low to average	Low	Low to average	Animal
Alignment:	Chaotic evil	Chaotic evil	Chaotic evil	Neutral
Level/XP:	1/18+1/hp	1/15+1/hp	1/10+1/hp	1/1

Batrachians represent the more advanced frog-man tribes, and are typically armed with spear and shield or harpoon and shield (treat their harpoons as spears). Batrachians can have shamans (maximum of 5th level) or witch doctors (maximum of 5th/4th level).

Optional: If the Cthulhu mythos is in play, at least some batrachians may well worship Cthulhu. In this case they may be a lesser kind of Deep One.

There is a 25% chance that batrachians will have 2d4 giant frogs (75%) or poisonous giant frogs (25%) in their lair. Batrachians with poisonous giant frogs available may (50% chance) have anointed their spears or harpoons with poison.

Anurans represent the less advanced frog-man tribes, and typically do not possess weapons or armour. Anurans can have shamans (maximum of 3rd level) or witch doctors (maximum of 3rd/2nd level). They otherwise count as batrachians.

Females for both batrachians and anurans have the same stats. They are not normally combatant unless the efts (q.v.) or a temple, religious monument, or idol are threatened.

Efts are tadpoles. They are confined to water, and will always dwell in a large, central pool.

Rumours persist of batrachian ghouls, which may be under the shaman or witch doctor's command.

Hop: A hop counts as a charge, with an additional +1 to hit bonus. A batrachian making a hop attack with a spear or harpoon will inflict double damage. If not armed with a long weapon like a spear or harpoon, a batrachian will always lose initiative due to its clumsy movements on land.

Batrachians are well-camouflaged and can remain motionless for long periods. They are also cold-blooded and hence hard to see with infravision. As a result they surprise opponents 50% of the time, or 80% of the time if hopping.

If 30 or more batrachians are encountered at once, there will be 1d6 batrachian leaders with 2 HD. These larger batrachians have a strength bonus of +1 to damage.

Treasure: 2d6 gp per individual, plus if encountered in their lair, a 20% chance of 1d3 pieces of jewellery and a 10% chance of 1d3 magic items.

Bugbear

Frequency:	Uncommon
No. Encountered:	6d6
Size:	Large (7 ft tall)
Move:	90 ft
Armour Class:	5
Hit Dice:	3+1
Attacks:	1
Damage:	2d8 or by weapon
Special Attacks:	Surprise on a 1-3 on 1d6
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	25%
Intelligence:	Low to average
Alignment:	Chaotic evil
Level/XP:	3/135+4/hp

Bugbears tend to form bands and live near goblins, a distant relative. Although bugbears have 60 ft infravision, they can live both above and below ground. Bugbears are quite stealthy and surprise at 50%; and a "hear noise" roll will not detect them.

Bugbears use a variety of weapons usually gathered from fallen opponents. These include axes, morning stars, hammers, swords, spears and missile weapons. Bugbear hunting parties (12+ creatures) always have a leader who fights as a 4 Hit Dice creature. (AC 4, 22-25 hp, and do 2d8+1 damage)

Within the lair there will be a chieftain and sub-chief as well as females and young. The chief is also a 4 Hit Dice creature with the following stats: (AC 3, 28-30 hp, 2d8+2 damage). The sub-chief fights as a leader.

If absolutely necessary, females fight as hobgoblins and young fight as kobolds. Each are equal in number to 50% of the male population.

Bugbears speak hobgoblin and goblin as well as chaotic evil and their own cursed speech.

Treasure: 4d6 silver, 2d4 gold for individuals; 1d8x1,000 cp, 1d3x1,000 gp, 1d8 gems (30% chance), 1d4 jewellery (20% chance), miscellaneous magic weapon (10% chance).

Caveman *(Tribesman)*

Frequency:	Rare
No. Encountered:	10d10 (10d12)
Size:	Man-sized
Move:	120 ft
Armour Class:	8 (7)
Hit Dice:	2 (1)
Attacks:	1
Damage:	By weapon
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Low (to average)
Alignment:	Neutral
Level/XP:	2/20+2/hp (1/10+10/hp)

Cavemen are primitive tribal humans living beyond the reach of normal civilisation. Hunting parties of cavemen (10 or more) are led by a 3rd level fighter. In their lair, in addition to the number of cavemen determined there will be a chief (5th level fighter) and 1d4 guards (4th level fighters). There is always a 10% chance (per every 10 cavemen) that a 3rd level cleric will be present (he or she is the tribal shaman).

They typically dwell in caves and cavern systems. Their treasure will consist of ivory tusks, gold nuggets, or uncut gems (5% chance per 10 cavemen present). If one is present, it will be the only treasure there. The value of each is 1,000 gp per ivory tusk (2d6 tusks), 5 gp gold nuggets (2d4x10), and 10 gp gems (1d%).

They favour spears, stone axes (treat as battle axes), and clubs (treat as morning stars) for weaponry. They add +1 to damage rolls due to their great strength.

They are frightened by the unknown and suffer a -1 to all morale checks.

Tribesman: Tribesmen are usually found in tropical jungles, or remote islands. They use large wooden shields, and have the same leadership as cavemen. In addition they will have the following:

1—4th level fighter per hunting party
1—6th level fighter per war party
1—8th level cleric/druid (at tribal lair, shaman).

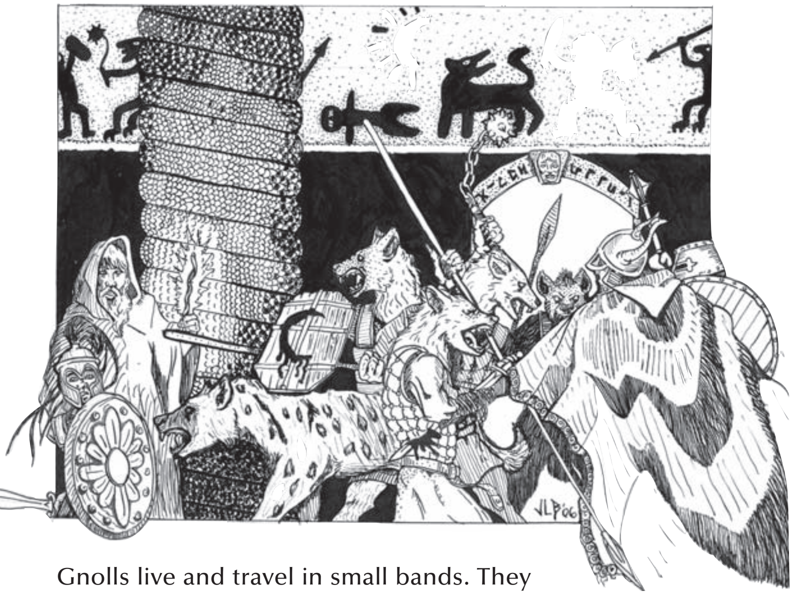
They are usually armed with spears, shields, short bows, and clubs (treat as maces).

They typically dwell in villages made of crude huts.

Treasure: See creature text.

Gnoll

	Gnoll	Flind
Frequency:	Uncommon	Rare
No. Encountered:	20d10	2d12
Size:	Large	Man-sized
Move:	90 ft	120 ft
Armour Class:	5	5
Hit Dice:	2	2+3
Attacks:	1	
Damage:	2d4 or by weapon	
Special Attacks:	None	Disarm
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	20%	
Intelligence:	Low to average	Average
Alignment:	Chaotic evil	
Level/XP:	2/30+2/hp	2/40+4/hp



Gnolls live and travel in small bands. They sometimes form loose alliances with other gnolls. They are very adaptive and can be found in most climes. There are rumours of a gnoll overlord, though if he exists his power and reach are limited.

Gnoll raiding parties will be led by a leader with 16 HP. He fights as a 3 HD monster.

Gnoll bands are led by a chieftain (AC 3, 22 HP, attacks as a 4 HD monster, and does 2d4+2 damage), and his 2d6 guards (AC 4, 20 HP, attack as 3 HD monster, 2d4+1 damage).

Gnolls have been known to ally with orcs, hobgoblins, bugbears, and even trolls. Gnolls have infravision (60 ft). They speak troll, their own barked tongue, chaotic evil, and occasionally orcish and hobgoblin.

Description: Gnolls are large hyena-faced creatures. They are covered in a grey fur with a dark muzzle and yellow mane. They have dark eyes, and long nails. Their armour is usually a mismatch of types taken from their victims. They have a rough life, and their average lifespan is only 35 years.

Treasure: Individual 2d6 ep, 2d4 gp; Lair 1d8x1,000 cp (60%), 1d6x1,000 sp (50%), 1d8x1,000 ep (35%), 1d6x1,000 gp (50%), 5d4 gems (30%), 1d6 jewellery (25%), 2d4 potions (40%)

Flinds are close relatives of, and to a degree resemble, gnolls. Flinds stand 6½ ft tall, with powerful limbs and a leonine head. Both flinds and gnolls regard flinds as more highly evolved beings and any gnoll will regard a flind as having 16 charisma. Groups of gnolls are often led by one or more flinds and the gnolls will obey any order given by a flind without question. A gnoll defending its flind leader will not check for morale unless the flind is killed or *hors de combat*. Flinds share a common language with gnolls and can also speak bugbear, hobgoblin, ogrish, and orcish. Flinds are generally on friendly terms with these humanoid races and will work with them as need arises. For unknown reasons, flinds do not like and will not co-operate with trolls.

In combat flinds swing crude clubs, using their great strength to gain +1 to hit. There is a 25% chance that each flind will wield a disarming weapon called a flindbar: a pair of iron bars linked by a short piece of chain. A flind wielding a flindbar gains two attacks per round for 1d4 hp damage. For every hit with a flindbar the victim must save vs aimed magic items or be disarmed.

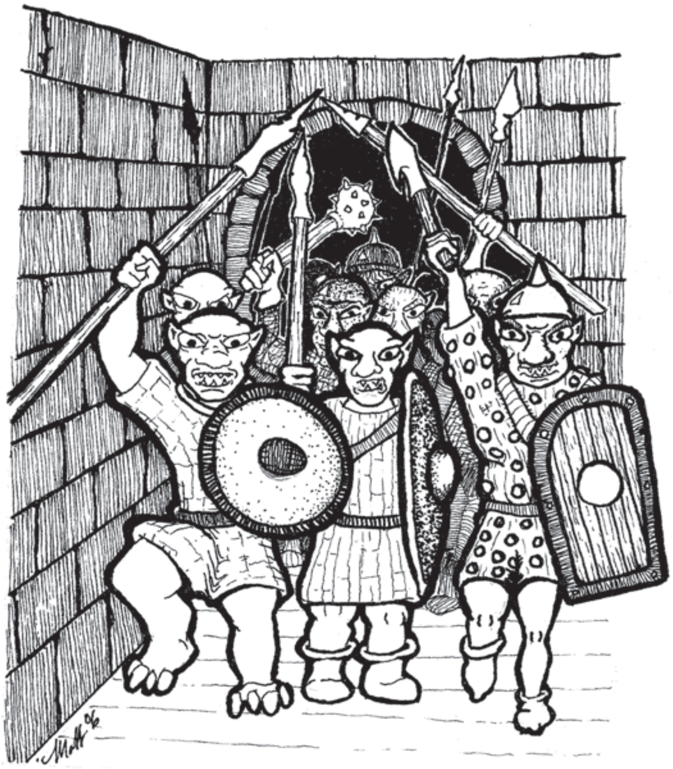
If 20 or more flinds are encountered, there will be a leader type with 3 + 3 hit dice, a strength of 18 (+1 to hit and +2 damage), and a charisma of 18 to any gnoll he or she encounters. Leader type flinds always wield a flindbar in combat.

Regarding PC use of the flindbar: the wielder must be man-sized or larger and possess minimum ability scores of 13 in both strength and dexterity. The disarm function can only be used by PCs who select the flindbar as a weapon of proficiency.

Treasure: 1d6 gp per individual; in lair: 1d6x1,000 cp (30%); 1d6x1,000 sp (25%); 2d4x1,000 ep (35%); 1d10x1,000 gp (45%); 1d4x100 pp (20%); 5d8 gems (50%); 4d12 jewellery (65%); 25% chance of any 3 maps or magic.

Goblin

Frequency:	Uncommon
No. Encountered:	40d10
Size:	Small (4 ft tall)
Move:	60 ft
Armour Class:	6
Hit Dice:	1-1
Attacks:	1
Damage:	1d6 or by weapon
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Average (low)
Alignment:	Lawful evil
Level/XP:	1/10+1/hp



Goblins are tribal, with the strongest ruling the tribe. The tribes all owe fealty to the goblin king. Some think goblins are a distant cousin to kobolds, and like their cousins they prefer to live underground. They detest direct sunlight, and will fight at -1 if exposed to it. They have infravision with 60 ft range.

A goblin raiding party will be led by a captain and 4 sergeants, each with 7 hp and who will fight as orcs (1 HD monsters).

A goblin war party will be led by a sub-chief and his personal guards (2d4). They will fight as hobgoblins (each with 8 hp, AC 5, and doing 1d8 damage). There is a 1 in 4 chance that any war party will be mounted on worgs.

A goblin lair will be led by a chief and his personal guards (2d4). They will fight as gnolls (each with 12 hp, AC 4, doing 2d4 damage). Worgs are often used as guards of goblin lairs, and sometimes a small band of bugbears will be found there as well.

Goblins are good cavers and have a chance (25%) to note new or unusual construction.

Goblins have a deep racial hatred of gnomes and dwarfs and will attack them on sight.

Goblins speak kobold, orcish, hobgoblin, lawful evil, and their own foul tongue.

See also: Nilbog (under "Other Creatures").

Description: Goblins are small evil creatures with red eyes and a yellow to red coloured skin tone. They typically wear leather armour. They have an average lifespan of 50 years.

Treasure: Individual 3d6 sp ; Lair 1d12x1,000 cp (75%), 1d6x1,000 sp (50%), 1d6 gems (25%), 1d3 jewellery (20%), 2d4 potions (40%)

Grimlock

Frequency:	Uncommon
No. Encountered:	20d10
Size:	Man-sized
Move:	120 ft
Armour Class:	5
Hit Dice:	2
Attacks:	1
Damage:	1d6 or by weapon
Special Attacks:	None
Special Defences:	See below
Magic Resistance:	Special
Lair Probability:	75%
Intelligence:	Average
Alignment:	Neutral evil
Level/XP:	2/28 + 2/hp

Grimlocks are a fierce race that dwell in the dark and hidden places of the earth, periodically issuing forth to the surface in search of prey, preferably human. Whilst somewhat resembling men in shape, they have a thick, almost scaly, hide that is a dusky grey in colour, a head of wild and matted black hair, a mouthful of vicious pointed teeth and two white featureless orbs for eyes.

Though it is unknown whether grimlocks speak a language, it is certain that they are entirely blind as a race. They instead rely on their other senses, which are highly developed and allow them to perceive the environment around them within a 20 ft radius with astounding accuracy. Their blindness also protects them against the effects of bright light or other visual stimuli that might otherwise adversely affect them, including magical effects, such as invisibility, darkness and any visual illusions. However, grimlocks are also known to be particularly vulnerable to effects that obscure their other senses, such as overpowering scents or overloud noises that have a significant duration. When exposed to such hindrances, their perception is reduced to a 10 ft radius and they suffer a -2 penalty to hit.

Grimlocks show very little grasp of tactics or strategy, preferring to attack directly and all at once. However, they do seem to prefer to fight under cover of darkness, which often yields to them a distinct advantage. Although they are capable of inflicting 1d6 damage with their filthy claws, most prefer to use axes or swords. Regardless of hit dice, grimlocks always make saving throws as 6th level fighters and have +1 to surprise rolls. Indeed, they are so well adapted to their environment that they are virtually undetectable when motionless, if initially unobserved.

For every 30 grimlocks encountered there will be one with 3 HD and AC 4; for every 40 grimlocks encountered there will be one with 4 HD and AC 3. These act as leaders, being generally more ferocious than their fellows and even capable of developing and employing elementary stratagems. For every one of these leaders present, their morale is increased by 5%. In their lairs will be found an equivalent number of females, each of which has 1 HD and AC 6, as well as a similar number of young, each of which has 1 hp and AC 6. It is rare for them to be found in conjunction with any other monsters.

Treasure: 1d6x1,000 cp (25%), 1d4x1,000 sp (25%), 2d10x100 gp (25%), 1d8 gems (25%), 1d4 jewellery (25%) and 1 magic item (10%, armour or weapon only).

Hobgoblin

Frequency:	Uncommon
No. Encountered:	20d10
Size:	Man-sized (6½ ft tall)
Move:	90 ft
Armour Class:	5
Hit Dice:	1+1
Attacks:	1
Damage:	1d8 or by weapon
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	25%
Intelligence:	Average
Alignment:	Lawful evil
Level/XP:	2/20+2/hp

Hobgoblins live in tribal bands, and can be found in nearly any clime. They are bigger cousins of goblins and are not affected by sunlight. They have infravision (60 ft). They are competitive with other tribes and will sometimes make war on each other, unless controlled by a powerful leader.

Hobgoblin raiding parties are led by a sergeant and 2 assistants, each with 9 hp.

Hobgoblin war parties are led by a captain (AC 3, 16 hp, fights as a 3 HD monster, doing 1d8+2 damage).

In their lair, hobgoblins are led by a chief (AC 2, 22 hp, fights as a 4 HD monster, doing 1d10+1 damage) and 5d4 personal guards (AC 3, 16 hp, fights as a 3 HD monster, doing 1d8+2 damage).

Hobgoblins will typically lair underground and when they do they will sometimes keep carnivorous apes as guards.

Hobgoblins hate elves, and will attack them on sight.

Hobgoblins are very skilled miners and cavers, and can detect new construction, sloping passages and shifting walls with a 40% chance.

Hobgoblins speak goblin, orcish, their own brutish tongue and the very limited language of carnivorous apes. Some can speak common as well.

Description: Hobgoblins are larger, hairier goblins with brown to grey fur. They have bright red or orange faces and yellow or brown coloured eyes. They have an average lifespan of 60 years.

Treasure: Individual 3d12 cp, 2d8 gp; Lair 1d8x1,000 cp (75%), 1d12x1,000 sp (60%), 1d8x1,000 ep (35%), 1d6x1,000 gp (50%), 5d4 gems (50%), 1d6 jewellery (25%), 1 potion (15%)

Kobold

Frequency: Uncommon
No. Encountered: 40d10
Size: Small (3 ft tall)
Move: 60 ft
Armour Class: 7
Hit Dice: 1d4 hp
Attacks: 1
Damage: 1d4 or by weapon
Special Attacks: None
Special Defences: None
Magic Resistance: Standard
Lair Probability: 40%
Intelligence: Average (low)
Alignment: Lawful evil
Level/XP: 1/5+1/hp

Kobolds live in a tribal society. They tend to make their lairs in dark places such as caves or deep forests. They detest direct sunlight and fight at -1 if they are exposed to it. They have infravision which allows them to see well in total darkness (60 ft).

Kobold raiding parties are led by a sergeant and 2 assistants who fight as goblins. They tend to wield cheap weapons like slings or clubs in combat, and are typically unarmoured. Their AC results from their scaly hide.

Their lairs will be ruled by a chief and his 5d4 body guards (all fight as goblins). They often use wild boars or giant weasels to guard their lairs.

Kobolds are hateful creatures, but they especially despise brownies, pixies, sprites, and gnomes, which they will attack on sight.

These creatures speak lawful evil and their own tongue. Some also speak goblin.

Description: Kobolds stand 3 ft tall and have a dark skin tone (brown to black), with no hair. They are vaguely reptilian in appearance with scales, small horns on their heads, short snaky tails and red eyes. They have an average lifespan of 135 years.

Treasure: Individual 3d6 cp; Lair 1d4x1,000 cp (50%), 1d3x1,000 sp (30%), 1d4 gems (50%)

Lizard Man

Frequency: Rare
No. Encountered: 10d4
Size: Man-sized (7 ft tall)
Move: 60 ft, swimming 120 ft
Armour Class: 5 (4 with shield)
Hit Dice: 2+1
Attacks: 3
Damage: 1d2/1d2/1d8
Special Attacks: See below
Special Defences: None
Magic Resistance: Standard
Lair Probability: 30%
Intelligence: Low (average)
Alignment: Neutral
Level/XP: 2/20+2/hp

Lizard Men are tribal, and often make their homes in underwater caves that contain air. They are semi-aquatic and require air to breathe. They are excellent swimmers, and will eat most anything, though they prefer human meat to all others.

There are a few tribes that are more highly evolved than others that will make their homes in crude villages and use shields for protection. These lizard men tribes also make use of barbed darts and javelins as missile weapons. They speak their own language.

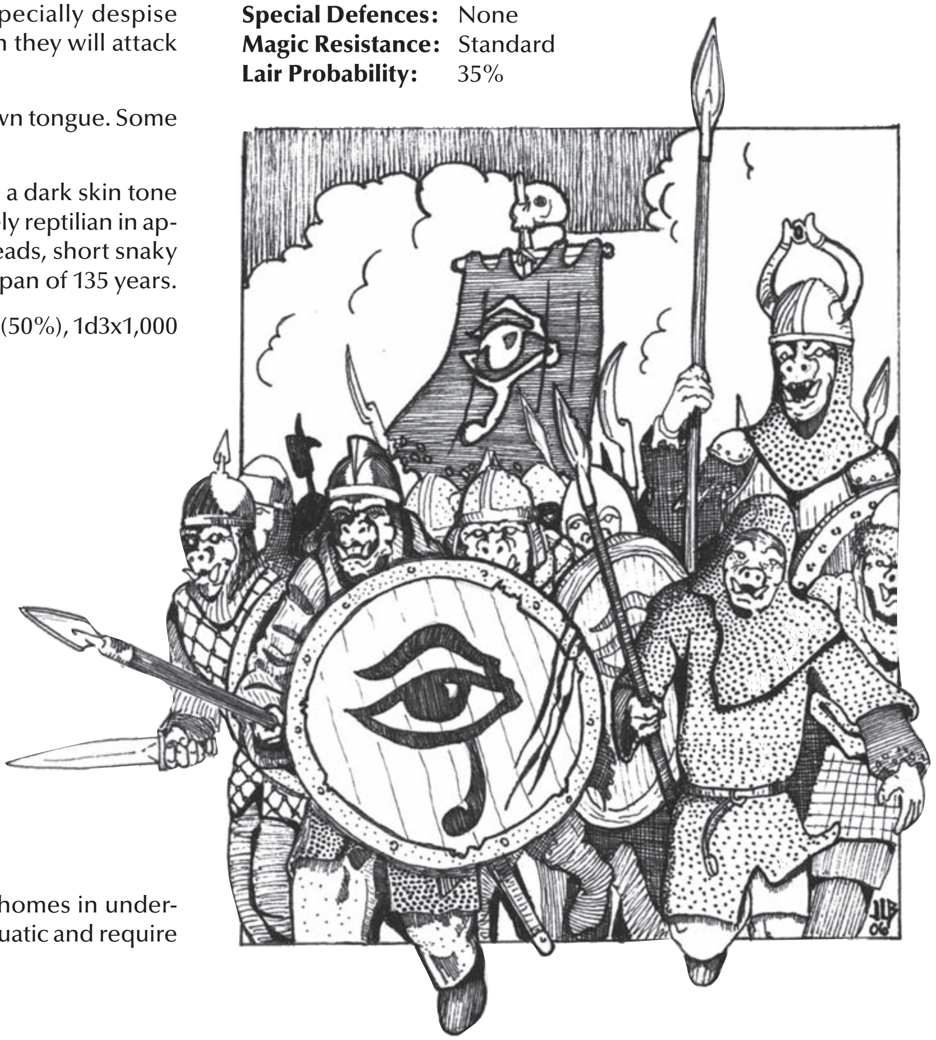
Description: Their hides are tough and leathery, and are colored in many different shades of green. They have cold black eyes, and hard nails on their fingers. Some have a bony ridge along their backs.

Lizard men speak their own tongue, and a few (10%) can also speak common.

Treasure: Lair 1d8x1,000 cp (10%), 1d12x1,000 sp (15%), 1d8x1,000 ep (15%), 1d6x1,000 gp (50%), 1d10 gems (30%), 1d6 jewellery (25%), 2 magic items or 1 potion (15%)

Orc

Frequency: Common
No. Encountered: 30d10
Size: Man-sized (6 ft tall)
Move: 90 ft
Armour Class: 6
Hit Dice: 1
Attacks: 1
Damage: 1d8 or by weapon
Special Attacks: None
Special Defences: None
Magic Resistance: Standard
Lair Probability: 35%



Intelligence: Average (low)
Alignment: Lawful evil
Level/XP: 1/10+1 per hp.

Orcs are fiercely tribal creatures, and will make war upon any neighbouring tribe if possible. They will only unite with other tribes if there is an external force is strong enough to able to control the leaders of the tribes.

Orcs suffer under direct sunlight, and fight at -1 when caught out in it. However, they have excellent vision in the dark, and can see well even in total darkness. They have infravision with 60 ft range.

Wandering orc war-parties are led by a captain and his personal guards (3d6). These orcs fight as 2 HD creatures, and have AC 4, 11 hp, and do 1d6+1 damage.

Orc chiefs will always be encountered in their lair. The chief and his personal guards (of which there are 5d6) fight as 3 HD monsters, and have AC 4, 15 hp, and do 2d4 damage.

Orcs are cruel, spiteful creatures and detest elves. They will attack elves on sight. They are known to take slaves of the other races, however.

Orcs are skilled miners and cavers. They have the ability to note new or unusual constructions underground 35% of the time, and to spot sloping passages 25% of the time.

Orcs speak goblin and hobgoblin in addition to their own foul tongue.

Most lairs will be found underground, and those found above ground will consist of simple huts, typically with some kind of defence (ditch, moat, crude walls, etc).

Description: Orcs are filthy, disgusting creatures with a brown or brownish-green coloured skin tone. Their hair is a nest of black or dark brown. They wear rusty and misused armour. They have an average lifespan of 40 years.

Treasure: Individual 2d6 ep ; Lair 1d12x1,000 cp (50%), 1d6x1,000 sp (40%), 1d6 gems (25%), 1d3 jewellery (20%), 2d4 potions (40%)

Troglodyte

Frequency: Common
No. Encountered: 10d10
Size: Man-sized
Move: 120 ft
Armour Class: 5
Hit Dice: 2
Attacks: 3 or 1
Damage: 1d3/1d3/1d4+1 or by weapon
Special Attacks: Repulsive odour
Special Defences: See below
Magic Resistance: Standard
Lair Probability: 15%
Intelligence: Low
Alignment: Chaotic evil
Level/XP: 2/20+2/hp

Troglodytes are a tribal race of reptilians that make their lairs deep underground. They have infravision (90 ft range). They have an unnatural hatred of humans, and will attack them on sight. Raiding parties (10 or more) will be led by a troglodyte that has 3 hit dice. War parties (20 or more) will be led by 2 creatures with 4 hit dice each. In their lair a chief will be present (he is a 6 hit dice monster) as well as 2d4 guards (3 hit dice creatures).

Some troglodytes attack with their claws and teeth, and some use weapons that they have taken in previous battles. They also have a special attack, once in combat they emit a sickening odour against which humans (as well as elves, half-elves, dwarfs, halflings, and gnomes) must save vs poison. If they fail, they lose 1 point of strength per round for 1d6 rounds. This effect lasts for 10 rounds after the last round it was active.

Description: Troglodyte skin is normally a dark green colour. However, they have the ability to alter this colouration depending on the area around them (much like a chameleon). This ability allows them to surprise others on a 1-4. This surprise bonus does not work when they are emitting their odour. They have bony fins along their skulls, and dark reptilian eyes.

Treasure: Individual 2d6 ep; Lair 1d6x1,000 cp (25%), 1d6x1,000 sp (30%), 1d6x1,000 ep (35%), 1d10x1,000 gp (40%), 1d4x100 pp (25%), 4d10 gems (60%), 3d10 jewellery (50%), 3 magic items (30%)

GIANT

Far from being mere brutes, giants' cunning makes up for their sometimes low intelligence. Giants can sometimes be persuaded, so long it is within their interests, to cooperate with other beings of like alignment.

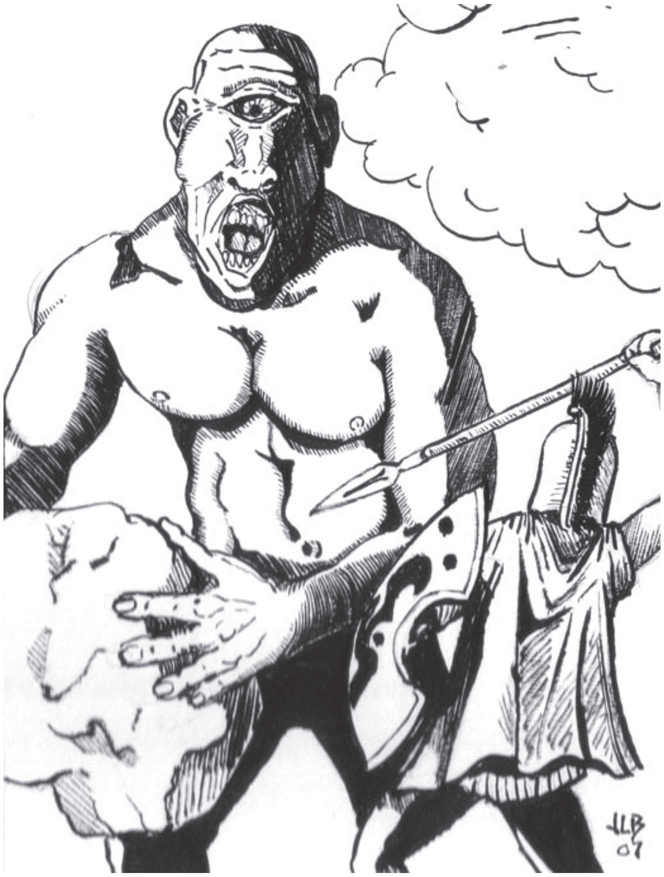
Despite their racial diversity, giants share some common characteristics. Giants are able to lift and throw large rocks like a catapult, even at close range, with their immense strength of 19-25. Immature giants function at a percentage of that of adults

Giants' great love of gold nearly matches their strength, and they commonly carry 1,000-6,000 coins, usually gold, with them when away from their cave dens. As if in defence of this treasure, they also commonly carry one or two rocks to use as convenient weapons.

Giants speak one language unique to their race, as well as their alignment language.

Cyclops

Frequency: Very rare
No. Encountered: 1d2
Size: Large (20 ft)
Move: 150 ft
Armour Class: 2
Hit Dice: 13
Attacks: 1
Damage: 6d6 or 4d10
Special Attacks: Rock throwing
Special Defences: None
Magic Resistance: Standard
Lair Probability: 80%
Intelligence: Low
Alignment: Chaotic evil
Level/XP: 7/3,300 + 17/hp



Cyclopes are extremely tall, ugly humanoids, each with a single eye centred under its slightly drooping brow. These oafish, antisocial creatures prefer to inhabit lonesome environs, such as out-of-the-way, otherwise deserted islands.

In addition to their single club attack, cyclopes may attack by hurling large boulders up to a distance of 60 ft.

Treasure: 1d10x1,000 cp (5%), 1d12x1,000 sp (25%), 1d6x1,000 ep (25%), 1d8x1,000 gp (25%), 1d12 gems (15%), 1d8 jewellery (10%), 3 magic items (25%), 2d8 potions and 1 scroll (40%).

Giant, Cloud

Frequency:	Rare
No. Encountered:	1d6
Size:	Large (18 ft tall)
Move:	150 ft
Armour Class:	2
Hit Dice:	12+1d6+1
Attacks:	1
Damage:	6d6
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Average up to very
Alignment:	Neutral good (50%)/neutral evil (50%)
Level/XP:	8/3,520 + 16/hp

Cloud giants usually live in giant castles at high elevations. When not high up in the mountains, their castles are on clouds given substance by magic. The majority (90%) of giants have average intelligence; the remainder are very intelligent and most often live in castles in the sky.

When multiple giants are found in a castle, there is a 75% chance that it is a family consisting of a male, a female, and any remaining giants encountered are their children. The children have an equal chance of being male or female. A female cloud giant is weaker than the male, resembling a fire giant in terms of damage inflicted and hit point capacity. Evil cloud giants keep 1 to 3 slaves 50% of the time and 1d4 prehistoric lions.

Very intelligent cloud giants have the ability to *levitate* the equivalent of 20,000 gp, plus their body weight, twice a day. Though they often wield clubs, all cloud giants can throw rocks to inflict 2d12 damage from 10 to 240 ft distance from a target, and can catch thrown rocks 60% of the time. Cloud giants are rarely (1 on 1d6) surprised due to their impressive olfactory abilities.

Description: Cloud giants often dress in flowing clothing and fancy jewellery. They have bronze to white hair, with skin in tones of blue ranging from nearly white to cold, light blue.

Treasure: 10d4x100 gp, 4d6 + 6 gems (15%), 1d8 jewellery (10%), 4 magic items (25%)

Giant, Fire

Frequency:	Uncommon
No. Encountered:	1d8
Size:	Large (12 ft tall)
Move:	120 ft
Armour Class:	3
Hit Dice:	11+1d4+1
Attacks:	1
Damage:	5d6
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	35%
Intelligence:	Low up to average
Alignment:	Lawful evil
Level/XP:	7/2,720 + 16/hp

Like cloud giants, fire giants often live in castles (50%), but are just as likely to frequent caves. It is not uncommon for many male fire giants to live together. When more than four fire giants are encountered, half the additional individuals will be female. When more than six fire giants are encountered, the additional individuals will be immature and will only have a percentage of adult capabilities. Females are not as formidable as males, and are comparable to frost giants in terms of attack damage and hit point capacity. As their name suggests, all fire giants are unharmed by fire. This extends to the flame breath produced by red dragons.

Like most giants, fire giants delight in throwing rocks at enemies. They can hit a target from a distance of 10 to 120 ft (2d10 hit points of damage), and can similarly catch (50% chance) thrown rocks. When not throwing rocks, fire giants wield large swords.

Fire giants sometimes share their lairs with hell hounds.

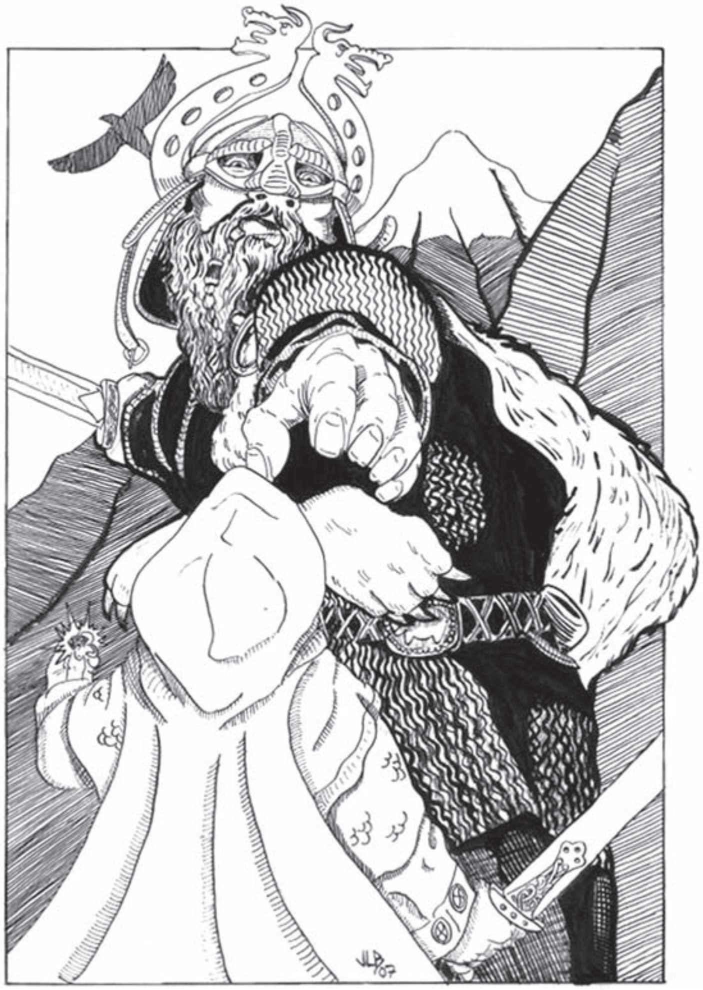
Description: Fire giants' hair is the red and orange colour of flames, and their skin is soot black. Their teeth are flame orange, and their eyes red. The commonly wear armour on their broad, 6 foot wide shoulders. This armour is sometimes made from the skin of dragons.

Treasure: 10d4x100 gp, 1d12 gems (15%), 1d8 jewellery (10%), 4 magic items (25%)

Giant, Frost

Frequency: Rare
No. Encountered: 1d8
Size: Large (15 ft tall)
Move: 120 ft
Armour Class: 4
Hit Dice: 10+1d4
Attacks: 1
Damage: 4d6
Special Attacks: See below
Special Defences: See below
Magic Resistance: Standard
Lair Probability: 30%
Intelligence: Low up to average
Alignment: Chaotic evil
Level/XP: 7/1,820 + 14/hp

Frost giants get their name from their love of the cold. They often live within frosty caverns, but also have a propensity to take up residence in castles, as do some of their other giant kin. This love of the cold is reflected in the fact that frost giants are completely immune to ill effects from cold, including the bone-chilling breath of white dragons.



Winter wolves often share residence with frost giants (50% chance, 1d6 in number). When encountering more than 4 frost giants, the first four are male and additional individuals up to 6 will be female. More than 6 will be immature and will only have a percentage of adult capabilities. Females are not as formidable as males, and are comparable to stone giants in terms of attack damage and hit point capacity.

Frost giants can cause 2d10 hit points in damage by throwing large rocks from between 10 to 200 ft. Likewise, they can catch rocks tossed at them with a 40% probability.

Description: Frost giants have the overall appearance of giant, muscled barbarians. They have light yellow or blue eyes, with white hair that can likewise be tinged with yellow or blue.

Treasure: 10d4x100 gp, 1d12 gems (15%), 1d8 jewellery (10%), 4 magic items (25%)

Giant, Hill

Frequency: Common
No. Encountered: 1d10
Size: Large (10 ft 6 in)
Move: 120 ft
Armour Class: 4
Hit Dice: 8+1d2
Attacks: 1
Damage: 2d8
Special Attacks: See below
Special Defences: See below
Magic Resistance: Standard
Lair Probability: 25%
Intelligence: Low
Alignment: Chaotic evil
Level/XP: 6/1,200 + 12/hp

Hill giants live in mostly inhospitable locations. Half of the time hill giants have other animals or beings guarding their homes. When guards are present, there is a 30% probability they are 1 to 3 giant lizards, 20% probability they are 2d4 ogres, and 50% probability they are 2d4 dire wolves. When encountering more than 4 hill giants, the first four are male and additional individuals up to 7 will be female. More than 7 will be immature and will only have a percentage of adult capabilities. Females have 6 HD and are not as formidable as males. They are comparable to ogres in terms of attack and damage.

Hill giants can cause 2d8 hit points in damage by throwing large rocks from between 10 to 200 ft. Likewise, they can catch rocks tossed at them with a 30% probability.

Description: In many ways hill giants resemble larger ogres, including having eyes red-rimmed, and they will often wield some type of bludgeoning weapon. In fact, hill giants frequently (50%) also speak the language of ogres. They have skin of rust brown or tan, with similarly coloured rust or black hair. They dress in animal skins.

Treasure: 2d10x100 gp, 1d10 gems (30%), 1d6 jewellery (25%), 3 magic items (15%)

Giant, Stone

Frequency:	Uncommon
No. Encountered:	1d8
Size:	Large (12 ft)
Move:	120 ft
Armour Class:	0
Hit Dice:	9+1d4
Attacks:	1
Damage:	3d6
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	30%
Intelligence:	Average
Alignment:	Neutral
Level/XP:	7/1,500 + 14/hp

Stone giants live in mountainous locations exclusively in caverns or otherwise in the earth. They are most active at night. Three-quarters of the time stone giants have 1d4 cave bears guarding their homes. When encountering more than 4 stone giants, the first four are male and additional individuals up to 6 will be female. More than 6 will be immature and will only have a percentage of adult capabilities. Females are not as formidable as males, and are comparable to hill giants in terms of attack, damage, and hit points.

Stone giants sometimes share their lairs with cave bears.

Stone giants can cause 3d10 hit points in damage by throwing large rocks from between 10 to 300 ft. Likewise, they can catch rocks tossed at them with a 90% probability.

Description: Stone giants are partially named for their stone-like complexions and iron coloured eyes. Their hair is also dark-stone coloured, sometimes with hints of blue. Whereas hill giants often use wooden clubs, stone giants prefer stone and wear skins the colour of stone.

Treasure: 2d10x100 gp, 1d10 gems (30%), 1d6 jewellery (25%), 3 magic items (15%)

Giant, Storm

Frequency:	Rare
No. Encountered:	1d4
Size:	Large (21 ft)
Move:	150 ft
Armour Class:	1
Hit Dice:	15+1d6+1
Attacks:	1
Damage:	7d6
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	30%
Intelligence:	Exceptional
Alignment:	Chaotic good
Level/XP:	9/6,000 + 20/hp

Storm giants are the most formidable of giants in many campaigns. They live in remote locations; about 60% of the time they live on clouds like their cloud giant cousins, and 30% of the time in the mountains like their stone giant relatives. Somewhat more rarely (10% of the time) storm giants choose to live underwater. In all cases, they live in immense, luxurious castles. Like other giants, storm giants have a fondness for pets and if living above water will have 1d4 griffons 30% of the time and 1 or 2 rocs 70% of the time. However, storm giants who have their castle abodes under water will instead have 2d4 sea lions.

Storm giants are too intelligent, sophisticated, and magically endowed to toss rocks like their brethren. Instead, storm giants can employ the following spell-like abilities once per day: *lightning bolt* (8d8 damage), *call lightning* (10 to 15d6 damage, 3 bolts), *control winds, predict weather*, and *weather summoning*. Further, they can *levitate* their own weight plus an additional weight equal to 30,000 gold pieces two times per day. Storm giants can breathe and otherwise function underwater unimpeded. They are immune to all damage by electricity, including the fearsome electrical bolt breathed by the dreaded blue dragon.

Description: There are two typical appearances of storm giants, related to their preference for environment. Those who choose to live under water are often of green hair, eyes and skin, while those above water have purple skin, eyes either purple or cloudy grey, and blue-tinted black hair.

Treasure: 10d4x100 gp, 4d6 + 6 gems (15%), 1d8 jewellery (10%), 4 magic items (25%)

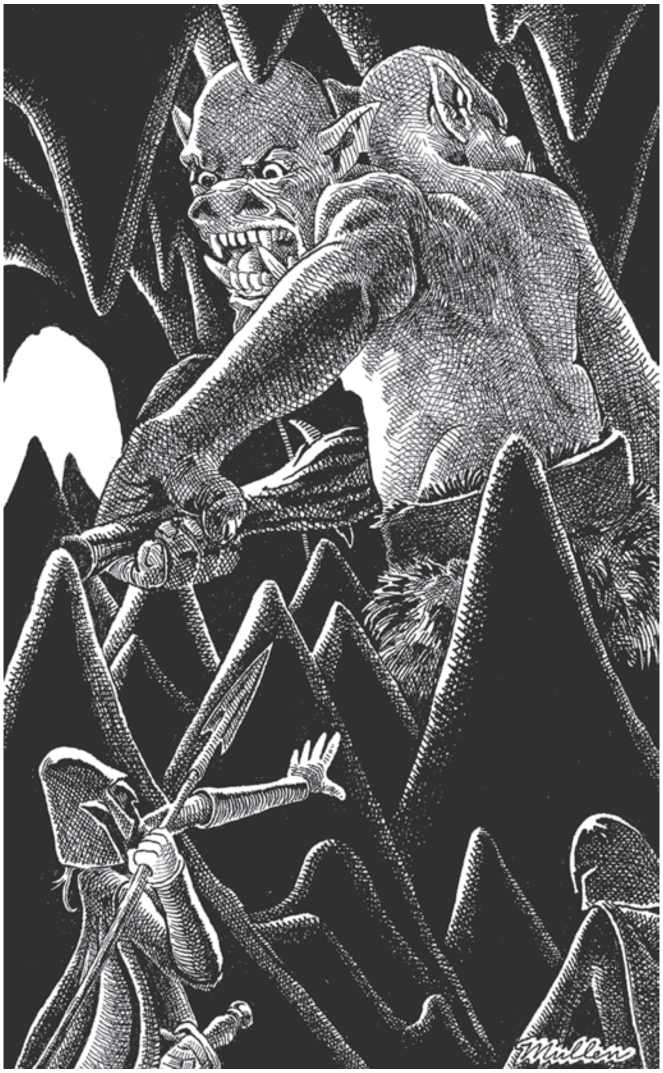
Ettin

Frequency:	Very rare
No. Encountered:	1d4
Size:	Large (13 ft +)
Move:	120 ft
Armour Class:	3
Hit Dice:	10
Attacks:	2
Damage:	2d8/3d6
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	7/1,370 + 14/hp

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 2d8. Ettins are seldom surprised because one head or the other is usually keeping watch.

Description: 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.

Treasure: Individual: 2d10 gp, 1d6 gems (25%), 1d4 jewellery (20%) 2 magic items; Lair: 2d6x1,000 gp (70%)



Ogre	Common	Mage
Frequency:	Common	Rare
No. Encountered:	2d10	1d6
Size:	Large (9 ft +)	Large (9 ft +)
Move:	90 ft	90 ft, 150 ft flying (AA: level III)
Armour Class:	5	4
Hit Dice:	4+1	5+2
Attacks:	1	1
Damage:	1d10 or weapon	1d12 or by weapon
Special Attacks:	None	See below
Special Defences:	None	See below
Magic Resistance:	Standard	Standard
Lair Probability:	20%	25%
Intelligence:	Low	Average to high
Alignment:	Chaotic evil	Chaotic evil
Level/XP:	3/95 + 5/hp	5/750+6/hp

Ogres are malicious beings who live in all environments, whether above or below ground. They have affinity with hill giants and trolls, and often can be found with them. Additionally, ogres love wealth, and will hire themselves out to other creatures toward this end.

In a group of 11 or more ogres, one is a leader and is slightly more powerful (attack capability equal to a 7 HD monster, 33 hit points, AC 3, and damage of 2d6). Groups of 16 or greater ogres will have two of these leaders, as well as an ogre chief. The chief also attacks as a 7 HD monster, but inflicts 1d10 + 4 hit points of damage and has an AC of 4. When attacking by weapon, standard ogres receive +2 to damage while their more powerful leaders get +3 and a chief receives +4.

When encountering ogres in their lair, there will be an additional 2d6 females and 2d4 young. Females deliver 2d4 hit points of damage and have 4d6 + 1 hit points. Children have the same capabilities as goblins. The lair will contain slaves or prisoners 30% of the time. When capturing other beings, 25% of the time they are used as slaves whereas the unlucky majority, or 75%, find their way to the supper table.

Despite their low intelligence, ogres are social creatures and speak orc, troll, and the language of hill giants in addition to their own language and alignment tongue.

Description: Aside from the elusive unhealthy-purple coloured ogre, most ogres have skin that is dull yellow or dark brown. They have black-green or blue-black hair, and their skin is covered in dark wart-like bumps. They have purple eyes and white pupils, and their hard, thick nails and teeth are orange and sometimes black. Ogres live at least 90 years. They don furs or other animal hides, and their (often) mercenary lifestyle requires that they maintain their weapons and armour in decent condition.

Treasure: Individual: 20d4 gp; Lair: 1d3x1,000 gp (30%), 5d8 gems (40%), 2 magic items (10%), 2d4 potions (40%)

Ogre Magi are fearsome evil creatures, well versed in magic and of unnatural size and strength. They stand around nine or ten feet tall, are thick-limbed, wide of girth and heavily muscled, but otherwise more or less resemble men in shape. Ogre magi are known to have thick skin that usually ranges in colour from pale yellow to brown or black, but some are said to be green or even blue. Most have reddish coloured eyes, two or more yellow to white horns, thick tusks, sharp yellow to black nails and long dark hair. They speak common and ogrish, amongst other languages.

Though ogre magi are physically powerful, it is their command of magic that makes them truly dangerous adversaries. The spells they may use include *fly* (12 turn duration), *invisibility*, *darkness 10 ft radius* and *polymorph self*, though this last is limited to humanoid forms four to twelve feet in size. Once per day, they may also use *charm person*, *sleep*, *gaseous form* and *cone of cold* as a 12th level spell caster. In addition, they have the capacity to regenerate 1 hp per combat round. Ogre magi are highly intelligent and will seek to defeat their foes with magic before entering physical combat. They prefer to flee rather than continue to fight a losing battle, though they are known to bear long grudges.

Ogre magi are not numerous and tend towards small groups, but the largest are led by particularly powerful individuals with 30-42 hp who fight and save as though they had 9 hit dice. Their lairs are generally well-defended and often guarded by lesser beings who have been forced into their service.

Treasure: 2d10x1,000 gp (50%), 1d10x1,000 pp (50%), 3d6 gems (25%), 1d6 jewellery (25%), 1d6 potions (100%) and 1d6 magic items (25%)

Troll

Frequency:	Uncommon
No. Encountered:	1d12
Size:	Large (9 ft + tall)
Move:	120 ft
Armour Class:	4
Hit Dice:	6+6
Attacks:	3
Damage:	1d4+4/1d4+4/2d6
Special Attacks:	See below
Special Defences:	Regeneration
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	6/525+8/hp

Trolls are vile, putrid creatures found in almost any climate. They can attack up to three opponents at a time using their powerful limbs to claw and their wicked teeth for biting. After three rounds of combat, their innate regeneration ability will start working, recovering 3 hit points per round. Their ability to regenerate even allows detached limbs to reattach to their body. Severed limbs will even continue to attack foes independently. A troll can only be truly destroyed by fire or acid, and these type of damage cannot be regenerated.

Description: The hides of trolls are a sickly green or grey and they have cold black eyes.

Treasure: Lair 1d8x1,000 cp (10%), 1d12x1,000 sp (15%), 1d8x1,000 ep (15%), 1d6x1,000 gp (50%), 1d10 gems (30%), 1d6 jewellery (25%), 2 magic items or 1 potion (15%).

Troll, Giant

Frequency:	Rare
No. Encountered:	1d12
Size:	Large (10 ft tall)
Move:	120 ft
Armour Class:	4
Hit Dice:	8
Attacks:	1
Damage:	2d8
Special Attacks:	Nil
Special Defences:	Regeneration
Magic Resistance:	Standard
Lair Probability:	33%
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	6/750 + 10/hp

These horrible creatures are the result of crossbreeding trolls with hill giants, resulting in a monster that looks like a troll combined with the large size and pot-belly of a hill giant. The hide of a giant troll is reddish brown and they have tough wiry black hair, bulbous nose, and red rimmed eyes.

Giant trolls are very strong and when fighting with their favoured weapon, a giant spiked club, they inflict 2d8 points of damage. They carry this weapon with them everywhere, even in their lair, but if encountered without it they will fight with their clawed hands. When using their natural weaponry giant trolls attack twice per round for 1d6 points of damage each, and is easily capable of attacking two different targets in the same round. Giant trolls also have extremely fast reflexes and are able to snatch a missile from the air 25% of the time. If it is a missile suitable for throwing (example: spear, rock) the giant troll will throw it back as its next attack.

Giant trolls regenerate 2 hp per round but unlike their smaller cousins, they are not capable of rebonding severed limbs, and severed limbs will not attack independently. Giant trolls share a troll's weakness to fire and acid, and at least 10 hp of damage to a troll must be by one of these two methods before it can be slain. Any other damage simply reduces the giant troll to 1 hp and negates regeneration.

Giant trolls are found in every climate except desert. They have 90 ft infravision and an acute sense of smell as well as the troll's racial trait of absolute fearlessness.

Treasure: 2d6x1,000 cp (20%), 1d6x1,000 sp (35%), 1d4x1,000 ep (15%), 1d6 gems (25%), 1d4 jewellery (25%), any 2 maps or magic (10%)

Troll, Giant Two-Headed

Frequency:	Very rare
No. Encountered:	1d3
Size:	Large (10 ft tall)
Move:	120 ft
Armour Class:	4
Hit Dice:	10
Attacks:	4
Damage:	1d6/1d6/1d10/1d10
Special Attacks:	Nil
Special Defences:	Regeneration
Magic Resistance:	Standard
Lair Probability:	35%
Intelligence:	Average
Alignment:	Chaotic evil
Level/XP:	7/1,750 + 15/hp

Giant two-headed trolls are the vicious offspring of trolls and ettins. In appearance they look most like trolls, though they have two heads like an ettin and prefer wearing filthy animal skins as ettins do. Giant two-headed trolls are nocturnal and prefer underground dwellings such as dungeons or caverns, but only have the standard 60 ft infravision.

In combat the giant two-headed troll has two claw attacks for 1d6 points of damage each and which can be directed at two different opponents. It also has two bite attacks for 1d10 damage each but bite attacks must be directed at the same opponent. This variety of troll can regenerate 1 hp per round but cannot rebond severed limbs, and severed limbs will not attack independently. Like an ettin, this ettin-troll crossbreed can have one head sleep while the others stays alert for danger and thus it can only be surprised on a 1 in 6.

Treasure: 1d8x1,000 cp (20%), 1d10x1,000 sp (30%), 1d10x1,000 ep (15%), 1d6x1,000 gp (60%), 2d6 gems (35%), 1d6 jewellery (20%), any 2 maps or magic plus 1 potion (25%)

Troll, Ice

Frequency:	Rare
No. Encountered:	1d6
Size:	Large (9 ft tall)
Move:	90 ft
Armour Class:	8

Hit Dice: 2
Attacks: 2
Damage: 1d8/1d8
Special Attacks: Nil
Special Defences: Regeneration, impervious to cold, magical weapons to hit
Magic Resistance: Standard
Lair Probability: 10%
Intelligence: Semi-
Alignment: Chaotic evil
Level/XP: 2/45 + 2/hp

An ice troll has the general form of a troll but its cold, semi-transparent body seems to have been chiselled from blue-tinged ice. Ice trolls prefer underground dwellings such as dungeons or caverns and will always lair near running water if possible or, failing that, the wettest spot they can find. These trolls regenerate 2 hp per round and are capable of rebonding severed limbs, but only if the limb is immersed in water. A severed limb will move toward the nearest body of water if one is within 30 ft. Severed limbs will not attack independently.

In combat, ice trolls attack with two claw attacks for 1d8 points of damage apiece. As with other types of trolls, these attacks can be directed at two different opponents. Ice trolls can only be hit with magical weapons and are immune to cold based attacks of any kind. Fire inflicts double damage upon ice trolls.

Ice trolls have the superior 90 ft infravision and an acute sense of smell. They also share the racial traits of most troll types, having great strength, being fearless in combat, and attacking until either victorious or slain.

Treasure: 1d10x1,000 cp (10%), 1d20x1,000 sp (20%), 1d6x1,000 ep (10%), 1d8x1,000 gp (40%), 1d12 gems (25%), 1d8 jewellery (25%)

Troll, Spectral

Frequency: Very rare
No. Encountered: 1d2
Size: Large (8 ft tall)
Move: 150 ft
Armour Class: 2
Hit Dice: 5 + 5
Attacks: 3
Damage: 1d6/1d3/1d3
Special Attacks: Strength point drain
Special Defences: Regeneration, invulnerable to cold, magical weapons to hit, invisibility
Magic Resistance: 30%
Lair Probability: Nil
Intelligence: Very
Alignment: Chaotic evil
Level/XP: 6/625 + 6/hp

Long ago these creatures were created in some bizarre and perverted arcane ritual merging the life essences of a troll and some extra-planar creature. Fewer than 50 of these creatures are believed to exist and the secret of their creation process died with the creators—when the spectral trolls rose up in revolt and fed upon their life energy. Spectral trolls are invisible. Anyone able to see invisible will see a monster that appears very much like a shorter-than-normal troll with somewhat indistinct features and glowing amber eyes.

Spectral trolls have 3 attacks which cause special damage (detailed below) and can target up to 3 different opponents if they choose. Spectral trolls regenerate 3 hit points per round and can rebond severed limbs and, as with their troll brethren, severed limbs will continue to attack independently. These creatures are impervious to cold and cold based attacks while fire or fire based attacks cause damage which does not regenerate. Spectral trolls can only be hit by magical weapons.

Special Damage: The spectral troll has two claw attacks that subtract 1d3 points of damage on a successful hit from both the victim's hp and his or her strength ability score. For example: a 17 strength fighter struck for 2 hit points of damage will immediately be reduced to a strength of 15. Strength is recovered at a rate of 1 point for every 2d4 turns. If a victim's strength is reduced to zero he or she dies; if strength is reduced to 1 or 2 hit points the victim will fall comatose to the ground and will not recover consciousness until enough strength is recovered to raise score to 3 or higher.

In addition to the special claw attacks, the spectral troll also has a fanged biting attack. The bite attack of one of these invisible monsters inflicts 1d6 points of damage but the troll adds its own hit point value as bonus damage to the attack. Example: a spectral troll with 38 hit points bites a cleric for 4 points of damage. Total damage dealt to the unfortunate cleric would 4 + 38 = 42.

Spectral trolls have an acute sense of smell and superior infravision with a 120 ft range. Like all trolls, the spectral troll is strong, fearless, and attacks relentlessly until it kills its opponent or is itself slain.

Treasure: Nil.

DRAGONS

Dragons are, in many ways, the archetypal adversaries in OSRIC-compatible games. Some dragons are weak enough that even a relatively low level party can have a chance to fight a dragon—while others are powerful enough to pose a challenge even to a high-level party. Even parties of very high average level may well struggle to defeat a mated pair, or family group, of elder dragons!

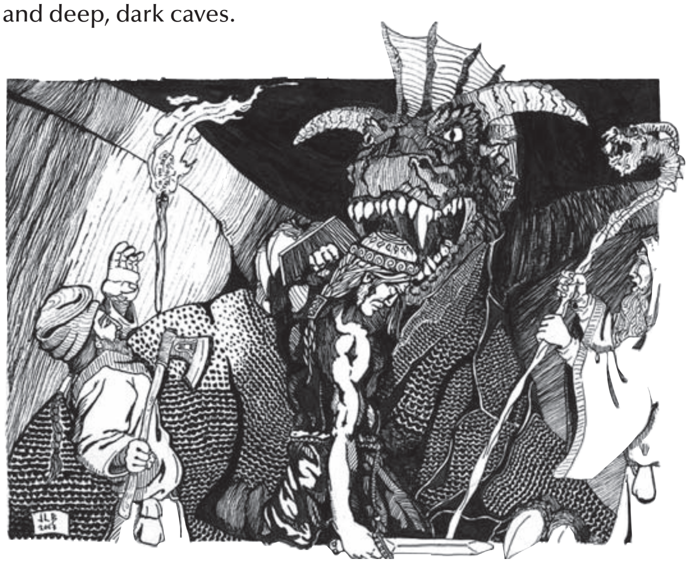
Dragons come in various colours. In many campaigns, these colours are literal—fire-breathing dragons really do always have red scales—but in others, they may be metaphorical, allowing (for example) a green or brown "red" dragon. Some campaigns also allow the possibility of dragons with more than 8 hp per die and dragons with d10, d12 or even larger Hit Die are possible.

There are some traits that are generally common to all dragons, no matter the colour or alignment. First, if issued with a formal challenge, a dragon will sometimes agree to fight until subdued rather than to the death. The GM should rule about the likelihood of the dragon's acceptance and the conditions that apply, since these will depend on the nature of the challenge and the alignment of the dragon. Second, dragons grow more powerful as they age. Generally, a newly-hatched dragon should be given 1 hp per die, while a very ancient one (defined as being in excess of 400 years of age) will have 8. Third, dragons radiate an aura of *fear* (as the 4th level magic user spell) affecting creatures of less than 5th level unless they save vs magic. Last, dragons with 5 or more hp per die gain a bonus of +1 to their saving throw rolls per hp/die in excess of 4. Thus an ancient dragon with 8 hp per die saves at +4.

Dragon, Black

Frequency:	Uncommon
No. Encountered:	1d4
Size:	Large (30 ft long)
Move:	120 ft, flying 240 ft (AA: level II)
Armour Class:	3
Hit Dice:	6 to 8
Attacks:	3
Damage:	1d4/1d4/3d6
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	30%
Intelligence:	Average
Alignment:	Chaotic evil
Level/XP:	Variable

Viking champions such as Ragnar Lodbrok and Sigurd the Volsung fought fearsome dragons that spewed a corrosive venom, deadly to the touch. These dragons are the deadly black dragons. Black dragons are found mostly in swamps, marshes and deep, dark caves.



Black dragons only occasionally (30%) are known to speak, only rarely (10%) cast magic, but often (50%) will be found asleep. If the dragon is asleep, there is a 1 in 6 chance that it will awaken in the presence of adventurers. Dragons also sometimes feign sleep.

If a black dragon can cast spells, it will gain spells as a magic user of a level equal to one half of its age category. So, an ancient black dragon casts as a 4th level magic user.

Black dragon breath is a stream of corrosive, acidic venom, 50 ft long and 5 ft wide. It does damage equal to the dragon's hit points (but a save vs dragon breath halves this amount). The dragon may use this breath weapon up to three times per day.

Treasure: (For a typical individual) 5d6x1,000 cp (25%), 1d100x1,000 sp (40%), 1d4x10,000 ep (40%), 1d6x10,000 gp (55%), 5d10x100 pp (25%), 1d100 gems (50%), 1d4x10 jewellery (50%), 4 magic items plus 1 potion and 1 scroll (15%).

Dragon, Blue

Frequency:	Rare
No. Encountered:	1d4
Size:	Large (42 ft long)
Move:	90 ft, flying 240 ft (AA: level II)
Armour Class:	2
Hit Dice:	8 to 10
Attacks:	3
Damage:	1d6/1d6/3d8
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	50%
Intelligence:	Very
Alignment:	Lawful evil
Level/XP:	Variable

The deserts of the southern lands are home to the deadly blue dragons. These creatures dwell in vast caves in arid lands coming forth to visit their enemies and innocent victims with deadly lightning attacks.

Blue dragons often (60%) are known to speak, only sometimes (30%) cast magic, but sometimes will (30%) be found asleep. If the dragon is asleep, there is a 1 in 6 chance that it will awaken in the presence of adventurers. Dragons also sometimes feign sleep.

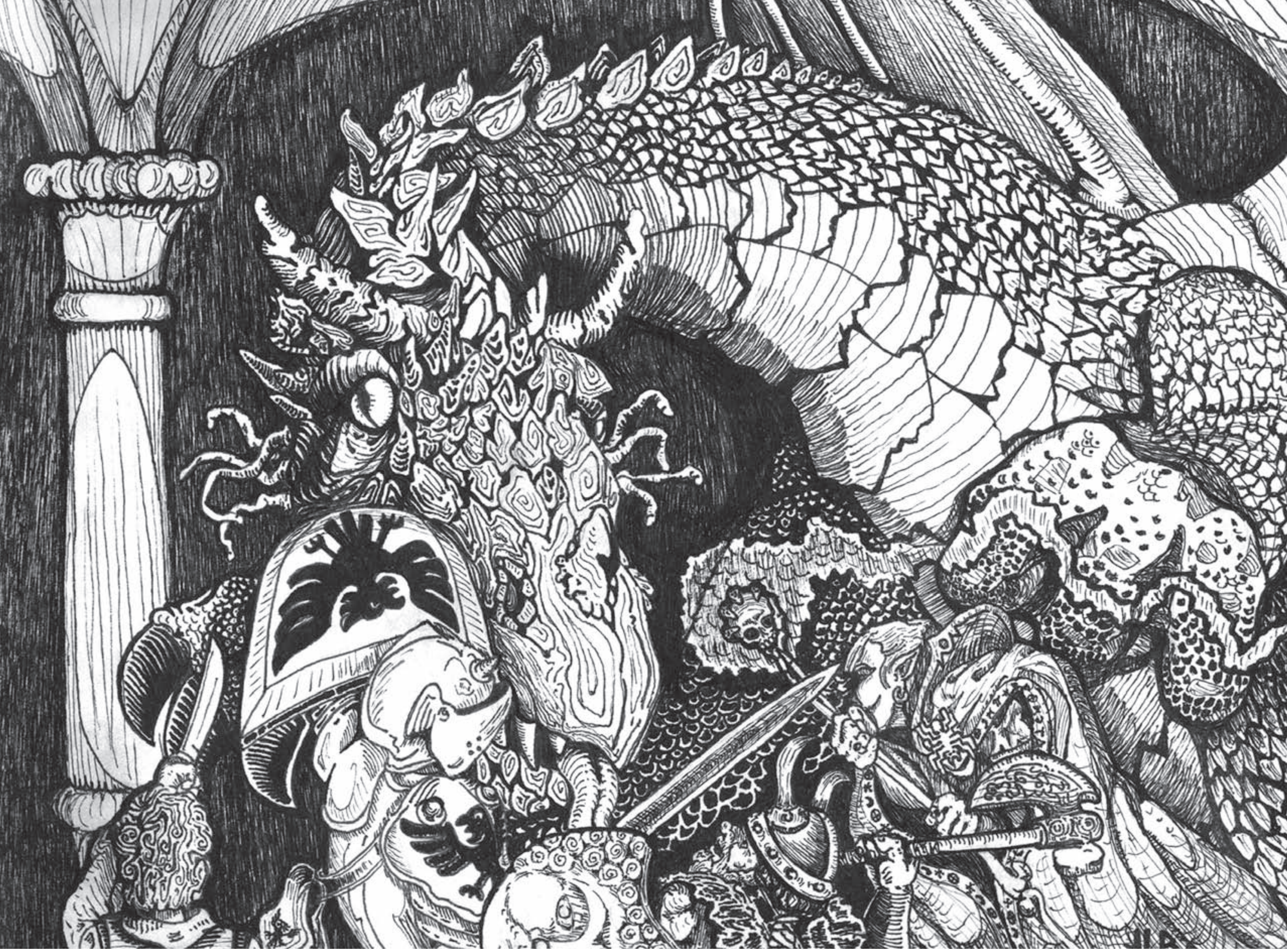
If a blue dragon can cast spells, it gains spells as if it were a wizard of a level equal to its age category.

Blue dragon breath is a bolt of lighting, 100 ft long and 5 ft wide. It does damage equal to the dragon's hit points (but a save vs dragon breath halves this amount). The dragon may use this breath weapon up to three times per day.

Treasure: (For a typical individual) 5d6x1,000 cp (25%), 1d100x1,000 sp (40%), 1d4x10,000 ep (40%), 1d6x10,000 gp (55%), 5d10x100 pp (25%), 1d100 gems (50%), 1d4x10 jewellery (50%), 4 magic items plus 1 potion and 1 scroll (15%), 2d4 potions (40%).

Dragon, Brass

Frequency:	Uncommon
No. Encountered:	1d4
Size:	Large (30 ft long)
Move:	120 ft, flying 240 ft (AA: level II)
Armour Class:	3
Hit Dice:	6 to 8
Attacks:	3
Damage:	1d4/1d4/4d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	25%
Intelligence:	High
Alignment:	Chaotic good or chaotic neutral
Level/XP:	Variable



The blue dragons of the desert must contend with their deadly rivals, the brass dragons, who love the same arid caves. The brass dragons are not the vicious killers that the blue dragons are, although their good nature is sometimes overcome with doses of greed and self-interest.

Brass dragons sometimes (30%) are known to speak, only sometimes (30%) cast magic, but oftentimes will (50%) be found asleep. If the dragon is asleep, there is a 1 in 6 chance that it will awaken in the presence of adventurers. Dragons also sometimes feign sleep.

If a brass dragon can cast spells, it gains spells as if it were a wizard of a level equal to one-half of its age category.

Brass dragon breath is either a cone of *sleep*-inducing gas (70 ft by 20 ft), or a cone of fear gas (40 ft by 50 ft, by 20 ft). Anyone within the cloud must save or fall deeply asleep or run in fear (duration of either effect is 10 minutes). Saves against a small dragon's breath are at a +2, but against a large dragon's breath are at a –2.

Treasure: (For a typical individual) 5d6x1,000 cp (25%), 1d100x1,000 sp (40%), 1d4x10,000 ep (40%), 1d6x10,000 gp (55%), 5d10x100 pp (25%), 1d100 gems (50%), 1d4x10 jewellery (50%), 4 magic items plus 1 potion and 1 scroll (15%).

Dragon, Bronze

Frequency:	Rare
No. Encountered:	1d4
Size:	Large (42 ft long)
Move:	90 ft, flying 240 ft (AA: level II)
Armour Class:	2
Hit Dice:	8 to 10
Attacks:	3
Damage:	1d6/1d6/4d6
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	45%
Intelligence:	Exceptional
Alignment:	Lawful good
Level/XP:	Variable

The reclusive bronze dragons live in caverns in temperate climates. They are interested in the ways of humanity and often use shape-changing powers to watch, observe and help people. They prefer to have their lairs in places isolated from prying eyes, however, and thus often place their entrances in lakes or ponds. They have found that their treasure hordes are tempting targets for evil or even neutral adventurers.

Bronze dragons often (60%) are known to speak, and (60%) cast magic, but sometimes will (25%) be found asleep. If the dragon is asleep, there is a 1 in 6 chance that it will awaken in the presence of adventurers. Dragons also sometimes feign sleep.

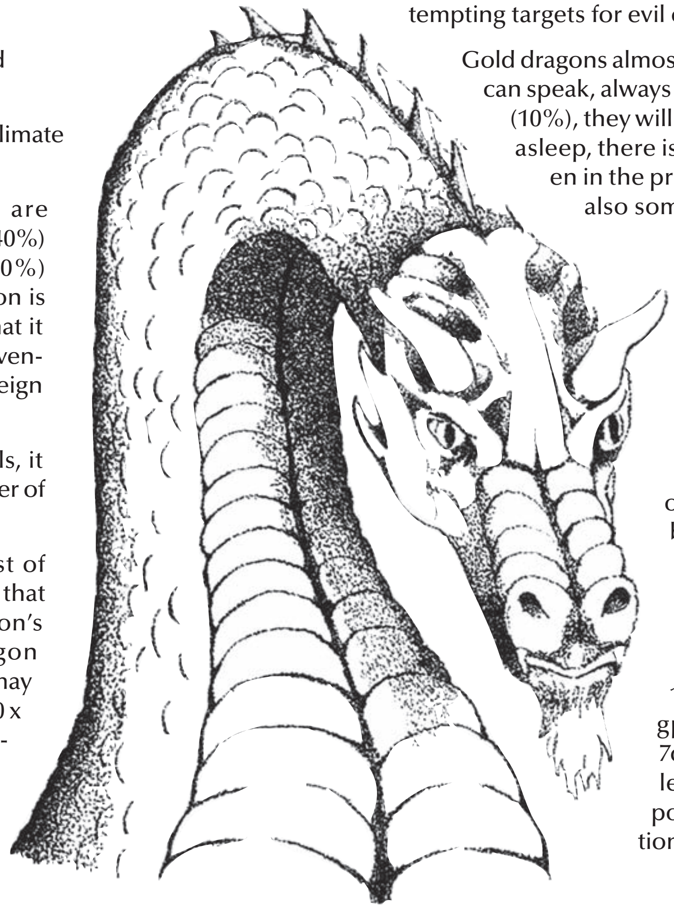
If a bronze dragon can cast spells, it gains spells as if it were a wizard of a level equal to its age category.

Bronze dragon breath is a bolt of lightning, 100 ft long and 5 ft wide. It does damage equal to the dragon's hit points (but a save vs dragon breath halves this amount); or it may breathe a cloud of repulsion gas (20 x 30 x 30 ft) which requires all subjects to save vs dragon breath or be *repulsed* for 6 minutes. The dragon may use breath weapons up to three times per day.

Treasure: (For a typical individual) 5d6x1,000 cp (25%), 1d100x1,000 sp (40%), 1d4x10,000 ep (40%), 1d6x10,000 gp (55%), 5d10x100 pp (25%), 1d100 gems (50%), 1d4x10 jewellery (50%), 4 magic items plus 1 potion and 1 scroll (15%), 2d4 potions (40%), 1d4 scrolls (50%).

Dragon, Copper

Frequency:	Uncommon to rare
No. Encountered:	1d4
Size:	Large (36 ft long)
Move:	90 ft, flying 240 ft (AA: level II)
Armour Class:	1
Hit Dice:	7 to 9
Attacks:	3
Damage:	1d4/1d4/3d6+2
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	35%
Intelligence:	High
Alignment:	Chaotic good
Level/XP:	Variable



Copper dragons live in a similar climate to blue dragons.

Copper dragons often (45%) are known to speak, and sometimes (40%) cast magic, but sometimes (40%) will be found asleep. If the dragon is asleep, there is a 1 in 6 chance that it will awaken in the presence of adventurers. Dragons also sometimes feign sleep.

If a copper dragon can cast spells, it gains spells as if it were a magic user of a level equal to its age category.

Copper dragon breath is a blast of acid like a black dragon's breath that does damage equal to the dragon's hit points (but a save vs dragon breath halves this amount); or it may breathe a cloud of slowing gas (20 x 30 x 30 ft) which requires all subjects to save vs breath weapon or be *slowed* (as the spell) for 6 minutes. The dragon may use breath weapons up to three times per day.

Treasure: (For a typical individual) 5d6x1,000 cp (25%), 1d100x1,000 sp (40%), 1d4x10,000 ep (40%), 1d6x10,000 gp (55%), 5d10x100 pp (25%), 1d100 gems (50%), 1d4x10 jewellery (50%), 4 magic items plus 1 potion and 1 scroll (15%), 2d4 potions (40%).

Dragon, Gold

Frequency:	Very rare
No. Encountered:	1d3
Size:	Large (54 ft long)
Move:	120 ft, flying 300 ft (AA: level II)
Armour Class:	-2
Hit Dice:	10 to 12
Attacks:	3
Damage:	1d8/1d8/6d6
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	65%
Intelligence:	Genius
Alignment:	Lawful good
Level/XP:	Variable

Often shaped like the sinuous dragons of oriental myth, gold dragons epitomize law and goodness, and are typically just and kindly. They are interested in the ways of man and often use shape-changing powers to watch, observe and help people. They prefer to have their lairs in places isolated from prying eyes, however, and thus often place their entrances in lakes or ponds. They have found that their treasure hordes are tempting targets for evil or even neutral adventurers.

Gold dragons almost always speak (90%), and if they can speak, always (100%) cast magic. Occasionally (10%), they will be found asleep. If the dragon is asleep, there is a 1 in 6 chance that it will awaken in the presence of adventurers. Dragons also sometimes feign sleep.

A gold dragon gains spells as if it were a magic user of a level equal to its age category.

Gold dragon breath is a blast of fire (like that of a red dragon) or a cloud of poison gas (like a green dragon), at the dragon's option. The dragon may use breath weapons up to three times per day.

Treasure: (For a typical individual) 5d6x1,000 cp (25%), 1d100x1,000 sp (40%), 1d4x10,000 ep (40%), 2d6x10,000 gp (55%), 10d10x100 pp (25%), 7d20 gems (50%), 1d6x10 jewellery (50%), 4 magic items plus 1 potion and 1 scroll (15%), 2d4 potions (40%), 1d4 scrolls (50%).

Dragon, Green

Frequency:	Rare
No. Encountered:	1d4
Size:	Large (36 ft long)
Move:	90 ft, flying 240 ft (AA: level II)
Armour Class:	2
Hit Dice:	7 to 9
Attacks:	3
Damage:	1d6/1d6/2d10
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Average to very
Alignment:	Lawful evil
Level/XP:	Variable

Particularly renowned for their foul temper, which is said to be even more venomous than their breath, green dragons prefer to live in caverns or ruins in or near forests.

Green dragons sometimes (45%) speak, rarely (20%) cast magic, and will sometimes (40%) be found asleep. If the dragon is asleep, there is a 1 in 6 chance that it will awaken in the presence of adventurers. Dragons also sometimes feign sleep.

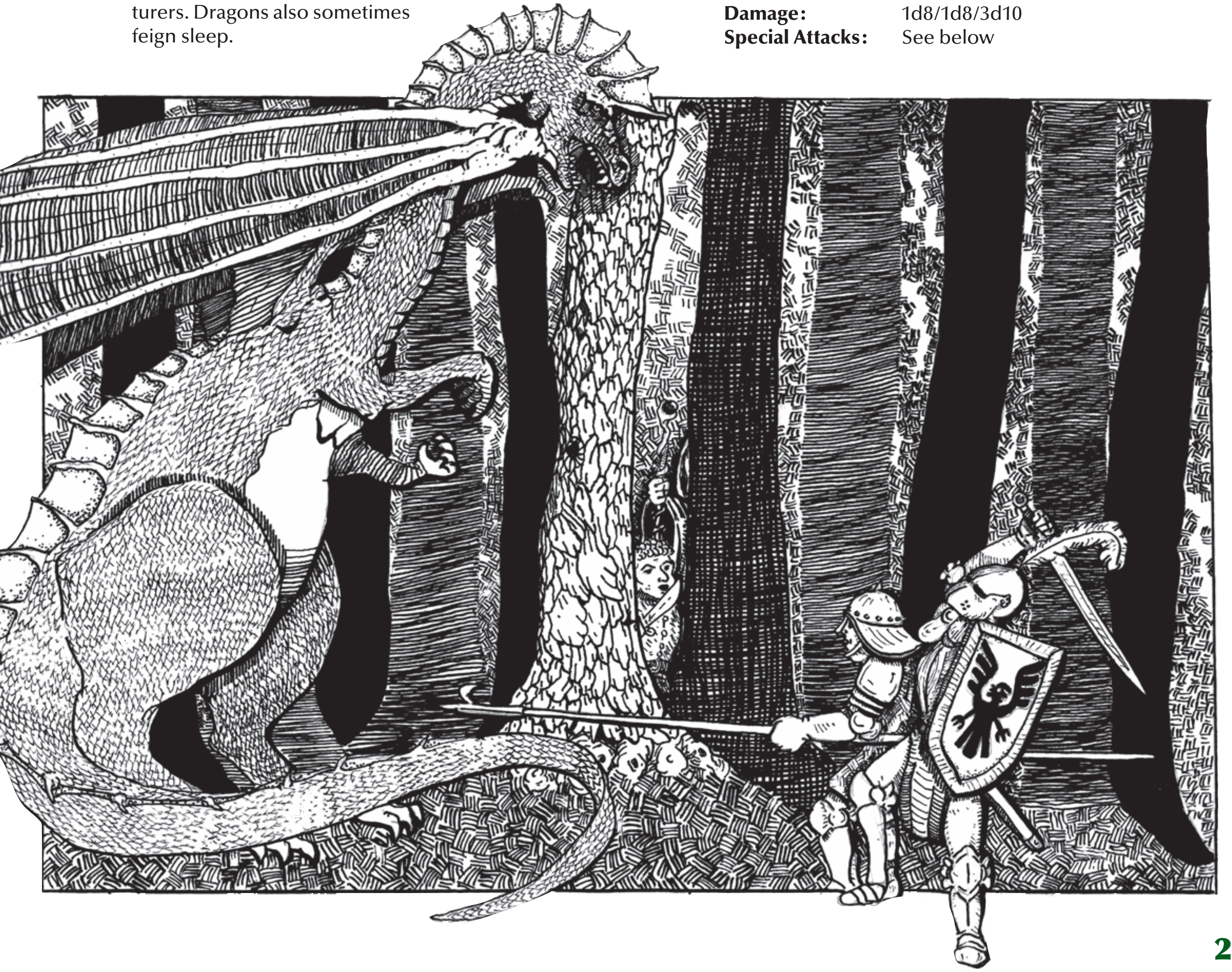
If a green dragon can cast spells, it will do so as a magic user equal to its age category. Thus a green dragon with 6 hit points per die can cast spells as if it were a 6th level magic user. Owing to the magical nature of the creature, it does not require somatic or material components to its spells—it need only speak the incantation.

Green dragon breath is a cloud of toxic gas, 50 ft long, 40 ft wide, and 30 ft high. The dragon may use this breath weapon up to three times per day.

Treasure: (For a typical individual) 5d6x1,000 cp (25%), 1d100x1,000 sp (40%), 1d4x10,000 ep (40%), 1d6x10,000 gp (55%), 5d10x100 pp (25%), 1d100 gems (50%), 1d4x10 jewellery (50%), 4 magic items plus 1 potion and 1 scroll (15%), 2d4 potions (40%), 1d4 scrolls (50%).

Dragon, Red

Frequency:	Rare
No. Encountered:	1d4
Size:	Large (48 ft long)
Move:	90 ft, flying 240 ft (AA: level II)
Armour Class:	-1
Hit Dice:	9 to 11
Attacks:	3
Damage:	1d8/1d8/3d10
Special Attacks:	See below



Special Defences: See below
Magic Resistance: Standard
Lair Probability: 60%
Intelligence: Exceptional
Alignment: Chaotic evil
Level/XP: Variable

The archetypal red dragon is Smaug from *The Hobbit*.

Red dragons usually (80%) speak, sometimes (40%) cast magic, and will sometimes (20%) be found asleep. If the dragon is asleep, there is a 1 in 6 chance that it will awaken in the presence of adventurers. Dragons also sometimes feign sleep.

If a red dragon can cast spells, it will do so as a magic user equal to its age category. Thus a red dragon with 6 hit points per die can cast spells as if it were a 6th level magic user. Owing to the magical nature of the creature, it does not require somatic (hand gestures) or material components to its spells—it need only speak the incantation.

Red dragon breath is a cone of flame, 90 ft long and 15 ft radius at the base, emanating from the mouth of the creature. It does damage equal to the dragon's hit points (but a save vs dragon breath halves this amount). The dragon may use this breath weapon up to three times per day.

Treasure: (For a typical individual) 5d6x1,000 cp (25%), 1d100x1,000 sp (40%), 1d4x10,000 ep (40%), 1d6x10,000 gp (55%), 5d10x100 pp (25%), 1d100 gems (50%), 1d4x10 jewellery (50%), 4 magic items plus 1 potion and 1 scroll (15%), 2d4 potions (40%), 1d4 scrolls (50%).

Dragon, Silver

Frequency: Very rare
No. Encountered: 1d4
Size: Large (48 ft long)
Move: 90 ft, flying 240 ft (AA: level II)
Armour Class: -1
Hit Dice: 9 to 11
Attacks: 3
Damage: 1d6/1d6/5d6
Special Attacks: See below
Special Defences: See below
Magic Resistance: Standard
Lair Probability: 55%
Intelligence: Exceptional
Alignment: Lawful good
Level/XP: Variable

Dwelling in high places such as mountaintops or among the clouds, like gold dragons, silver dragons epitomize law and goodness. They are interested in the ways of man and often use shape-changing powers to watch, observe and help people. They prefer to have their lairs in places isolated from prying eyes, however, and thus often place their entrances in lakes or ponds. They have found that their treasure hordes are tempting targets for evil or even neutral adventurers.

Silver dragons usually speak (75%), and if they can speak, usually (75%) cast magic. Occasionally (15%), they will be found asleep. If the dragon is asleep, there is a 1 in 6 chance that it will awaken in the presence of adventurers.

Dragons also sometimes feign sleep.

A silver dragon gains spells as if it were a wizard of a level equal to its age category.

Silver dragon breath is a blast of frost (like that of a white dragon) or a cloud of paralysing gas (like a green dragon except those who fail their saves are paralysed for 3d4 turns), at the dragon's option. The dragon may use breath weapons up to three times per day.

Treasure: (For a typical individual) 5d6x1,000 cp (25%), 1d100x1,000 sp (40%), 1d4x10,000 ep (40%), 1d6x10,000 gp (55%), 5d10x100 pp (25%), 1d100 gems (50%), 1d4x10 jewellery (50%), 4 magic items plus 1 potion and 1 scroll (15%), 1d4 scrolls (50%).

Dragon, White

Frequency: Uncommon
No. Encountered: 1d4
Size: Large (24 ft long)
Move: 120 ft, flying 300 ft (AA: level II)
Armour Class: 3
Hit Dice: 5 to 7
Attacks: 3
Damage: 1d4/1d4/2d8
Special Attacks: See below
Special Defences: See below
Magic Resistance: Standard
Lair Probability: 30%
Intelligence: Low
Alignment: Chaotic evil
Level/XP: Variable

Almost the antithesis of the fiery red dragon is the frost-rimed white dragon of the frigid north. Although lesser than their red cousins in size, power and intelligence, they are at least as evil.

White dragons only rarely (20%) are known to speak, very rarely (5%) cast magic, but frequently (60%) will be found asleep. If the dragon is asleep, there is a 1 in 6 chance that it will awaken in the presence of adventurers. Dragons also sometimes feign sleep.

If a white dragon can cast spells, it will gain spells as a magic user of a level equal to one half of its age category. So, an ancient white dragon casts as a 4th level magic user.

White dragon breath is a cone of deadly frost, 50 ft long and 25 ft diameter at the base. It does damage equal to the dragon's hit points (but a save vs breath weapons halves this amount). The dragon may use this breath weapon up to three times per day.

Treasure: (For a typical individual) 1d12x1,000 cp (15%), 1d20x1,000 sp (25%), 1d6x1,000 ep (25%), 1d8x1,000 gp (25%), 1d12 gems (15%), 1d8 jewellery (10%), 3 magic items plus 2d4 potions and 1 scroll (25%).

DEMONS

Demonologists have identified several classes of demon. Each class of demon possesses a variety of powerful, supernatural abilities. Those abilities common to all demons are noted below. For further information on both the classified and unclassified demons, see the individual demon listings. Note that most demons do not actually fall into the five listed categories.

Many demons possess the following magical abilities: *infravision* (as the 5th level magic user spell), *teleport* (with no chance of error) (as the 2nd level magic user spell), *darkness*, *gate* (as the 9th level magic user spell). See individual listings for details.

Demons can freely travel between their own home planes and Tarterus, Pandemonium and Hades. They may also travel the Astral Plane at will. However, they are only able to enter the Prime Material Plane if summoned with a spell (conjuration, *gate*, *wish*, etc.) or certain magical items.

Demons are all extremely and decidedly chaotic evil (see 'Alignment' on page 26). Demonic society is highly competitive and always favours the strong over the weak.

In combat, demons are fearless and the less intelligent among them will attack mindlessly until slain.

They are immune to subdual attacks and may simultaneously attack as many opponents as their abilities allow.

Being supremely chaotic, demons will never willingly serve another. If compelled into service through magical or other means, they will always seek a way to either kill or enslave their master, or at the very least, subvert the terms of their summoning. While demons may be summoned by higher-level PCs, they will prove highly difficult to control. Thaumaturgic circles are proof against demons, but require increasingly complex preparation and materials for the more powerful sorts. Often summoning will entail either a threat of punishment or a reward. These should be considered carefully by the GM during play and should always carry an element of risk for the summoner.

Demons are repulsed by good artifacts or other powerful holy items.

On the Prime Material Plane, demons may be turned by clerics of levels 8+ and paladins of levels 11+.

Demons are often encountered in the Astral and Æthereal planes. They may be drawn to the auras of astral or æthereal travellers. Because of the frequent demonic presence in these planes, merely speaking the name of a particular demon may (5%) cause them to pursue the offending speaker. Unless otherwise prepared to defend against such a occurrence, summoners should be aware that demons prefer to slay or imprison their victims in their home plane.

Demons are inherently able to understand any language. All demons with average or better intelligence are also inherently able to converse in any language.

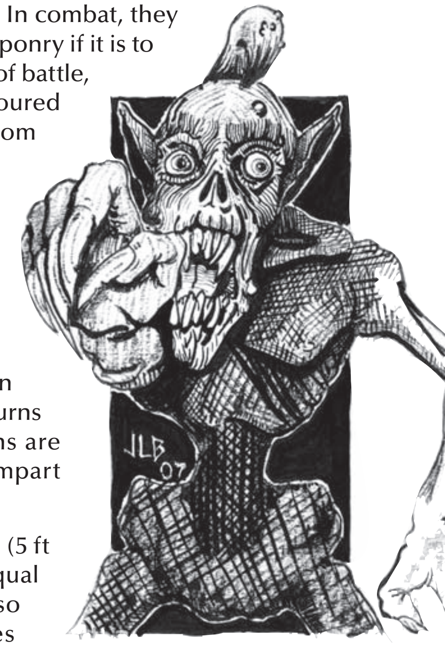
Demons are susceptible to attack as noted in the table below;

Attack Form	Damage Rolled
Acid	Full damage
Cold	½ damage
Electricity (*lightning bolt*)	½ damage
Fire (dragon breath, *fireball*)	½ damage
Gas, poisonous (*cloudkill*)	½ damage
Iron Weapons	Full damage
Magic Missile	Full damage
Poison	Full damage
Silver	No additional damage (according to normal weapon type)

Babau

Frequency:	Uncommon
No. Encountered:	1d3 or 1d6 (in the Abyss)
Size:	Man-sized (7 ft)
Move:	150 ft
Armour Class:	-3
Hit Dice:	7+14
Attacks:	2 claws/1 bite or 1 weapon
Damage:	1d4+1/1d4+1/2d4 or by weapon +7
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	50%
Lair Probability:	20%
Intelligence:	Very
Alignment:	Chaotic evil
Level/XP:	8/2,000+ 12/hp

Babau are also known by demonologists as horned demons or bone demons. They are around 7 feet tall and look like skeletons covered in a leathery black skin. The babau's feet, taloned hands and head are grossly oversized, nearly the same as a hill giant's. From the base of its skull protrudes a hooked horn.



These demons are known for their cunning intelligence and strength (19). In combat, they prefer to use any sort of weaponry if it is to their advantage. In the heat of battle, they secrete a slimy rust coloured ichor that halves damage from melee weapons, as blows slide off their bodies. Their typical mode of attack involves leaping from above onto unwary victims

Babau are immune to normal melee and missile weapons. Iron weapons inflict an additional +2 damage as it burns their hide. Magical weapons are also effective, but do not impart this +2 bonus.

Babau cause *darkness* at will (5 ft radius) and have abilities equal to a 9th level thief. They also have the following abilities which they can use at will one at a time as a 14th level spellcaster: *fear* (touch only, otherwise as the 4th level magic user spell), *levitate* (as the 2nd level magic user spell), *fly* (as the 3rd level magic user spell), *dispel magic* (as the 3rd level magic user spell), *polymorph self* (as the 4th level magic user spell), *heat metal* (as the 2nd level druid spell), or *gate* (as the 9th level magic user spell) in another babau (25% chance of success). Finally, anyone up to 20 feet away gazing into the eyes of a babau must save vs spells (unlisted categories) or suffer the effects of a *ray of enfeeblement* (as the 2nd level magic user spell).

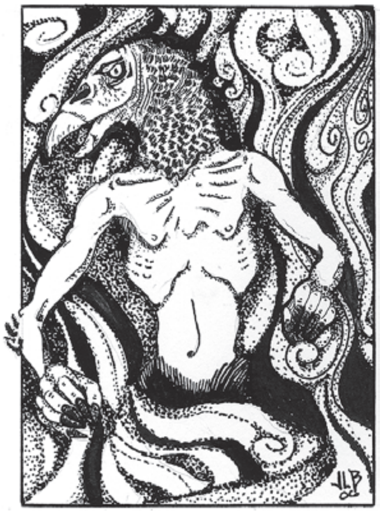
Babau are despised by class A, B and C demons. class D demons especially hate bands of babau, and hunt them for food.

Treasure: If encountered in their lair, babau will have amassed a hoard made up of 1d12x1000 cp (20%), 1d6x1000 sp (30%), 1d4x1000 ep (10%), 1d6 gems (25%) and 1d3 jewellery (20%). In addition, they may (10%) have 1d2 magical items.

Class A Demon *(Vrock)*

Frequency: Common
No. Encountered: 1d3 or 1d6 (in the Abyss)
Size: Large
Move: 120 ft, 180 ft flying (AA: level IV)
Armour Class: 0
Hit Dice: 8
Attacks: 2 talons/2 claws/1 bite
Damage: 1d4/1d4/1d8/1d8/1d6
Special Attacks: See below
Special Defences: See below
Magic Resistance: 50%
Lair Probability: 5%
Intelligence: Low
Alignment: Chaotic evil
Level/XP: 7/1,275 +10/hp

Vrock, considered one of the weakest of demonkind, look like a hideous cross between a vulture and a humanoid. They are no stronger than normal and may be harmed with normal melee and missile weapons. Like all demons they can cause *darkness*, but only in a 5 ft radius. They also possess the following special abilities which they may use at will: *detect invisibility* (objects only, otherwise as per the 2nd level magic user spell), *gate* in another vrock (10% chance of success), or *telekinesis* (as the 5th level magic user spell, up to 200 lbs).

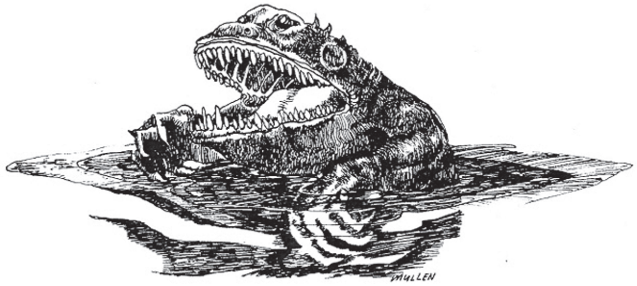


Vrock are particularly stupid, and cannot normally be bargained with. They love the sight of precious gems and jewellery, however, and also enjoy feasting on the flesh of men.

Treasure: If encountered in their lair, they will possess a hoard of 1d8x1,000 cp (50%), 1d6x1,000 sp (25%), 1d4x1,000 ep (25%), 1d3x1,000 gp (25%), 1d8 gems (30%), 1d4 jewellery (20%) and possibly a magical weapon (10%).

Class B Demon *(Hezrou)*

Frequency: Common
No. Encountered: 1d3 or 1d6 (in the Abyss)
Size: Large
Move: 60 ft, 120 ft hopping
Armour Class: -2
Hit Dice: 9
Attacks: 2 claws/1 bite
Damage: 1d3/1d3/4d4
Special Attacks: See below
Special Defences: See below
Magic Resistance: 55%
Lair Probability: 10%
Intelligence: Low
Alignment: Chaotic evil
Level/XP: 8/2,000 + 12/hp



Slightly shorter than the vrock, the hezrou resemble loathsome toads with humanoid arms. They are vulnerable to normal melee and missile weapons. They cause *darkness* at will covering a 15 foot radius. They also possess the following special abilities which can be used at will, one at a time: Cause *fear* (as the 4th level magic user spell), *levitate* (as the 2nd level magic user spell), *detect invisibility* (objects only, otherwise as per the 2nd level magic user spell), *telekinesis* (as per the 5th level magic user spell, up to 300 lbs), or *gate* (as the 9th level magic user spell) another hezrou (20% chance of success).

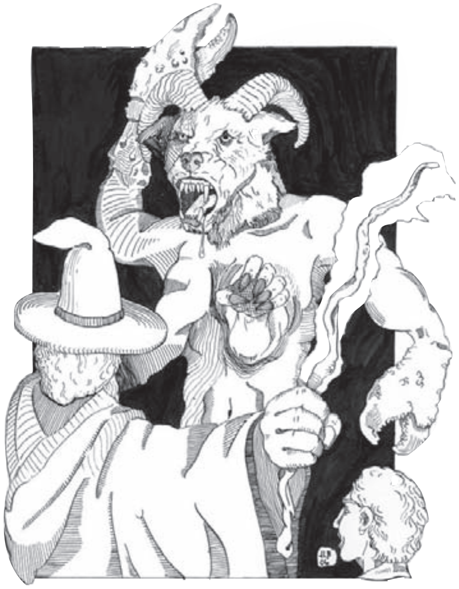
Hezrou and vrock will gladly fight each other without hesitation, and they both share a love of human flesh.

Treasure: If encountered in their lair, hezrou will have a pile of treasure including 1d12x1,000 cp (20%), 1d6x1,000 sp (30%), 1d4x1,000 ep (10%), 1d6 gems (25%) and 1d3 jewellery (20%). In addition, they might (10%) have 1d2 random magical items.

Class C Demon *(Glabrezu)*

Frequency: Uncommon
No. Encountered: 1d3 or 1d6 (in the Abyss)
Size: Large
Move: 90 ft
Armour Class: -4
Hit Dice: 10
Attacks: 2 pincers/2 claws/1 bite
Damage: 2d6/2d6/1d3/1d3/1d4+1
Special Attacks: See below
Special Defences: See below
Magic Resistance: 60%
Lair Probability: 15%
Intelligence: Average
Alignment: Chaotic evil
Level/XP: 8/2,400 + 14/hp

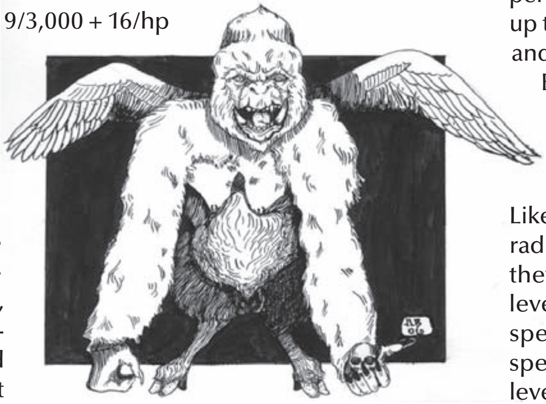
These muscular demons have a head like a horned dog, and from their broad chest sprouts four arms: 2 with sharp pincers and 2 with hands. Glabrezu are vulnerable to normal melee weapons and missiles. At will, they can cause *darkness* in a 10 ft radius. Additionally, they may use the following abilities at will, one at a time: *Cause fear* (as the 4th level magic user spell), *levitate* (as the 2nd level magic user spell), *pyrotechnics* (as the 2nd level magic user spell), *polymorph self* (as the 4th level magic user spell), *telekinesis* (as the 5th level magic user spell, up to 400 lbs), *gate* (as the 9th level magic user spell) another Class A to C demon (30% chance of success).



Treasure: If encountered in their lair, glabrezu will have a cache of treasure made up of 1d8x1,000 cp (10%), 1d12x1,000 sp (15%), 1d8x1,000 ep (15%), 1d6x1,000 gp (50%), 1d10 gems (30%), 1d6 jewellery (25%), and 3 random magic items, including one potion (15%).

Class D Demon *(Nalfeshnee and others)*

Frequency:	Uncommon
No. Encountered:	1d3 or 1d6 (in the Abyss)
Size:	Large
Move:	90 ft, 120 ft flying (AA: level II)
Armour Class:	-1
Hit Dice:	11
Attacks:	1 claw/1 bite
Damage:	1d4/2d4
Special Attacks:	+2 to hit, also see below
Special Defences:	+1 or better magic weapon to hit
Magic Resistance:	65%
Lair Probability:	15%
Intelligence:	Very
Alignment:	Chaotic evil
Level/XP:	9/3,000 + 16/hp



Particularly malevolent demons, the class D have the upper body of an ape and the cloven-hoofed lower body of a boar. They have rather small feathered wings as well, which seem undersized compared to their corpulent bodies. Unlike class A to C demons, these are immune to normal arms and must be attacked with magical weapons. Like other demonkind, they are able to cause *darkness* at will (10 ft radius). Their other abilities, which they can use at will, one at a time, are *improved phantasmal force* (as the 2nd level illusionist spell), *fear* (as the 4th level magic user spell), *levitate* (as the 2nd level magic user spell), *detect magic* (as the 1st level magic user spell), *comprehend languages* (as the 1st level magic user spell), *dispel magic* (as the 3rd level magic user spell), *polymorph self* (as the 4th level magic user spell), *telekinesis* (as the 5th level magic user spell, up to 500 lbs), *project image* (as the 6th level magic user spell), use a *symbol of fear* or *discord* (as the 8th level magic user spell), and *gate* (as the 9th level magic user spell) another class A to D demon (random class, 60% chance of success).

Certain class D demons have their own secret names, which makes it 90% certain they will answer a summons if it is spoken. Conjurers should be prepared to make impressive promises of treasure, magical items or living sacrifices when summoning a class D demon, especially by name. It should also be remembered that these demons particularly enjoy feasting on human blood and meat.

Treasure: In the Abyss, these demons hoard the treasure they have acquired through service or other means. An individual nalfeshnee's trove will include 1d10x1,000 cp (5%), 1d12x1,000 sp (15%), 1d6x1,000 ep (25%), 1d8x1,000 gp (25%), 1d12 gems (15%), and 1d8 jewellery (10%). In addition, they have a 25% chance of possessing 3 random magic items and 1 scroll.

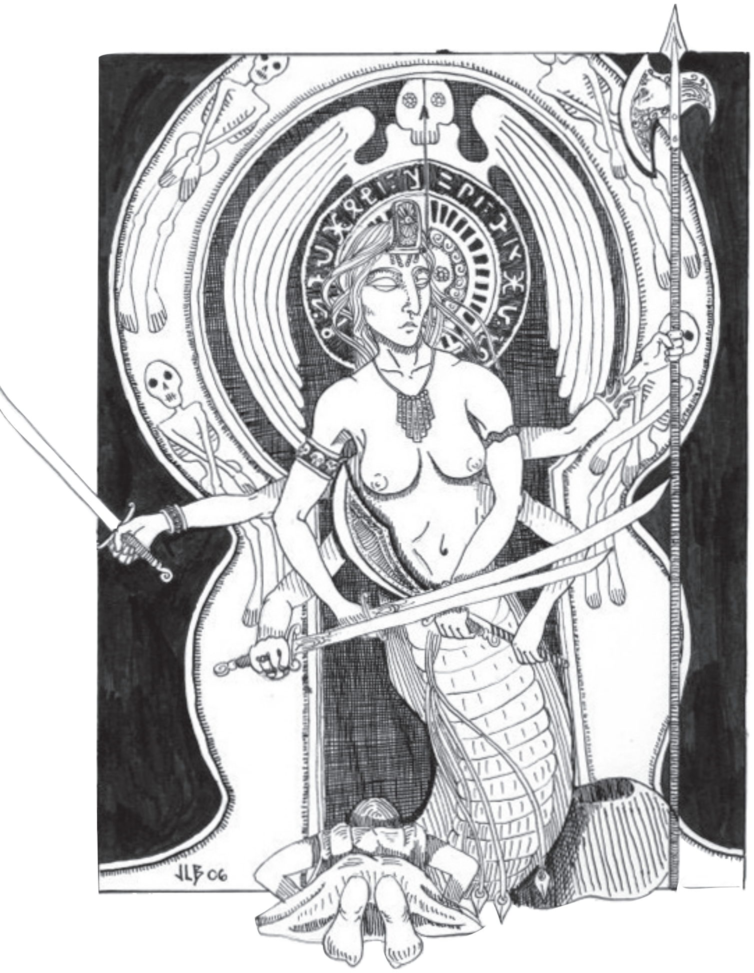
Class E Demon *(Marilith and others)*

Frequency:	Rare
No. Encountered:	1d3 or 1d6 (in the Abyss)
Size:	Large
Move:	120 ft
Armour Class:	-7
Hit Dice:	7+7
Attacks:	6 arms/1 constriction
Damage:	2d4 (x6)/1d6
Special Attacks:	See below
Special Defences:	+1 or better magic weapon to hit
Magic Resistance:	80%
Lair Probability:	10%
Intelligence:	High
Alignment:	Chaotic evil
Level/XP:	9/3,000 + 12/hp

Infamous even among demonkind for their cruel and ill-tempered nature, the marilith are invariably female. From the waist up they appear to be a full-figured human female with six arms and skin tones ranging from deep violet to a putrescent green. Below the waist however, they have the coiling body of a large serpent. In melee they prefer to wield a variety of barbed and hooked swords and battle axes or simply constrict their prey with their powerful serpentine tail.

Like their fellow demons, they can cause *darkness* at will (5 ft radius). They possess the following additional abilities which they may use one at a time, at will: *charm person* (as the 1st level magic user spell), *levitate* (as the 2nd level magic user spell), *comprehend languages* (as the 1st level magic user spell), *detect invisibility* (objects only, otherwise as the 2nd level magic user spell), *pyrotechnics* (as the 2nd level magic user spell), *polymorph self* (as the 4th level magic user spell), *project image* (as the 6th level magic user spell), or *gate* (as the 9th level magic user spell) another demon (50% chance of success.) Use the following table to determine which class of demon is summoned:

d%	Demon Class
1–30	Class A
31–55	Class B
56–70	Class C
71–85	Class D
86–00	Class F



All class E demons have personal and secret names which may be used to summon and bargain with them, much like class D demons. They reportedly prefer the sacrifice of powerful male warriors as payment.

Treasure: On their home plane, these demons hoard the treasure they have acquired through service or other means. Their cache will include 10d4x1000 gp (50%), 1d20x100 pp (50%), 5d4 gems (30%), 1d10 jewellery (10%), and 4 random magical items and a scroll (35%).

Class F Demon *(Balor and others)*

Frequency:	Rare
No. Encountered:	1d3 or 1d6 (in the Abyss)
Size:	Large
Move:	60 ft, 150 ft flying (AA: level III)
Armour Class:	-2
Hit Dice:	8+8
Attacks:	1 bite
Damage:	1d12+1
Special Attacks:	Flaming whip (3d6)
Special Defences:	+1 or better magic weapon to hit
Magic Resistance:	75%
Lair Probability:	20%
Intelligence:	High
Alignment:	Chaotic evil
Level/XP:	9/3,600 + 12/hp

Reportedly only six of this class of demon exist, each with their own secret name. In combat they wield massive +1 swords and a cat-o-nine-tails whip which they employ to drag their victims into the flames that they continually immolate themselves in. Each round, there is a 4 in 6 chance they will use their whip. Victims who fail a save vs spells (unlisted categories) are burnt by the flames and suffer 4d6 additional points of damage.

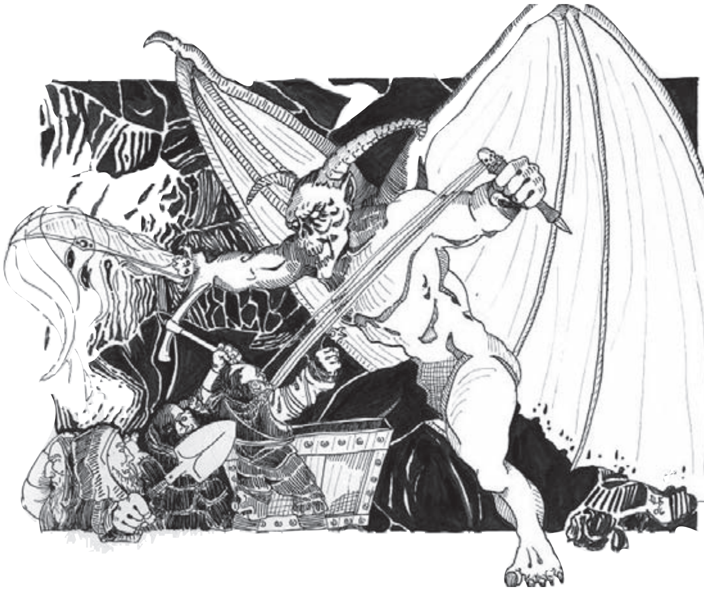
The *darkness* they cause at will has a radius of 10 feet. In addition, they have several other abilities which they can use at will one at a time. These are *fear* (as the 4th level magic user spell), *detect magic* (as the 1st level magic user spell), *read magic* (as the 1st level magic user spell), *comprehend languages* (as the 1st level magic user spell), *detect invisibility* (objects only, otherwise as the 2nd level magic user spell), *pyrotechnics* (as the 2nd level magic user spell), *dispel magic* (as the 3rd level magic user spell), *suggestion* (as the 3rd level magic user spell), *telekinesis* (as the 5th level magic user spell, up to 600 lbs), use a *symbol of fear, discord, sleep,* or *stunning* (as the 8th level magic user spell), and *gate* (as the 9th level magic user spell) another demon of class C (80% chance) or class D (20% chance) with a 70% chance of success.

Summoning class F demons requires significant offerings or future promises of service or sacrifice. If negotiation is successful, they might be persuaded to aid the summoner or associated group for a while. In any case, these demons will always try to bully and intimidate their masters in an effort to usurp leadership, which they crave. Many other chaotic evil monsters and demons are attracted to the aura of charismatic evil that surrounds class F demons, so they are often found in the forefront of evil hordes.

Treasure: If encountered in their lair, they will have a cache of treasure equal to 1d20x1,000 sp (10%), 1d12x1,000 ep (15%), 1d10x1,000 gp (40%), 1d8x100 pp (35%), 3d10 gems (20%), and 1d10 jewellery (10%). They may (30%) also have 1 potion, 1 scroll, and 3 other magical items (no weapons).

Demonette

Frequency:	Rare
No. Encountered:	1
Size:	Man-sized
Move:	120 ft, 120 ft flying (AA: level IV)
Armour Class:	5
Hit Dice:	6+1d6
Attacks:	1



Damage: By weapon type + strength bonus
Special Attacks: See below
Special Defences: Iron or +1 or better magical weapon to hit
Magic Resistance: 30%
Lair Probability: 15%
Intelligence: Very to genius
Alignment: Chaotic evil
Level/XP: 9/4,050 +14/hp

Demonettes are the result of union between a succubus and a human male. Their individual appearances vary, but their vestigial horns and small leathery bat-like wings denote their demonic heritage. Most favour their demonic mother and revel in chaotic evil. A minority (20%) harbour less demoniacal inclinations. Nevertheless, they may never be lawful or good.

Demonettes are invulnerable to normal melee and missile weapons. Only iron and magic weapons can harm them. Demonettes have a natural base armour class of 5. Wearing mundane armours cannot improve this. Magical armours or other protections add only their bonus, unless the armour is superior to AC 5, in which case the full benefit is accrued. In addition, demonettes may have a bonus for high dexterity, as do humans.

In melee, demonettes may wield any sort of weapon regardless of any class restrictions (see spellcasting abilities below).

All demonettes have the following special abilities, which they may use three times per day as a 12th level magic user: *charm person* (as the 1st level magic user spell), *ESP* (as the 2nd level magic user spell), *polymorph self* (humanoid shapes only, otherwise as the 4th level magic user spell), and *suggestion* (as the 3rd level magic user spell). In addition, they can use *dimension door* (as the 4th level magic user spell) once per day.

Fully 25% of all demonettes have genius level intelligence. These demonettes are able to memorise and cast spells as a 1st to 12th level magic user (1d12 to determine level). Spellcasting abilities are in addition to their other innate abilities noted above.

Finally, much like their succubus parent, demonettes are able to drain a victims life energy with a touch (a to hit roll is required in combat). Each touch drains 1d8 hit points from the victim and adds 1d4 hit points to the demonette.

Demonettes also possess a superior infravision that has a range of 120 ft.

Treasure: Demonettes normally care little for coins. They love gems, jewellery and magical items however. If found in their lair, a demonette will have a cache that contains 1d4 random scrolls (50%), 2d4 random potions (40%), 1d8x10 gems (90%), 5d6 jewellery (80%) and 1d6 other random magical items (excluding potions and scrolls, 70%).

Demoniac

Frequency: Very rare
No. Encountered: 1
Size: Man-sized to Large
Move: 150 ft
Armour Class: 6
Hit Dice: 5 to 8 (1d4+4)
Attacks: 2
Damage: By weapon type + strength bonus
Special Attacks: See below
Special Defences: See below
Magic Resistance: 5%-20%
Lair Probability: See below
Intelligence: Low to exceptional
Alignment: Chaotic evil
Level/XP: 7/1,275 +10/hp

Demoniac Ability Scores;

Strength	1d3+16	Intelligence	1d8+8
Dexterity	1d8+12	Wisdom	3d6

Demoniacs are the result of a mating between a major demon and a human female (cf. demonette). As such, each is slightly different depending upon parentage. Generally, demoniacs are strong and heavily-built. They will usually have several other demonic characteristics as well, such as vestigial horns, barbs, or scaled skin.

Demoniacs have a natural base armour class of 6. Wearing mundane armours cannot improve this. Magical armours or other protections add only their bonus, unless the armour is superior to AC 6, in which case the full benefit is accrued. In addition, demoniacs may have a bonus for high dexterity, as do humans. Demoniacs, as a virtue of their parentage, are invulnerable to silver weapons. They may be injured by normal weapons and magical weapons. Iron weapons do double damage to them.

All demoniacs have infravision. They are also able to communicate with demons.

Demoniacs may become clerics, attaining a maximum level equal to their hit dice (usually of an Archdemon or other evil deity). If their intelligence allows, demoniacs may become magic users, although they may attain a maximum of 5th level of ability. They may also choose to become a thief or an assassin, up to a maximum of their hit dice in ability level.

Treasure: As for demonettes, but the GM should re-roll items that are not appropriate to the demoniac's class(es). If the second roll yields an item that the demoniac still could not use, it should be allowed to stand.

Dretch

Frequency: Common
No. Encountered: 2d4 or 5d4 (in the Abyss)
Size: Small
Move: 90 ft
Armour Class: 2
Hit Dice: 4
Attacks: 2 claws/1 bite
Damage: 1d4/1d4/1d4+1
Special Attacks: See below
Special Defences: See below
Magic Resistance: 30%
Lair Probability: 15%
Intelligence: Low
Alignment: Chaotic evil
Level/XP: 4/175+4/hp

Dretch are the weakest of all demonkind. Their appearance is almost comical, with a plump body with thin, gangly arms and legs. Their squat heads are bald and they have a slobbering, stupid visage.

Dretch usually attack in hordes, using tooth and claw in blind abandon. They also have the following special abilities which they can use at will, one at a time: *darkness* (5 ft radius), *scare* (as the 2nd level magic user spell), *telekinesis* (as the 5th level magic user spell, up to 50 lbs), or *gate* (as the 9th level magic user spell) a class A demon (15% chance of success). In addition, once per day they can cause a *stinking cloud* (as the 2nd level magic user spell), and *teleport* without fail (as the 5th level magic user spell, but with no chance of error).

Treasure: Dretch are not intelligent enough to hoard treasure socially. Individually they will carry some coinage, as follows: 3d8 cp, 3d6 sp, 2d6 ep, and 2d4 gp.

Ekivu *(Fly Demon)*

Frequency: Common
No. Encountered: 1d3 or 1d6 (in the Abyss)
Size: Medium
Move: 50 ft, 210 ft flying (AA: level III)
Armour Class: -1
Hit Dice: 7+2
Attacks: 2 claws/1 bite
Damage: 2d4/2d4/1d4
Special Attacks: See below
Special Defences: See below
Magic Resistance: 40%
Lair Probability: 5%
Intelligence: Average
Alignment: Chaotic evil
Level/XP: 7/1,275 +10/hp

Ekivu resemble a hideous crossbreed between a giant fly and a human. Their hindlegs are insect-like and their forelimbs resemble human arms, but with bony, sharp claws. Like flies, their bodies are covered in blueish-black chitin with bristling hair. Their heads are vaguely human, but with bulbous, faceted eyes like those of a fly. Their mouths are ringed with sharp teeth and their long noses are actually a sharp proboscis for drawing blood from their victims.

Ekivu can cause *darkness* within a 5 foot radius. They also have the following special abilities which they can use at will, one at a time: *detect good* (as the 1st level cleric spell), *detect invisibility* (as the 2nd level magic user spell), *telekinesis* (as the 5th level magic user spell, up to 150 lbs), *fear* (touch only, otherwise as the 4th level magic user spell) or *gate* (as the 9th level magic user spell) another ekivu (15% chance of success).

When not using one of their other abilities, ekivu constantly make an insidious buzzing drone which has the power to lull listeners into a comatose state. If a save vs spells (unlisted categories) is not made, the victim will sleep for 2d4 hours or until the demon has drawn 1d4 hp of their blood.

Ekivu can be hit with normal weapons, although they are invulnerable to all forms of poison.

Ekivu have a long standing hatred of most other classes of demons, especially classes A and B. Ekivu have managed to enslave a number of shub, which they use for their own nefarious ends.

Treasure: If encountered in their lair, they will possess a hoard of 1d8x1,000 cp (50%), 1d6x1,000 sp (25%), 1d4x1,000 ep (25%), 1d3x1000 gp (25%), 1d8 gems (30%), 1d4 jewellery (20%) and possibly a magical weapon (10%).

Kullule *(Demonic Hordling)*

Frequency: Rare
No. Encountered: 4d4
Size: Small
Move: 30 ft
Armour Class: 7
Hit Dice: 1
Attacks: 2 claws/1 bite
Damage: 1d2/1d2/1d4
Special Attacks: None
Special Defences: +1 or better magic weapon to hit
Magic Resistance: Standard
Lair Probability: None
Intelligence: Semi-
Alignment: Chaotic evil
Level/XP: 1/18 + 1/hp

Those unfortunate souls who are damned to the Abyss become kullules; the demonic horde. The most evilly accursed among them are bound to spend eternity wandering the flaming tiers of Gehenna. They are only semi-intelligent, instinctively driven to blindly attack by tooth and nail any being not of demonkind. The GM should treat them as undead for purposes of *sleep, charm* and other similar spells. Killing them is fruitless, as they collapse into a pile of ordure which reforms into a new kullule in a day. They are only truly destroyed when one of the demon lords chooses to feed on them.

Unlike other demons, the kullule have no ability to cause *darkness* or similar demonic powers. They are invulnerable to normal melee and missile weapons however, and require a +1 or better magical weapon to hit.

Shadows and ghasts are often created from kullule by their demonic masters. The success or failure of this is largely dependent on how evil they were as living souls. Occasionally they are ordered by a greater demon lord to the Prime Material Plane, where they may remain for but a single day. These kullule are usually selected from amongst those in Gehenna.

Treasure: None.

Quasit

Frequency: Very rare
No. Encountered: 1
Size: Small
Move: 150 ft
Armour Class: 2
Hit Dice: 3
Attacks: 2 claws/1 bite
Damage: 1d2/1d2/1d4
Special Attacks: See below
Special Defences: See below
Magic Resistance: 25%
Lair Probability: None

Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	5/325 +3/hp

Quasit are soul worms formed by Demon Lords for service as familiars to chaotic evil clerics and magic users. At will, quasits are able to polymorph themselves into any 2 of the following creatures: frog, bat, giant centipede, or wolf.

Quasits are immune to normal melee and missile weapons. Only iron or +1 or better magical weapons can harm them. They are also immune to all cold, fire and lightning. If attacked with a spell, quasits save as a 7 hit dice monsters.

In its natural form, a quasit attacks with its teeth and claws, which inflict a burning irritation that subtracts 1 from the victim's dexterity unless a save vs poison is made. This penalty is cumulative. The irritation remains for 2d6 melee rounds.

Quasits also have several abilities which they may use at will. These are *detect good* (as the 1st level cleric spell), *detect magic* (as the 1st level cleric spell), *invisibility* (as the 2nd level magic user spell), and they regenerate 1 hit point per melee round. Once per day, they can cause *fear* (as the 4th level magic user spell) in a 30 foot radius.

When serving as a familiar, quasits endow their master with several abilities. If the master is within a mile of their quasit familiar, a constant full-sensory telepathic communication operates through the quasit. The master also gains 1 level of ability. If the quasit is within 25 feet of its master, it imparts its 25% magic resistance and also its regeneration abilities. If either master or quasit move out of range, the special abilities are lost. In addition to these abilities, once per week a quasit is able to contact the Abyss in order to help gain some necessary advice or information. This operates as the 5th level cleric spell *commune*, and up to 6 questions are permitted.

Despite their rather low intelligence, quasits are quite crafty and cunning creatures. They are also used as tools by demon lords, who might communicate through them. Quasits are generally tasked with helping their masters to spread evil and chaos. In particular, they are often used to pervert lawful evil souls to chaos, which earns them rewards on their home plane of the Abyss. Ultimately, when its master dies, the quasit is charged with bringing the soul back to the Abyss. If the quasit has served well, it may be rewarded by being changed into a class A or class B demon. If not, they will be punished through becoming a kullule, soul worm, or even a quasit again.

If the quasit dies, the master immediately loses 4 levels (duration 1 month).

Treasure: None.

Shub

Frequency:	Common
No. Encountered:	1d4 or 3d4 (in the Abyss)
Size:	Medium
Move:	120 ft
Armour Class:	1
Hit Dice:	5+1
Attacks:	2 claws or 1 weapon
Damage:	1d6+1/1d6+1 or by weapon
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	40%
Lair Probability:	20%
Intelligence:	Average
Alignment:	Chaotic evil
Level/XP:	5/425+6/hp

Shub resemble deformed humanoids, with hunchbacks, twisted arms and legs, and a strange, loping gait. Their pinhead skulls are bald, and their pointed ears flop down.

While physically among the weakest of demonkind, the shub are a vile, vengeful sort. They are the continual target of abuse by other classes of demon, and the shub are quick to respond in kind if given the opportunity. Shub particularly enjoy bullying the dretch, whom they despise as lumbering and stupid.

Shub have the following special abilities, which they can use at will, one at a time: cause *darkness* (5 ft radius), *fear* (touch only, otherwise as the 4th level magic user spell), *fly* (as the 3rd level magic user spell), *telekinesis* (as the 5th level magic user spell, up to 100 lbs), or *gate* in an ekivu (15% chance of success). Once per day, shub can *teleport* (without fail, otherwise as the 5th level magic user spell).

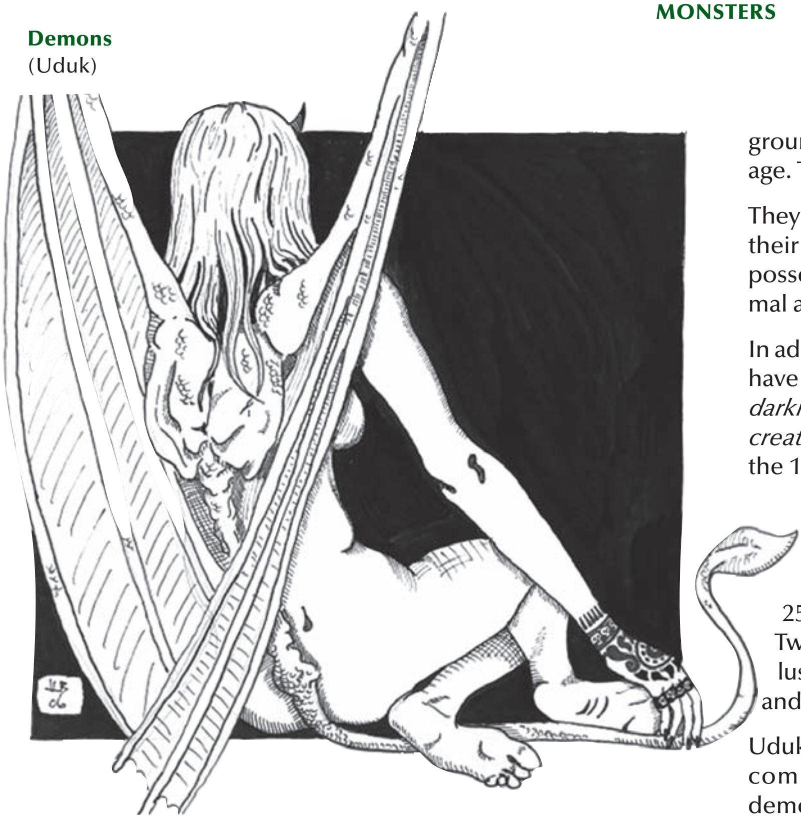
In combat, shub prefer to wield a variety of strange, wicked-looking pole arms, saw-toothed swords, and bizarre atlatls and throwing knives.

Treasure: Shub love treasure, and will try to steal or swindle to get it. Most Shub will have some coins in a sack or pouch (2d12x10 ep, 2d4x5 gp). If encountered in their lair, Shub may have 1d4x1,000 cp (25%), 1d3x1,000 sp (20%) and 1d4 random gems (50%).

Succubus

Frequency:	Rare
No. Encountered:	1
Size:	Man-sized
Move:	120 ft, 180 ft flying (AA: level IV)
Armour Class:	0
Hit Dice:	6
Attacks:	2 claws
Damage:	1d3
Special Attacks:	Energy drain
Special Defences:	+1 or better magic weapon to hit
Magic Resistance:	70%
Lair Probability:	5%
Intelligence:	Exceptional
Alignment:	Chaotic evil
Level/XP:	7/2,100 + 6/hp

These solitary demons are always female. In their true form they look like stunningly beautiful, and naked, humanoid women with leathery bat-wings sprouting from their back. They are immune to normal melee and missile weapons and a +1 or better magical weapon is needed to hit them. At will, they can cause *darkness* (5 ft radius). They also are able to use the following abilities at will one at a time: become *æthereal* (as per the magic item *oil of æthereality*), *charm person* (as the 1st level magic user spell), *ESP* (as the 2nd level magic user spell), *clairaudience* (as the 3rd level magic user spell), *suggestion* (as the 3rd level magic user spell), *polymorph self* (humanoid shapes only, otherwise



as the 4th level magic user spell), or *gate* (as the 9th level magic user spell) a class D demon (70% chance)or a class E demon (30% chance) with a 4 in 10 chance of success.

Their most prominent ability is their kiss, which they inflict on their charmed or unconscious victims. Each kiss drains one level from the victim and they may kiss a particular victim but once a day. If they take a liking to a particular victim, a succubus may mate with a human male—producing a demonette (see listing for further details).

In the Abyss, the succubi reign over lesser demons through intimidation and trickery. They also prize treasure, especially gems and jewellery.

Treasure: If encountered in their lair, a succubus will have 3d6x1,000 pp (30%), 2d10 gems (55%), 1d12 jewellery (50%) and perhaps a random magic item (15%).

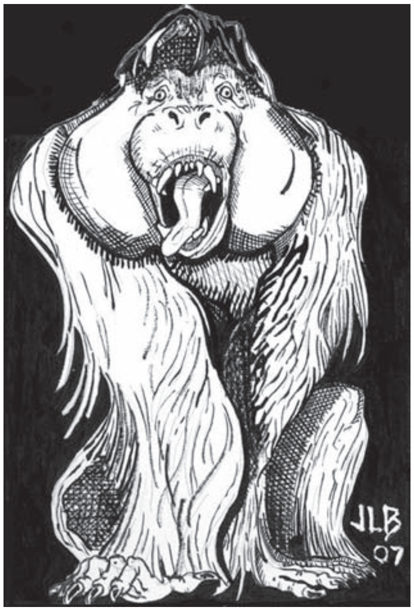
Uduk

Frequency:	Uncommon
No. Encountered:	1d3 or 1d6 (in the Abyss)
Size:	Man-sized
Move:	90 ft, 150 ft in trees
Armour Class:	-3
Hit Dice:	6+6
Attacks:	2 claws/1 bite
Damage:	1d6/1d6/2d6
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	45%
Lair Probability:	10%
Intelligence:	Very
Alignment:	Chaotic evil
Level/XP:	7/1,725 +10/hp

The uduk, or the 'jumping demon', looks much like an orangutan with a horribly twisted face. Its hands and feet are taloned and have 6 digits each. The uduk can move on foot along the ground, but they excel at swinging through areas of dense foliage. They can also jump up to 40 feet in a single bound.

They have a natural ability to change their colouration to match their surroundings, which takes one melee round. They also possess standard infravision. Uduk are vulnerable to both normal and magical weapons.

In addition to the abilities they share with all demonkind, uduk have the following abilities, which they can use at will: cause *darkness* (10 ft radius), *fear* (as the 4th level magic user spell), *create water* (as the 1st level cleric spell), *detect illusion* (as the 1st level Illusionist spell), *detect invisibility* (objects only, otherwise as the 2nd level magic user spell), *dispel magic* (as the 3rd level magic user spell), *entangle* (as the 1st level druid spell), *plant growth* (as the 3rd level druid spell), *telekinesis* (as the 5th level magic user spell, up to 250 lbs), or *gate* in another uduk (25% chance of success). Twice per day they can also use *change self* (as the 1st level illusionist spell), *invisibility* (as the 2nd level magic user spell), and *spectral force* (as the 3rd level Illusionist spell).



Uduk do not like the company of other demons, and generally are found only with others of their ilk. If other kinds of demons are present, uduk will bully weaker demons in order to undermine their superiors.

Treasure: If encountered in their lair, uduk will have a pile of treasure including 1d12x1,000 cp (20%), 1d6x1,000 sp (30%), 1d4x1,000 ep (10%), 1d6 gems (25%) and 1d3 jewellery (20%). In addition, they might (10%) have 1d2 random magical items.

DEVILS

The primary inhabitants of the planes of Hell are the devils. They are the champions of lawful evil, and are the implacable foes of chaotic demonkind and all servants of good.

Devil society is organized into a strict hierarchy, which is never compromised for fear of retribution from the archdevils, who rule the planes of Hell. Nevertheless, squabbling and rivalries are common amongst devils. Amongst the archdevils themselves there also exists a hierarchy of barons, dukes, marquises, and princes—cause for considerable rivalry and jealousy.

All devils can move between the various planes of Hell, although this usually requires permission from the archdevil who rules the particular plane. Devils may also move at will to

Gehenna, Hades, and Acheron. Similarly, they can also travel to the Astral Plane, but this is rare. Devils are not allowed to enter the other planes (e.g. the Prime Material) without a proper summoning, a *gate* spell, or the invocation of their secret name (if they have one).

All devils possess special, magical abilities which may vary according to individual type. They can use these abilities at will one at a time. These abilities are: *animate dead* (as the 5th level magic user spell), *charm person* (as the 1st level magic user spell), *fear* (effect varies, as the 4th level magic user spell), *know alignment* (as the 2nd level cleric spell), *phantasmal force* (as the 3rd level magic user spell), *suggestion* (as the 3rd level magic user spell), *teleport* (no chance of error, otherwise as the 5th level magic user spell), and summoning other devils (varies, as the 3rd level magic user spell *monster summoning I*.

All devils have infravision and may understand and communicate in any language.

Only the material form of a devil may be killed. To actually slay a devil one must do so in the planes of Hell or a neighbouring lower plane. If its material form is slain, a devil must return to its home plane in Hell for 9 decades of servitude as a lemure before it will resume its home plane in Hell for 9 decades of servitude as a lemure before they will resume their former status.

Once combat is joined with devils, they can never be subdued. In dire circumstances the major devils and archdevils may be willing to negotiate. Lesser devils will madly fight to the death. If it is to their advantage, devils can split their attacks among 2 or more targets.

Devils are exceptionally conscious of any kind of laws or contracts binding them to certain behaviour, and are profoundly adept at exploiting hidden loopholes. Negotiating with them can be quite tedious as every minute detail and exigency must be properly accounted for.

Just as when summoning a demon, proper inscription of a magical circle of protection is necessary for the conjurer's safety when attempting to summon a devil. These circles are type-specific, with more powerful devils requiring proportionately more complex and expensive circles. Devils are also repulsed by good artifacts.

Devils are susceptible to attack as noted in the table below;

Attack Form	Damage Rolled
Acid	Full damage
Cold	½ damage
Electricity (*lightning bolt*)	Full damage
Fire (dragon breath, *fireball*)	None
Gas, poisonous (*cloudkill*)	½ damage
Iron weapons	No additional damage
Magic missile	Full damage
Poison	Full damage
Silver	Full damage (according to normal weapon type)

Assagim *(Least Devil; Nipheribu, Ashashimu, Nishershimu)*

Frequency:	Common
No. Encountered:	10d10
Size:	Medium
Move:	60 ft
Armour Class:	9
Hit Dice:	1
Attacks:	2 claws or 1 weapon
Damage:	1d2/1d2 or by weapon type
Special Attacks:	None
Special Defences:	Regenerate 1hp/round
Magic Resistance:	Standard
Lair Probability:	None
Intelligence:	Semi
Alignment:	Lawful evil
Level/XP:	1/18+1/hp

These are the lowest of all the devils, and they are found in the millions throughout every plane of Hell. Assagim are the unfortunate souls of those not evil enough to be incarnated as lemures. They are totally senseless—having neither eyes, ears, or mouth. They are telepathically sensitive to other devils, and can receive commands from most other types of devil except lemures.

Assagim resemble lumpy blobs of flesh with 2 crude arms ending in claws. In combat, they attack with their two sharp claws. If organized by an archdevil into an army, they are sometimes armed with crude clubs or maces which they use to blindly batter their opponents en masse. If slain in the service of evil, assagim will usually (99%) reincarnate within one day as another assagim. A small percentage (1%) become lemures; and within another 10 millennia, they might again be reincarnated as one of the lesser devils.

If injured in Hell or another adjacent plane, assagim will regenerate damage at a rate of 1 hit point per round. If injured due to a weapon or artifact of good, no regeneration is possible.

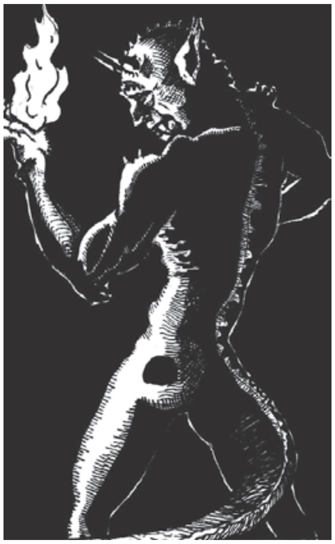
Treasure: None

Barbed Devil *(Lesser Devil; Hamatula, Barbicale)*

Frequency:	Uncommon
No. Encountered:	1d2 or 3d4
Size:	Man-sized
Move:	120 ft
Armour Class:	0
Hit Dice:	8
Attacks:	2 claws/1 tail
Damage:	2d4/2d4/3d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	35%
Lair Probability:	50%
Intelligence:	Very
Alignment:	Lawful evil
Level/XP:	8/1,425 +10/hp

These devils are quite common on the 3rd and 4th planes of Hell. They are typically used as guards and sentries, a task which they excel at. Any trespassers will be quickly imprisoned in one of their many iron cells to await torture.

Barbed devils do not need any hand weapons. They are quite proficient at using their hard, sharply-barbed claws and tail to beat their victims into submission. Whenever they hit an opponent, they cause *fear* (as the 4th level magic user spell).



Barbed devils have the following special abilities, which they can use one at a time, at will: *pyrotechnics* (as the 2nd level magic user spell), *produce flame* (as the 2nd level druid spell), *hold person* (as the 3rd level magic user spell), or summon an additional barbed devil to their aid (30% chance of success).

Treasure: Barbed devils do not carry treasure of any sort, nor can they be dissuaded from their tasks through bribery of any kind.

Bearded Devil *(Lesser Devil; Barbazu, Tothmys, Thissuzim)*

Frequency: Common
No. Encountered: 1d2 or 1d6+4
Size: Man-sized
Move: 150 ft
Armour Class: 1
Hit Dice: 6+6
Attacks: 1 glaive or 2 claws/1 beardburn
Damage: 1d3 plus entangle or 1d2/1d2/1d8
Special Attacks: See below
Special Defences: See below
Magic Resistance: 45%
Lair Probability: 15%
Intelligence: Average
Alignment: Lawful evil
Level/XP: 7/1,125 +10/hp

Bearded devils make their home on the 3rd plane of Hell. They are renowned for both their bloodthirstiness and their malicious cruelty. For this reason, they are often seen serving as shock troops in the legions of Hell.

Bearded devils have the following special abilities, which they can use one at a time, at will: *affect normal fires* (as the 1st level magic user spell), *command* (as the 1st level cleric spell), *fear* (touch only, otherwise as the 4th level magic user spell), *produce flame* (as the 2nd level druid spell), or summon another bearded devil (35% chance of success).

In combat, bearded devils prefer to use a wickedly barbed and hooked glaive, which can entangle an opponent intent on escape (1d3 damage plus the victim pinned until Open Doors roll is successful). If unarmed, these devils will grab victims in their claws and use their bristly beards to scrape and burn. If they manage to hit with both claws, they will also score maximum damage with their beards (8 hp). Any victim struck for maximum damage from these “beard-burns” must make a save vs poison or be afflicted with a painful, itching rash (-1 dexterity every 4 rounds; duration 3d8 turns).

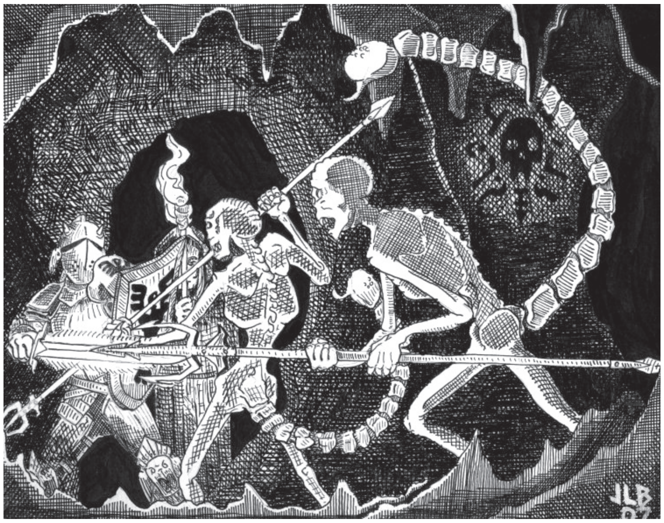
Bearded devils do not value treasure, although they may be influenced by offers of warm meat.

Treasure: None

Bone Devil *(Lesser Devil; Osyluth, Gerotephys, Calcinnim)*

Frequency: Uncommon
No. Encountered: 1d2 or 2d4
Size: Large
Move: 150 ft
Armour Class: -1
Hit Dice: 9
Attacks: 1 bone hook
Damage: 3d4
Special Attacks: See below
Special Defences: See below
Magic Resistance: 40%
Lair Probability: 55%
Intelligence: Very
Alignment: Lawful evil
Level/XP: 7/2,800+12/hp

Bone devils make their lair on the 5th plane of Hell. They are cruel, and enjoy torturing those weaker than themselves. They resemble large skeletons, covered in leathery white flesh, with a segmented tail like a scorpion.



Unlike most devils, bone devils prefer the frigid climate of their home plane. They have ultravision (60 ft range) which is more suited to icy climates. In addition, bone devils have several special abilities which they can use one at a time, at will. These are *fear* (5 ft radius, otherwise as the 4th level magic user spell), *phantasmal force* (as the 1st level illusionist spell), *fly* (as the 3rd level magic user spell), *invisibility* (as the 2nd level magic user spell), *detect invisibility* (as the 2nd level magic user spell), or *summon* another bone devil (40% chance of success). Once per day, they can create a *wall of ice* (as the 4th level magic user spell).

Bone devils wield a large bone hook to snag their opponents. If they score a hit, there is a 50% chance the victim will be pinned. These devils then sting with their scorpion-like tails (2d4 damage, save vs poison or lose 1d4 strength for 10 rounds).

Bone devils carry no treasure. They cannot be bribed with coins or gems, but they consider frozen humanoid flesh a delicacy.

Treasure: None.

Devilcat *(Lesser Devil)*

Frequency: Rare
No. Encountered: 1
Size: Large
Move: 120 ft
Armour Class: 6
Hit Dice: 7+2
Attacks: 2 claws/1 bite
Damage: 1d4+1/1d4+1/2d6
Special Attacks: None
Special Defences: See below
Magic Resistance: 20%
Lair Probability: 30%
Intelligence: Average
Alignment: Lawful evil
Level/XP: 6/1,000+10/hp

Devilcats are a minor type of devil, often seen serving their infernal masters in the nine planes of Hell. Rarely, devilcats also travel to the Prime Material Plane to serve as a familiar for an important evil spellcaster.

In normal lighting, devilcats are *invisible*. In total darkness however, they can be dimly seen as a glowing reddish aura resembling a large feline. Devilcats are immune to the effects of all *charm*, *sleep*, *hold* and *suggestion* spells. Further, they can only be harmed by magical weapons.

Devilcats encountered on the Prime Material Plane who are not already serving as a familiar may attach themselves to a suitable lawful evil character. They prefer to serve clerics, but will also attach themselves to a magic user or illusionist. If a stronger lawful evil character is present, devilcats will willingly switch to the new master, even betraying or attacking their former master in the process. In any case, a devilcat is only allowed to remain on the Prime Material Plane for a year and day. At the end of this period they must return to Hell. Sometimes they may later travel to the Prime Material Plane again, but will not necessarily seek out their old master.

Treasure: None.

Erinyes *(Lesser Devil; She-Devils)*

Frequency: Uncommon
No. Encountered: 1d3 or 4d4
Size: Medium
Move: 60 ft, 210 ft flying (AA: level IV)
Armour Class: 2
Hit Dice: 6+6
Attacks: 1 dagger
Damage: 2d4 + poison (See below)
Special Attacks: See below
Special Defences: See below
Magic Resistance: 30%
Lair Probability: 20%
Intelligence: Average
Alignment: Lawful evil
Level/XP: 6/875+8/hp

These winged humanoids usually appear female, although a few (10%) are male. Erinyes dwell on the 2nd Plane of Hell, and are tasked with retrieving evil souls from the Prime Material Plane for their diabolical masters.

In melee, erinyes use a magical dagger which is poisonous and causes horribly painful wounds (save vs poison or pass out for 1d6 rounds). These devils also carry *ropes of entanglement*, which they use to bind their prisoners.

Erinyes have several special abilities. They can use these at will, one at a time. They are *fear* (gaze, otherwise as the 4th level magic user spell), *detect invisibility* (as the 2nd level magic user spell), *locate object* (as the 2nd level magic user spell), *invisibility* (as the 2nd level magic user spell), *polymorph self* (as the 4th level magic user spell), *produce flame* (as the 2nd level druid spell), or summon another erinyes to their aid (25% chance of success).

Erinyes are unrelenting pursuers and prefer to capture their victims alive and return them to Hell for punishment. On occasion, erinyes may be willing to bargain, but they are quite crafty and will always try to tempt the bargainer into committing a great sin.

Treasure: If encountered in their hellish aeries, these devils may have a treasure hoard made up of 2d4x1,000 gp (40%), 1d6x10 pp (50%), 4d8 gems (55%) and 1d12 jewellery (45%).

Horned Devil *(Greater Devil; Cornugon, Malibranchai)*

Frequency: Uncommon
No. Encountered: 1d2 or 1d4+1
Size: Large
Move: 90 ft, 180 ft flying (AA: level III)
Armour Class: -5
Hit Dice: 5+5
Attacks: 2 claws/1 bite/1 tail or 1 weapon/1 tail
Damage: 1d4/1d4/1d4+1/1d3 or by weapon/1d3
Special Attacks: See below
Special Defences: +1 or better magic weapon to hit
Magic Resistance: 50%
Lair Probability: 55%
Intelligence: High
Alignment: Lawful evil
Level/XP: 7/1,320+6/hp

Horned devils are inhabitants of the 6th and 7th planes of Hell. Although considered to be greater devils, they are weaker than either ice devils or pit fiends, whom they despise. Horned devils have their own personal names which can be used to summon and control them.

In combat, horned devils typically use either a barbed fork (75%, 2d6 damage) or a jagged whip (25%, 1d4 damage plus the victim is stunned 1d4 rounds—save vs spells for unlisted categories to avoid). If unarmed, these devils can attack with their sharp claws or a bite. Finally, they also can attack with their sharply-tipped tails which cause weeping wounds (1d3 damage plus 1 hp of damage per turn until the wound is bound or cured).

Horned devils constantly emanate *fear* (as the 4th level magic user spell) in a 5 foot radius. These devils also have several special abilities, which they can use one at a time, at will: *ESP* (as the 2nd level magic user spell), *detect magic* (as the 1st level magic user spell), *phantasmal force* (as the 1st level illusionist spell), *pyrotechnics* (as the 2nd level magic user spell), *produce flame* (as the 2nd level druid spell) or summon another horned devil (50% chance of success).

Treasure: If a horned devil lair is found, it may contain a hoard of 3d6x100 pp (30%), 2d10 gems (55%), 1d12 jewellery (50%) and perhaps even a random magic item (15%).

Ice Devil *(Greater Devil)*

Frequency:	Uncommon
No. Encountered:	1 or 1d4
Size:	Large
Move:	60 ft
Armour Class:	-4
Hit Dice:	11
Attacks:	2 claws/1 mandible/1 tail or spear
Damage:	1d4/1d4/2d4/3d4 or 2d6+4 plus freezing
Special Attacks:	See below
Special Defences:	+2 or better magic weapon to hit
Magic Resistance:	55%
Lair Probability:	60%
Intelligence:	High
Alignment:	Lawful evil
Level/XP:	8/4,400+16/hp

Ice devils resemble upright remorhaz with humanoid arms and legs, and knotted, barbed tails. They dominate the 8th plane of Hell, which serves as their frozen home. They are also very strong (18.76 strength) and enjoy torturing their victims before killing them. Ice devils also have secret personal names which can be used to summon them, if the name is somehow known to the conjurer.

In combat, these devils will usually rely on their claws, mandibles, and tails. Occasionally (25%), they wield long, magical spears which they can use to impale and freeze their victims (2d6 damage plus the victim must save vs paralysation or be reduced to half their normal move).

Ice devils exude *fear* (as the 4th level magic user spell) in a 10 ft radius. They also have infravision (60 ft) which is useful in their frigid lairs. If injured, they will regenerate 1 hp per round. In addition, ice devils have these special abilities which they can use one at a time, at will: *detect invisibility* (as the 2nd level magic user spell), *detect magic* (as the 1st level magic user spell), *fly* (as the 3rd level magic user spell), *polymorph self* (as the 4th level magic user spell), *wall of ice* (as the 4th level magic user spell), or *gate* in 2 bone devils (70%) or another ice devil (30%) with a 60% chance of success in either case. Once per day, an ice devil can call forth an *ice storm* (as the 4th level magic user spell).

Treasure: If their lair is plundered, ice devils will have a buried cache containing 2d4x1,000 gp (40%), 1d6x10 pp (50%), 4d8 gems (55%) , and 1d12 jewellery (45%).

Imp *(Lesser Devil)*

Frequency:	Very rare
No. Encountered:	1
Size:	Small
Move:	60 ft, 180 ft flying (AA: level V)
Armour Class:	2
Hit Dice:	2+2
Attacks:	Tail
Damage:	1d4 + poison (See below)
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	25%
Lair Probability:	None
Intelligence:	Average
Alignment:	Lawful evil
Level/XP:	7/275+3/hp

Imps are formed from soul worms, created by archdevils to spread evil through service to a lawful evil priest or sorcerer. They are very rarely encountered on the Prime Material Plane, but are commonly seen in the lower planes. They have only average intelligence, but in their role as familiars they are able to rely on the knowledge of their archdevil master.

Imps are created with the innate ability to *polymorph self.* The GM should choose two of the following forms (giant rat, goat, large spider, raven). In their polymorphed form, imps are limited to that animal's natural attacks. In their natural form, imps attack with their poison-tipped tail stingers. Any victim struck must save vs poison or die.

Imps are immune to normal melee and missile weapons. Only silver and +1 or better magical weapons can damage them. Imps are also immune to cold, fire, and electrical attacks. Imps also have several special abilities, which they can use in whatever form they are in, one at a time at will. These are: *detect good* (as the 2nd level magic user spell), *detect magic* (as the 1st level magic user spell), and *invisibility* (as the 2nd level magic user spell). Once per day, an Imp can cast a *suggestion* (as the 3rd level magic user spell). Once per week it can *commune* with the lower planes (6 questions maximum, otherwise as the 5th level cleric spell).

When serving as a familiar to an evil magic user or cleric, the Imp imparts the following benefits to its master: Constant full-sensory telepathic contact between the Imp and the master up to 1 mile in range. If the master is within 25 feet of the imp, the former gains the Imp's 25% magic resistance and its regeneration ability (1 hp/round). If the master is within 1 mile of the Imp, the former gains an additional level of ability. However, if the imp is killed, the master immediately loses 4 ability levels.

Treasure: Imps normally possess no treasure of any kind. If encountered in their lair in the lower planes however, they might have a small hoard of 1d4x1,000 cp (25%) and 1d3x1,000 sp (20%).

Lemure *(Least Devil)*

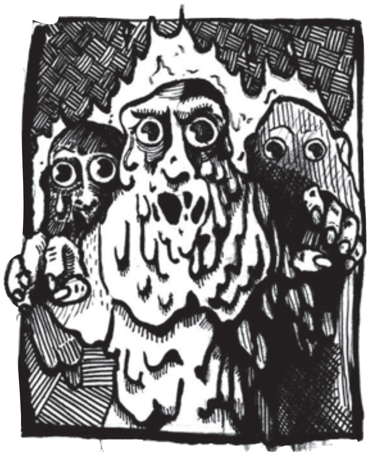
Frequency:	Common
No. Encountered:	5d6
Size:	Medium
Move:	30 ft
Armour Class:	7

Hit Dice:	3
Attacks:	1 pseudopod
Damage:	1d3
Special Attacks:	None
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Semi-
Alignment:	Lawful evil
Level/XP:	3/65+3/hp

Lemures are the primal form of evil souls damned to spend eternity in Hell. They are only vaguely humanoid, with crude arms and heads. Due to their ongoing torment, lemures are quite insane and will attack any non-devils coming close to them. Certain lemures (5%) are chosen by archdevils to form wraiths, spectres, and other æthereal undead.

Lemures cannot normally be destroyed, except by blessed or holy items or weapons. They regenerate 1 hit point per round. They are immune to all forms of *sleep* or *charm* spells.

Treasure: None.



Scaly Devil *(Lesser Devil; Abyssai)*

	Black	Blue	Green	Red	White
Frequency:	Common				
No. Encountered:	1d3 or 2d4	1d4 or 2d4	1d3 or 3d3	1d4 or 3d4	1d3 or 3d4
Size:	Large	Medium	Medium	Small	Medium
Move:	90 ft, 120 ft flying	150 ft, 150 ft flying	120 ft, 150 ft flying	180 ft, 180 ft flying	90 ft, 150 ft flying
	(AA: level IV)				
Armour Class:	2	3	3	1	3
Hit Dice:	8	5+1	6	4+2	7
Attacks:	Halberd	Trident	Pole arm	Short sword	Flail
Damage:	1d10+4	1d6+4	1d6+4	1d4+1(x2)	1d6+3(x2)
Special Attacks:	See below				
Special Defences:	See below				
Magic Resistance:	35%	20%	25%	40%	30%
Lair Probability:	20%	35%	30%	40%	25%
Intelligence:	Average				
Alignment:	Lawful evil				
Level/XP:	6/855 +10/hp	6/550 +6/hp	6/550 +6/hp	5/320 +5/hp	6/650 +8/hp

The scaly devils known as the scaly devil are quite common on the upper planes of Hell. Most scaly devils serve the five-headed dragon queen of Hell.

Their appearance epitomizes the human idea of what a devil should look like. They are humanoid-shaped with horns, bat-like wings, and a long spiked tail. Their scaled hide varies, as there are 5 distinct breeds of scaly devil: black, blue, green, red, and white.

In combat, scaly devils generally wield specific weapons depending on their breed (see above). All scaly devils can use their spiky tails as a weapon for 1d2 damage. They can also grapple, using their scaled and barbed skin to damage their victims. Damage is as follows: black 1d4+4, blue 1d4+3, green 1d4+2, red 1d4+1, white 1d4+2.

Scaly devils have the following special abilities, which they can use one at a time at will: *change self* (as the 1st level illusionist spell), *command* (as the 1st level cleric spell), *produce flame* (as the 2nd level druid spell), *pyrotechnics* (as the 2nd level magic user spell), or *scare* (as the 2nd level magic user spell). Once per day, they can attempt to summon another scaly devil (20% chance of success).

Treasure: If scaly devils are encountered in one of their hellish lairs they will have no treasure cache, but they may (10%) have another 1d4 other breeds of scaly devil with them. If encountered in transit however, they may (15%) have 1d4 large gems, which they are delivering to one of their devil masters.

Shaitan *(Greater Devil; Styx Fiend)*

Frequency:	Very Rare
No. Encountered:	1d2
Size:	Medium
Move:	60 ft, 150 ft flying (AA: level IV)
Armour Class:	-1
Hit Dice:	6+6
Attacks:	1 touch
Damage:	2d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	50%
Lair Probability:	60%
Intelligence:	High
Alignment:	Lawful evil
Level/XP:	7/1,275+ 8/hp

These devils resemble humanoids with large, bulbous heads and small, evil features. Their wings are black with silver tips.

Shaitan dwell on the 5th plane of Hell, where they serve the archdevil, Geryon. Their primary task is to acquire souls for their master. Occasionally, they will travel to the Prime Material plane on a mission of murder and mayhem. Dispelling a shaitan on the Prime Material plane requires pronouncement of a *holy word* (the 7th level cleric spell).

In combat, these devils will attempt to touch their victim (2d4 damage) and thereby cast an *imprisonment* spell (as the 9th level magic user spell). Shaitans are immune to normal melee and missile weapons. Either silver or a +1 or better magical weapon is needed to hit them.

Treasure: If encountered in their hellish lairs, Shaitan are likely to have 2d4x1,000 gp (40% chance), 1d6x10 pp (50%), 4d8 gems (55%) and 1d12 jewellery (45%). Individual shaitan will sometimes be found carrying 1d4 gems (50% chance) as well.

Spiked Devil *(Least Devil; Spined Fiend)*

Frequency:	Common
No. Encountered:	2d4 or 5d4
Size:	Small
Move:	60 ft, 180 ft flying (AA: level IV)
Armour Class:	3
Hit Dice:	3+3
Attacks:	1 weapon and/or 2 claws
Damage:	By weapon and/or 1d4/1d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	25%
Lair Probability:	10%
Intelligence:	Low
Alignment:	Lawful evil
Level/XP:	4/240 +4/hp

Spiked devils are small and weak compared to the other devils, but are amongst the most commonly seen types. They have scaly reddish skin and bat-like wings. A row of dark spines runs from their forehead to the base of their tail. Both their hands and feet have sharp claws.

In melee, they usually attack with a trident, fork, or similar pole arm. When flying and attacking a target on the ground, they can also attack with their clawed feet.

Their spines are also an effective weapon, and burst into flame when plucked from the devil's back. If attacking from above, these devils can also shoot up to 12 of their spines (1d4 damage, like a dart). In melee, should they choose to grapple, 1d4 of the spines will damage the opponent. In any case, the spines should be considered as a flaming attack.

Spiked devils also have the following special abilities which they can use one at a time, at will: *affect normal fires* (as the 1st level magic user spell), *change self* (as the 1st level illusionist spell), *command* (as the 1st level cleric spell), *produce flame* (as the 2nd level druid spell), and *scare* (as the 2nd level magic user spell). Once per day they can attempt to summon a barbed devil (5% chance of success).

Spiked devils are typically used for herding assagim or lemures, or serving as a messenger for more powerful devils.

Treasure: These devils rarely have any sort of treasure or possessions beyond their weapon. Only when serving as a messenger are they likely to possess something of value. In these cases, the GM should decide what, if anything the spiked devil is carrying.

Pit Fiend *(Greater Devil)*

Frequency:	Rare
No. Encountered:	1 or 1d3
Size:	Large
Move:	60 ft, 150 ft flying (AA: level III)
Armour Class:	-3
Hit Dice:	13
Attacks:	1 scimitar/1 spiked club or tail
Damage:	1d8+6/1d6+7 or 2d4 constriction
Special Attacks:	See below
Special Defences:	+2 or better magic weapon to hit
Magic Resistance:	65%
Lair Probability:	65%
Intelligence:	Exceptional
Alignment:	Lawful evil
Level/XP:	10/7,900+18/hp

Pit Fiends are native to the 9th Plane of Hell, and are the personal servants of Asmodeus, the Lord of Hell. They are both incredibly strong and diabolically evil. All Pit Fiends have secret personal names which can be used to summon them.

In combat, pit fiends wield a scimitar and a spiked club with equal proficiency. They can also strike with their serpentine tail, which causes 2d4 points of constriction damage per round, unless the victim makes a successful Open Doors roll.

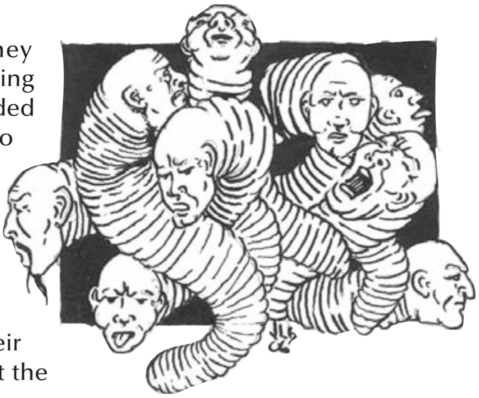
Pit fiends exude *fear* (as the 4th level magic user spell) in a 20 foot radius. These devils also have the following special abilities, which they can use one at a time, at will: *detect invisibility* (as the 2nd level magic user spell), *detect magic* (as the 1st level magic user spell), *hold person* (as the 3rd level magic user spell), *polymorph self* (as the 4th level magic user spell), *produce flame* (as the 2nd level druid spell), *pyrotechnics* (as the 2nd level magic user spell), *wall of fire* (as the 4th level magic user spell), or summon 1d3 barbed devils (60%) or another pit fiend (70%). Once per day, a pit fiend can use a *symbol of pain* (as the 7th level cleric spell).

Treasure: If encountered in their nethermost lair, they are liable to have a hoard of 2d4x1,000 gp (40%), 10d6 pp (50%), 4d8 gems (55%), and 1d12 jewellery (45%). Individual pit fiends will typically carry only 3d8 copper pieces.

Soul Worm

Frequency:	Common
No. Encountered:	10d4
Size:	Medium
Move:	60 ft
Armour Class:	7
Hit Dice:	1
Attacks:	1 bite
Damage:	1d4+1
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Low
Alignment:	Any evil
Level/XP:	1/10+1/hp

Soul worms are the remains of the most base and any evil souls who have been imprisoned in Hell for eternity. Their appearance is similar to a putrescent maggot with a leering



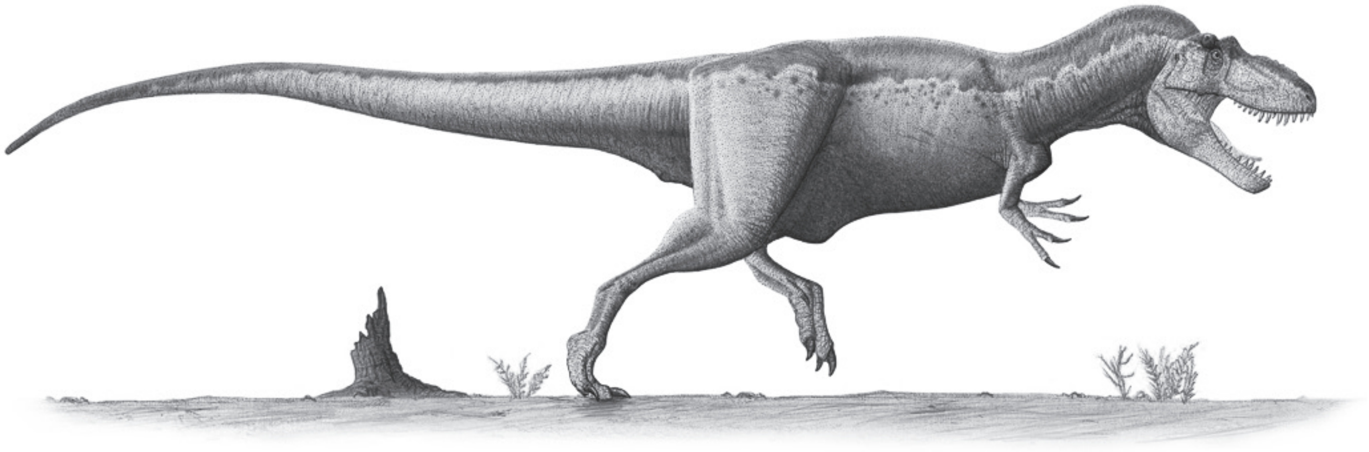
humanoid face. They live in great squirming masses and are tended by night hags, who trade them to demons and devils for the creation of quasits and imps. Liches also make use of soul worms to help preserve their essence throughout the centuries.

Treasure: None.

DINOSAURS

In OSRIC the "dinosaur" category also includes other creatures contemporaneous with or predating the dinosaurs. This means that for the purposes of the OSRIC core rules, prehistoric creatures such as dimetrodon or plesiosaurus are included with "dinosaurs", even though palaentologists classify them separately.

These rules do include an indication of the rough period in which the dinosaur lived, but dinosaur-infested areas often resemble Sir Arthur Conan Doyle's *The Lost World* in that a mishmash of dinosaurs from different times co-exist. Dinosaur areas are only really suitable for relatively high-level play. Portals to such areas can sometimes be found in the nethermost depths of large dungeons.



Tyrannosaurids and Allosaurids

	Albertosaurus	**Allosaurus**	**Gorgosaurus**	**Saurophaganax**	**Tarbosaurus**	**Tyrannosaurus**
Frequency:	Common	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon
No. Encountered:	1 or 4d6	1 or 2d8	1 or 2d8	1 or 2d8	1 or 2d6	1 or 2d6
Size:	Large					
Move:	150 ft					
Armour Class:	7	6	6	6	5	5
Hit Dice:	8	15	14	16	18	20
Attacks:	1	1	1	1	1	1
Damage:	2d6	3d6	3d6	3d8	3d8	3d10
Special Attacks:	None					
Special Defences:	None					
Magic Resistance:	Standard					
Lair Probability:	15%					
Intelligence:	Animal					
Alignment:	Neutral					
Level/XP:	5/500+8/hp	7/1,750+18/hp	7/1,500+18/hp	8/2,250+20/hp	9/3,500+20/hp	9/5,000+25/hp

Tyrannosaurids and allosaurids are not related families, but they occupy the same ecological niche: large bipedal carnivores. *Allosaurus* and *saurophaganax* are allosaurids, the others are tyrannosaurids. The "Number Encountered" listing allows for two interpretations—they could be solitary predators or pack hunters.

Tyrannosaurus: Cretaceous carnivore, long thought to be the largest land carnivore of the dinosaur age. *Gorgosaurus:* cretaceous carnivore, smaller than tyrannosaurus. *Tarbosaurus:* cretaceous carnivore, closely related to tyrannosaurus. *Albertosaurus:* much smaller cretaceous carnivore. *Allosaurus:* Jurassic carnivore. *Saurophaganax:* Jurassic carnivore, may be just a very large allosaurus.

Treasure: None (for all tyrannosaurids and allosaurids).

Hadrosaurids

	Charonosaurus	Edmontosaurus	Hypacrosaurus	Saurolophus	Shantungosaurus	Telmatosaurus
Frequency:	Uncommon					
No. Encountered:	2d10	2d12	5d8	4d8	3d10	6d10
Size:	Large					
Move:	150 ft					
Armour Class:	7	6	7	7	6	9
Hit Dice:	15	12	9	8	10	4
Attacks:	1					
Damage:	2d8	1d12	1d6	1d8	1d10	1d6
Special Attacks:	None					
Special Defences:	None					
Magic Resistance:	Standard					
Lair Probability:	Nil					
Intelligence:	Animal					
Alignment:	Neutral					
Level/XP:	7/2,000+16/hp	7/1,200+16/hp	5/750+10/hp	5/500+10/hp	7/1,500+14/hp	3/75+4/hp

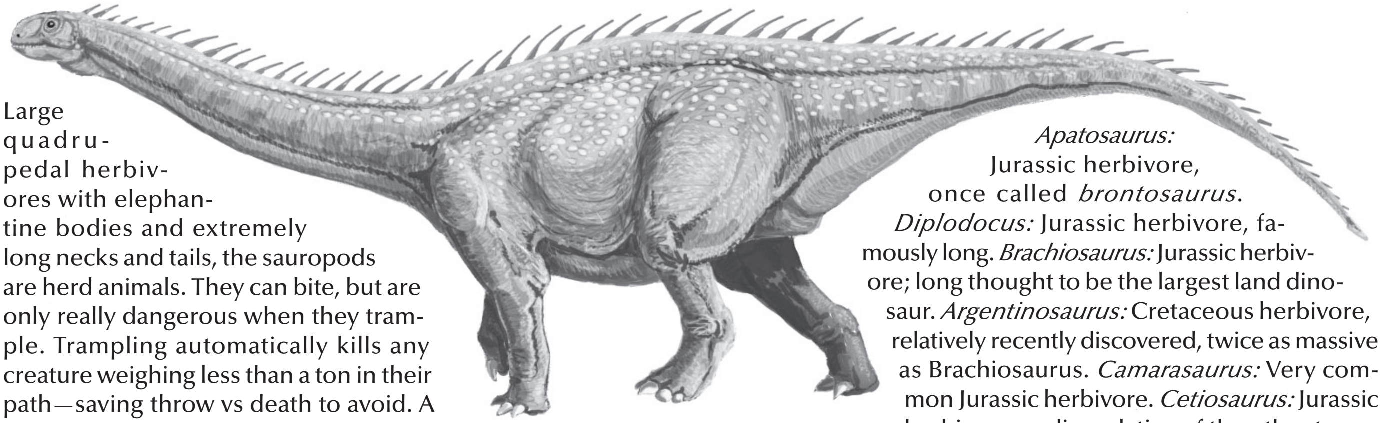
Herbivores who foraged on all fours and ran on hind legs, there are two main families of the duck-billed dinosaurs known as hadrosaurids: hadrosaurines and lambeosaurines. In game terms there is no difference. Some could be interpreted as semi-amphibious swamp or wetland dwellers, in which case they should have a swimming move, but many, perhaps all, are fully terrestrial. *Trachodon* and *Anatosaurs* are now-superseded names for kinds of hadrosaurid.

Edmontosaurus: Cretaceous herbivore, formerly "anatosaurus". *Charonosaurus:* Cretaceous herbivore. *Shantungosaurus:* Cretaceous herbivore. *Saurolophus:* Cretaceous herbivore. *Hypacrosaurus:* Cretaceous herbivore. *Telmatosaurus:* Smaller cretaceous herbivore.

Treasure: None (for all hadrosaurids).

Sauropods

	Apatosaurus	Argentinosaurus	Brachiosaurus	Camarasaurus	Cetiosaurus	Diplodocus
Frequency:	Common	Uncommon	Uncommon	Common	Common	Common
No. Encountered:	4d10	4d6	4d8	5d10	5d10	5d10
Size:	Large					
Move:	90 ft					
Armour Class:	7					
Hit Dice:	30	38	36	18	20	25
Attacks:	1					
Damage:	1d10	1d12	1d12	1d8	1d8	1d8
Special Attacks:	Trample					
Special Defences:	None					
Magic Resistance:	Standard					
Lair Probability:	Nil					
Intelligence:	Animal					
Alignment:	Neutral					
Level/XP:	9/2,500+35/hp	9/2,500+35/hp	9/2,500+35/hp	8/2,000+30/hp	8/2,000+30/hp	9/2,500+35/hp



Large quadrupedal herbivores with elephantine bodies and extremely long necks and tails, the sauropods are herd animals. They can bite, but are only really dangerous when they trample. Trampling automatically kills any creature weighing less than a ton in their path—saving throw vs death to avoid. A whole herd stampeding is an impressive sight, best viewed from a safe distance. In fantasy gaming environments sauropods might make good meat animals or beasts of burden.

Apatosaurus: Jurassic herbivore, once called *brontosaurus*. *Diplodocus:* Jurassic herbivore, famously long. *Brachiosaurus:* Jurassic herbivore; long thought to be the largest land dinosaur. *Argentinosaurus:* Cretaceous herbivore, relatively recently discovered, twice as massive as Brachiosaurus. *Camarasaurus:* Very common Jurassic herbivore. *Cetiosaurus:* Jurassic herbivore, earlier relative of the other types

Treasure: None (for all sauropods).

Ceratopsians

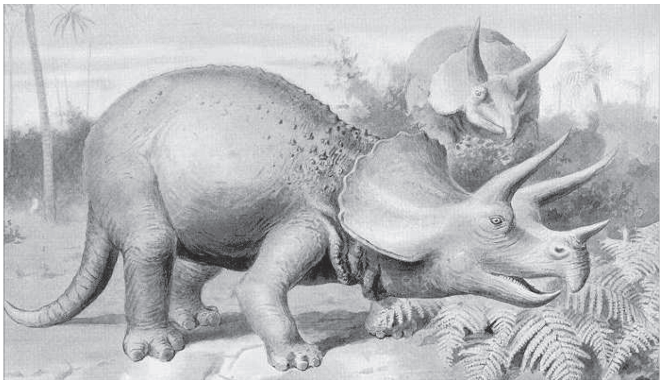
	Centrosaurus	**Diceratus**	**Monoclonius**	**Pentaceratops**	**Styracosaurus**	**Triceratops**
Frequency:	Rare	Very Rare	Uncommon	Uncommon	Uncommon	Common
No. Encountered:	1d6	1d3	1d6	10d100	1d20	1d20
Size:	Large					
Move:	120 ft.					
Armour Class:	3/7	3/7	4/7	3/7	2/7	3/7
Hit Dice:	7	8	8	12	9	16
Attacks:	1					
Damage:	1d8	1d10	1d8	2d6	1d10	3d6
Special Attacks:	Stomp 3d6	Stomp 2d6		Stomp 4d6	Stomp 1d10	Stomp 2d6
Special Defences:	None					
Magic Resistance:	Standard					
Lair Probability:	Nil					
Intelligence:	Animal					
Alignment:	Neutral					
Level/XP:	4/200+4/hp	5/500+8/hp	5/400+8/hp	7/1,000+18/hp	5/550+8/hp	8/2,000+20/hp

Ceratopsians are quadrupedal beasts with horns and bony head armour. They fill the rhinoceros' ecological niche. Ceratopsians are bad-tempered and prone to charge, making them among the most dangerous of the dinosaur herbivorous species. They were extremely common during the late cretaceous period. The best-known and most common of these creatures, triceratops, was probably about twice as heavy as an elephant. Ceratopsians have two AC scores: one for their armoured heads, the other for their bodies.

If a ceratopsian exceeds its required to hit roll by 4 or more, it has knocked down its target and will stomp on it for the listed extra damage.

Pentaceratops: Cretaceous herbivore, resembling a triceratops with a longer neck-frill and two extra horns protruding from under its eyes. *Triceratops:* Cretaceous herbivore. Unlike most other ceratopsians it does not seem to have lived in herds. *Diceratops:* Cretaceous herbivore; extremely rare compared to triceratops. *Styracosaurus:* Cretaceous herbivore with a distinctive spiky neck-frill; about half the size of triceratops. *Monoclonius:* Cretaceous herbivore with only one horn. *Centrosaurus:* Cretaceous herbivore that seems to have lived in very large herds.

Treasure: None (for all ceratopsians).



Other Dinosaurs I

	Anklyosaurus	**Ceratosaurus**	**Iguanodon**	**Plateosaurus**	**Stegosaurus**	**Velociraptor**
Frequency:	Uncommon	Uncommon	Common	Common	Common	Common
No. Encountered:	1d4+1	1d4	3d6	5d4	2d4	4d4
Size:	Large					
Move:	60 ft	150 ft	150 ft	120 ft	60 ft	150 ft
Armour Class:	0	5	4	5	3	6
Hit Dice:	9	8	6	8	10	6
Attacks:	1	3	3	1	1	1
Damage:	3d6	1d6/1d6/4d4	1d3/1d3/2d4	1d4	2d8	3d4
Special Attacks:	None					
Special Defences:	None					
Magic Resistance:	Standard					
Lair Probability:	Nil					
Intelligence:	Non-					
Alignment:	Neutral					
Level/XP:	5/750+12/hp	4/200+6/hp	5/500+10/hp	5/475+10/hp	4/150+6/hp	6/1,000+12/hp

A miscellany of other kinds of dinosaur, including some (*Anklyosaurus* and *Stegosaurus*) with bony, armoured backs.. Both these creatures have an effective attack by clubbing with their tails. GMs who are fans of *Jurassic Park* may wish to increase the Velociraptor's intelligence score to "semi-" or even "low".

Anklyosaurus: Cretaceous herbivore. *Ceratosaurus:* Jurassic carnivore. *Plateosaurus:* Triassic herbivore. *Iguanodon:* Cretaceous herbivore. *Stegosaurus:* Jurassic herbivore. *Velociraptor:* Cretaceous carnivore.

Treasure: None (for all).

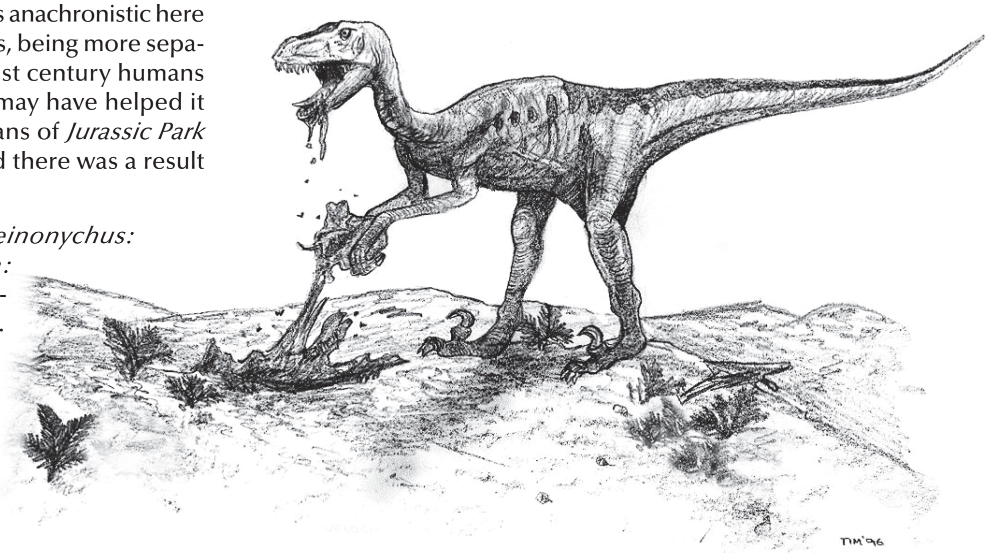
Other Dinosaurs II

	Compsognathus	**Deinonychus**	**Dimetrodon**	**Dilophosaurus**	**Euparkeria**	**Ornitholestes**
Frequency:	Common	Uncommon	Uncommon	Uncommon	Uncommon	Common
No. Encountered:	8d4	1 or 2d4	3d6	1d4+1	5d8	5d4
Size:	Small	Large	Large	Large	Small	Medium
Move:	180 ft	120 ft	90 ft	150 ft	180 ft	120 ft
Armour Class:	7	6	7	7	9	7
Hit Dice:	1+2	5	7	5	1d4hp	2+3
Attacks:	1	3	1	1	3	1
Damage:	1d6	1d3/1d3/2d6	1d10	3d4	1d2/1d2/1d4	1d8
Special Attacks:	None					
Special Defences:	None					
Magic Resistance:	Standard					
Lair Probability:	Nil					
Intelligence:	Non-					
Alignment:	Neutral					
Level/XP:	1/15+1/hp	3/120+5/hp	4/100+6/hp	3/120+5/hp	3/110+5/hp	2/25+2/hp

Dimetrodon is technically a synapsid, and is anachronistic here by quite a large number of millions of years, being more separated from Tyrannosaurus in time than 21st century humans are. It had a huge "sail" on its back that may have helped it regulate its temperature. GMs who are fans of *Jurassic Park* should note the *Dilophosaurus* presented there was a result of quite a lot of artistic license.

Compsognathus: Jurassic carnivore. *Deinonychus:* Cretaceous carnivore. *Dimetrodon:* Permian carnivore. *Euparkeria:* Triassic carnivore. *Ornitholestes:* Jurassic carnivore. *Dilophosaurus:* Jurassic carnivore.

Treasure: None (for all).



Marine Dinosaurs

	Archelon	**Dunkleosteus**	**Elasmosaurus**	**Mosasaurus**	**Nothosaurus**	**Plesiosaurus**
Frequency:	Uncommon	Common	Uncommon	Uncommon	Uncommon	Common
No. Encountered:	1d4	1d2	1d2	1d3	1d4	1d3
Size:	Large					
Move:	150 ft swimming	210 ft swimming	150 ft swimming	150 ft swimming	90 ft swimming	150 ft swimming
Armour Class:	3	6	6	6	5	6
Hit Dice:	7	10	16	12	10	20
Attacks:	1					
Damage:	3d4	5d4	4d8	4d8	3d6	5d4
Special Attacks:	None	Swallow whole	Swallow whole	None	None	None
Special Defences:	None					
Magic Resistance:	Standard					
Lair Probability:	Nil					
Intelligence:	Non-					
Alignment:	Neutral					
Level/XP:	5/475+10/hp	6/1,000+12/hp	7/2,000+16/hp	6/1,200+16/hp	6/1,000+12/hp	9/5,000+25/hp

None of these creatures are technically dinosaurs, though all are found in "Lost World" areas. Dunkleosteus can swallow prey whole on a roll of "20" to hit (see "Fish, Giant: Gar") and actually preceded the dinosaurs by many millions of years. *Elasmosaurus* can also swallow whole, needing only 18-20 to do so but otherwise as *Dunkleosteus*. *Mosasaurus* filled the same ecological niche as sharks. Plesiosaurs may have preferred smaller prey than a man but would still be dangerous.

Nothosaurs were amphibious, like huge seals, and could move on land at 60 ft. *Archelon* was a kind of gigantic turtle.

Dunkleosteus: Formerly known as *Dinichthys*; Devonian carnivore. *Elasmosaurus:* Cretaceous carnivore. *Mosasaurus:* Cretaceous carnivore. *Plesiosaurus:* Jurassic carnivore. *Nothosaurus:* Triassic carnivore. *Archelon:* Cretaceous carnivore.

Treasure: None (for all).

Flying Dinosaurs

	Archaeopteryx	Pteranodon	Pterodactyl	Quetzalcoatlus	Rhamphorynchus
Frequency:	Common	Uncommon	Common	Rare	Uncommon
No. Encountered:	4d12	2d10	3d12	1d2	2d12
Size:	Small	Large	Small	Large	Large
Move:	300ft flying, (AA: lvl IV)	240ft flying, (AA: lvl IV)	240ft flying, (AA: lvl IV)	180ft flying, (AA: lvl IV)	210ft flying, (AA: lvl IV)
Armour Class:	10	7	8	6	7
Hit Dice:	1d2 hp	4	1+2	7	2+4
Attacks:	1				
Damage:	1d2	1d8	1d6	2d8	1d8
Special Attacks:	None				
Special Defences:	None				
Magic Resistance:	Standard				
Lair Probability:	Nil				
Intelligence:	Non-				
Alignment:	Neutral				
Level/XP:	1/5+1/hp	3/75+4/hp	1/15+1/hp	4/400+6/hp	2/50+2/hp

Pterodactyl was really several different kinds of creature, here lumped together. *Quetzalcoatlus* is assumed to have filled the raptor niche, while the other flying dinosaurs are assumed to have been found in flocks.

Pteranodon: Cretaceous carnivore. *Pterodactyl:* Jurassic carnivore. *Archaeopteryx:* Jurassic carnivore; no bigger than an ordinary bird. *Quetzalcoatlus:* Cretaceous carnivore, huge for a flying creature. *Rhamphorhynchus:* Jurassic carnivore.

Treasure: None (for all).

GOLEMS

A golem is a magically created monster. Of the four basic types, three are created with earthen materials, while the flesh golem is created from human body parts. The creation process requires powerful spells, rare components, and eldritch forces.

The golems listed below are typically humanoid in shape with size listed separately.

A golem has hit dice equal to its hit points divided by 4.5 rounded up; thus, for example, a stone golem has 14 hit dice (60 hp/4.5).

Magical creatures may strike a golem with effect if the creature's hit dice equal or exceed that of the golem.

	Clay	Flesh	Iron	Stone
Frequency:	Very rare			
No. Encountered:	1			
Size:	Large (8 ft tall)	Large (7½ ft tall)	Large (12 ft tall)	Large (9½ ft tall)
Move:	70 ft	80 ft	60 ft	60 ft
Armour Class:	7	9	3	5
Hit Dice:	50 hp	40 hp	80 hp	60 hp
Attacks:	1	2	1	1
Damage:	3d10	2d8/2d8	4d10	3d8
Special Attacks:	See below			
Special Defences:	See below			
Magic Resistance:	See below			
Lair Probability:	Nil			
Intelligence:	Non-	Semi-	Non-	Non-
Alignment:	Neutral			
Level/XP:	7/2,800	7/2,180	9/8,550	8/4,040

Clay Golem: A clay golem is created through the following procedure: a lawful good cleric of at least 17th level (or a lower level cleric of same alignment using a magical tome written for such a process) creates a man-shaped figure out of clay and then undertakes an uninterrupted ritual involving material components worth no less than 20,000 gp, vestments and ritual items worth another 30,000 gp and the spells *resurrection*, *animate object*, *commune*, *prayer* and *bless*.

Damage inflicted by a clay golem can only be healed by a cleric of 17th level or greater. It attacks as a 12 hit dice monster. Once per day, a clay golem can act as if *hasted* for three combat rounds after having been in melee for one round.

A clay golem is under the direct command of its creator. It stands a 1% cumulative chance of possession by a spirit of chaotic evil alignment for each round the golem is in combat. The creator can never regain control if the golem is possessed. Once possessed, the golem will kill any nearby living thing starting with the closest creature and will haste itself if it has not already done so.

Flesh Golem: A flesh golem follows simple commands by its creator, and can be ordered to stop all activity until a specific event takes place. For each melee round spent in combat, the flesh golem stands a 1% cumulative chance of going berserk and attacking all targets in sight. The golem's creator can attempt to re-assert control at a chance of 10% per round.

A flesh golem is extremely strong and can break down doors and other wooden structures. It cannot be damaged with normal weapons; magical weapons damage normally.

Most spells have no effect on the monsters; cold and fire based spells will slow the golem to 50% speed for 2d6 combat rounds, while electrical attacks restore previous damage dealt to the golem at a rate of 1 hit point per die of damage inflicted by the spell (example: an 8 hit dice lightning bolt will restore 8 hit points of damage).

A flesh golem is created with a magical tome written for such a process or by a magic user (of at least 14th level) using the following spells: *wish*, *polymorph any object*, *geas*, *strength*, and *protection from normal missiles*. One thousand gp per hit point of the golem is spent on material components, and the entire creation process takes one month.

Iron Golem: An iron golem is created through use of a magical tome or by an 18th level or higher magic user using the following spells: *cloud kill*, *wish*, *geas*, and *polymorph any object*. Creation time is three months and material cost is 1,000 gp per hit point of the golem. The magic user can control his or her creation through simple commands. The golem can also be ordered to suspend movement until a particular condition is met (e.g. a door is opened, someone enters the room, etc.).

An iron golem is three times as strong as a flesh golem. In addition to its normal damage, once every 7 combat rounds an iron golem may breathe poison gas directly before it in a cloud of 10 cubic ft.

Only magical weapons of +3 or greater in nature can deal damage to an iron golem. Only electrical magical attacks can affect it; such spells will slow the golem to one-half speed for 3 combat rounds. Fire attacks repair damage to the golem at a rate of one hit point per die of spell damage (i.e.: a six hit die fireball will repair 6 hp of damage).

Stone Golem: A stone golem is created through use of a magical text or by a 16th or higher level magic user using the following spells: *geas*, *slow*, *wish* and *polymorph any object*. Creation time is two months and cost is 1,000 gp per hit point of the golem.

The magic user can control his or her creation through simple commands. The golem can also be ordered to suspend movement until a particular condition is met.

A stone golem can cast a *slow* spell every other melee round on all opponents within 10 ft of its front.

Treasure: None (for all golems).

LYCANTHROPES

A lycanthrope is a human with the ability to change his or her shape to some animal form during the night hours. A full moon is 90% likely to trigger the transition to animal form automatically. Any humanoid bitten by a lycanthrope and damaged for 50% or more of its total hp who survives will contract the lycanthropic disease of its attacker. A *cure disease* from a cleric of 12th level or higher will remove the disease if performed within three days of the attack. If the victim ingests belladonna within one hour after the attack there is a 25% chance the disease will be cured. However, swallowing belladonna in such a manner will incapacitate the victim for 1d4 days; there is also a 1% chance of the herb killing the victim.

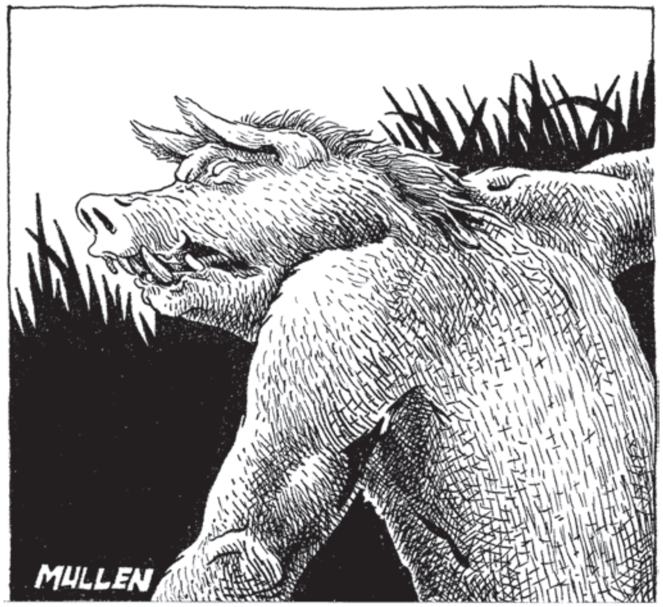
A lycanthrope's "size" stat shows its shapechanged size. In human form they are obviously always *man-sized*.

Each type of lycanthrope has its own language. The five most common types are listed below.

	Werebear	**Wereboar**	**Wererat**	**Weretiger**	**Werewolf**
Frequency:	Rare	Rare	Uncommon	Very rare	Common
No. Encountered:	1d4	2d4	4d6	1d6	3d6
Size:	Large	Large	Small to medium	Large	Medium
Move:	90 ft	120 ft	120 ft	120 ft	150 ft
Armour Class:	2	4	6	3	5
Hit Dice:	7+3	5+2	3+1	6+2	4+3
Attacks:	3	1	1	3	1
Damage:	1d3/1d3/2d4	2d6	1d8 (sword)	1d4/1d4/1d12	2d4
Special Attacks:	Hug for 2d8	None	Surprises on 1-4 in 6	Rake for 1d4+1/1d4+1	Surprises on a 1-3 in 6
Special Defences:	Hit only by silver or magic weapons				
Magic Resistance:	Standard				
Lair Probability:	10%	20%	30%	15%	25%
Intelligence:	Exceptional	Average	Very	Average	Average
Alignment:	Chaotic good	Neutral	Lawful evil	Neutral	Chaotic evil
Level/XP:	5/850+10/hp	4/250+6/hp	3/150+4/hp	4/500+8/hp	3/200+5/hp

Werebear: A werebear appears in human form as a large hairy human with a solitary disposition. In ursine form, he or she is 50% likely to be accompanied by 1d6 brown bears. A werebear may summon 1d6 brown bears in 2d6 turns if they are within one mile. Werebears are immune to disease and heal three times faster than normal. They can also *cure disease* in another creature within 1d4 weeks.

Treasure: 2d4x1,000 gp (40%), 1d6x100 pp (50%), 4d8 gems (55%), 1d12 jewellery (50%), 1d4 scrolls + 1 misc. magic + 1 potion (60%)



Wereboar: A wereboar has a foul tempered disposition in either form and will attack in a frenzy. It is found in heavily wooded areas, but rarely with normal boars (15% chance of 1d4 boars that will attack on direction by the lycanthrope).

Treasure: 1d8x1,000 cp (50%), 1d6x1,000 sp (25%), 1d4x1,000 ep (25%), 1d3x1,000 gp (25%), 1d8 gems (30%), 1d4 jewellery (20%), sword, armour, or misc. wpn +2d4 potions (40%)

Wererat: The horrid ratmen infest the underground sewers and catacombs under large cities. They are stealthy and surprise on a 1-4. They can assume any of three forms: human, giant rat, or man-rat. In human or man-rat form, they often arm themselves with swords, but prefer to lure unsuspecting individuals into traps where the victim may be held for ransom or later meals. A wererat may summon 2d6 giant rats and control them. Rumours persist of a city of black wererats on a remote shore; the more fanciful tales suggest the black wererats may have powerful spellcasters among their number who can magically affect the phases of the moon.

Treasure: 1d12x1,000 cp (20%), 1d6x1,000 sp (30%), 1d4x1,000 ep (10%), 1d6 gems (25%), 1d3 jewellery (25%), any 2 magic items (10%)

Weretiger: Most weretigers are female and live much like a normal tiger does, though associating with the normal breed only 5% of the time. They can rake with their rear claws like a normal tiger. All normal cats are 75% likely to be friendly to a weretiger due to the lycanthrope's ability to speak with them.

Treasure: 1d8x1,000 cp (10%), 1d12x1,000 sp (15%), 1d8x1,000 ep (15%), 1d6x1,000 gp (50%), 2d6 gems (50%), 1d6 jewellery (25%), any 2 magic item + 1 potion (15%)

Werewolf: A werewolf may be of either sex and of any build. When in wolf form, the lycanthrope tends to walk on its back legs. If a werewolf pack numbers 5 to 8, then it will be a family pack which consists of a male, a female and 3-6 younger werewolves ranging from 60% to 90% mature.

When in its pack, the male will fight at +2 and deal full damage if the female has been attacked. The female will attack with a +3 bonus to hit and will do full damage if her cubs are threatened. The cubs will attack with a penalty of -4 to -1 depending on their stage of maturity and deal 1d4+1 hp per attack. Any pack may also include wolfweres (wolves who can assume human form).

Treasure: 1d8x1,000 cp (50%), 1d6x1,000 sp (25%), 1d4x1,000 ep (25%), 1d3x1,000 gp (25%), 1d8 gems (30%), 1d4 jewellery (20%), sword, armour, or misc. weapon (10%)

SYLVAN OR FAERIE CREATURES

Sylvan or faerie creatures are encountered in magical woodlands. Some may share territory with elves. As a group they are reclusive and (with some notable exceptions) good aligned. Their homes are typically places of extreme beauty with verdant, lush growth, profuse flowers, sparking waterfalls and limpid pools. Since these creatures tend to be highly magical with a mischievous sense of humour, encounters with them are often enormous fun—for the GM.

Brownie

Frequency:	Rare
No. Encountered:	4d4
Size:	Small
Move:	120 ft
Armour Class:	3
Hit Dice:	1d4 hp
Attacks:	1
Damage:	1d3
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	20%
Intelligence:	High
Alignment:	Lawful good
Level/XP:	2/50+1/hp

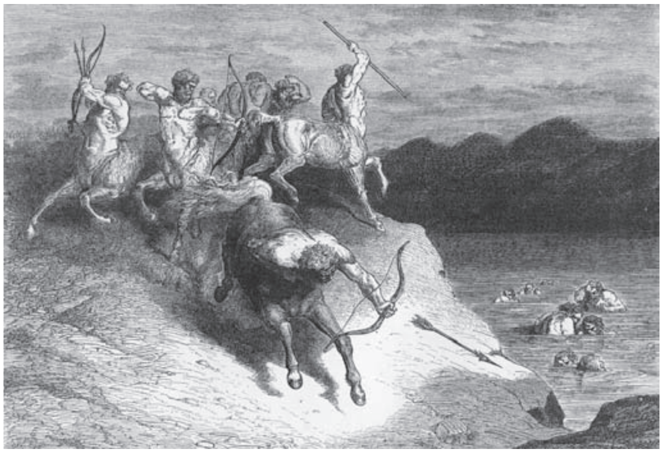
Found in sylvan woodland, often along with fauns, unicorns and similar creatures, brownies are shy and retiring. They can sometimes be persuaded to help good aligned creatures. They are skilled craftsmen, adept at making and repairing ordinary things, and highly magical; they may use the following spells once each per day: *confusion, continual light, dancing lights, dimension door, mending, mirror image, protection from evil*, and *ventriloquism*. They may become *invisible* at will, provided they remain still while doing so. They are also lucky and strongly defended against magic, which means they make all saving throws as a 7th level cleric does.

Thanks to their excellent senses and habitual alertness Brownies cannot be surprised. They speak their own tongue, elven, halfing, and can communicate with other fey creatures such as spites, nymphs or dryads.

Treasure: 1d8x1,000 cp (5%), 1d12x1,000 sp (25%), 1d6x1,000 ep (20%), 1d10x1,000 gp (30%), 1d12 gems (20%), 1d8 jewellery (5%), any 2 magic items plus one potion and one scroll (15%)

Centaur

Frequency:	Rare
No. Encountered:	4d6
Size:	Large
Move:	180 ft
Armour Class:	5(4)
Hit Dice:	4
Attacks:	2
Damage:	1d6/1d6
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	5%
Intelligence:	Average
Alignment:	Neutral to chaotic good
Level/XP:	3/75 + 3/hp



Centaurs are part man, part horse. They have the body of a horse, but have the upper torso, arms and head of a human in place of the horse's neck and head. Antipathetic toward humans, yet friendly toward elves and their kin, centaurs prefer unfrequented glades, pastures and woodlands. An encountered coterie will be armed with: 50% hardwood clubs (2d4 damage), 25% composite and/or longbows with the remaining centaurs armed with lance and shield (thus, AC 4)—this last group being the leaders. All centaurs are capable of attacking with melee weapons and two hoof attacks each melee round.

If upon rare occasion encountered in their lush woodland lair, there will be an additional 1d6 (total 5d6 encountered) fighting centaurs, with twice that many females and 5d6 young. Non-fighting (female and elderly) centaurs possess but 3 hit dice and young only 1d3 hit points. The non-fighters and young attack only if directly threatened, and with hoof attacks only. Should the non-fighting and young centaurs be seriously threatened, there is a 90% chance they will be ransomed generously.

Treasure: Individuals- 2d4 gp (90%), 1d4 gems (50%); Lair- 1d8x1,000 cp (10%), 1d12x1,000 sp (15%), 1d8x1,000 ep (15%), 1d6x1,000 gp (50%), 3d6x100 pp (30%), 2d10 gems (55%), 1d12 jewellery (50%), 2 magic items (15%), 1d4 magic scrolls and 1 magic potion (50%).

Dryad

Frequency:	Very rare
No. Encountered:	1d6
Size:	Man-sized
Move:	120 ft
Armour Class:	10
Hit Dice:	2
Attacks:	1
Damage:	1d2
Special Attacks:	Charm
Special Defences:	See below
Magic Resistance:	50%
Lair Probability:	10%
Intelligence:	High
Alignment:	Neutral
Level/XP:	2/30 +10/hp

Dryads are bashful tree sprites who dwell in the most remote locations. They appear as stunning young maidens. They are never far from the oak tree of which they are a part. Dryads are non-violent and will never attack unless they have no other choice. A dryad will try to escape by stepping into any nearby tree. They can also cast *dimension door* and return to their own tree. The only thing different about a tree that houses a dryad is its size. A dryad can also cast a *charm person* spell thrice a day.

If a dryad sees a young man with a charisma score of at least 16 she will attempt to *charm* him. If successful there is a 50% chance he will never been again. If the youth does return it will be at least 1d4 years later.

Dryads have their own language as well as elven, pixie, sprite, and they can also speak with animals.

Treasure: 2d4x100 gp (100%), 10d4 gems (50%)

Faun *(Satyr)*

Frequency:	Uncommon
No. Encountered:	2d4
Size:	Man-sized
Move:	180 ft
Armour Class:	5
Hit Dice:	5
Attacks:	1
Damage:	2d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	50%
Lair Probability:	40%
Intelligence:	Very
Alignment:	Neutral
Level/XP:	5/110 + 4/hp

Fauns live in remote forests or meadows far away from civilisation. They are a frisky race occupying most of their time with playing, flirting, and drinking. Fauns value their privacy and will try to drive away any intruders from their domain. They have been known to ignore intruders from time to time if given enough premium food and or wine.

A faun's primary defence is its magic pipes that only it can play. With it the faun can cast *charm*, *sleep*, or *fear*. All spells have a 60 ft radius and those within range must save vs magic or suffer the effects. Fauns will not attack physically unless they themselves are threatened. Their primary weapon is their horns. Sometimes (20%) they will be carrying a magic weapon.

Being nature spirits, fauns are very tuned into their surroundings and are surprised only on a roll of 1. Likewise fauns are experts with camouflage and can become 90% invisible when hiding in foliage.

Fauns can speak their own language as well as elven and common. It is also likely that fauns can understand the language of centaurs if any live nearby.

The lower body of a faun is covered with coarse fur that ranges from medium brown to dark brown. The upper half appears to be a deeply tanned human. A faun's horns and hooves are coloured a deep black.

Treasure: 3d6x100 pp (30%), 2d10 gems (55%), 1d12 jewellery (50%), 1d12 potions (40%), 2 misc. magic items (60%)

Leprechaun

Frequency:	Uncommon
No. Encountered:	1d20
Size:	Small
Move:	150 ft
Armour Class:	8
Hit Dice:	1d4+1hp
Attacks:	None
Damage:	Nil
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	80%
Lair Probability:	10%
Intelligence:	Exceptional
Alignment:	Neutral
Level/XP:	3/50 + 3/hp

Leprechauns are a magical race that love to torment those they encounter with practical jokes, general mischief, and swindles. They normally live in green fields or rolling hills on the outskirts of civilisation. A leprechaun can turn *invisible*, *polymorph* inanimate objects, make *illusions*, and perform *ventriloquism* at will. Because of their sharp senses they are never surprised.

One of the leprechaun's favourite tricks is to grab some valuable object, turn invisible and flee with it. If they are chased too closely they will drop the item rather then be tracked back to their lair. If they are caught or tracked back to their lair, the leprechaun will do or say just about anything to win their freedom back. Be warned, leprechauns are magical and they take great pride in their confidence games. Nothing they say should be considered the truth. A leprechaun will always be playing some kind of scam.

Treasure: 1d20x1,000 sp (10%), 1d12x1,000 ep (15%), 1d8x1,000 gp (40%), 1d8x100 pp (35%), 3d10 gems (20%), 1d10 jewellery (10%), 3 magic items (no sword or misc. weapon), 1 potion, 1 scroll (30%).

Nixie

Frequency:	Rare
No. Encountered:	10d10
Size:	Small (4 ft tall)
Move:	60 ft, swimming 120 ft
Armour Class:	7
Hit Dice:	1d4 hp
Attacks:	1
Damage:	By weapon type
Special Attacks:	Charm
Special Defences:	None
Magic Resistance:	25%
Lair Probability:	95%
Intelligence:	Very
Alignment:	Neutral
Level/XP:	1/35+1/hp

Nixies are fey creatures related to sprites that make their home in freshwater lakes. They appear as strangely beautiful humanoids with lightly scaled greenish skin and webbed hands and feet. Their eyes are silver and their hair is dark green, and they clad themselves in garments of seaweed. Nixies speak their own language and the common tongue. They also appear to be able to communicate, at least on a rudimentary level, with freshwater fish of all types.

Being fey, nixies take great delight in enslaving humans. If a human or demi-human approaches within 30 ft of a group of nixies they will attempt to charm him or her with a special group *charm* spell. This charm requires a minimum of 10 nixies to join hands and chant, and any person hearing this fey chanting must save vs spells at -2 or enter the water to serve the nixies as slave and paramour for a period of a year and a day. It should be noted a side effect of this variant charm grants the ability to breathe water for the duration of the spell. There is a brief opportunity to break the charm; if a *dispel magic* is cast upon the enthralled person before they enter the water there is a 75% the spell will be broken but once the victim has begun breathing water the chances of breaking the charm drop to only 10%.

Nixies are weak in combat but make up for this weakness by attacking en masse and overwhelming their enemies. They favour fighting with long daggers and long darts which, due to the nixies short stature, function as spears in their hands. Nixies will melee with these spears underwater and above water they will hurl them like missiles then melee with their daggers.

Nixies fear bright light and fire, their aquatic nature makes these things foreign to them and a strong presentation of either will drive them away. A strong light source presented underwater will be obscured by schools of nixie summoned fish surrounding the spell effect. Being fey, nixies have a natural magic resistance of 25% and, besides their special charm effect, they can also cast a *water breathing* spell with a duration of 24 hours once per day.

Nixies lair at the bottom of lakes, where they weave living seaweed into dwellings. These dwellings blend in with the underwater growth so well they are 90% unlikely to be noted until within 20 ft of them. These underwater villages are guarded by either 1d4 giant gar (25%) or 2d4 giant pike (75%) which will obey commands from the nixies (see: Fish, Giant). The nixies can also summon 20d4 small fish to obstruct both an invader's vision and movement by massing upon them. Nixies can venture onto dry land but do so only with great reluctance.

Treasure: Carried: magic dagger or javelin, 10%. Lair: 1d10x1,000 cp (25%), 1d6x1,000 sp (25%), 1d6x1,000 ep (15%), 1d2x1,000 gp (5%), 4d6 gems (45%), 2d4 jewellery (30%), 2 random scrolls (10%).

Nymph

Frequency:	Very rare
No. Encountered:	1d4
Size:	Man-sized
Move:	120 ft
Armour Class:	9
Hit Dice:	3
Attacks:	1
Damage:	1d2 or by weapon
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	50%
Lair Probability:	95%
Intelligence:	Exceptional
Alignment:	Neutral
Level/XP:	3/105 + 3/hp

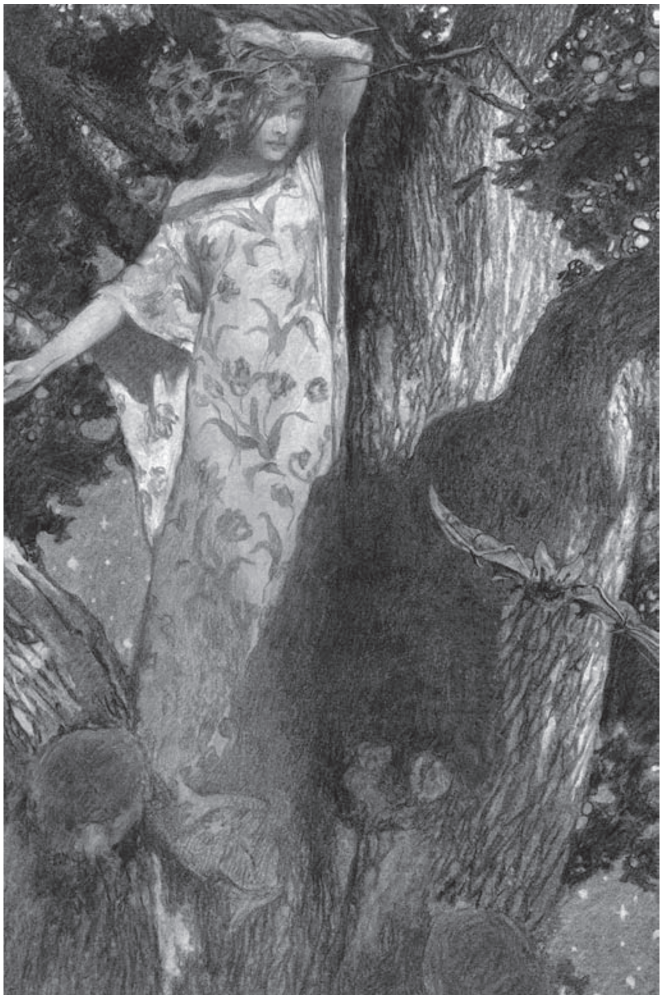
Nymphs are feminine nature spirits of almost indescribable beauty; it is said that even the mere glimpse of one is enough to rob a man of his sight or perhaps kill him. They typically inhabit natural places of particular loveliness, such as high mountain lakes or deep forest glades. Those who have attempted to relate what they saw speak of absolute perfection. Nymphs typically speak common in addition to their own enchanting language and reputedly have voices like honeyed nectar.

If attacked, nymphs will almost always attempt to flee, often by means of *dimension door,* which they are able to use once every day. Nymphs are also able to employ magic as though they were 7th level druids. Any character that chances to look upon a clothed nymph must make a saving throw vs spells or be permanently blinded; should a nymph be seen unclothed, then the consequence of a failed saving throw is death. Should a Nymph deign to bestow a kiss upon a male, he will forget his troubles and pain for the remainder of the day.

Nymphs abhor evil and will occasionally aid someone in distress. Moreover, there is a small chance that a nymph will be favourably inclined towards a good aligned character who actively seeks her out, as long as he does not look upon her first; in the case of good- aligned human males with exceptional charisma, the chance of her favour is very high, but a saving throw is still required if he should happen to look upon her.

A lock of nymph's hair woven into a cloak or other item of clothing will magically increase the charisma of those who wear it by one point. Alternatively, the lock of hair may be used to create a powerful *potion of sleep*. Nymph tears are sometimes used in the creation of a *philtre of love* and any woman (female demi-humans included) who bathes in a nymph's pool will have her charisma increased by two points until sundown.

Treasure: 4d10 gems, 1d3 potions (75%).



Pixie

Frequency:	Very rare
No. Encountered:	5d4
Size:	Small
Move:	60 ft, flying 120 ft (AA: level V)
Armour Class:	5
Hit Dice:	1d4hp
Attacks:	1
Damage:	By weapon
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	25%
Lair Probability:	5%
Intelligence:	Exceptional
Alignment:	Neutral
Level/XP:	3/50 + 1/hp

Pixies are a race of troublesome creatures who enjoy playing tricks and generally annoying anyone who passes through their territory. They like to dwell in secluded forests. They are normally invisible and can stay invisible even when they attack. Unless the pixie turns visible, or they are otherwise detected, opponents roll to hit at -4.

Even though pixies are small, only about 32 in tall, they can defend themselves. Their swords are considered daggers. Their bows shoot three different kinds of arrows at +4 to hit. The first type of arrow is a standard type that causes 1d4+1 points of damage. The second type of arrow causes *sleep* for 1d6 hours unless the target saves vs magic. The third type of arrow causes total amnesia if the target fails their save vs magic. The only way to regain memory is to receive an *exorcism*.

Pixies can make themselves visible or *polymorph* themselves. They are also able to create *illusions* with both sight and sound that do not have to be controlled. The *illusion* will last until it is touched or dispelled. A pixie's touch causes *confusion* in anyone who fails their save vs magic. The *confusion* will last until they receive a *remove curse*. Once each day pixies can cast *dispel magic* (as if they were 8th level), *dancing lights*, and *ESP*. Some can also cast *irresistible dance*.

Pixies speak their own language, sprite, and common.

Treasure: 2d4x1,000 gp (40%), 1d6x1,000 pp (50%), 4d8 gems (55%), 1d12 jewellery (45%), 2d4 potions (40%), 1d4 scrolls (50%), 1 misc. magic (60%)

Quickling

Frequency:	Very rare
No. Encountered:	4d4
Size:	Small
Move:	1,000 ft
Armour Class:	-3
Hit Dice:	2d6 hp
Attacks:	3
Damage:	1d4/1d4/1d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	10%
Intelligence:	High to genius
Alignment:	Chaotic evil
Level/XP:	4/200+3/hp and higher

Quicklings once resembled brownies, sylphs, pixies and other fey creatures, but have become corrupted by chaos. They dwell in fey areas, but the sylvan beauty of their homes has lost its subtlety and become sick, with plants forced to grow blooms of unnatural size and lurid colour, and their delicate scents have become cloying, eye-watering perfume.

Quicklings are somehow sped up in time, living at a different pace relative to other creatures of the prime material plane. They move so fast they can only be seen as a blur. Their three attacks (with daggers) constitute three separate attack routines, and the quickling will always win initiative against any opponent who is not *hasted*. Quicklings cannot be surprised, and thanks to their enchanted nature and uncanny speed, they make all saving throws at +10 on the dice.

Each quickling can use the following spell-like powers once each per day: *dig, fire charm, forget, invisibility, levitate, shatter* and *ventriloquism*.

Each group of quicklings will be led by one with 4d6 hp (treat as a 3HD monster). If there are more than a dozen quicklings, there will be two such quicklings plus one with 6d6 hp (treat as a 4HD monster). These leader-type quicklings will have daggers poisoned with a powerful *sleep* toxin; anyone hit by their daggers must save vs poison or fall into a drugged slumber for 1d6 hours.

Quicklings speak most fey tongues, including elven, though they speak at three times normal speed which makes them very hard to understand.

Treasure: 2d4 gems (50%), one miscellaneous magic item plus two potions and a scroll (60%).

Sprite

Frequency:	Rare
No. Encountered:	10d10
Size:	Small
Move:	90 ft, flying 180 ft (AA: level III)
Armour Class:	6
Hit Dice:	1
Attacks:	1
Damage:	By weapon
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Very
Alignment:	Neutral good
Level/XP:	3/50+1/hp

Sprites use daggers in melee, but prefer small bows (treat as a short bow, but half range and 1d3 damage per arrow). The arrows will be coated with *sleep* poison (save vs poison or slumber for 1d6 hours). They can become *invisible* at will, *detect evil* at will as per the spell, and move in complete silence.

They will typically only attack evil creatures or those that blunder through their homes. Evil things will be slain, others removed in their sleep to somewhere far away.

Treasure: In lair: 1d10x1,000 cp (25%), 1d6x1,000 sp (25%), 1d6x1,000 ep (15%), 1d2x1,000 gp (5%), 4d6 gems (45%), 2d4 jewellery (30%), 2 random scrolls (10%)

Sylph

Frequency:	Very rare
No. Encountered:	1
Size:	Man-sized
Move:	120 ft, flying 360 ft (AA: level V)
Armour Class:	10
Hit Dice:	3
Attacks:	None
Damage:	None
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	50%
Lair Probability:	10%
Intelligence:	Exceptional
Alignment:	Neutral
Level/XP:	3/100 + 3/hp

Sylphs are aerial creatures thought to be closely related to nymphs. She spends most of her time fluttering around. Because a sylph's territory is so vast it is unlikely they will be encountered anywhere near their lair.

Sylphs are able to cast spells as if they are a 7th level magic user (4—1st level, 3—2nd level, 2—3rd level, 1—4th level). They also have the ability to cast *invisibility* at will and *conjure air elemental* once per week.

Sylphs have their own language and can also understand common.

Treasure: 10d4 gems (50%), 1 misc. magic and 1 potion (60%)

Treant

Frequency: Rare
No. Encountered: 1d20
Size: Large
Move: 120 ft
Armour Class: 0
Hit Dice: 7-12 (1d6+6 if randomly determined)
Attacks: 2 (fists)
Damage: See below (depends on HD)
Special Attacks: Animate trees
Special Defences: Cannot be surprised
Magic Resistance: Standard
Lair Probability: 10%
Intelligence: Very
Alignment: Chaotic good
Level/XP: 7HD: 1,295+8/hp
8HD: 1,600+10/hp
9HD: 2,050+12/hp
10HD: 2,350+13/hp
11HD: 2,750+14/hp
12HD: 3,600+16/hp

Treants are woodland creatures, reclusive to humankind but friendly with other good aligned creatures of the woods. They resemble humanoid trees: their "arms" and "legs" are not easily seen as such until they begin moving. Treants are vigilant guardians of the woods, despising anyone of evil alignment and all who make reckless use of fire, regardless of alignment. Treants can animate 1d2 trees to aid them (see "Tree, Animated") within a range of 180 ft. Separate experience is not awarded for killing such animated trees. Treants are quite vulnerable to fire: fire attacks requiring a roll to hit gain a bonus of +4, a treant makes saving throws vs fire at –4, and any hit die of damage inflicted upon a treant gains a +1 to its result. Damage inflicted by a treant's clubbing fists is determined as follows:

7-8 HD: 2d8 damage per fist
9-10 HD: 3d6 damage per fist
11-12 HD: 4d6 damage per fist

Treasure: 10d4 gems (50%); 2d4 potions (40%)

Tree, Animated

Frequency: Rare
No. Encountered: 1d2
Size: Large
Move: 30 ft
Armour Class: 0
Hit Dice: 12
Attacks: 2 (fists)
Damage: 4d6
Special Attacks: None
Special Defences: None
Magic Resistance: Standard
Lair Probability: 100%
Intelligence: Non
Alignment: Neutral
Level/XP: 7/1,300+16/hp (nil if animated by a treant)

Animated trees are generally encountered when treants animate a normal tree (see "Treant").

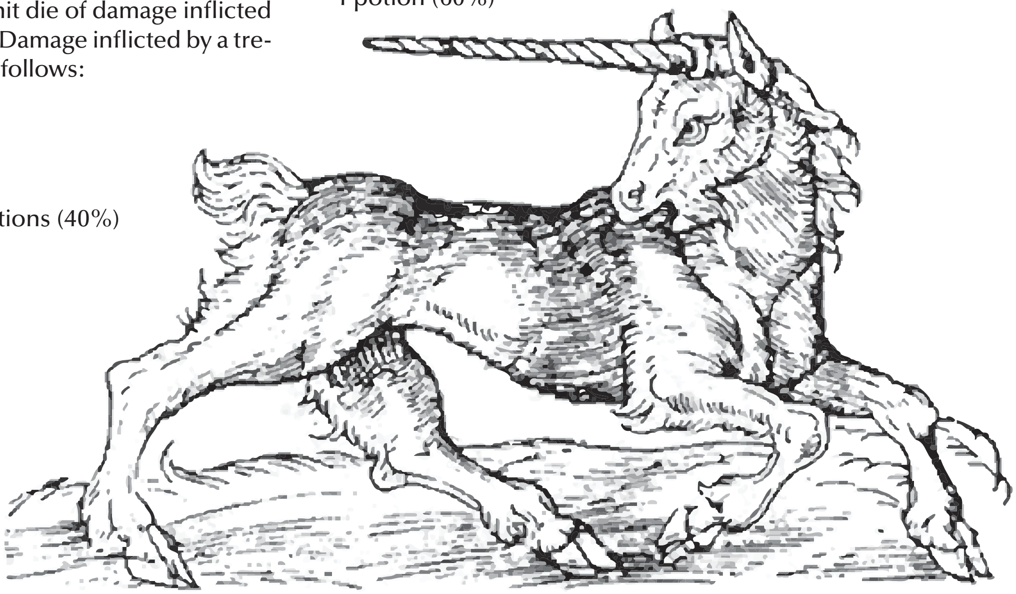
Treasure: None.

Unicorn

Frequency: Rare
No. Encountered: 1d4+1
Size: Large
Move: 240 ft
Armour Class: 2
Hit Dice: 4+4
Attacks: 3 (hoof/hoof/horn)
Damage: 1d6/1d6/1d12
Special Attacks: Charge
Special Defences: Save as level 11 magic user; immune to charm, hold, death magic, and poison; never surprised within 240 ft; surprise 1-5 on d6; dimension door 1/day (360 ft range)
Magic Resistance: Standard
Lair Probability: 5%
Intelligence: Average
Alignment: Chaotic good
Level/XP: 5/440 + 4 per hit point

Unicorns avoid contact with all but woodland creatures, although they may render assistance to maidens who are pure of heart, allowing themselves to be tamed as steeds. Unicorns normally charge into battle, attacking only with their horns but for double damage on the initial attack. A unicorn's horn negates the effect of poison, with normally the merest touch being required.

Treasure: 20d4 gems (50%); 1 miscellaneous magic item and 1 potion (60%)



UNDEAD

Undead share the following characteristics: They never check morale and are immune to *fear* (except that clerics and paladins may cause a fear-like effect by *turning* them, see Chapter III); they are immune to *sleep*, *charm* and *hold*-type effects except for any such effects that are specific to undead (for example, if the GM chooses to house-rule a magic item or spell which has the effect *hold undead*, this would work); they suffer 2d4 damage from vials of *holy water*; and if damaged—for "injured" is the wrong word—they do not automatically heal, though certain undead types such as ghouls may be able to recover hit points by consuming living flesh and others such as spectres may do so through leeching a living creature's vital force (draining a level).

Banshee *(Groaning Spirit)*

(turned as type 13)

Frequency:	Very rare
No. Encountered:	1
Size:	Man-sized
Move:	150 ft
Armour Class:	0
Hit Dice:	7
Attacks:	1
Damage:	1d8
Special Attacks:	See below
Special Defences:	+1 weapon or better to hit
Magic Resistance:	50%
Lair Probability:	10%
Intelligence:	Exceptional
Alignment:	Chaotic evil
Level/XP:	6/665+8/hp

The legendary banshee is the ghost of an evil elven female. The spirit is found in remote countrysides and other lonely natural places. The groaning spirit can chill with a touch for 1d8 hp damage. It can also wail which will force all creatures within 30 ft to save vs magic or die. The mere sight of a banshee will cause *fear* unless the viewer saves vs spells. The banshee can wail once per day and only during the dark hours. They cannot be affected by *sleep*, *charm* or *hold* spells, and are resistant to cold or electrical attacks. An *exorcism* spell will slay the creature.

Treasure: None.

Coffer Corpse

(turned as type 7)

Frequency:	Rare
No. Encountered:	1
Size:	Man-sized
Move:	60 ft
Armour Class:	8
Hit Dice:	2
Attacks:	1
Damage:	1d6 or by weapon
Special Attacks:	None
Special Defences:	Can only be hit by magical weapons
Magic Resistance:	Standard
Lair Probability:	80%
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	2/30 + 2/hp

A coffer corpse resembles a zombie, seeming nothing more then a rotting, fetid corpse. They are the bodies of the dead who are left behind, never given a proper burial, their souls never finding rest.

Normal weapons do no damage to a coffer corpse. If they are hit for 6 or more points in a single round of combat by a normal weapon they will fall down, only to rise up the next round. All who witness this horror must save vs fear, those who fail will panic and run away. A magic weapon is needed to truly damage a coffer corpse. They are also immune to *sleep* and *charm* spells.

About 25% of the time a coffer corpse will attack with a weapon, all of the others will attack with their hands. If their attack is bare handed and they have successfully hit, they have grabbed their target by the throat causing 1d6 damage. Each successive round thereafter they cause an additional 1d6 damage as they are strangling their victim, with no addition roll needed. They will continue choking until they are destroyed or their victim is dead.

Treasure: 1d8x1,000 cp (50%), 1d6x1,000 sp (25%), 1d4x1,000 ep (25%), 1d3x1,000 gp (25%), 1d8 gems (30%), 1d4 jewellery (20%), sword, armour, or misc. weapon (10%)

Ghast

(turned as type 6)

Frequency:	Rare
No. Encountered:	1d6
Size:	Man-sized
Move:	150 ft
Armour Class:	4
Hit Dice:	4
Attacks:	3
Damage:	1d4/1d4/1d8
Special Attacks:	Paralysation, Stench
Special Defences:	Standard undead immunities
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Very
Alignment:	Chaotic evil
Level/XP:	4/195 +4/hp

These terrible creatures are more powerful versions of ghouls, and are indistinguishable from them save their terrible stench, released when engaged in melee, that requires a save vs poison to avoid a terrible retching and -2 to all actions, including hit and damage. They can ignore protection from evil unless it is combined with certain pure non-alloyed metals.

Ghasts share the same spell immunities that Ghouls do, and can travel the dream-realms as well, except in addition to using them to traverse the prime material, they can also enter the lower planes.

Certain entities of the higher hells use ghasts as slaves.

Treasure: 1d8x1,000 cp (50%); 1d6x1,000 sp (25%); 1d4x1,000 ep (25%); d12x1,000 gp (65%); 1d6x1,000 pp (30%); 3d8 gems (50%); 2d6 jewellery (50%); a magic weapon or armour (25%); 1d4 scrolls (50%)

Ghost

(turned as type 11)

Frequency:	Very Rare
No. Encountered:	1
Size:	Man-sized
Move:	90 ft hovering
Armour Class:	0 when manifest/special
Hit Dice:	10+4
Attacks:	1
Damage:	Special
Special Attacks:	Wither; Magic Jar
Special Defences:	Magic weapons or special metals required to hit when manifest; immune to spells when æthereal unless the caster is also æthereal
Magic Resistance:	As above
Lair Probability:	25%
Intelligence:	High
Alignment:	Any evil
Level/XP:	8/4200 +14/hp

Ghosts are the spiritual remains of extremely evil humans who have been denied the ordinarily inexorable movement of their souls to the outer planes of existence after discarding their mortal shell. This sundering of their metaphysical essence creates a foul thing, roaming dark and desolate places, existing in both the æthereal plane and the prime material, seeking to slake a thirst that can never be sated. This exigent need for living essences is what drives these spirits into contact with mortals.

Merely beholding the awfulness of the ghost requires a saving throw vs magic. Failure causes the viewer to flee in panic (for 2d8 turns) and initiates a weaker form of the ghost's *wither* attack—which ages the victim 3d6 years as the ghost feasts on the life of the victim.

Clerics level 7 or greater can ignore this effect, as they have a better understanding of how to ward off such metaphysical forces, while other intelligences with 9 or more hit dice or levels gain a +3 to their saves.

Until the ghost manifests itself physically, it is immune to all attacks, spell or no, unless the attacker has a method to become æthereal. Even if the spellcaster is in this state, ghosts are still immune to many forms of spells, though no sage has recorded what those magics might be. Magical weapons used in an æthereal state against a ghost typically have to strike against AC 7 or 8.

As if these terrible powers were not enough, any creature within 180 ft is threatened by the being's *magic jar* ability, as per the spell. If this fails, then the ghost will manifest itself, taking on an ectoplasmic quality. Specially forged "pure" metals, especially silver, can cause half-damage to a ghost while it is manifested in this fashion, and magic weapons can affect it normally—in either case the attacker must hit AC 0. Spells still cannot affect it in this state unless the caster is æthereal. The manifest state allows the ghost to strike victims physically, with the full power of their *withering* attack—causing the victim to age 7d6 years per successful attack, no save possible. Victims who exceed their allotted lifespan are forever dead, with only a *wish* capable of reversing this end.

Treasure: 1d10x1,000 cp (5%); 2d6x1,000 sp (30%); 1d6x1,000 ep (25%); 2d4x1,000 gp (25%); 2d6 gems (15%); 1d6 jewellery (20%); 1d3-1 scrolls (30%); 1d8 potions (40%); 1d4-1 any other magic items (25%)

Ghoul

(turned as type 3)

Frequency:	Uncommon
No. Encountered:	4d6
Size:	Man-sized
Move:	90 ft loping
Armour Class:	6
Hit Dice:	2
Attacks:	3
Damage:	1d3/1d3/1d6
Special Attacks:	Paralysation
Special Defences:	Immune to *sleep* and *charm* spells
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	3/70 +2/hp

Ghouls are humans, who feasting on corpses and engaging in other vileness, have become undead, or in turn were killed by another ghoul without their corpses being sanctified by a cleric. Loping through the darkness with their vague canine cast and long black marrow licking tongues, they haunt graves and ruins, seeking the flesh of the dead and the living. Though their minds are warped by the transformation, and their general intellect stunted, they still retain a terrible cunning, and they attack in fearless packs to good effect, bringing down the living to feast on their remains. Any human or demihuman, save elves, attacked by a ghoul must make a saving throw or be paralysed for 3d4 turns.

Protection from evil will keep these things at bay, unless one so protected violates the circle by attacking the ghouls.

Ghouls are also said to be able travel the lands of dreams, using them as conduit to enter the waking world of men at various graveyards, and escaping without a trace. Marine ghouls are called "lacedons" and are sometimes found on ghost ships or dwelling in wrecks on the sea bed.

Description: Ghouls appear as emaciated, animated corpses with sharp teeth and long fingernails to which shreds of corpse-flesh are sometimes attached. Their voices are weird and eldritch, sometimes described as "meeping" and "glibbering".

Treasure: 1d8x1,000 cp (50%); 1d6x1,000 sp (25%); 1d4x1,000 ep (25%); 1d3x1,000 gp (25%); 2d4 gems (30%); 1d4 jewellery (20%); magic weapon or armour (10%); 1d4 scrolls (10%)

Lich

(turned as type 12)

Frequency:	Very Rare
No. Encountered:	1
Size:	Man-sized
Move:	60 ft
Armour Class:	0
Hit Dice:	12 or more
Attacks:	1

Damage:	2d6 + paralysation
Special Attacks:	Spell use (as Magic User, Cleric or both) at at least 18th level of ability; fear
Special Defences:	+1 or better weapon to hit; immune to cold, electrical, poison, paralysation, polymorph, and death magic, as well as *sleep*, *charm*, *hold* and other mental based attacks; spells that drain attributes or statistics also have no effect
Magic Resistance:	Standard
Lair Probability:	95%
Intelligence:	Genius or higher
Alignment:	Any evil
Level/XP:	10/at least 10,000 +16/hp

Liches are the remains of powerful wizard-priests who, through fell magics and sinister grimoires, have cheated death and live on beyond the grave in a decaying shell that still revels in awesome magical energies. Unholy magics and an unwavering devotion are not the only things keeping them on the prime material plane. Their souls are already traded to dark gods, but a spark of their essence remains that must be encased in a talisman of sorts. This trinket is a requirement of their Unlife, but no scholar knows how or why this is.

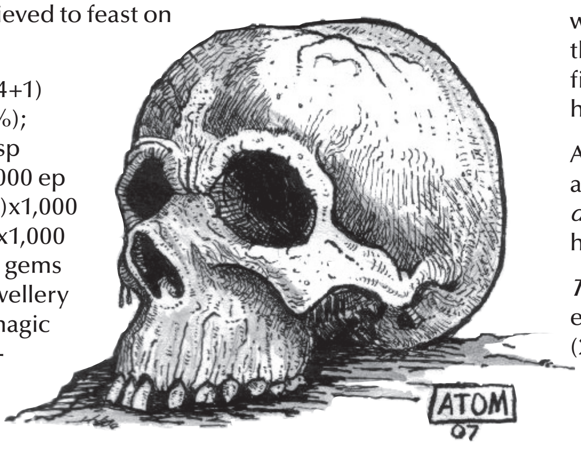
The lair of a lich will often be a complex underworld maze or a wickedly diseased stretch of thick wilderness, at whose black heart resides a tower riddled with magic traps and deadly guardians. Liches do not suffer the fools who would tread upon their mysteries.

Each lich will be able to cast an impressive battery of spells, and those with magic user abilities will have multiple copies of powerful spell tomes. Their magical ability, at a minimum, must be 18th, as only those mortals have travelled so far down the path of magic have even a hope of mastering the rituals of Lichdom. The mere touch of a lich will inflict 2 dice of cold damage upon the victim, and they must save vs paralysation or be held frozen to the spot for 3d8 turns. Anything below 6th level beholding a lich (even in a reflection or a *projected image*) must save vs magic or never return to the area again.

Often dressed in rich decaying rags that were exquisite in life, liches are now horrors to behold. They are cadaverous in appearance, with unholy pinpoints of green light emanating from the otherwise empty pits that are the eye-sockets of its fleshless skull. Diseased and leprous tatters of meat cling feebly to ancient bones, reeking with the rot of the grave.

Liches are believed to feast on Soul Worms.

Treasure: (1d4+1) x1,000 cp (30%); (d4+1)x1,000 sp (25%); 1d6x1,000 ep (40%); (1d8+1)x1,000 gp (45%); 1d4x1,000 pp (25%); 5d8 gems (55%); 8d4 jewellery (45%); any 3 magic items save potions (40%)



Mummy

(Turned as type 8)

Frequency:	Rare
No. Encountered:	2d4
Size:	Man-sized
Move:	60 ft
Armour Class:	3
Hit Dice:	6+3
Attacks:	1
Damage:	1d12
Special Attacks:	Fear
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	80%
Intelligence:	Low
Alignment:	Lawful evil
Level/XP:	6/985+8/hp

The undead mummy exists both on the normal and negative material planes. Normally found in tombs or other burial places, they hate life and attempt to destroy any living creature they encounter.

The touch of a mummy causes a wasting and rotting disease which will cause death within 1d6 months. For each month of affliction, the victim permanently loses 2 points of charisma, and while diseased no *cure wound* spells will have any effect and any wounds will naturally heal at a 10% rate. The mummy rot can only be cured by a *cure disease* spell.

All creatures within 60 ft of a mummy, upon sight, will suffer the effects of fear and revulsion unless a successful saving throw vs magic is made. If the save fails, the victim will be paralysed for 1d4 rounds. Groups of creatures gain a bonus of +1 for their save at a ratio of six creatures for each mummy (for example: 12 creatures in sight of 1 mummy gain a +2 to save; 12 creatures in sight of 2 mummies gain a +1, and 12 creatures within sight of 3 or more mummies gain no bonus). If humans confront a mummy, then each human will gain a +2 to his or her save.

A mummy cannot be harmed by normal weapons, and magical weapons do only half damage (drop all fractions). A mummy is immune to *sleep*, *hold* spells, *charm* spells, and cold based attacks. Poison and paralysis have no effect on the creature. A *raise dead* spell will transform the monster into a 7th-level fighter unless the mummy makes a successful save vs magic (unlisted categories).

A mummy is susceptible to fire as follows: a hit from a torch will deal 1d3 hp damage, a flask of burning oil causes 1d8 hp on the first round and 2d8 hp on the second round, and magical fires deal +1 for each die of damage. Holy water inflicts 2d4 hp per vial that hits.

Any character killed by a mummy cannot be raised due to the amount of damage caused by the rotting waste unless a *cure disease* and *raise dead* are both cast on the victim within one hour of death.

Treasure: 1d8x1,000 cp (10%), 1d12x1,000 sp (15%), 1d8x1,000 ep (15%), 1d6x1,000 gp (50%), 1d10 gems (30%), 1d6 jewellery (25%), any 2 magic item + 1 potion (15%)

Poltergeist

(Turned as type 1 or 3)

Frequency: Rare
No. Encountered: 1d8
Size: Man-sized
Move: 60 ft
Armour Class: 10
Hit Dice: 1d4 hit points
Attacks: Nil
Damage: Nil
Special Attacks: Fear, telekinesis
Special Defences: Invisible, silver/magic weapons to hit
Magic Resistance: Standard
Lair Probability: 97%
Intelligence: Low
Alignment: Lawful evil
Level/XP: 2/35 + 1/hp

Poltergeists are non-corporeal and invisible spirits of humans who have died a tragic death or were murdered in cold blood. So far as is known, all poltergeists were formerly human or at least half-human. They are only rarely encountered as a wandering monster but in such a case can be treated as a type 1 undead for purposes of turning or disrupting. More often, however, the poltergeist is in the area where it met its untimely end. The poltergeist's bond to this area is strong and turning is much more difficult, treat the poltergeist as a turning a type 3 undead in this case.

In combat, the poltergeist can only be struck by magical or silver weapons and its invisibility will cause all attacks against it to be made at -4 (unless the attacker can *see invisible*). It will not cross over sprinkled holy water, though after the holy water dries it is no longer effective at warding them. Holy water does not cause actual harm to poltergeists. A cleric can strongly present a holy symbol to keep them at bay as well, but again this does not harm the creature.

Poltergeists cannot physically attack. Instead they hurl objects with a telekinetic power at their opponents, attacking as a 5 HD monster. These objects must be light enough to be thrown by a standard human; books, torches, lamps, chairs and so on. A poltergeist's lair will include many such objects. Anyone struck takes no damage, but he or she must save vs spells or flee at top movement speed for 2d12 rounds. A fleeing victim has a 50% for dropping whatever is held in his or her hands, but not necessarily right away. When a PC succumbs to the poltergeist's fear effect, determine how many rounds he or she will flee, then roll the dice again to determine on which round hand held items will be dropped. Once an opponent has made his or her saving throw, that individual will be immune to further fear for that encounter only and from that poltergeist only if more than 1 are present.

Treasure: None.

Shadow

(turned as type 4)

Frequency: Rare
No. Encountered: 2d10+1
Size: Man-sized
Move: 120 ft
Armour Class: 7
Hit Dice: 3+1
Attacks: 1
Damage: 1d6
Special Attacks: Drains strength, dexterity or constitution
Special Defences: +1 or better weapon to hit; immune to cold, poison, and paralysation, as well as *sleep*, *charm*, *hold* and other mental attacks
Magic Resistance: Standard
Lair Probability: 40%
Intelligence: Low
Alignment: Chaotic evil
Level/XP: 4/250 +4/hp

Shadows flitter about old ruins and dusty dungeons, seeking the living. Their ties to the negative material plane cause living things they hit in melee to lose a point of Str, Dex or Con. The attribute drained is random; but once determined further attacks by the same pack of shadows drain the same attribute until that statistic reaches zero—at which point the victim becomes a shadow under the control of the creature that drained the last point. Points drained, but not brought to nil, will return to the victim after about an hour, but some Shadow attacks take longer to recover from.

Due to their partial immaterialness, they can only be hit by magic weapons or certain spells. Cold attacks are useless, as are sleep, hold, and spells that affect the mind. They are nearly undetectable in their normal conditions, requiring an 18 or better on a d20 to be aware of them before they attack. Infravision does not detect them as they do not radiate heat, but magical light is sufficient to reveal these horrors for what they are.

Some shadows attack victims in their sleep, giving them nightmares from which they never wake, as their physical forms are drained of life by the shadows' horrid ties to worlds beyond mundane reckoning.

Treasure 2d10x1,000 sp (10%); 2d6x1,000 ep (15%); 2d4x1,000 gp (45%); 1d6x1,000 pp (33%); 4d8 gems (20%); 2d4 jewellery (8%); any 3 magic items (33%)

Skeleton

(turned as type 1)

Frequency: Rare
No. Encountered: 3d10
Size: Man-sized
Move: 120 ft
Armour Class: 7
Hit Dice: 1
Attacks: 1
Damage: 1d6
Special Attacks: None
Special Defences: Immune to *cold*, *sleep*, *charm*, *hold* and other mental based attacks.
Magic Resistance: Standard
Lair Probability: Nil
Intelligence: None
Alignment: Neutral
Level/XP: 1/15 +1/hp

These things are the result of an evil (or neutral at best) magic user or cleric wielding magics that animate the fleshless remains of humans, demi-humans, and various humanoids. They are completely mindless, only obeying the simple commands of their animator, which is often limited by the spell itself to a score of words. Some sages speak, though, of the mere proximity to great Evil can animate the dead, resulting in armies of these horrors springing to Unlife in forgotten catacombs and foul dungeons. Though given no commands, they seek out the living and attempt to force them into the ranks of the dead.

No matter how a skeleton attacks, whether rusty blade, a stone, or its own former femur, it always deals 1d6 damage. Cold and spells that attack the mind have no affect on skeletons. They take less damage from edged and cutting weapons, typically reducing the damage by half. Most piercing weapons, like arrows and spears, do but 1 or 2 points maximum per attack. Holy water inflicts 2d4 hp per vial that strikes.

Treasure: None.

Spectre

(turned as type 9)

Frequency:	Rare
No. Encountered:	1d6
Size:	Man-sized
Move:	150 ft hovering or 300 ft flying (AA: level IV)
Armour Class:	2
Hit Dice:	7+3
Attacks:	1
Damage:	1d8
Special Attacks:	Level drain
Special Defences:	+1 or better weapon to hit; immune to cold, poison, paralysation, and elemental spells, as well as *sleep*, *charm*, *hold* and other mental attacks
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	High
Alignment:	Lawful evil
Level/XP:	7/1,815 +10/hp

These fiendish shades dwell primarily on the negative material plane. Thus, when their barely-material forms come in contact with the living, they drain two levels of experience from the victim. Those reduced below zero energy levels become half-strength spectres under control of the one that stole their life-force. The living in turn can only affect spectres with magic weapons (of at least +1 value) or spells. Elemental spells and enchantments that affect the mind have no power over spectres. Liquids blessed by the gods still inflict damage upon them. If a cleric (good or evil) attempts to restore a spectre back to life via a spell or ritual, the spectre must make a saving throw or its existence is removed from the plane that fuels its Unlife and it becomes naught in the world of living.

Some sages speculate that spectres have no power in sunlight, but no one has ever proved this theory.

Treasure: 3d4 gems (50%); 3d4x1,000 gp (70%); 1 misc. magic item (60%); 1d2 potions (70%).

Vampire

(turned as type 10)

Frequency:	Rare
No. Encountered:	1d4
Size:	Man-sized
Move:	120 ft or 180 ft flying (AA: level V)
Armour Class:	1
Hit Dice:	8+3
Attacks:	1
Damage:	1d6+4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	25%
Intelligence:	Exceptional
Alignment:	Chaotic evil
Level/XP:	8/3,810 + 12/hp

The vampire is one of the most feared of the undead. Being similar to other undead, they dwell simultaneously in the negative material and material planes. They share other undead's immunity to *charm*, *hold*, and *sleep* spells. Electricity and cold does only half damage, they are unaffected by normal weapons, and they regenerate 3 hit points per round. Vampires must take refuge in a coffin or other hide-away during daylight, and must slumber on soil from their own grave once in a while to maintain their powers.

Vampires are immensely strong (18.76), and deal great blows that inflict 1d6+4 hit points of damage. These blows further reduce the victim's life energy by two levels, which consequently reduces all other traits linked to a loss in levels (attack ability, hit dice, etc.).

Vampires may take gaseous form at will, and will be forced into this form if their hit points reach zero. They then attempt to reach their coffin to reform their bodies. If they do not reach the coffin within 12 turns and rest for 8 hours, they are unable to reform.

Further, vampires may *shape change* into a large bat at will, which grants them flying movement. They can summon 1d10x10 bats or rats when underground or 3d6 wolves when above. These creatures will arrive in 2d6 rounds. In addition, a vampire has a *charm* gaze (as the *charm person* spell), with a saving throw penalty of -2.

Although these items do not actually cause harm or completely repel these creatures, vampires will draw back from a lawful good holy symbol, a mirror, or garlic if they are presented with confidence. Garlic causes a vampire to cringe for 1d4 rounds, and a holy symbol or mirror will cause a vampire to take a position in which the item does not impede his or her progress or attack. A lawful good holy symbol will affect a vampire no matter what its ethos was in life. Once a person becomes a vampire, he or she is a chaotic evil undead creature. Holy water will inflict 1d6+1 points of damage per full vial which strikes.

There are few means by which a vampire may be destroyed. They take great damage from immersion in running water, and will be killed in 3 rounds (each round reduces 1/3 of the creature's hit points). If caught in sunlight a vampire becomes powerless and will die in 1 turn. Finally, a stake through the heart, coupled with decapitation, will destroy a vampire if holy sacraments (such as wafers) are placed in the mouth after the head is removed. If a vampire is staked he or she will appear to die, but unless also decapitated the vampire will revive when the stake is removed.

Vampires create others of their kind by draining humans or humanoids of all life energy. The victim must be buried. After 1 day he or she will arise as a vampire. The victim will retain class abilities he or she had in life but will become a chaotic evil undead being. The new vampire is a slave to the vampire that created him or her, but becomes free willed if the master is killed.

There is a variant type of vampire from the east, which cannot assume *gaseous form* at will (but will if reduced to zero hit points), nor does it have a *charm* gaze. However, it is *invisible* and foes that cannot detect invisibility suffer –4 to strike these vampires in combat.

Treasure: 1d20x1,000 sp (10%); 1d12x1,000 ep (10%); 1d10x1,000 gp (40%); 1d8x100 pp (35%); 3d10 gems (20%); 1d10 jewellery (10%); 3 magic items (30%).

Wight

(turned as type 5)

Frequency:	Uncommon
No. Encountered:	2d8
Size:	Man-sized
Move:	120 ft
Armour Class:	5
Hit Dice:	4+3
Attacks:	1 (claw)
Damage:	1d4 + level drain
Special Attacks:	Level drain
Special Defences:	Silver or magic weapon required to hit; spell immunities
Magic Resistance:	Standard
Lair Probability:	70%
Intelligence:	Average
Alignment:	Lawful evil
Level/XP:	6/590 + 4 per hit point

Wights are undead corpses risen with a twisted intelligence. Their undead power is linked to the negative material plane, and thus they permanently drain a level of experience from victims when they score a hit in combat. Although they are not damaged by sunlight, they loathe the rays of the sun and do not emerge by choice from their barrows and lairs during daylight. Wights are immune to *sleep, hold,* cold, and enchantment spells. They take 2d4 points of damage from holy water (per vial), and are destroyed by the casting of a *raise dead* spell. A human killed by a wight becomes a wight under the control of its maker.

Treasure: 1d8x1,000 cp (50%); 1d6x1,000 sp (25%); 1d4x1,000 ep (25%); 1d3x1,000 gp (25%); 1d8 gems (30%); 1d4 jewellery (20%); 1 magic item (sword, armour, or miscellaneous magic) (10%).

Wraith

(turned as type 7)

Frequency:	Uncommon
No. Encountered:	2d6
Size:	Man-sized
Move:	120 ft or 240 ft flying (AA: level IV)
Armour Class:	4
Hit Dice:	5+3
Attacks:	1
Damage:	1d6 + level drain
Special Attacks:	Level drain
Special Defences:	Only hit by silver or magic weapons; immune to certain spells
Magic Resistance:	Standard
Lair Probability:	25%
Intelligence:	Very
Alignment:	Lawful evil
Level/XP:	6/550 + 6/hp

Wraiths are insubstantial undead creatures that exist partially in the negative material plane, giving them the power to drain one level of experience when they score a hit upon an opponent. In sunlight, the wraith cannot drain levels. Wraiths are shadowy, man-like shapes, dark and indistinct.

Silver weapons inflict only half damage upon a wraith; magical weapons inflict full damage. They are immune to cold damage, *charms*, *sleep* and *hold* spells.

Treasure: (in lair only) 1d10x1,000 cp (5%); 1d12x1,000 sp (25%); 1d6x1,000 ep (25%); 1d8x1,000 gp (25%); 1d12 gems (15%); 1d8 jewellery (10%); 3 magic items plus 1 scroll (25%).

Zombie

	Normal	**Monster**
	(turned as type 2)	*(turned as type 6)*
Frequency:	Rare	Very rare
No. Encountered:	3d8	1d6
Size:	Man-sized	Large
Move:	60 ft	90 ft
Armour Class:	8	6
Hit Dice:	2	6
Attacks:	1	
Damage:	1d8	2d8
Special Attacks:	None	
Special Defences:	See below	
Magic Resistance:	Standard	
Lair Probability:	Nil	
Intelligence:	Non-	
Alignment:	Neutral	
Level/XP:	2/30+1/hp	3/145 + 6/hp

Zombies are the risen corpses of the dead. In many cases they have been animated by a powerful spell caster, though sometimes zombies rise from other supernatural influences. These creatures shuffle slowly into combat; they are always the last creatures to attack in a melee round regardless of initiative rolls. Once they begin to attack, they never flee unless turned by a cleric. Zombies are immune to *enchantments*, *hold* spells, and any spell that inflicts damage from cold.

Monster zombies are the animated corpses of larger humanoid monsters such as bugbears, ettins or ogres. They are harder for a cleric to turn than a normal zombie.

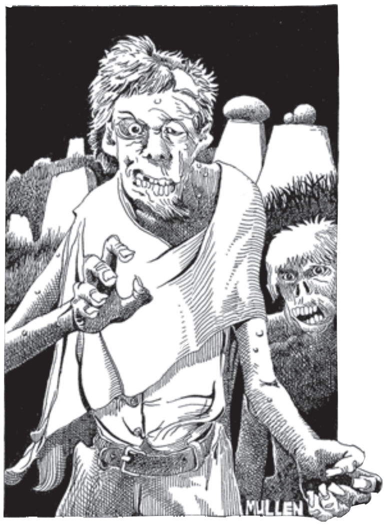
Treasure: None

Zombie, Juju

(turned as type 9)

Frequency:	Very rare
No. Encountered:	1d6
Size:	Man-sized
Move:	90 ft
Armour Class:	6
Hit Dice:	3+12
Attacks:	1
Damage:	2d6+1
Special Attacks:	See below
Special Defences:	Can only be hit with magic weapons
Magic Resistance:	See below
Lair Probability:	Nil
Intelligence:	Low
Alignment:	Neutral (evil)
Level/XP:	3/115 + 4/hp

Juju zombies are undead specially created by evil magic users practising a little-known and universally-banned magic known as necromancy. This unholy process involves draining all the life force from the unfortunate victim, who can be a human, demi-human, or humanoid. These creatures are then completely subservient to their master, who can issue commands to them to guard, attack, or patrol an area, or other similar orders. Juju zombies are like regular zombies but are improved in virtually every way. This type of zombie moves more quickly, has an improved AC, climbs with the skill of an 8th level thief, attack as 6 HD monsters, use missile weapons such as crossbows or pulled bows, and can even use hurled weapons such as spears or javelins.



In combat, juju zombies attack with their clawed hands but they can be programmed to use weapons by their master. Due to their strong connection to the Negative Material Plane, juju zombies can only be hit by magic weapons. Magic piercing or blunt weapons do half damage owing to the undead nature of the monsters, magic slashing weapons do full damage.

Juju zombies are immune to all mind altering magic including, but not limited to: *illusion*, *charm*, *hold monster*, death, cold, and *sleep*. These monsters are also immune to poison and electrical damage, while fire or fire based magic does only half damage. Acid and holy water attacks do full damage. Juju zombies can be turned, but are more resistant to a cleric's divine powers than regular zombies, hence harder to turn.

The appearance of a juju zombie is much the same as a regular zombie but their leathery, greyish flesh is less decayed than the standard variety. The hatred for life of these obscene creations causes their eyes to burn with a hellish red glow.

Treasure: None.

ANIMALS

The creatures in this section are "animals" for the purposes of magic such as *animal summoning* or *invisibility to animals*. Some kindly GMs may permit other creatures, such as dinosaurs or giant invertebrates, to count as "animals" in terms of such magic—but this is strictly at the GM's option.

Ape

	Normal	**Carnivorous**
Frequency:	Rare	Very rare
No. Encountered:	1d4	2d4
Size:	Man-sized	Large
Move:	120 ft	120 ft
Armour Class:	6	
Hit Dice:	4+1	5
Attacks:	3	
Damage:	1d3/1d3/1d6	1d4/1d4/1d8
Special Attacks:	Mangle	
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	Nil	10%
Intelligence:	Low	
Alignment:	Neutral	
Level/XP:	3/110+4/hp	3/125+4/hp

Ordinarily sighted in remote rainforests and similar places, the ape will only fight if forced to do so. If it hits one opponent with both hands in the same round, it will do an additional 1d6 damage as it mangles its victim.

Treasure: None.

Carnivorous Ape: Bigger, meaner, and spoiling for a fight, in contrast with its more peaceable cousin, this more intelligent variant lusts for human flesh to devour. Its keen senses render it unlikely to be surprised (1 on 1d6). Its mangling attack, initiated if both hands hit the same opponent in a round of combat, does 1d8 damage.

Carnivorous apes are sometimes found in company with hobgoblins.

Treasure: In lair only: 1d12x1,000 cp (20%); 1d6x1,000 sp (30%); 1d4x1,000 ep (10%); 1d6 gems (25%); 1d3 jewellery (20%); 1d2 magic items (10%)

Axe Beak *(Phorusrhacid)*

Frequency:	Uncommon
No. Encountered:	1d6
Size:	Large
Move:	180 ft
Armour Class:	6
Hit Dice:	3
Attacks:	3
Damage:	1d3/1d3/2d4

Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	2/50+2/hp

Diurnal hunters, these ostrich-like birds run fast and attack prey with their strong beaks.

Treasure: None

Baboon

Frequency:	Common
No. Encountered:	10d4
Size:	Small
Move:	120 ft
Armour Class:	7
Hit Dice:	1+1
Attacks:	1
Damage:	1d4
Special Attacks:	None
Special Defences:	Climbing
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Low
Alignment:	Neutral
Level/XP:	2/30+1/hp

Communal and vegetarian, baboons will defend their territory if it is invaded. Determined resistance will result in flight, rather than facing extinction (90% chance of flight). If the whole tribe is encountered, half will not participate in combat, being immature. Leaders, 2d4 of the males in each tribe, gain +1 to damage on their attacks.

Treasure: None

Badger

	Ordinary	**Giant**
Frequency:	Uncommon	Very Rare
No. Encountered:	1d4+1	
Size:	Small	Medium
Move:	60 ft, 30 ft swimming	
Armour Class:	4	
Hit Dice:	1+2	3
Attacks:	3	
Damage:	1d2/1d2/1d3	1d3/1d3/1d6
Special Attacks:	None	
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	10%	
Intelligence:	Semi-	
Alignment:	Neutral	
Level/XP:	2/30+1/hp	2/50+2/hp

Swift-moving burrowers, the badger will defend its territory. Known to mate for life, and when more than one is indicated, the encounter will be with a family. Their pelts will usually bring 1d3x10 gold each, although juvenile pelts are worth considerably less.

The **Giant Badger** is simply a larger version of the regular badger. Much rarer, it runs to 3 Hit Dice, with attacks that do 1d3/1d3/1d6 damage. They are Very Rare, even in Badger-rich areas, but may be encountered in prehistoric "lost world" environments.

Treasure: None

Bat

	Ordinary	**Giant**
Frequency:	Common	Uncommon
No. Encountered:	1d100x10	3d6
Size:	Small	
Move:	10 ft / 240 ft flying (AA: level V)	
Armour Class:	8, see below	
Hit Dice:	1d2 hp	1d4 hp
Attacks:	1	
Damage:	1	1d2
Special Attacks:	Swarm, see below	None
Special Defences:	None	See below
Magic Resistance:	Standard	
Lair Probability:	10%	
Intelligence:	Animal	
Alignment:	Neutral	
Level/XP:	1/1	1/5+1/hp

This listing includes all types of bats. They will only attack when trapped, seeking to escape. When startled, they will swarm, causing confusion, extinguishing torches, etc. Because of their sonar navigation, their AC can rise to 4 given the right conditions, as they are nimble and swift.

Giant Bats: These are giant versions of carnivorous ordinary bats. Their bodies grow up to 3 ft long, and they can have wingspans of up to 6 ft. Highly manoeuvrable, users of missile weapons will suffer a -3 to hit penalty unless the attacker's dexterity is 13 or higher. They must land on their intended victims to attack. There is a 1% chance that those so bitten will contract rabies, or some similar blood-borne infection.

Treasure: None

Bat, Mobat

Frequency:	Rare
No. Encountered:	1d8
Size:	Medium
Move:	30 ft/150 ft flying (AA: level IV)
Armour Class:	2 to 10, see below
Hit Dice:	4 to 6, see below
Attacks:	1
Damage:	2d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	15%
Intelligence:	Low
Alignment:	Neutral (evil)
Level/XP:	3/135+3/hp (4 HD) 5/300+6/hp (6 HD)

The very large mobat is found in warm regions where a plentiful supply of warm-blooded prey is available. As their wingspan can run between 12 and 16 ft, they require a large landing area at the entrance to their cave. With nearly silent flight, they can surprise 50% of the time. They can also emit a terrifying shriek. If a saving throw vs paralysis is failed, the victims (all within a 20 ft radius) may only cover their ears and are thus rendered defenceless. In flight they have an AC of 2, while when grounded their AC becomes 10.

Treasure: In lair only: 1d12x1,000 cp (20%); 1d6x1,000 sp (30%); 1d4x1,000 ep (10%); 1d6 gems (25%); 1d3 jewellery (20%); any 2 magic (10%)

Barracuda

Frequency:	Uncommon
No. Encountered:	2d6
Size:	Small to Large
Move:	30 ft swimming
Armour Class:	6
Hit Dice:	1 to 3
Attacks:	1
Damage:	2d4
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	1/10+1/hp 2/50+2/hp

The Barracuda is a fearsome, very fast aquatic predator. The natural habitat of this fish is warm salt water. It prefers vulnerable or wounded prey, especially those smaller than itself.

Treasure: None.

Bear, Lesser

	Black	Brown
Frequency:	Common	Uncommon
No. Encountered:	1d3	1d6
Size:	Medium	Large (9 ft)
Move:	120 ft.	
Armour Class:	7	6
Hit Dice:	3+3	5+5
Attacks:	3	
Damage:	1d3/1d3/1d6	1d6/1d6/1d8
Special Attacks:	Hug: 2d4	Hug: 2d6
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	10%	
Intelligence:	Semi-	
Alignment:	Neutral	
Level/XP:	3/75+3/hp	4/160+6/hp

Black: Of all bears, the black is the least aggressive. If attacked, they will defend themselves and their cubs. Any hit roll with a paw of 18 or more will result in the target being hugged for the additional damage noted. The black bear is omnivorous, possesses good hearing and smell, but has weak vision.

Brown: The brown bear, of which the grizzly is the most famous, is an aggressive strain of bear. Any hit roll with a paw of 18 or more will result in the target being hugged for the additional damage noted. The brown bear is omnivorous, possesses good hearing and smell, but has weak vision. If reduced to zero hit points, the bear will continue to fight until either 1d4 rounds have elapsed or it is reduced to -9 hit points.

Treasure: None

Bear, Greater

	Cave	Polar
Frequency:	Uncommon	Rare
No. Encountered:	1d2	1d6
Size:	Large (12 ft)	Large (14 ft)
Move:	120 ft	120 ft, 90ft swim
Armour Class:	6	
Hit Dice:	6+6	8+8
Attacks:	3	
Damage:	1d8/1d8/1d12	1d10/1d10/2d6
Special Attacks:	Hug: 2d8	Hug: 3d6
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	10%	Nil
Intelligence:	Semi-	
Alignment:	Neutral	
Level/XP:	5/225+8/hp	6/600+12/hp

Cave: The cave bear, a giant relic of past ages, is particularly carnivorous, in contrast to its more omnivorous relatives. Any hit roll with a paw of 18 or more will result in the target being hugged for the additional damage noted. The cave bear possesses good hearing and smell, but has weak vision. If reduced to zero hit points, the bear will continue to fight until either 1d4 rounds have elapsed or it is reduced to -9 hit points.

Polar: The polar bear is omnivorous, possesses good hearing and smell, but has weak vision. If reduced to zero hit points, the bear will continue to fight until either 1d4+1 rounds have elapsed or it is reduced to -13 hit points.

Treasure: None

Bird

	Normal	Huge	Giant
Frequency:	Common	Rare	Very rare
No. Encountered:	1d20		1
Size:	Small	Small	Medium
Move:	30 ft, flying 360 ft (Aerial Agility: Level IV)		
Armour Class:	6	5	7
Hit Dice:	1	2	4
Attacks:	3		
Damage:	1d2/1d2/1	1d4/1d4/2	1d6/1d6/2d6
Special Attacks:	See below		
Special Defences:	None		
Magic Resistance:	Standard		
Lair Probability:	20%		
Intelligence:	Animal		
Alignment:	Neutral		
Level/XP:	1/15 +1/hp	2/40 +1/hp	4/105 +3/hp

Birds are found across the known world in many shapes, forms and colours. They are distinguished from one another by plumage, size, beak shape, body length, wing size and talon type, as well as by dietary habits. Those that fall into a similar size range are provided for here and below; most are two or three feet long, weigh up to about three pounds and have a wing span of around four or five feet.

Eagles, Hawks and Falcons are birds of prey. Falcons are generally the smallest of the three, tending to be around a foot in length and having a wingspan of two to three feet. Hawks are usually somewhat larger, typically being around two feet long and having a wingspan of four to five feet. Eagles can be considerably larger, sometimes exceeding even three feet in length and having a wingspan of anywhere from five to eight feet. The largest types may weigh up to twelve pounds. All of these are capable of a 'Dive' attack, which when made from a distance of 120 ft or more grants them +2 to hit and double damage from their talons. The Huge versions of these birds are typically larger and more aggressive, whilst the Giant types are thought to be the result of sorcery. Giant birds of prey can make dive attacks from a distance of 60 ft and gain +4 to hit as well as inflicting double damage with their talons. Some of these are rumoured to have considerable intelligence and even be capable of speech.

Treasure: None

Boar

	Wild	Giant
Frequency:	Common	Uncommon
No. Encountered:	1d12	2d4
Size:	Medium	Large
Move:	150 ft	120 ft
Armour Class:	7	6
Hit Dice:	3+3	7
Attacks:	1	
Damage:	3d4	3d6
Special Attacks:	None	
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	20%	
Intelligence:	Animal	
Alignment:	Neutral	
Level/XP:	3/75+3/hp	4/225+8/hp

Aggressive omnivore, related to a pig. If more than one is encountered, the others will be sows or sounders on a 1:4 ratio (e.g., 1 boar, 3 sows, 8 sounders). Sows have 3 hit dice, and do 2d4 damage when attacking. Sounders will flee. The boar (bull or sow) will fight for 1d4+1 rounds after reaching 0 hit points, or until -7 hit points are accumulated.

Giant Boar: Ancient ancestor to the modern boar, the giant boar is even more aggressive. If 3 or more are indicated, young will only be present 25% of the time. Bulls and sows have the same stats and will both fight to -11 hp, or 1d4 rounds after 0 hp.

Young, when encountered have the following stats: 2-6HD, between 1d4 and 3d4 damage/attack

Treasure: None

Boar, Warthog

Frequency:	Common
No. Encountered:	1d6
Size:	Small
Move:	120 ft
Armour Class:	7
Hit Dice:	3
Attacks:	2
Damage:	2d4/2d4
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	3/50+2/hp

Tropical relatives of the common boar, warthogs will only attack if threatened or cornered. If more than two are indicated, they will consist of a mated pair and young. All will fight for 1-2 rounds below 0 hit points, or to -6 hp.

Young have the following stats: 1-2 HD, 1d4-1 or 1d4+1 damage.

Treasure: None

Camel

Frequency:	Common
No. Encountered:	1d12
Size:	Large
Move:	210 ft dromedary, 180 ft bactrian
Armour Class:	7
Hit Dice:	3
Attacks:	1
Damage:	1d4
Special Attacks:	Spit
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	2/50+2/hp

An ornery beast of burden, the camel comes in two types, both of which have the same stats in game terms. The dromedary has only one hump and prefers warm climates. The bactrian camel has two humps, is adaptable to a wider range of temperatures and environments, and moves 30 ft more slowly.

Regardless of the type, all camels can be domesticated, can carry immense loads (up to 6,000 gp, although this will cut their movement in half). Between 4 and 5 thousand gp, speed is reduced to 60 ft.

Their usual attack is a bite, but they will also spit (50%, with a 25% chance to blind for 1d3 rounds).

Treasure: None

Cat

	Domestic	Wild	Lynx, Giant
Frequency:	Common	Uncommon	Rare
No. Encountered:	1 or 2d6	1 or 1d4+1	1d4
Size:	Small	Small	Medium
Move:	50 ft	180 ft	120 ft
Armour Class:	6	5	5
Hit Dice:	1d2 hp	1d6 hp	2+2
Attacks:	1	3	3
Damage:	1d2-1	1/1/1d2	1d2/1d2/1d4
Special Attacks:	Rear claws	Rear claws	Rear claws; surprise on a 1d4

Special Defences:	None	None	Thief skills
Magic Resistance:	Standard		
Lair Probability:	75%	5%	5%
Intelligence:	Animal		
Alignment:	Neutral		
Level/XP:	1/3+1/hp	1/10+1/hp	3/90+3/hp

Agile and proud, cats are found everywhere. Only surprised on a 1 (of a d6), they can surprise on a 1-3 (of a d6). Because of their size, domestic cats have very ineffective attacks.

When a black cat is found as a mage's familiar, the cat confers excellent hearing and night vision on its master or mistress.

A cat exceeding its needed "to hit" score by 4 or more can rake with its rear claws as well as its front, so roll the listed damage twice.

Giant Lynx: Rare and magical, giant lynxes live in the icy wastes, where they use their intelligence to advantage against competing predators. They speak their own language. Giant lynxes have the thief skills Hide In Shadows, Move Silently, and Climb Walls at 90% and Find/Remove Traps at 75%. Owing to their well-camouflaged pelts, they surprise opponents on a 1-4 on 1d6.

Treasure: None (for all cats)

Cattle

	Buffalo	Bull	Wild
Frequency:	Uncommon	Common	Common
No. Encountered:	4d6	1, plus 50% chance of 3d6 cattle	20d10
Size:	Large		
Move:	150 ft		
Armour Class:	7		
Hit Dice:	5	4	2-4 HD
Attacks:	2	2	1
Damage:	1d8/1d8	1d6/1d6	1d4
Special Attacks:	Charge	Charge	Stampede
Special Defences:	Head is AC 3	None	None
Magic Resistance:	Standard		
Lair Probability:	Nil		
Intelligence:	Animal		
Alignment:	Neutral		
Level/XP:	3/110+4/hp	3/75+3/hp	1/10+1/hp

Buffalo: Native to tropical and subtropical plains, the buffalo will usually attack if approached within 60 ft. Any attack by one may result in the whole herd charging. When charging, the buffalo will do 3d6 impact damage plus 1d4 trampling damage. The charge must cover a minimum of 40 ft.

50% of all buffalo species are non-aggressive and their "charge" will result in flight.

Treasure: None

Bull: The bull is very aggressive. If someone moves to within 80 ft, it is likely to charge (75%), even without apparent provocation. The charge will do 3d4 upon impact plus 1d4 trample damage. The charge must traverse a minimum of 30 ft.

Treasure: None

Wild Cattle: Skittish and likely to flee at the first whiff of danger, wild cattle keep to their herds. Males have a 75% chance to attack if the herd is surprised, with the goal of covering the escape of the rest of the herd. When flight occurs, the herd will stampede the party 25% of the time.

Stampedes will cause characters to be trampled by 2d4 animals, and take 1d4 damage per animal.

Treasure: None

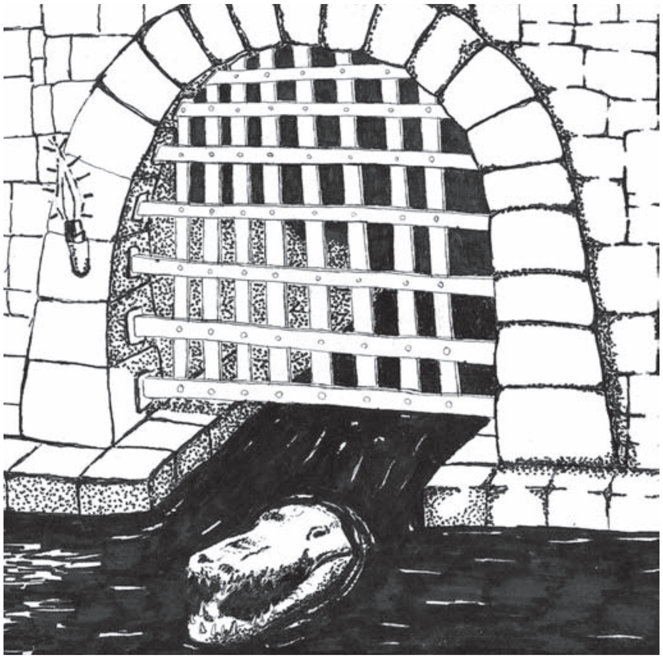
Crocodile

	Normal	Giant
Frequency:	Common	Rare
No. Encountered:	3d8	1 to 2d6
Size:	Large	
Move:	60 ft, 120 ft swimming	
Armour Class:	4	3
Hit Dice:	3	7
Attacks:	2	
Damage:	2d4/1d12	3d6/2d10
Special Attacks:	None	
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	Nil	
Intelligence:	Animal	
Alignment:	Neutral	
Level/XP:	2/50+2/hp	5/225+8/hp

May be found in shallow fresh or salt water. They surprise on 1-3 of a d6, leaping up from concealment and will eat just about anything that comes in reach. Cold is their enemy, cutting their movement speed in half.

Giant Crocodile: Normally restricted to prehistoric or salt water environments, the Giant Croc is a fearsome opponent. They surprise on 1-3 of a d6, leaping up from concealment and will eat just about anything that comes in reach.

Treasure: None



Crustacean, Giant

	Crab	Crayfish
Frequency:	Rare	Uncommon
No. Encountered:	2d6	
Size:	Large	
Move:	90 ft	60 ft, 120 ft swim
Armour Class:	3	4
Hit Dice:	3	4+4
Attacks:	2	
Damage:	2d4/2d4	2d6/2d6
Special Attacks:	None	
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	Nil	
Intelligence:	Non-	
Alignment:	Neutral	
Level/XP:	3/75+3/hp	3/110+4/hp

Giant Crab: Found near water (fresh or salt). They achieve surprise on 1-4 of 1d6. They will typically rush their prey from a place of concealment, having "scouted" the area with their eyes (which are on stalks).

Giant Crayfish: Found near fresh water. They achieve surprise on 1-3 of 1d6. They will typically rush their prey from a place of concealment, but they do not have the advantage of the giant crab's eyestalks.

Treasure: None

Dog

	War	Wild
Frequency:	Uncommon	Common
No. Encountered:	Varies	4d4
Size:	Medium	Small
Move:	120 ft	150 ft
Armour Class:	6 (or as armour)	7
Hit Dice:	2+2	1
Attacks:	1	
Damage:	2d4	1d4
Special Attacks:	None	
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	Nil	
Intelligence:	Semi-	
Alignment:	Neutral	
Level/XP:	2/50+2/hp	1/10+1/hp

War Dogs: Think large mastiffs or pit bulls. These fearsome dogs are trained to fight. They are typically armoured in leather. They are loyal unto death.

Wild Dogs: Roaming in packs, wild dogs compete for food with wolves and, sometimes, war refugees. If well fed, they will evade. If hungry, they will attack. It is possible to tame them, but only if removed from the pack.

Treasure: None

Eel, Giant

	Moray	Electric	Weed
Frequency:	Uncommon	Rare	Very rare
No. Encountered:	1d4	1d4	1d4
Size:	Large	Medium	Small
Move:	90 ft swim	120 ft swim	150 ft swim
Armour Class:	6	9	8
Hit Dice:	5	2	1d6 hp
Attacks:	1		
Damage:	3d6	1d4	1
Special Attacks:	None	Electricity	Poison
Special Defences:	None		
Magic Resistance:	Standard		
Lair Probability:	Nil	Nil	100%
Intelligence:	Non-		
Alignment:	Neutral		
Level/XP:	4/110+4/hp	2/40+2/hp	1/30+1/hp

Giant moray eels are salt water dwellers with a nasty temper and a mouth full of teeth. Though they will generally keep to themselves if not molested, giant moray eels are often found in the service of locathah (q.v.) as both battle mounts and guards. Giant morays encountered in those circumstances are extremely aggressive. On rare occasions, a giant moray eel will be found in fresh water.

Treasure: None

Electric eels are non-aggressive fresh water dwellers, preferring warm water. If an electric eel feels threatened or is attacked it will discharge a jolt of electricity. This electrical charge causes any creature within 5 ft of the eel to take 3d8 points of damage, all creatures within a 5 ft to 10 ft range will take 2d8 points of damage, and all creatures within 10 ft to 15 ft take 1d8 hp damage. No saving throw is allowed, though certain magic items and spells may grant immunity or reduced damage from the electrical attack. Rumours persist of a saltwater electric eel which is double the size and delivers a jolt twice as powerful.

Treasure: None

Weed eels are found in both salt and fresh water, preferring depths of around 30 ft. Weed eels are so-called because of their brownish green colouration, and because they tend to anchor themselves in the rocks and dirt of the sea or lake bed, looking for all the world like a bed of sea weed. Weed eels have a single biting attack which injects a powerful poison into the wound: the victim must save or die. A weed eel lair consists of many small tunnels of about 6 inches diameter which eventually join into a series of 6 ft tunnels, which in turn lead to a large cave which is the actual lair. The cave is usually about 600 sq ft and the eels pave the bottom of it with any suitable material they find: small stones, gems, coins, and similar sized shiny objects. Any attempt by anyone or anything other than a weed eel to enter any hole leading to the lair will provoke an immediate attack by every eel in the colony.

Treasure: None carried. In lair: 1d4x1,000 cp (30%), 1d10x1,000 sp (50%), 1d3x1,000 ep (20%), 1d8x1,000 gp (45%), 2d8x100 pp (60%), 6d6 gems (50%), 2d6 jewellery 50%.

Elephant

	African	Asian	Mammoth	Mastodon
Frequency:	Common	Common	Very rare	Very rare
No. Encountered:	1d12			
Size:	Large			
Move:	150 ft			
Armour Class:	6	5	6	6
Hit Dice:	11	10	13	12
Attacks:	5			
Damage:	2d8/2d8/2d6/2d6/2d6	2d8/2d8/2d6/2d6/2d6	3d6/3d6/2d8/2d8/2d8	2d8/2d8/2d6/2d6/2d6
Special Attacks:	None			
Special Defences:	None			
Magic Resistance:	Standard			
Lair Probability:	Nil			
Intelligence:	Animal			
Alignment:	Neutral			
Level/XP:	7/1,400 +14/hp	7/1,100 +13/hp	7/2,300 +17/hp	7/1,900 +16/hp

Elephants are large mammals found in subtropical climates, where they roam wide open plains and grasslands in small herds or families. They have a tough hoary grey hide, four sturdy legs, two large tusks, a great trunk that they use to manipulate their surroundings and two very large ears. African Elephants are typically larger than their Asian cousins and have proportionally larger ears, but both are relatively intelligent animals that can be trained to work as beasts of burden and obey simple commands and are occasionally even used for warfare. Mammoths and Mastodons are thought to be the ancestors of the common Elephant, the principal difference being their great woolly coats, which make them better suited to subarctic environments.

In general, Elephants are relatively peaceful creatures, but when roused they can be devastating. All Elephants make two attacks with their great tusks for 2d8 damage each, except for the Mammoth which strikes for 3d6 damage with each. They may also attack creatures up to medium size with their trunks for 2d6 damage, or 2d8 in the case of the Mammoth, as well as attempt to crush their foes with their two forelegs, which can each inflict 2d6 damage. However, no single opponent may be subject to more than two attacks at one time, though Elephants can simultaneously combat as many enemies as it has attacks.

Treasure: Ivory is worth 1d6x100gp per tusk. An elephant tusk is hugely encumbering.

Fish, Giant

	Gar, Giant	Pike, Giant	Leviathan
Frequency:	Rare	Rare	Very rare
No. Encountered:	1d6	1d8	1
Size:	Large	Large	Huge
Move:	300 ft swim		
Armour Class:	3	5	6
Hit Dice:	8	4	24
Attacks:	1		
Damage:	2d10	3d6	5d4
Special Attacks:	See below	Surprise on 1-4	Swallow whole
Special Defences:	Nil		
Magic Resistance:	Standard		
Lair Probability:	Nil		
Intelligence:	Non-		
Alignment:	Neutral		
Level/XP:	6/575+ 10/hp	4/90+ 4/hp	9/5,000+ 24/hp

Giant Gar live in deep rivers and lakes. They can swallow prey whole on an attack roll of 20, including creatures up to man-sized. A swallowed person has a cumulative 5% chance per segment of drowning, but if he or she has a cutting weapon, may cut him- or herself free. To do so, 25% of the giant gar's total hp must be inflicted. Any piercing attack against a giant gar has a 20% chance of causing equal damage to a swallowed creature.

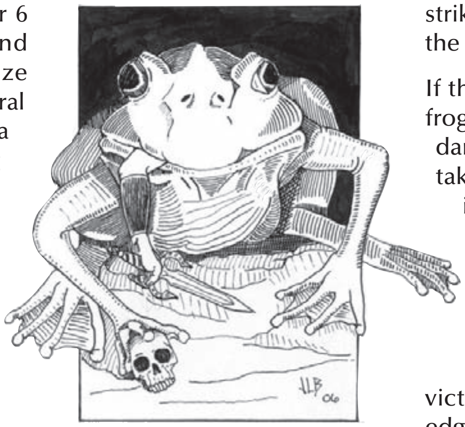
Giant Pike are aggressive predators found in larger and deeper lakes. They often guard nixies' lairs. Due to their great speed and acuity of vision giant pike will surprise their prey on a 1-4 on 1d6.

Leviathans are huge fish that may originate from the deepest oceans or the Elemental Plane of Water. They can overturn small vessels 90% of the time, oceangoing ships 50% of the time and huge vessels 10% of the time. A successful "to hit" roll inflicts the damage shown and any creature attacked must save vs death or be swallowed whole (see "giant gar" for the effects of this).

Treasure: None.

Frog, Giant

Frequency:	Uncommon
No. Encountered:	5d8
Size:	Small to medium
Move:	30 ft, swimming 90 ft
Armour Class:	7
Hit Dice:	1 to 3
Attacks:	1
Damage:	1d3, 1d6 or 2d4
Special Attacks:	See below
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	1/10 + 5/hp 2/30 + 10/hp 3/50 + 15/hp



Giant frogs can be 2, 4, or 6 ft in length. They are found anywhere their normal-size cousins are. They have natural camouflage and surprise on a roll of 1-4 on 1d6. A 2 ft frog weighs 50 lbs and can jump 180 ft, a 4 ft frog weighs 150 lbs and can jump 140 ft, and a 6 ft frog weighs 250 lbs and can jump 100 ft.

The frog can shoot its tongue up to three times its body length and gets a +4 to hit. The tongue does no damage, it only sticks to the victim. Any creature hit with the tongue can attempt to free itself by striking the tongue. If the victim manages to strike the tongue, the frog will retract it and attack a different target next round.

If the victim is not freed and weighs less than the frog, the frog will attempt to pull the victim into its mouth for maximum damage. If the victim weighs more than the giant frog it will take 2 rounds to drag the victim into its mouth. If the victim is more then double the frog's weight, the frog will not be able to move the victim. On the 3rd round the frog will release its tongue.

If the frog scores a natural 20 on an attack, it has swallowed its prey. A giant frog can swallow whole anything elf-sized or smaller. If swallowed, there is a chance for the victim to cut their way out. They must have in hand a sharp edged weapon and score an 18 or better. The prey get 3 tries to escape. Any hit to the giant frog, that has swallowed its victim, has a 33% chance of doing damage to the victim as well.

Treasure: None

Horse

	Draft	**Heavy**	**Light**	**Medium**	**Pony**	**Wild**
Frequency:	Common	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon
No. Encountered:	1	1	1	1	1	5d6
Size:	Large					
Move:	120 ft	150 ft	240 ft	180 ft	120 ft	240 ft
Armour Class:	7					
Hit Dice:	3	3+3	2	2+2	1+1	2
Attacks:	1	3	2	3	1	1
Damage:	1d3	1d8/1d8/1d3	1d4/1d4	1d6/1d6/1d3	1d2	1d3
Special Attacks:	None					
Special Defences:	None					
Magic Resistance:	Standard					
Lair Probability:	Nil					
TREASURE:	None					
Intelligence:	Animal					
Alignment:	Neutral					
Level/XP:	2/20+2/hp					

One of the most common domesticated animals, horses are almost ubiquitous in most human societies. They are insufficiently sure-footed to take into most dungeon environments (cf *mule*). "Heavy", "Medium" and "Light" refer to warhorses. Only about 10% of horses can be trained as warhorses, even by an expert, and warhorse training requires very specialised knowledge on the part of the trainer.

Treasure: None.

Hippopotamus

Frequency:	Uncommon
No. Encountered:	2d6
Size:	Large
Move:	90 ft, 120 ft swimming
Armour Class:	6
Hit Dice:	8
Attacks:	1
Damage:	2d6 or 3d6
Special Attacks:	See below
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	5/600 + 12/hp

Hippopotami, or hippos, are large semi-aquatic mammals that spend most of their time in the water. They are herbivores but they are quite aggressive in defending their territory and their great size makes them dangerous opponents. This is compounded by the fact that, in spite of the bulky appearance, they can run faster than a human on dry land. Hippos can't float, though they can propel themselves to the surface of the water for a breath of air, and they can stay submerged for 15 minutes at a time.

In combat, a bull bites for 3d6 damage and for every 4 animals in a herd there will be 1 bull. Cows bite for 2d6 damage if pressed into combat. A boat passing over a hippo has a 50% of having the animal surface under the craft, tipping it over.

Treasure: None.

Hyena

	Normal	**Huge**	**Giant**
Frequency:	Common	Rare	Very rare
No. Encountered:	2d6	2d6	1d6
Size:	Medium	Medium	Large
Move:	120 ft	120 ft	180 ft
Armour Class:	7	6	5
Hit Dice:	2	3	4
Attacks:	1		
Damage:	2d4	2d4+1	2d6
Special Attacks:	None		
Special Defences:	None		
Magic Resistance:	Standard		
Lair Probability:	Nil		
Intelligence:	Animal		
Alignment:	Neutral		
Level/XP:	3/50 +2/hp	4/75 +3/hp	6/160 +6/hp

Hyenas are medium sized mammals, 4-5 ft long and weighing up to around 100 lbs. They are muzzle-snouted, fur-covered, four-legged and long-tailed predators and scavengers that hunt in packs and live in dens in subtropical grasslands, woodlands and waste-lands. Many find their haunting, laugh-like bark unnerving and their tendency to raid shallow graves has sometimes earned them an evil reputation.

The jaws of a hyena are very powerful for their size and cause 2d4 damage on a successful attack. They generally retreat to a safe distance when threatened, but will defend their cubs if their lair is invaded. Huge hyenas are a more ferocious type of hyena, but otherwise follow the same behaviour patterns. Giant hyenas are relatively unknown; it is thought that they are the result of magical experimentation and their nature is consequently variable.

Treasure: None

Indricotherium

Frequency:	Rare
No. Encountered:	1d3
Size:	Large
Move:	120 ft
Armour Class:	5
Hit Dice:	14
Attacks:	2
Damage:	5d4
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Semi-
Alignment:	Neutral
Level/XP:	7/1,800+18/hp

A prehistoric ruminant, the indricotherium looks rather like its contemporary descendant the rhinoceros. If spooked, it will charge in an effort to trample. A "two" on the Number Encountered roll means a mated pair; a "three" means a mated pair with a juvenile.

Treasure: None

Jackal

	Normal	**Huge**	**Giant**
Frequency:	Common	Rare	Very rare
No. Encountered:	1d6	1d6	1d4
Size:	Small	Small	Medium
Move:	120 ft	150 ft	180 ft
Armour Class:	7	6	5
Hit Dice:	1	2	4
Attacks:	1		
Damage:	1d4	1d4+1	1d8
Special Attacks:	None		
Special Defences:	None		
Magic Resistance:	Standard		
Lair Probability:	25%		
Intelligence:	Animal		
Alignment:	Neutral		
Level/XP:	1/10 +1/hp	2/30 +1/hp	3/75 +3/hp

Jackals are small mammals, 2-3 ft long and weighing about 25 lbs. They are muzzle snouted, fur covered, four legged and long tailed nocturnal scavengers and occasional predators. They generally hunt and forage singly or in mated pairs, but occasionally gather in small packs to bring down difficult prey. Jackals can be found in subtropical grasslands, woodlands and wastelands, and occasionally in more mountainous terrain. They are most active at dawn and dusk, which has occasionally led to them being revered by death cults.

The small size of the Jackal makes it cautious and an unlikely combatant, but they can bite for 1d4 damage if necessary, such as when defending their cubs. Huge Jackals are larger, more aggressive and have a stronger bite, but are otherwise similar. Giant Jackals are almost certainly unnatural and are known to often be associated with religious groups. Though they are thought to usually behave as other Jackals, there are rumours that some possess a greater degree of intelligence and an evil will.

Treasure: None

Lion

	Lion	**Cougar**	**Prehistoric**
Frequency:	Common	Common	Rare
No. Encountered:	2d6	1d2	2d4
Size:	Large	Medium	Large
Move:	120 ft	150 ft	120 ft
Armour Class:	5	6	5
Hit Dice:	5 + 3	3 + 2	6 + 3
Attacks:	3	3	3
Damage:	1d6/1d6/1d10	1d4/1d4/1d6	2d4/2d4/2d6
Special Attacks:	Rear claws		
Special Defences:	Only surprised on 1		
Magic Resistance:	Standard		
Lair Probability:	25%	15%	25%
Intelligence:	Semi-		
Alignment:	Neutral		
Level/XP:	4/250+6/hp	3/100+3/hp	4/300+6/hp

All lions gain an extra two rear leg raking claw attacks (for the same damage as their forepaws) if they successfully hit with both clawing attacks in melee.

Lion: These prefer warm climates and thrive in any such locale be it jungle or savannah. Lions organise themselves into family units called prides. Males are aggressive fighters, defending the territory and the other members of the pride. The female, referred to as a lioness, does all the hunting. A pride will have 1d2 males and 2d4+1 females. If encountered in their lair, there will be 1d10 cubs in various stages of growth but too immature to fight. All adult pride members will fight to the death to protect the young. Lions cannot climb trees and will only swim under duress.

Cougar: Popularly known as mountain lions, these great cats are not true lions but are similar in most respects. Cougars are more solitary than lions and tend to range more widely while hunting. They are also more prone to attack if approached than are true lions. Though they share habitat preferences with lions they also inhabit mountains as well, giving rise to their popular name. Mountain lions can leap 20 ft to attack or spring upwards 15 ft.

Prehistoric Lion: Also known as cave lions or spotted lions, with the exception of their larger size these cats are very similar to regular lions. Cave lions tend to be found in "lost world" type settings but have been encountered in the same areas as ordinary lions.

Treasure: None.

Mule

Frequency:	Common
No. Encountered:	1
Size:	Large
Move:	120 ft
Armour Class:	7
Hit Dice:	3
Attacks:	1 or 2
Damage:	1d2 (bite) or 1d6/1d6 (kick)
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Semi-
Alignment:	Neutral
Level/XP:	2/20+2/hp

Mules, sterile crosses between horses and donkeys, are surefooted enough to be taken into dungeons. Their stubbornness is legendary. The stats given for mules can also be used for asses and donkeys, although these should have their hp rolled on d6s rather than d8s to reflect their smaller size.

Treasure: None.

Portuguese Man O' War, Giant

Frequency:	Uncommon
No. Encountered:	1d10
Size:	Variable
Move:	10 ft swimming
Armour Class:	9
Hit Dice:	1 to 4
Attacks:	1
Damage:	1d10
Special Attacks:	Paralysation
Special Defences:	Transparent
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	1 HD 2/45+1/hp 2 HD 3/80+2/hp 3 HD 4/110+3/hp 4 HD 4/150+4/hp

The Portuguese man o'war can be found in warm salt water, floating on the surface as it trails its poisonous tentacles below. The poison of a man o'war inflicts damage and paralysis, though a saving throw vs poison negates the latter. Creatures succumbing to the man o'war venom are drawn up to the body of the creature and consumed in 3d4 turns. The delicate tentacles can be broken by inflicting 1 hp damage upon them, but this does not hurt the man o'war and the tentacle regrows in 1d3 days. Only damage to the body of the Portuguese man o'war can kill it. Though the man o'war floats on the surface of the water, the creature breathes water and will suffocate if removed from the sea.

Description: Portuguese men o'war comprise a large body dominated by a huge flotation sac and a number of long slender tentacles that trail beneath it in the water. The man o'war's flotation sac is translucent and is unlikely to be seen 90% of the time unless the being encountering them can see invisible. The size of the man o'war and the number of its tentacles is determined by its HD. The man o'war's body will be 2½ ft in diameter for every HD. Thus a 1 HD man o'war will be 2½ ft in diameter and a 3 HD man o'war 7½ ft in diameter. The number and length of its tentacles also vary by HD; there will be ten tentacles per HD, and ten ft of length per HD. Thus, a 3 HD Portuguese man o'war will have 30 tentacles, each of which are 30 ft long.

Treasure: None.

Rat

	Huge	**Giant**
Frequency:	Common.	
No. Encountered:	4d20	5d10
Size:	Small	
Move:	120 ft.	
Armour Class:	8	7
Hit Dice:	1 hp	1d4 hp
Attacks:	1.	
Damage:	1	1d3
Special Attacks:	See below.	
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	10%.	
Intelligence:	Semi-	
Alignment:	Neutral	
Level/XP:	1/5 + 1/hp	1/7 + 1/hp

Huge and giant rats are vicious, opportunistic omnivores often found in ruins and upper dungeon levels. Each successful bite from such a rat has a 5% chance of causing a disease (as the cleric spell *cause disease)* unless the victim passes a saving throw vs poison.

Treasure: None.

Rhinoceros

	Common	Woolly
Frequency:	Common	
No. Encountered:	1d6	1d4
Size:	Large	
Move:	120 ft.	
Armour Class:	6	5
Hit Dice:	8 or 9	10
Attacks:	1	
Damage:	2d4 or 2d6	2d6
Special Attacks:	Charge	
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	Nil	
Intelligence:	Animal	
Alignment:	Neutral	
Level/XP:	7/550 + 10/hp	7/900 + 12/hp

Rhinoceroses are aggressive quadrupedal herbivores that will charge any creature they can detect. Rhinos have poor eyesight but have a very good sense of smell and excellent hearing. There are 2 common types of rhinos, single horn and double horned. Double horned rhinos are larger, having 9 HD and doing 2d6 damage. The single horn variety has 8 HD and does 2d4 damage.

In combat a rhino will charge, doing double damage on a successful attack. Any opponent on the ground or low to the ground will be trampled for 2d4 damage for each successful foreleg attack.

A woolly rhinoceros is a larger version of the rhino that roams Arctic areas of "lost world" settings, though they can also be encountered in the wild.

Treasure: None

Shark

Frequency:	Common
No. Encountered:	3d4
Size:	Medium to large
Move:	240 ft swimming
Armour Class:	6
Hit Dice:	3, 5 or 8
Attacks:	1
Damage:	1d4+1, 2d4 or 3d4
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	3/50 + 2/hp or more

Sharks are scavengers of the seas who viciously attack anything that seems wounded or dying. They are attracted to splashing, kicking, or any other sound that can be mistaken for a fish in distress. The smell of blood in the water can attract sharks from miles away. While sharks come in all sizes there are basically three that can be considered man-eaters. When sharks have targeted their prey they will enter a feeding frenzy and attack everything in sight, sometimes even each other. They will swim up and take a bite out of whatever they consider food. Once they have swallowed what they have bitten, they will return for another bite until nothing is left.

Sharks do have a couple of weaknesses. They must remain in constant motion to breathe. If a shark were to be held motionless it would drown. Sharks are also vulnerable to a blunt force blow to their side. This smashes their insides and they die instantly.

Treasure: None.

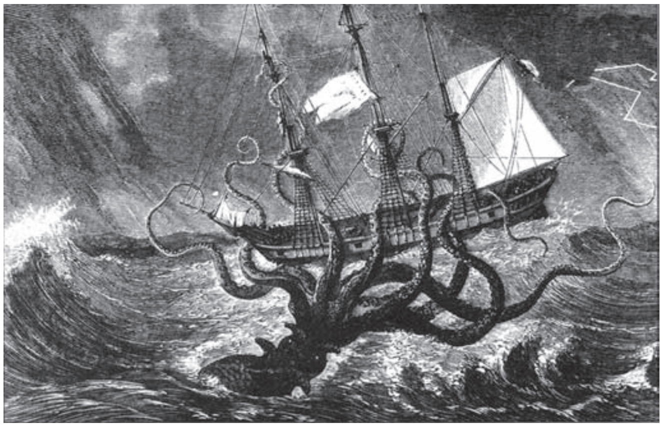
Squid, Giant

	Squid	Octopus
Frequency:	Rare	
No. Encountered:	1	
Size:	Large	
Move:	swimming 180 ft	
Armour Class:	3/7	7
Hit Dice:	12	8
Attacks:	9	7
Damage:	1d6 (x8)/5d4	1d4+1(x7)/4d4
Special Attacks:	Constriction	
Special Defences:	See below	
Magic Resistance:	Standard	
Lair Probability:	40%	
Intelligence:	Non-	
Alignment:	Neutral	
Level/XP:	7/2,000 + 16/hp	5/500+10/hp

These monsters live deep within the oceans at depths few can reach. Occasionally they will surface to attack a passing ship. When these squid attack they will attach themselves with two tentacles to the ship. This leaves the other eight tentacles free to go after the crew. When the squid has picked the ship clean it will crush the hull and drag the wreckage to its lair.

A giant squid's body is protected by a tough shell (AC 3), but its tentacles and head is more vulnerable (AC 7). Each tentacle hits for 1d6 damage. With each successful hit it grabs its victim and holds it. With each successive round the tentacle does an additional 2d6 crushing damage until the victim is dead. It takes one round to eat its dead victim, then the tentacle is free to attack a new target. The squid's sharp beak bites for 5d4 damage. They only way to get a squid to release its victim is to sever the tentacle by causing 10 hp damage to it.

Those within the tentacle's grasp are 25% likely to have both arms held, and as such they are helpless. Most of the time (50%) they will have one limb held and are able to attack with a -3 penalty. The other 25% of the time the victim will both arms free and can attack the squid with only a -1 penalty.



If the squid looses more then 3 arms it will release the ship and flee. As it does the monster will release ink in the water leaving a cloud 60 ft deep by 80 ft wide.

Giant octopi resemble giant squid, but without the shell or two of their arms, and are smaller. Otherwise they are as giant squid.

Treasure: None.

Tiger

	Tiger	Smilodon
Frequency:	Uncommon	Rare
No. Encountered:	1d4	1d2
Size:	Large	
Move:	120 ft.	
Armour Class:	6.	
Hit Dice:	5 + 5	7 + 2
Attacks:	3.	
Damage:	1d6/1d6/1d10	1d8/1d8/2d6
Special Attacks:	See below.	
Special Defences:	Surprised only on 1	
Magic Resistance:	Standard	
Lair Probability:	7%	15%
Intelligence:	Animal	
Alignment:	Neutral	
Level/XP:	4/250 + 6/hp	5/525 + 10/hp

Tigers are large, carnivorous and very cunning cats ranging from tropical climes to subarctic tundra. Tigers are ruthless and efficient predators, often hunting in pairs or family groups, surrounding their prey and attacking as one. Tigers can climb trees as easily as walking on the ground, leap 40 ft to attack from hiding, move silently at quarter speed in natural settings, and spring upwards 10 ft. Tigers attack with a claw-claw-bite routine. If both claw attacks are successful the tiger has grabbed its victim and gains two additional attacks at +4 to hit from its powerful rear legs for 1d6+2 points of damage each. There is a 25% chance a tiger met in its lair will have 1d3 cubs. In such a case, the tiger will fight to the death to defend them. When not defending its young, a tiger generally avoids contact with humans and demi-humans.

Smilodons or sabre-toothed tigers are dangerous and aggressive. These giant cats are generally found in "lost world" type areas with dinosaurs and cave men, but they are sometimes encountered in more standard settings as well. Sabre-tooth tigers conform to their smaller cousins in most respects, including the rear leg bonus attacks (2 x 2d4 points of damage). Smilodon fangs are long and sharp, backed by powerful jaw muscles; these factors combine to give the sabre-tooth a +2 to hit probability for its bite attack.

Treasure: None.

Toad

	Giant	Giant Poisonous
Frequency:	Common	Uncommon
No. Encountered:	1d12	1d8
Size:	Medium.	
Move:	60 ft plus, 60 ft leap	
Armour Class:	6	7
Hit Dice:	2+4	2
Attacks:	1.	
Damage:	2d4	1d4+1
Special Attacks:	Leap, poison	
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	Nil	
Intelligence:	Animal	
Alignment:	Neutral	
Level/XP:	2/20+2/hp	2/50+2/hp

Giant toads hunt any sort of prey, including humans. They can leap forward up to 60 ft and attack in the same round. Poisonous giant toads are indistinguishable from normal giant toads (q.v.) but have a poisonous bite that kills if the victim fails a saving throw.

Treasure: None.

Turtle

	Giant Sea	Giant Snapping
Frequency:	Uncommon	
No. Encountered:	1d3	1d4
Size:	Large	
Move:	10 ft, 150 ft swimming	30 ft, 120 ft swimming
Armour Class:	2 (shell) or 5 (head and flippers)	0 (shell) or 5 (head and legs)
Hit Dice:	15	10
Attacks:	1.	
Damage:	4d4	6d4
Special Attacks:	Overturn boats	Surprise on a 1-4 on d6
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	Nil	
Intelligence:	Animal	
Alignment:	Neutral	
Level/XP:	7/2,400+ 20/hp	7/1,500+14/hp

Giant sea turtles are massive beasts, normally placid but ferocious when they feel they are under attack. They have a 90% chance of overturning a boat, and a 10% chance to overturn even a small ship. A sea turtle can withdraw its vulnerable head and flippers into its shell, but obviously cannot attack or move if it does so.

Treasure: None.

Giant snapping turtles are less massive than giant sea turtles, but they are aggressive predators, lying in wait for prey in the shallow waters of swamps, lakes, and coasts. The turtle's lumpy shell is excellent camouflage, granting it an excellent chance to surprise passing creatures. A giant snapping turtle can retract its legs and head into its shell, but when it is thus protected it obviously cannot attack or move. Like their smaller cousins, giant snapping turtles have disproportionately long necks, and can snap at enemies as far as ten ft away.

Treasure: None.

Walrus

Frequency:	Uncommon
No. Encountered:	3d6
Size:	Large
Move:	60 ft, 180 ft swimming
Armour Class:	5
Hit Dice:	6
Attacks:	3
Damage:	1d6/1d6/2d12
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	4/160 + 6/hp

Walruses are large, flippered animals with long ivory tusks. They are carnivorous and very aggressive in defending their territory, and are made every more dangerous due to their great size and the fact several are usually encountered. The largest males can weight as much as 4,400 lbs.

In combat a walrus attacks with its clawed front flippers and its tusks. Males will primarily defend the herd from intruders but the females, who are also tusked, will fight if necessary.

Treasure: The ivory tusks of this animal can be sold for 1d4+1x100 gp on the market.

Weasel

	Huge	**Giant**
Frequency:	Uncommon	Rare
No. Encountered:	2d6	1d8
Size:	Small	Medium
Move:	150 ft	
Armour Class:	7	6
Hit Dice:	1+1	3+3
Attacks:	1	
Damage:	1d8	2d6
Special Attacks:	See below.	
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	10%.	
Intelligence:	Animal	
Alignment:	Neutral	
Level/XP:	2/40+2/hp	3/75+3/hp

Huge and giant weasels are typically encountered in forested areas, though some may also be found in dungeons. Their bite drains blood after the first successful attack: 1d8 hp per round for huge weasels, or 2d6 hp per round for the giant version.

Their pelts are quite valuable. Huge weasel pelts sell for 1d6x100 gp, giant weasel pelts for twice that amount or more.

Treasure: See creature text.

Whale

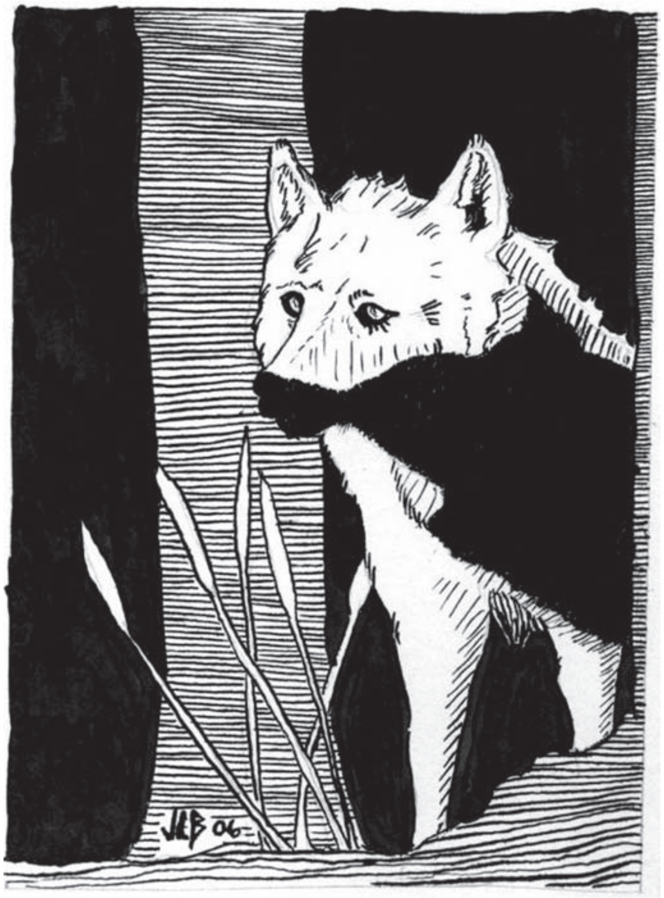
Frequency:	Common
No. Encountered:	1d8
Size:	Large
Move:	180 ft to 240 ft swimming
Armour Class:	4
Hit Dice:	12 to 36
Attacks:	1 bite or 1 tail
Damage:	5-15 d4 (bite), 1-5 d8 (tail)
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Low
Alignment:	Neutral
Level/XP:	Varies according to hit dice

As reflected in the statistics above, there is considerable variation between different species of whales and their relative sizes. Larger whales can swallow their prey (or attackers) whole. Digestive juices from the whale cause 1 hit point of damage per turn, and the whale will disgorge prey that attack from the inside, but it may choose to do so in deep water.

Treasure: Whale ambergris from a single whale is worth 1d20x1,000gp if properly collected. Whale meat is worth 100gp per hit die of the whale. Additionally, there is a 1% chance each of finding cp, sp, ep, pp, gems, jewellery, and magic items within the stomach of a whale. Coins found will number 1d3x1,000 of the types found, gems and jewellery will number 1d20 if found, and magic items will number 1d4.

Wolf

	Normal	**Dire**
Frequency:	Common	Rare
No. Encountered:	3d10	3d4
Size:	Small	Medium
Move:	180 ft	
Armour Class:	7	6
Hit Dice:	2+2	3+3
Attacks:	1	
Damage:	1d4+1	2d4
Special Attacks:	None	
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	10%.	
Intelligence:	Semi-	
Alignment:	Neutral	
Level/XP:	2/50 + 2/hp	3/75+3/hp



Wolves are predators that hunt in packs of up to 30. They are normally 26 to 30 in tall at the shoulder, and males weigh 80 to 100 lbs. A wolf pack's howling may panic horses and other herbivores (50% chance per animal). A wolf pack will encircle prey, seeking to attack from behind. Once a pack has identified possible prey, they usually (75%) follow the group, waiting for the chance to attack.

Dire wolves are massive wolves, prehistoric ancestors of the normal species. Like normal wolves, they hunt in packs and their howl has a 50% chance to panic herbivores such as horses.

Treasure: None.

Wolverine

	Normal	**Giant**
Frequency:	Uncommon	Rare
No. Encountered:	1	
Size:	Small	Medium
Move:	120 ft	150 ft
Armour Class:	5	4
Hit Dice:	3	4+4
Attacks:	3	
Damage:	1d4/1d4/1d4+1	1d6/1d6/2d4
Special Attacks:	Musk, +4 to hit	
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	15%	
Intelligence:	Semi-	
Alignment:	Neutral Evil	
Level/XP:	3/125+2/hp	4/235+4/hp

Wolverines are deadly predators, resembling a cross between a huge weasel and a small bear. These cold-weather predators can spray musk in a 60 ft cone, which necessitates a saving throw vs poison or the victim will be blinded for 1d8 hours. Regardless of the saving throw's result, the strength and dexterity scores of anyone caught in a musk cloud will effectively be halved. The creatures are just intelligent enough to be evil aligned, and are intelligent enough to ambush prey. Their savagery and speed grants them a +4 on attacks and an unusually good armour class.

Giant wolverines are massive cousins to the normal wolverine.

Treasure: None.

Worg

Frequency:	Rare
No. Encountered:	3d4
Size:	Large
Move:	180 ft
Armour Class:	6
Hit Dice:	4+4
Attacks:	1 bite
Damage:	2d4
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Low
Alignment:	Neutral evil
Level/XP:	3/75+3/hp

Worgs are evil wolves of great size. They speak their own language, and will often cooperate with goblin tribes. These malicious beasts stand 4-5 ft tall at the shoulder and may weigh as much as 600-700 lbs.

Treasure: None.

OTHER CREATURES

"Other creatures" is a catch-all term for the many OSRIC creatures that do not seem to fit anywhere else.

Achaierai

Frequency: Very rare
No. Encountered: 1d8
Size: Large (16 ft tall)
Move: 180 ft
Armour Class: 8 or -1 (see below)
Hit Dice: Body 40hp, legs 15hp each
Attacks: 3
Damage: 1d8/1d8/1d10
Special Attacks: None
Special Defences: Poison cloud
Magic Resistance: 35%
Lair Probability: Nil
Intelligence: Average
Alignment: Chaotic evil
Level/XP: 7/2,750

Though not demons, Achaierai are native to the Abyss. They are giant birds, somewhat like ostriches with short necks and four legs each. They attack as 9 hit dice monsters. Their bite attack (1d10 damage) is usable only against foes they can reach—typically those flying or over 8 ft tall. Against smaller creatures they have only two attacks with their talons.

Creatures under 8 ft tall, however, are at an equal drawback against Achaierai. They may hit the creature's AC 8 body only with missile weapons, spears or polearms (such as pikes). If armed with a hand weapon, they must attack the Achaierai's AC -1 legs.

If seriously wounded, such as losing more than two legs, the Achaierai can emit a cloud of poison in a 20 ft diameter sphere. This cloud causes *insanity* (as the druidic spell *feeblemind*) for three hours unless a saving throw vs poison is made, inflicts 2d6 hp damage regardless of the save, and blocks line of sight.

Treasure: 1d10x1,000 cp (5%), 1d12x1,000 sp (25%), 1d6x1,000 ep (25%), 1d8x1,000 gp (25%), 1d12 gems (15%), 1d8 jewellery (10%) and 3 magic items and 1 scroll (25%).

Aerial Servant

Frequency: Very rare
No. Encountered: 1
Size: Large (8 ft tall)
Move: 240 ft flying (AA: level VI)
Armour Class: 3
Hit Dice: 16
Attacks: 1
Damage: 8d4
Special Attacks: 66% chance of surprise
Special Defences: +1 or better weapon to hit
Magic Resistance: Standard
Lair Probability: Nil
Intelligence: Semi-
Alignment: Neutral
Level/XP: 9/5,250+20/hp

Aerial servants are creatures from the Elemental Plane of Air. They may be encountered on the æthereal or astral planes (and are visible there), but are more typically met when conjured by a clerical spell *aerial servant*. On the Prime Material Plane, Aerial Servants are invisible.

These creatures may carry approximately 1,000 lbs in weight at full movement speed, and are immensely strong.

If the Aerial Servant is prevented from carrying out its mission, it will go mad and return to attack the cleric who summoned it.

Treasure: None.

Afreet

Frequency: Very rare
No. Encountered: 1
Size: Large
Move: 90 ft, flying 240 ft (AA: level V)
Armour Class: 2
Hit Dice: 10
Attacks: 1
Damage: 3d8
Special Attacks: See below
Special Defences: None
Magic Resistance: Standard
Lair Probability: Nil
Intelligence: Very
Alignment: Lawful evil
Level/XP: 7/7,000 + 12/hp

Afreeti are creatures from the elemental plane of fire. They can travel the material plane, the elemental planes, and the astral plane. They are the enemies of the genies and will attack them on sight. If an afreet can be subdued it will serve for 1,001 days or until it has granted three wishes. Once their service is complete they will be freed and can not be subdued again. Once an afreet is freed, be warned: they are vengeful, cruel, and manipulative.

An afreet can perform the following once per day. They can grant three *wishes*, *detect magic* at will, *enlarge* themselves 200%, create a *wall of fire*, *polymorph* themselves, become *invisible*, change to a *gaseous form*, or create an illusion with sight and sound that can be self-controlled. The illusion will last until dispelled or touched. An afreet can cause *pyrotechnics* and *produce flames* at will.

Any attack to the afreet that uses normal fire does no damage. An attack that uses magic fire will do so at a -1 penalty.

Afreeti are capable of carrying up to 750 lbs, either on foot or flying, without getting tired. They can carry double the weight on foot but for only 30 minutes at a time. Then the afreet must rest a full hour before resuming the load.

Besides speaking their own language afreeti have limited telepathy, so they can communicate with any intelligent creature.

Treasure: None.

Al-Mi’raj

Frequency:	Very rare
No. Encountered:	2d10
Size:	Small
Move:	180 ft
Armour Class:	7
Hit Dice:	1
Attacks:	1
Damage:	1d4
Special Attacks:	None
Special Defences:	None
Magic Resistance:	See below
Lair Probability:	5%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	1/5+1/hp

Al-mi’raj resemble large (3 ft) hares with black unicorn horns projecting from their foreheads. If captured young they can be trained as guard animals or pets, but wild individuals are unpredictable and sometimes aggressive. They live like hares in burrows too small for even a gnome or halfling to enter.

Treasure: None.

Amber Creeping Vine

	Vine	**Vine Zombie**
Frequency:	Rare	
No. Encountered:	1	1d2
Size:	Large	Man-sized
Move:	Nil	See below
Armour Class:	7	See below
Hit Dice:	3	2
Attacks:	See below	1
Damage:	Special	By weapon type
Special Attacks:	Nil	
Special Defences:	Nil	
Magic Resistance:	Standard	See below
Lair Probability:	100%	Nil
Intelligence:	Non-	
Alignment:	Neutral	
Level/XP:	4/75+3/hp	3/40+2/hp

An Amber Creeping Vine is a climbing plant with striking amber flowers like honeysuckle blooms that exude a musky, heady perfume. Upon reaching maturity each vine covers about 20 sq ft, has 2d6 blooms and 1d4 buds. Not only does the amber creeping vine not require sunlight to grow, it actually appears to thrive in the absence of light. Amber creepers are often found growing in the soil of caverns and dungeons or in the deep, dark hearts of ancient forests, climbing up the rock walls or clinging to tree trunks alike with ease. Indeed, the problem is not getting the vines to grow, it is controlling their spread. These plants can defend themselves and there are those who take advantage of these abilities by planting amber creeping vines near treasure troves.

Amber creeping vines sustain themselves by feeding on living creatures unfortunate enough to approach too close. When a creature approaches within 10 ft of the vine its amber blossoms will start waving in a mesmerising pattern while puffing clouds of fragrant pollen into the target’s face. A successful hit indicates the victim has inhaled the pollen and he or she must save vs spells or become enthralled, walking forward into the mass of vines to be engulfed within its leafy, tentacle-like limbs. The individual will resist any attempts to restrain him or her from entering the vines.

Once the victim is inside the plant, numerous root-like organs will intrude into his or her skull. The amber creeping vine will begin to consume the unfortunate victim’s brain at a rate of 1d4 intelligence points per round. Though the brain-consuming tendrils can be easily cut, so many attach to the victim so rapidly that the only way to stop the draining is to kill the creeper. The amber creeping vine has a bulbous root which lies 1 ft beneath the soil; stabbing through the root will kill the vine and halt the consumption of the victim’s brain tissue.

If the intelligence drain is not halted before the victim’s intelligence ability score reaches zero, the victim dies and a bud flowers into bloom as a new bud sprouts from the vine. If the intelligence drain in any given round reduces the victim’s intelligence to exactly 1 or 2, the victim becomes an amber zombie (see below). Intelligence loss in persons the creeper does not kill or transform into an amber zombie is temporary, requiring but a day of rest to regain a point of Int. Healing or other curative magic will restore full intelligence immediately, but a spell used thus will not heal hit points.

Each amber creeping vine will have a number of zombies under its control equal to half the number of blooms, rounded down. Creepers do not value treasure but the belongings of those who have fallen victim to the plant’s pollen attack will be found in the soil under the plant. The vines are mobile enough to cover the evidence of the plant’s peculiar feeding habits.

Amber Zombies have varying appearances but are always human, demi-human, or humanoid. Succumbing to the amber creeping vine turns the skin amber and changes the eyes into glazed and lifeless parodies of their former appearance. The process of draining a victim’s intelligence also plants a vine seed into the skull. The resulting amber zombie is under control of the creating plant. The zombie will seek to bring new victims to the creeper’s hungry vines and if the creeper is attacked the amber zombie will defend it. Amber zombies use whatever weapons and armour the victim had at the time of his or her conversion, but the zombie fights as 2HD monster with no spell-using abilities or ability score bonuses.

Despite their name, amber zombies are not undead and cannot be turned by a cleric. They are, however, immune to mind-influencing magic just as true zombies are. After 2 months of service the zombie wanders away from the parent plant to find a nice patch of soil in a likely spot, where it dies and a new amber creeping vine sprouts from the corpse.

The only known way to cure an amber zombie is to kill the controlling creeper and cast both a *neutralise poison* and *heal* upon the zombie in rapid succession. The victim will be restored to his or her former self but will require a full week of rest for every 4 points (rounded up) of intelligence lost before being able to adventure again.

Treasure: See creature text.

Ankheg

Frequency:	Rare
No. Encountered:	1d6
Size:	Large (10 ft+)
Move:	120 ft, 60 ft burrowing
Armour Class:	2
Hit Dice:	3 to 8
Attacks:	1
Damage:	3d6
Special Attacks:	Squirt acid
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	15%
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	Variable

Ankheg are gigantic burrowing arthropods with chitinous shells. They can subsist on filtered earth, but are not averse to meat. If necessary an ankheg can spit digestive acid with a range of 30 ft. This uses up its stock of acid, which will not be replenished for half a day, and inflicts 4d8 hp damage to a single target (saving throw vs breath weapons for half damage).

When feeding, an ankheg dissolves its prey before sucking the juices from the shrunken husk, like a spider. This attack inflicts 1d4 hp damage per round.

Ankheg sometimes lurk beneath the earth waiting to feel the vibrations of an approaching creature, thence to attack it by surprise.

Treasure: None.

Annis

Frequency:	Very rare
No. Encountered:	1d3
Size:	Large (8ft approx)
Move:	150 ft
Armour Class:	0
Hit Dice:	9
Attacks:	3
Damage:	1d8+8/1d8+8/1d8+1
Special Attacks:	See below
Special Defences:	Immune to illusions
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Average to exceptional
Alignment:	Chaotic evil
Level/XP:	7/1,200+10/hp

These magical, evil giantesses are gaunt and ragged, wearing stained and filthy garments. They are anthropophagic by choice, though they will eat almost anything when hungry, which is almost all the time. They are sometimes found cohabiting with giants or trolls. Annises are as strong as hill giants (19 strength) and if all three of their attacks hit, they have held their opponent fast and will devour it rapidly (in game terms, this means their attacks automatically hit while the victim is held). Annises can cast *fog cloud* thrice per day and *change self* thrice per day.

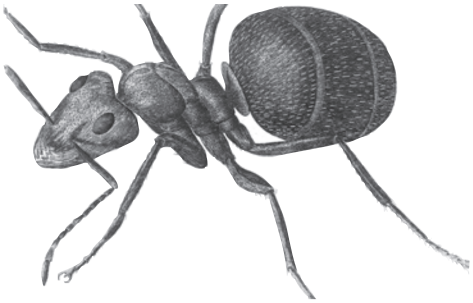
Annises speak common, various giantish tongues and their own language.

Treasure: (in lair) 1d20x1,000 cp (25%), 1d8x1,000 sp (35%), 1d6x1,000 ep (10%), 1d6x1,000 gp (40%), 1d8 gems (30%), 1d6 jewellery (25%), any 2 magic items and one potion (15%)

Ant, Giant

	Worker	**Soldier**	**Queen**
Frequency:	Rare	Very rare	Very rare
No. Encountered:	1d100	Varies	1
Size:	Small	Small	Large
Move:	180 ft	180 ft	Nil
Armour Class:	3	3	4
Hit Dice:	2	3	10
Attacks:	1	2	Nil
Damage:	1d6	2d4/3d4	Nil
Special Attacks:	None	Poison	None
Special Defences:	None		
Magic Resistance:	Standard		
Lair Probability:	10%	10%	100%
Intelligence:	Animal	Animal	Low
Alignment:	Neutral		
Level/XP:	2/30+1/hp	2/50+2/hp	7/700+13/hp

If the encounter is with a colony of giant ants, the Number Encountered will represent the workers present. Calculate the presence of soldiers at 1:5, that is 1 soldier for every 5 workers, in addition to the number shown on the die.



At the heart of the nest will be the queen. She is immobile and incapable of attacking or defending herself. At least 5d10 workers and 5 soldiers will attend her and defend her and her eggs. Once slain, the queen's organising influence on the colony will disappear, causing *confusion* (as the 7th level druid spell) for 1d6 rounds. After the period of *confusion*, ants will leave the colony in search of a new one. Ordinarily, the eggs of giant ants have no market value.

Treasure: (In lair only) 3d4 gems (50%); 2d4 potions (40%).

Aurumvorax

Frequency:	Very rare
No. Encountered:	1
Size:	Small
Move:	90 ft, 30 ft burrowing
Armour Class:	0
Hit Dice:	12
Attacks:	1
Damage:	2d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	25%

Intelligence: Animal
Alignment: Neutral
Level/XP: 8/2,250+16/hp

Also known as the "golden gorger" for its beautiful golden coat, the aurumvorax is a long-bodied, eight-legged carnivore. It lives in plains or woods. Though as small as a badger, the creature is very dense and heavy, weighing as much as a bear. A successful bite means the creature has locked its teeth in its target like a bulldog; it will then bring its claws up to rake the target, who will suffer 2d4 damage automatically each round from the teeth while the creature is attached, and an additional 1d8 attacks from the claws. Each claw inflicts a further 1d6 damage. Once locked on, the only way to detach the aurumvorax from its target is to kill it.

The aurumvorax's thick coat is such good armour it takes only half-damage from blunt weapons. It is also highly resistant to fire, taking only half damage from fiery sources, and neither poison nor gas can harm it.

Rumour has it the aurumvorax is not native to this part of the prime material plane, having been brought here by visitors from a very distant place.

Treasure: The aurumvorax does not hoard treasure and places no value on it. However, its lair might contain treasure assigned by the GM—this would be appropriate in cases where it has slain a creature carrying treasure and dragged that creature back to its lair.

Babbler

Frequency: Very rare
No. Encountered: 1d4
Size: Large (8 ft tall)
Move: 60 ft bipedal, 120 ft quadrupedal gait
Armour Class: 6
Hit Dice: 5
Attacks: 3
Damage: 1d6/1d6/1d8
Special Attacks: See below
Special Defences: None
Magic Resistance: Standard
Lair Probability: 15%
Intelligence: Average
Alignment: Chaotic evil
Level/XP: 3/100+5/hp

So-called for their weird and incomprehensible tongue that no human or demi-human has ever succeeded in learning, babblers may be a kind of mutant lizard man—though if so, the mutation is quite extreme. They live in swamps and marshes and are yellow in colour with blotches of grey and grey underbellies. They look like miniature tyrannosaurs with longer arms, and can move bipedally though they are better adapted to quadrupedal movement (but they can only use their claws effectively when standing upright). When on their bellies in a swamp, they are hard to detect and may hide like a 5th level thief.

Babblers like the taste of human. They are occasionally found in lizard man raiding parties.

Treasure: (in lair) 1d12x1,000 cp (20%), 1d6x1,000 sp (35%), 1d6x1,000 ep (10%), 1d6x1,000 gp (40%), 1d4 gems (30%), 1d3 jewellery (25%), one magic item and one potion (10%)

Barghest

Frequency: Very rare
No. Encountered: 1d2
Size: Man-sized
Move: 150 ft
Armour Class: 2 and lower
Hit Dice: 6+6 and higher
Attacks: 2
Damage: 2d4+a variable amount
Special Attacks: See below
Special Defences: See below
Magic Resistance: 30% and higher
Lair Probability: Nil
Intelligence: High and higher
Alignment: Lawful evil
Level/XP: 7/1,250+10/hp and higher

Barghests are native to Gehenna, but send their young to the Prime Material Plane during a larval phase. A typical litter is 2d4 young. These will disperse into pairs or lone barghests.

They seem like very large goblins, and may *shape change* into large dogs at will. In dog form each barghest's movement speed is doubled and it surprises opponents 50% of the time. For each human the barghest eats, it gains 1+1 HD, reduces its AC by 1, adds 5% to its magic resistance and +1 to its damage dice. When it reaches 12+12 hit dice, the Barghest may *plane shift* itself back to Gehenna, a power it will typically use at once.

At will, a barghest may use the following spell-like powers, once each per round: *change self*, *levitation*, *misdirection*, or *projected image*. While in dog form it may also *pass without trace* at will. Once each per day it may *charm person* and *dimension door*.

A barghest that takes more than 15hp damage from a fire attack must save vs spells or be instantly banished back to Gehenna.

Treasure: None on the Prime Material Plane.

Basilisk

Frequency: Rare
No. Encountered: 1d4
Size: Medium (6 ft+)
Move: 60 ft
Armour Class: 4
Hit Dice: 6
Attacks: 1 (antlers + weapon)
Damage: 1d10
Special Attacks: Petrifying gaze
Special Defences: None
Magic Resistance: Standard
Lair Probability: 40%
Intelligence: Animal
Alignment: Neutral
Level/XP: 7/1,000+8/hp

Noting the basilisk's physiognomy, the wisest sages posit that it is hatched by a cock from the egg of a serpent, begetting an 8-legged anfractuous creature with a lizard-like head. The gaze of the basilisk is deadly, as any creature meeting its gaze must successfully save vs petrifaction or instantly be turned to stone. The gaze effects of the basilisk extend into both the astral and æthereal planes.

Treasure: 1d10x1,000 cp (5%), 1d12x1,000 sp (25%), 1d6x1,000 ep (25%), 1d8x1,000 gp (25%), 1d12 gems (15%), 1d8 jewellery (15%), 3 magic items and 1 scroll (10%).

Bee, Giant

	Worker Honeybee	**Soldier Honeybee**	**Bumblebee**
Frequency:	Rare	Very rare	Rare
No. Encountered:	1d10 (20d10 in lair)	1 (3d6 in lair)	1 (1d6+6 in lair)
Size:	Medium		
Move:	90 ft, 300 ft flying (AA: level IV)	120 ft, 300 ft flying (AA: level III)	60 ft, 240 ft flying (AA: level II)
Armour Class:	6	5	5
Hit Dice:	3+1	4+2	6+4
Attacks:	1		
Damage:	1d3	1d4	1d6
Special Attacks:	Poison		
Special Defences:	None		
Magic Resistance:	Standard		
Lair Probability:	20%	90%	10%
Intelligence:	Semi-		
Alignment:	Neutral		
Level/XP:	3/100+4/hp	3/150+5/hp	4/300+8/hp

Giant bees live in hives (honeybees) or nests (bumblebees). These lairs will contain non-combatant queens (10 HD but no effective attack) and 2d3 non-combatant drones (2 HD and no effective attack). A giant bee can only sting once per encounter; it has a 25% chance of dying after stinging, otherwise the stinger will slowly re-grow. They will flee from smoke or fire unless their lair is threatened.

Giant bee hives or nests will always contain honey worth 10d10 gold pieces. There is a 15% chance that a hive will contain royal jelly. If it does, the royal jelly can be fashioned into 2d3 *potions of extra healing* by a magic user of 7th or higher level—or a magic user of 12th level or higher may make it into an unguent which preserves the appearance of youth. Regular application of this unguent for 1 year makes the user appear 2d3 years younger. Such an unguent is typically worth 3d6x1,000 gp to wealthy noblewomen.

Treasure: See creature text.

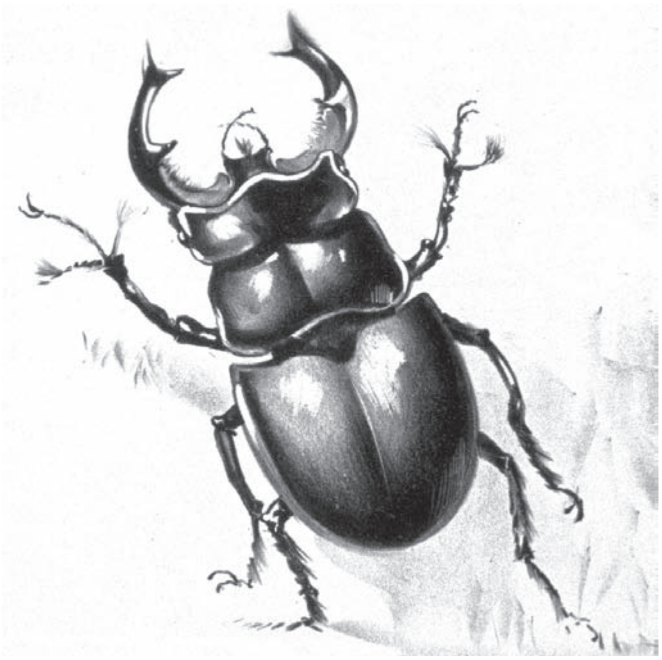
Beetle, Giant

	Bombardier	**Boring**	**Death Watch**	**Fire**	**Rhinoceros**	**Stag**	**Water**
Frequency:	Common	Common	Very rare	Common	Uncommon	Common	Common
No. Encountered:	3d4	3d6	1	3d4	1d6	2d6	1d12
Size:	Medium	Large	Large	Small	Large	Large	Medium
Move:	90 ft	60 ft	120 ft	120 ft	60 ft	60 ft	30 ft, 120 ft swimming
Armour Class:	4	3	3	4	2	3	3
Hit Dice:	2+2	5	9+1	1+2	12	7	4
Attacks:	1	1	1	1	2	3	1
Damage:	2d6	5d4	2d6	2d4	3d8/2d8	4d4/1d10/1d10	3d6
Special Attacks:	Acid cloud	None	See below	None	None	None	None
Special Defences:	Firing cloud	None	See below	None	None	None	None
Magic Resistance:	Standard						
Lair Probability:	Nil	40%	10%	Nil	Nil	Nil	Nil
Intelligence:	Non-						
Alignment:	Neutral						
Level/XP:	3/65+2/hp	3/110+4/hp	7/1,100+12/hp	1/30+1/hp	7/1,300+6/hp	4/225+8/hp	3/75+3/hp

Giant Bombardier: Frequently found in forested regions, this beetle primarily scavenges for food above ground. It will collect decaying matter into a large heap and there lay its eggs.

When attacked it has a 50% chance to release an 8 ft cube of noxious gas. The gas will cause 3d4 hp of damage and the sound of its release will stun (20% chance) and deafen (20%) all within a 16 ft radius. The stun effect will prevent action for 2d4 rounds and the deafness will persist for 2d6 rounds. The cloud can be released every 3rd round (e.g., 1st and 4th) but not more than twice in 8 hours.

Treasure: None



Giant Boring: Giant Boring beetles will often be found in dead trees and tunnel complexes – wherever there is sufficient rotting wood and moisture to support the fungal cultures they eat. There are rumours that some have developed a "hive-mind" similar to ants and when threatened they may display surprising group intelligence in the defence of their home.

Treasure: In Lair: 1d12x1,000 cp (20%); 1d6x1,000 sp (30%); 1d4x1,000 ep (10%); 2d4x100 gp (40%); 1d6x10 pp (50%); 3d8 gems (55%); 1d12 jewellery (45%); 2d4 potions (40%); 1d4 scrolls (50%); Any 2 magic items (10%).

Giant Death Watch: Giant Death Watch beetles live in temperate areas and sometimes underground. They disguise themselves by sticking rubbish, branches and detritus to their carapaces with their saliva. They are feared for making terrible, deadly bass vibrations by scraping their hind legs—when a beetle does this, all within 30 ft of the creature must save vs death or die. Even those who pass their save take 4d6 hp damage. After using this special attack, the Death Watch beetle must wait at least 12 turns before using it again.

Treasure: None

Giant Fire: With their glowing red glands, one above each eye and one on the back of the abdomen, these nocturnal beetles are much sought after by adventurers. The glands will continue to glow for 1d6 days after removal, illuminating a 10 ft radius without fail.

Fire beetles can be found both above and below ground, feeding on decaying matter like all beetles.

Treasure: None

Giant Rhinoceros: Usually encountered in the tropics, these massive creatures (roughly 12 ft long, plus another 6 ft of horn) live on the fruit and vegetation they crush as they roam about.

Treasure: None

Giant Stag: Giant stag beetles live in woodlands near farmland, preferring for food the young shoots of cultivated grains. For this reason, they can often plague regions and even cause famine should enough of them descend upon an area.

Treasure: None

Giant Water: Hunting by scent an vibration, and dwelling in fresh water at least 30 ft deep, the water beetle is a powerful threat to the unwary adventurer. Omnivorous and insatiable, the water beetle will consume whatever it can get its powerful mandibles around.

Treasure: None

Behir

Frequency:	Rare
No. Encountered:	1d2
Size:	Large
Move:	150 ft
Armour Class:	4
Hit Dice:	12
Attacks:	2 or 7
Damage:	2d4/1d4 +1 or 2d4/1d6/1d6/1d6/1d6/1d6/1d6
Special Attacks:	Lightning bolt
Special Defences:	Immune to electricity and poison
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Low
Alignment:	Neutral evil
Level/XP:	7/2,750 + 16/hp

A behir is a particularly nasty subterranean beast with a crocodile's head on a 40 ft long snake-like body with twelve sets of legs. These creatures move very fast and can climb vertically at half their speed. Their main method of attacking is to bite and wrap their body around their prey and squeeze. On the second round they can still bite but the held victim is now subject to 6 claw attacks. Every 10 rounds a behir can also breathe a 20 ft lightning bolt that does 4d6 damage unless a save vs breath is made for half damage. Occasionally (on a 20) a behir will swallow its victim whole.

Treasure: Inside the beast's stomach will be 10d4 gems (60%), 1d8 jewellery (30%), and a misc. magic item that can survive its digestive juices (10%).

Blindheim

Frequency:	Very rare
No. Encountered:	1d4
Size:	Small
Move:	90 ft
Armour Class:	3
Hit Dice:	4+2
Attacks:	1
Damage:	1d8
Special Attacks:	Blinding
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	5%
Intelligence:	Animal
Alignment:	Chaotic evil
Level/XP:	3/110+5/hp

Blindheims are found in subterranean environments. These yellowish, frog-like humanoids project twin beams of incredibly bright light from their eyes. Anyone who comes within 30 ft of the Blindheim must save vs aimed magic items or be temporarily blinded (for 1d8+12 turns). The saving throw is at -3 if the approaching character has infravision.

A character who is not blinded may attack the Blindheim at a penalty of -2 "to hit" (if he or she is avoiding looking at the creature) or as normal (if he or she is for some reason immune to bright light).

Treasure: In lair only: 2d6x1,000 cp (20%), 1d6x1,000 sp (35%), 1d6x1,000 ep (20%), 1d4 gems (20%), 1d4 jewellery (25%), random magic item or weapon (15%).

Blink Dog

Frequency:	Rare
No. Encountered:	4d4
Size:	Medium (3 ft at shoulder)
Move:	120 ft
Armour Class:	5
Hit Dice:	4
Attacks:	1
Damage:	1d6
Special Attacks:	Rear attack 75% of time
Special Defences:	Teleporting
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Average
Alignment:	Lawful good
Level/XP:	4/175 + 5/hp

Blink dogs are medium-sized dogs, dark brown with white highlights. Blink dogs are intelligent, as smart as the average human, and communicate amongst themselves via their high-pitched barks and low growls. Blink dogs are so-called because they can use a limited form of teleportation, called a *blink*, in a somewhat random fashion and at random intervals.

In combat these amazing dogs use the ability to their advantage, blinking either behind or in flanking position of their opponents (negating dexterity bonuses to AC and shield bonus to AC, if applicable) 75% of the time. Coupled with their pack hunting tactics, blink dogs are fearsome opponents. In combat a blink dog will teleport on roll of 12 or greater on a 1d20. A second roll of the 1d20 reveals where the dog reappears: 01-15 = behind, 16-18 = non-shielded or right flank, 19 = shielded or left flank, 20 = front. If the pack takes more than 25% losses all will simultaneously blink out and not return. There is a long-standing hatred between blink dogs and coeurls and the two will attack each other on sight. Blinking is a natural ability for these animals and they will never materialise in an occupied space or within a solid object.

If a blink dog lair is found there is a 60% chance of 3d4 pups. These younglings fight as 1 HD monsters and inflict 1d2 points of damage per attack, though they are far more likely to flee using their teleportation ability. A captured pup will make a loyal companion to a good aligned human, or, it can be sold for 1,500 gp (± 100-600 gp). A blink dog lair will contain treasure, see below.

Treasure: In lair only: 2d6x1,000 cp (20%), 1d6x1,000 sp (30%), 1d6x1,000 ep (15%), 1d6 gems (20%), 1d4 jewellery (25%), random magic item or weaponx2 (15%).

Bulette

Frequency:	Very rare
No. Encountered:	1d2
Size:	Large
Move:	140 ft, burrowing 30 ft
Armour Class:	-2/4/6
Hit Dice:	9
Attacks:	3
Damage:	3d6/3d6/4d12
Special Attacks:	8 ft jump
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	8/2,000+12/hp

Bulettes are sometimes called "land sharks" because of their habit of burrowing while the crests of their backs break the surface. Like sharks, they are huge, vicious, and always hungry. They seem to be someone's experiment gone wrong: a turtle crossed with an armadillo with just a touch of demon thrown in. Their favourite food is horse but they will eat just about anything that moves. The only kind of meat they don't seem to like is dwarf or elf. They have been know to dig halflings right out of their holes.

Being fearless, a bulette will attack anything that moves on sight. They have been known to attack a well-armed party to get at the horses. When they attack, they use their vicious bite and their two front claws. They are well armoured, but have two vulnerable spots: under their chests is a soft spot, only AC 6; and a bulette's eyes are relatively unprotected, with an AC of 4. When cornered or seriously wounded, a bulette will attempt to leap 8 ft vertically and land directly on top of their victim, clawing with all four feet.

Because they are artificially-created animals no one is sure how bulettes reproduce. It seems that a pair will share a territory, but no lair has ever been found. Their plates are highly prized by armourers. They can be easily fashioned into +1 or +2 shields.

Treasure: None.

Carbuncle

Frequency:	Rare
No. Encountered:	1
Size:	Small
Move:	30 ft
Armour Class:	2
Hit Dice:	1
Attacks:	None
Damage:	None
Special Attacks:	None
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Average
Alignment:	Chaotic neutral
Level/XP:	1/5+1/hp

Carbuncles are minor agents of chaos. They seem to be curious little animals like armadillos, and they feed on leaves and small insects. Set in the carbuncle's head above its eyes is a large ruby (randomly-determined value of at least 500 gp). If the beast dies, any ruby attached to it shatters and cannot be reconstituted—but it can voluntarily give up its gem, in which case the gem will re-grow over a period of several months (re-roll the gem's value each time it re-grows). The carbuncle will not normally give up its gem unless *charmed* or otherwise enchanted.

Carbuncles are empathic and communicate via a minor form of *telepathy*. They will approach and seek to join a party of humans or demi-humans and then try to spread discord by means of lies, bearing false witness, or betraying the party's presence to nearby monsters.

Treasure: See creature text.

Carcass Creeper

Frequency:	Uncommon
No. Encountered:	1d6
Size:	Large
Move:	120ft
Armour Class:	3/7
Hit Dice:	3+1
Attacks:	8
Damage:	Paralysis
Special Attacks:	Paralysis
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	50%
Intelligence:	Non-intelligent
Alignment:	Neutral
Level/XP:	3/105+3/hp

A fearsome, subterranean omnivore, the carcass creeper has been described as the magical hybrid of a cutworm and a squid. It requires a steady supply of fresh corpses in which to lay its eggs.

The well-armoured head belies a tender, vulnerable body so the creeper will rely on its speed and many paralysing tentacles to protect itself as it secures prey. Each of the tentacles has a 2 ft reach, although larger specimens are not unknown.

Treasure: In Lair: 1d8x1,000 cp (50%); 1d6x1,000 sp (25%); 1d4x1,000 ep (25%); 1d3x1,000 gp (25%); 1d8 gems (30%); 1d4 jewellery (20%); 1 sword, armour, or misc. weapon (20%).

Caryatid Column

Frequency:	Very rare
No. Encountered:	1d12
Size:	Medium
Move:	60 ft
Armour Class:	5
Hit Dice:	5
Attacks:	1
Damage:	2d4
Special Attacks:	Nil
Special Defences:	See below
Magic Resistance:	All saves at +4
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	5/110 + 3/hp

Caryatid columns share many similarities to stone golems, being created in much the same way. They appear as intricately-carved columns in the shape of a person, usually in pairs. The most common type is maidens, however they can resemble practically anyone. In their dormant state they are almost indistinguishable from a normal statue. The only indication of their true nature is a faint outline of sword held in one hand. They are created as guardians and will animate only when triggered by a certain event. Their trigger must be something simple like someone entering a room, lifting a chest, or opening a door. Once animated they will do their utmost to prevent the trigger from continuing. When their task is complete they will return to their previous place and form.

The caryatid column's main purpose is not combat, but if pressed they will use their swords and attack. They attack as 5HD monsters. Normal weapons do half damage and magical weapons score full damage, but without their additional magical effects. Additionally any weapon that hits a caryatid column has a 25% chance of breaking. For each plus that the weapon has reduces the chance of breaking by 5%; consider any magical weapons without any pluses as a +1.

Treasure: None.

Caterwaul

Frequency:	Rare
No. Encountered:	1
Size:	Medium
Move:	180 ft or 240 ft
Armour Class:	6 (see below)
Hit Dice:	4 +2
Attacks:	3
Damage:	1d4/1d4/1d6
Special Attacks:	Screech
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	5/400+5/hp

A caterwaul is a feline predator that stalks darkened caves waiting for prey to walk past. These unusual creatures resemble black panthers walking upright. On their hind legs they move at 180 ft. They can drop on all fours and sprint very fast (240 ft) but only for short distances. Using their claws they can scale vertical walls with only a 5% chance of slipping. Being feline, they retract their claws to move silently (75%). Because of their soft coat, they are able to hide in shadows 75% of the time. They also possess keen senses and can only be surprised 10% of the time.

When they pounce on their victims they make their distinctive screech, doing 1d8 damage to all within hearing range (60ft). They attack with their usual claw, claw, bite. What makes these creatures unique is their unusually high dexterity. This will vary from individual to individual. Roll d% and check the chart below.

d%	AC Bonus	Attacks/round
01-30	0	1/1
31-60	-1	3/2
61-90	-2	3/2

d%	AC Bonus	Attacks/round
91-93	-3	2/1
94-97	-4	2/1
98	-5	2/1
99	-6	5/2
00	-7	5/2

The AC bonus applies to the creature's armour class and its dodging saving throws.

The attacks per round works much the same way as for fighters, referring to a full attack routine (claw, claw, bite) rather than individual attacks.

Caterwauls are attracted to shiny items. Thus their treasure hoard will often contain jewellery, gems and gold.

Treasure: 1d6x1,000 gp (50%), 1d8 gems (40%), 5d6 jewellery (40%), 2d4 potions + 1 magic item (40%)

Centipede

	Large	Huge	Giant
Frequency:	Uncommon	Common	Very rare
No. Encountered:	5d6	2d12	1d4
Size:	Small	Small	Man-sized
Move:	210 ft	150 ft	180 ft
Armour Class:	9	9	5
Hit Dice:	1 hp	1 to 2 hp	3
Attacks:	1		
Damage:	None	None	1d3
Special Attacks:	Poison		
Special Defences:	None-		
Magic Resistance:	Standard		
Lair Probability:	15%		
Intelligence:	Non-		
Alignment:	Neutral		
Level/XP:	2/31	2/30+1/hp	3/125+3/hp

Large: The smallest of the monstrous 'pedes, the large has a weak venom (save at +4) that only does 4d4 damage if the saving throw fails. Further, they themselves save at a -2 penalty.

Huge: The most common of the monstrous 'pedes, the huge has a weak venom (save at +4), but its venom is lethal if the saving throw fails. Further, they themselves save at a -1 penalty.

Giant: The largest known of the monstrous 'pedes, the giant has a relatively powerful venom (no adjustment to saving throw). Death is the result of a failed save, but a successful save still results in 1d8 acid damage. Giant centipedes save without penalty.

Treasure: None (for all centipede types).

Chimæra

	Chimæra	Gorgimæra
Frequency:	Rare	Very rare
No. Encountered:	1d4	1
Size:	Large	
Move:	90 ft, 180 ft flying (AA: level II)	120 ft, 150 ft flying (AA: level II)
Armour Class:	4	3
Hit Dice:	9	10+1
Attacks:	6	5
Damage:	1d3/1d3/1d4/1d4/2d4/3d4	1d3/1d3/2d4/2d6/3d4
Special Attacks:	Breath weapon	2 breath weapons
Special Defences:	None	
Magic Resistance:	Standard	
Lair Probability:	40%	30%
Intelligence:	Semi-	
Alignment:	Chaotic evil	
Level/XP:	7/1,300 + 12/hp	8/2,250+14/hp

Chimæra: A chimæra has the hind quarters of a goat, the forequarters of a lion, the wings of a dragon and 3 heads, one each of the aforementioned creatures. The dragon head is capable of breathing fire to a 60 ft distance inflicting 3d8 points of damage. Normal saving throws vs breath weapon apply. The creature may make up to 6 natural attacks per round, two with clawed lion paws, one with each of the goat's head 2 horns, the mighty bite of the lion's maw and another powerful bite by the dragon.

Chimæra language is an imperfect form of the red dragon tongue.

Treasure: 1d20x1,000 sp (10%), 1d12x1,000 ep (15%), 1d10x1,000 gp (40%), 1d8x100 pp (35%), 3d10 gems (20%), 1d10 jewellery (10%), 3 magic items (no magic weapons) and 1 magic scroll and 1 magic potion (30%)

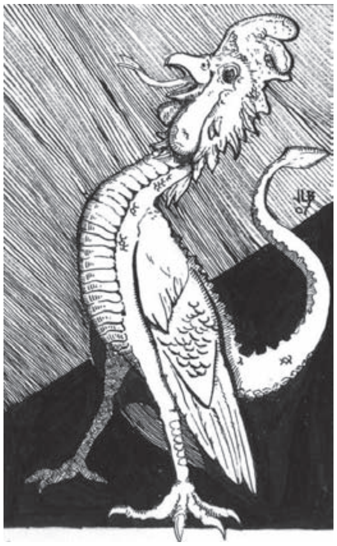
Gorgimæra: Like a chimæra, save the goat's head is replaced with that of a gorgon. The gorgon's head breathes a cloud of petrifying gas in a cone 30 ft long and 10 ft radius at the base; and the creature has the dragon head breath weapon as well, with the same effect as a chimæra. They speak the same language as their less powerful relatives.

Treasure: 1d20x1,000 sp (20%), 1d12x1,000 ep (25%), 1d20x1,000 gp (50%), 1d10x100 pp (40%), 4d10 gems (25%), 1d12 jewellery (15%), 3 magic items (no magic weapons) and 1 magic scroll and 1 magic potion (40%)

Cockatrice

Frequency:	Uncommon
No. Encountered:	1d6
Size:	Small
Move:	60 ft, 180 ft flying (AA: level IV)
Armour Class:	6
Hit Dice:	5
Attacks:	1
Damage:	1d3
Special Attacks:	Touch petrifies
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	4/170 + 4/hp

A cockatrice possesses the physical attributes of both a serpent and a cock. These creatures will have the head, legs and wings of a cock, while the body will be of a serpent. Its wings are functional and allow it to fly. The creature is believed to be from a cock's egg hatched by a serpent.



Although the beast is capable of inflicting light wounds with its beak and talons, the mere touch of the cockatrice is capable of turning any creature to stone. The touched creature must roll a successful saving throw vs petrifaction or be instantly turned to stone. The power of this touch is capable of affecting astral and æthereal beings.

Treasure: 1d10x1,000 cp (5%), 1d12x1,000 sp (25%), 1d6x1,000 ep (25%), 1d8x1,000 gp (25%), 1d12 gems (15%), 1d8 jewellery (10%) and 3 magic items and 1 magic scroll (35%)

Coeurl

Frequency:	Very rare
No. Encountered:	1d4
Size:	Large
Move:	150 ft
Armour Class:	2
Hit Dice:	6+6
Attacks:	2
Damage:	2d4/2d4
Special Attacks:	None
Special Defences:	Save at +6
Magic Resistance:	Standard
Lair Probability:	25%
Intelligence:	Average
Alignment:	Neutral
Level/XP:	6/400+6/hp

Inspired by the work of A.E.Van Vogt, Coeurls are vaguely feline predators with twin tentacles. They are black in colour. They feed on what they call the “id” of living creatures—by this they mean their essential life force, not “id” in the Freudian sense. Owing to their alien nature Coeurls are hard to target, hence their low armour class and their ability to roll all saving throws at +6. They can communicate telepathically, though they rarely do so.

Coeurls hate Blink Dogs (q.v.) and will hunt them down and kill them if possible.

Treasure: 1d8x1,000 cp (15%), 2d6x1,000 sp (20%), 1d6x1,000 ep (5%), 1d8x1,000 gp (35%), 2d6 gems (15%), 1d8 jewellery (10%) and 2 magic items (25%)

Couatl

Frequency:	Vary rare
No. Encountered:	1d4
Size:	Medium
Move:	60 ft, flying 180 ft (AA: level VI)
Armour Class:	5
Hit Dice:	9
Attacks:	2
Damage:	1d3/2d4
Special Attacks:	Poison, magic use
Special Defences:	Æthereal
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Genius
Alignment:	Lawful good
Level/XP:	8/2,000+12/hp

Couatl are a race of brightly feathered serpents with wings. They are rarely encountered and if so, would be in a remote tropical environment. They are often treated as gods by those who serve them, however couatl rarely meddle in human events.

They can polymorph themselves, turn æthereal, and cast magic. Most are equal to a 5th level mage (45%), but a few are 7th level clerics (35%). There are a handful of couatl (20%) who cast as a magic user/cleric. In combat a couatl attacks with its bite that causes 1d3 damage and the victim must save vs poison or die. A couatl can also constrict with its body. A successful attack means the beast has grabbed its victim causing 2d4 damage, with an additional 2d4 damage each round until one or the other is dead.

Treasure: 1d8x1,000 cp (50%), 1d6x1,000 sp (25%), 1d4x1,000 ep (25%), 1d3x1,000 gp (25%), 3d4x100 pp (30%), 2d19 gems (55%), 1d12 jewellery (50%), any 1 magic item (15%)

Crabman

Frequency:	Rare
No. Encountered:	2d6
Size:	Large (9 ft tall)
Move:	90 ft, swimming 60 ft
Armour Class:	4
Hit Dice:	3
Attacks:	2
Damage:	1d4/1d4
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Low to average
Alignment:	Neutral
Level/XP:	2/40 + 2/hp

Crabmen are humanoid amphibious creatures. Each has a tough reddish-brown exoskeleton and pincers in place of hands. In combat crabmen tend to attack with their pincers, inflicting 1d4 points of damage for a successful attack.

Crabmen lair in caves along the seashore and are generally peaceful creatures, though they are often forced to defend themselves from raids.

Crabmen will shun humans for the most part, with two notable exceptions. These creatures prize silver very highly and will attack, on sight, anyone openly carrying silver objects or items which appear to be made of silver. Crabmen will also undergo some sort of tribal frenzy from time to time, forming a group of 30 to 40 individuals and raiding inland. These raids will pillage all property in their path and the crabmen attack any who oppose them.

Treasure: 3d8 sp per individual.

Crypt Thing

Frequency:	Vary rare
No. Encountered:	1
Size:	Man-sized
Move:	120 ft
Armour Class:	3
Hit Dice:	6
Attacks:	1
Damage:	1d8
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Very
Alignment:	Neutral
Level/XP:	4/160 + 4/hp

A crypt thing appears as a cloaked skeleton, but contrary to appearances, is not undead and cannot be turned. They reside in their lairs and never venture forth. A crypt thing will never attack first, they will always let the party attack before they do. If they are not molested they will leave the adventurers alone. If they are attacked then they will respond by activating their teleport ability. All those attempting to attack must save vs spell or be instantly teleported in a random direction. Each individual who fails must roll d%. Those who roll 01-20 are teleported from 100 to 1,000 ft north. Those who roll 21-40 are teleported 100-1,000 ft south. Those who roll 41-60 are teleported 100-1,000 ft east. Those who roll 61-80 are teleported 100-1,000 ft west. Those who roll 81-90 are teleported one dungeon level up. Those who roll 91-00 are teleported one dungeon level down.

This is an advanced form of teleportation. Individuals will arrive safely, not in solid areas like floors or walls. Those who make their save can continue with their attack. A crypt thing can also defend itself with its claw like hands for 1d8 points of damage. Crypt things are immune to non-magical weapons.

Crypt things speak common. If questioned about the disappearance of any comrades, they will say they were disintegrated.

Treasure: 1d3x1,000 cp (20%), 1d4x1,000 sp (25%), 1d4x1,000 ep (25%), 1d4x1,000 gp (30%), 1d6x100pp (30%), 10d6 gems (55%), 5d6 jewellery (50%), 3 magic items (50%)

Dakon

Frequency:	Uncommon
No. Encountered:	6d10
Size:	Man-sized
Move:	60 ft
Armour Class:	5
Hit Dice:	1+1
Attacks:	2
Damage:	1d10/1d10
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	50%
Intelligence:	Average
Alignment:	Lawful neutral
Level/XP:	2/25 + 2/hp

Dakon are intelligent apes resembling gorillas with light brown colouration, green eyes, and black hands. Dakon are peaceful, fighting only in defence or to regain treasure stolen from them. These apes are likely to be settle anywhere but avoid large expanses of water. They are on good terms with lawful humans and demi-humans and are able to speak the common tongue, but they have a deep mistrust of humanoids and shun them.

In combat dakon attack with a +2 hit probability due to their incredible strength and the knife-edged sharpness of their claws.

Treasure: 2d6x1,000 cp (5%), 2d6x1,000 sp (30%), 1d4x1,000 ep (20%), 1d10x1,000 gp (45%), 1d10x100pp (40%), 3d12 gems (25%), 1d10 jewellery (10%), any 3 maps or magic + 1 scroll (35%)

Dark Creeper

	Dark Creeper	**Dark Stalker**
Frequency:	Rare	Very rare
No. Encountered:	1 (or 20d4, see below)	1
Size:	Small (4 ft tall)	Man-sized
Move:	90 ft	90 ft
Armour Class:	0 (or 8, see below)	0 (or 8, see below)
Hit Dice:	1+1	2+1
Attacks:	1	1
Damage:	1d4 (dagger)	1d6 (short sword)
Special Attacks:	See below	See below
Special Defences:	Nil	See below
Magic Resistance:	Standard	Standard
Lair Probability:	20%	20%
Intelligence:	Average	Average
Alignment:	Chaotic neutral	Chaotic neutral
Level/XP:	3/50 + 2/hp	4/200 + 3/hp

Dark creepers are short, spindly humanoids with pale skin who like to wrap themselves in loose, dark clothing, leaving little exposed save their eyes and hands. Dark creepers detest sunlight and avoid any light as best they can, dwelling alone in dungeons or profane villages even deeper underground, composed of clans of 75-100 individuals. 25% of the population of a dark creeper village will be female. These villages are always governed by a dark stalker (q.v.).

Solitary dark creepers tend to carry their treasure with them, concealed within the many loose folds of their dark clothing. There is a 20% chance a dark creeper will carry a magic dagger, 15% chance of a magic ring, and 10% chance of either 1d4 gems of random value or 1d3 items of random jewellery. Lair treasure probabilities for a lone dark creeper are 50% for a magic dagger, 10% for a magic ring, 30% for gems or jewellery. To generate treasure for a dark creeper village, multiply individual treasure chances by the number of males, adding 5d20 pp and 5d12 gp.

Dark creepers have all the skills of a 4th level thief along with the following abilities: *Detect magic* and create *darkness* for 1 hour in a 50 ft radius from target thrice per day. The creepers' general plan of attack is to use their darkness power to extinguish a party's light sources, then sneak in and destroy all lanterns, torches, oil flasks, and tinderboxes. Any magical sources of light gain a saving throw vs magical cold to negate the affects of darkness upon that item only, if it fails the save it will function normally after 1 hour. After it accomplishes this task, the dark creeper will use its *detect magic* to find and steal any small magic items it can detect. Though the dark creeper will not fight to the death to steal the party's magic items, it craves them and will take foolhardy chances if it feels it has even a small chance of success. A creeper's *darkness* power will stop infravision, but it will generally only use it on a party's sources of artificial light. A party travelling in the dark using infravision will not likely be blacked out by the creeper's darkness.

In combat a creeper is AC 0 in darkness, and if it has a magic dagger or magic ring as part of its treasure hoard it will use them. A dark creeper's darkness power can be negated by spells that create light, and in such a case the creeper is only AC 8. When a creeper dies it body magically immolates in a fiercely hot blaze of disgusting purple and green flames. Metal items, including magical items of metal, carried as part of the creeper's treasure hoard have an 80% of surviving this magical fire undamaged. Any magic item damaged by the creeper's death fire will lose its enchantment.

Treasure: See creature text.

Dark stalkers are the leaders of the dark creepers, though it is not known whether they are dark creepers altered through some means either genetic or magical, or if they are a breed apart. What is known for certain is the dark stalker is much taller than its dark creeper followers and one will be found as the leader of any dark creeper village. In an area settled by at least 25 solitary dark creepers there is a 90% chance there will be a dark creeper in the area, increased by 2% for every 5 additional creepers. A dark stalker is rarely encountered away from his or her clan, but if such an encounter occurs the stalker is probably on some mysterious personal mission and will not engage PCs unless forced to do so.

In combat dark stalkers fight with abilities identical to dark creepers except they favour short swords over daggers and have an additional spell-like ability; wall of fog twice per day as per the spell. Dark stalkers use the same tactics regarding light and detected small magic items as their dark creeper brethren if they have the opportunity, and suffer the same AC penalty as well.

Dark stalkers carry their treasure in their robes like dark creepers: 30% chance of magic short sword, 10% of magical rings (worn if possible), 10% chance of either 2d4 gems or 1d2 items of jewellery to be determined randomly by GM.

When a dark stalker dies, it explodes in a sickly blue 3d8 fireball blast. Magic items carried by the stalker have a 75% chance of surviving the blast in usable condition.

Treasure: See creature text.

Disenchanter

Frequency:	Very rare
No. Encountered:	1d2
Size:	Medium (5 ft high at shoulder)
Move:	120 ft
Armour Class:	5
Hit Dice:	5
Attacks:	1
Damage:	See below-special effect only
Special Attacks:	Disenchants, see below
Special Defences:	Can only be hit magical weapons
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Average
Alignment:	Neutral
Level/XP:	4/225+5/hp

The disenchanter resembles a rather bizarre cross between a dromedary camel and a cow, with a muscular prehensile snout stuck on for good measure. Colouration is a shimmery electric blue and the entire creature appears to be somewhat translucent and difficult for the eye to focus upon.

The disenchanter is a thaumivore, feeding on magical power. It sucks the dweomer from enchanted objects by attaching its snout to them with a successful hit roll. One touch is all it takes to render any magic item (except major artifacts) completely inert. The creature has no other attacks and causes no physical damage of any kind. The muscular snout can be extended as much as 5 ft and the disenchanter is capable of detecting relative strengths of magic enchantment, knowing, for instance, that *plate mail* +5 will be a tastier morsel than a mere +1 *ring of protection*.

The disenchanter can only be hit by magic weapons but doing so will not affect the dweomer of the weapon; only the snout has the ability to disenchant items. Even the wisest and most learned of sages know nothing about the ecology of the disenchanter or why it seems to be able to sustain itself only with magic items.

Treasure: None.

Doppelgänger

Frequency:	Very rare
No. Encountered:	3d4
Size:	Man-sized
Move:	90 ft
Armour Class:	5
Hit Dice:	4
Attacks:	1
Damage:	1d12
Special Attacks:	Stealth (surprises with 1-4 on 1d6)
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	20%
Intelligence:	Very
Alignment:	Neutral
Level/XP:	4/285 + 3 per hp

Doppelgängers are strange beings that are able to take on the forms of those they encounter, including the appearance of equipment and any clothing the victim is wearing. A doppelgänger can assume any humanoid form between 4 ft to 8 ft tall, but the creature must first see the victim to be copied. Any doppelgänger's attempt at physical disguise is only faulty 10% of the time, and its knowledge of the victim is facilitated by the doppelgänger's innate *ESP* ability. In its natural form, a doppelgänger is a 5 ft-6 ft tall humanoid, slender with gangly limbs and half-formed features. Its flesh is pale and hairless, and its large, bulging eyes are yellow with slitted pupils. The creature will assume its natural form upon death.

Doppelgängers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate society. Their classic tactic in a dungeon is to take the form of a member of an adventuring party, dispatch him or her, and take his or her place amongst the group until a good time presents itself to kill them or rob them.

Doppelgängers save as 10th level fighters, and are immune to the effects of charm and sleep spells.

Treasure: 1d10x1,000 cp (5%), 1d12x1,000 sp (25%), 1d6x1,000 ep (25%), 1d8x1,000 gp (25%), 1d12 gems (15%), 1d8 jewellery (10%), 1 scroll and any 3 magic items (25%)

Dracolisk

Frequency:	Very rare
No. Encountered:	1d2
Size:	Large (20 ft)
Move:	90 ft, flying 150 ft (AA: level II)
Armour Class:	3
Hit Dice:	7+3
Attacks:	3
Damage:	1d6/1d6/3d4
Special Attacks:	See below
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	60%
Intelligence:	Low to average
Alignment:	Chaotic evil
Level/XP:	7/1,000 + 10/hp

Dracolisks are surmised to be the result of the mating of a black dragon and a basilisk, though rumours persist of the existence of other sorts. These fearsome creatures most resemble their draconic sires, being armoured with thick black scales and having the horns and sharp toothed maws of their forebears; they also have six powerful clawed limbs and two large wings. If a dracolisk speaks a language at all, it is usually Draconic, though it may be that some can understand other languages.

Although capable of flight, dracolisks are limited to only short durations, ten or twenty minutes at the most, before they have to rest, so they principally use this form of movement to swoop down upon or escape from foes. In physical combat, dracolisks bite for 3d4 damage and strike for 1d6 damage with their two forelimbs. However, they are more likely to use their breath weapon or gaze attack before entering melee. Up to thrice a day, a dracolisk is capable of shooting an acid stream out of its mouth up to 30 ft and with a width of 5 ft; this causes 4d6 damage to anybody caught in its path, though a successful saving throw vs breath weapons reduces this by half. Additionally, anybody unfortunate enough to be within 30 ft of a dracolisk and meet its gaze must make a saving throw vs petrifaction or be turned to stone. As with its basilisk parent, the gaze attack of the dracolisk extends into the astral and ethereal planes and those who seek to avoid looking directly at the beast attack with a -4 penalty.

Treasure: 1d10x1,000 cp (25%), 1d8x1,000 sp (25%), 1d6x1,000 gp (25%), 1d6x100 pp (25%), 3d6 gems (50%), 3d4 jewellery (50%) and any three magic items (25%)

Dragon Turtle

Frequency:	Very rare
No. Encountered:	1
Size:	Large
Move:	90 ft swimming
Armour Class:	0
Hit Dice:	13
Attacks:	3
Damage:	2d6/2d6/4d8
Special Attacks:	Steam cloud
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	5%
Intelligence:	Very
Alignment:	Neutral
Level/XP:	10/7,000+18/hp

Dragon turtles are not true dragons, but seem to be a blend of the same kind that produced the owlbear. They do resemble true dragons in that they have a breath weapon: a cloud of steam 60 ft long, 40 ft wide and 40 ft high. The steam does damage equal to the dragon turtle's remaining hp (save for half damage) to all within the cloud.

A dragon turtle surfacing beneath a vessel will capsize it 90% of the time (even if it is a very large vessel such as a galley).

Treasure: (For a typical individual) 5d6x1,000 cp (25%), 1d100x1,000 sp (40%), 1d4x10,000 ep (40%), 1d6x10,000 gp (55%), 5d10x100 pp (25%), 1d100 gems (50%), 1d4x10 jewellery (50%), 4 magic items plus 1 potion and 1 scroll (15%), 2d4 potions (40%), 1d4 scrolls (50%).

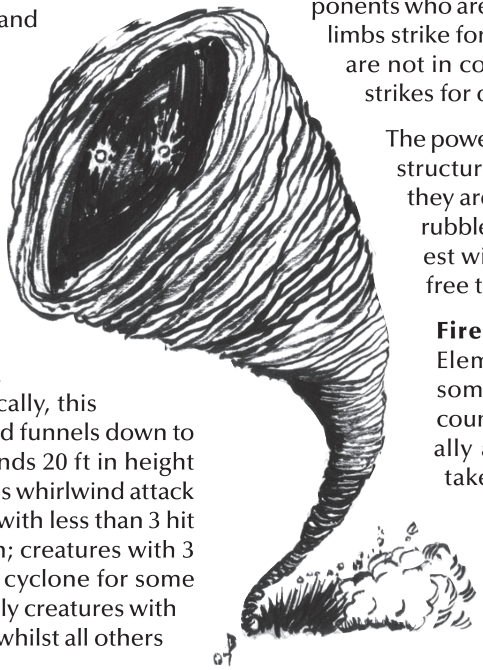
Elemental

	Air	Earth	Fire	Water
Frequency:	Very rare			
No. Encountered:	1			
Size:	Large			
Move:	Flying 360 ft (AA: level VI)	60 ft	120 ft	60 ft, swimming 180 ft
Armour Class:	2			
Hit Dice:	8, 12, or 16			
Attacks:	1			
Damage:	2d10	4d8	3d8	5d6
Special Attacks:	See below			
Special Defences:	Hit only by +2 or better magic weapons.			
Magic Resistance:	Standard			
Lair Probability:	Nil			
Intelligence:	Low			
Alignment:	Neutral			
Level/XP:	6/900 + 12/hp 8/2,000 + 16/hp 9/3,650 + 20/hp			

Air Elementals are creatures from the Elemental Plane of Air, though they may sometimes be found elsewhere. When encountered on the Prime Material Plane, usually as a result of summoning magic, they take the form of billowing clouds of vapour or dust. Whilst they may understand what is said to them, they rarely respond in kind and their language is that of the wind.

Their primary attack form is a stream of air that they use like an invisible limb to strike for 2d20 damage. Its great airborne speed makes it a swift and formidable opponent, especially in aerial combat where it gains +1 to hit and +4 to damage.

Air Elementals may also use a whirlwind attack if so commanded. To do this, the Air Elemental must assume the form of a small cyclone, which takes one turn. Typically, this appears to be 30 ft in diameter at the top and funnels down to 10 ft in diameter at its base; the cone extends 20 ft in height for every 4 HD the elemental possesses. This whirlwind attack lasts for only one round, but any creatures with less than 3 hit dice that find themselves within it are slain; creatures with 3 HD or more take 2d8 damage. Should the cyclone for some reason be unable to reach its full height, only creatures with less than 2HD will suffer immediate death, whilst all others take only 1d8 damage.



Earth Elementals are creatures from the Elemental Plane of Earth, though they may sometimes be found elsewhere. When encountered on the Prime Material Plane, usually as a result of summoning magic, they seem to be vaguely humanoid mounds of stone, earth, metal and crystal. Whilst they may have a discernible head and face, it is usually devoid of expression and they will not speak, their language being the rumblings of the earth.

What Earth Elementals lack in speed, they make up for in relentless determination and dedication. They pass through rock and earth without hindrance, as they do along the ground, but they cannot travel through the air nor in or over water unless they remain in contact with the earth.

Earth Elementals prefer to fight enemies on the ground and will almost always seek a way to do so, as when they strike opponents who are also in contact with the earth their great limbs strike for 4d8 points of damage; against foes who are not in contact with ground, the Earth Elemental strikes for only 4d6 points of damage.

The power of Earth Elementals against ground built structures and fortifications is truly devastating; they are capable of reducing small structures to rubble in a matter of minutes and even the largest will eventually collapse if the Elemental is free to work against it.

Fire Elementals are creatures from the Elemental Plane of Fire, though they may sometimes be found elsewhere. When encountered on the Prime Material Plane, usually as a result of summoning magic, they take the form of a great flickering sheet of flame, which occasionally seems to have a somewhat humanoid shape. Though they can apparently understand what is said to them, they do not usually respond in kind, their language being heard only in the dull roar of burning fire.

Although Fire Elementals themselves travel at a fairly normal speed, the same cannot be said about the fires they are capable of starting. Indeed, those unlucky enough to be struck by a fiery appendage not only suffer 3d8 points of damage, but any combustible items exposed will be set alight if they fail a saving throw against magical fire, which is subject to a -2 penalty.

Fire Elementals may not travel across or enter non-flammable liquids; they cannot, for instance, cross broad rivers without the aid of a bridge or a similar contrivance, though they can leap narrow streams. Creatures capable of innately controlling or otherwise making use of fire are somewhat resistant to the Fire Elementals, taking only 3d6 points of damage if struck by one.

Water Elementals are creatures from the Elemental Plane of Water, though they may sometimes be found elsewhere. When encountered on the Prime Material Plane, usually as a result of summoning magic, they take the form of a great wave of water or other liquid, constantly in motion, but retaining an almost humanoid shape. Some claim that they have sea green eyes, of a sort, and others that they were able to discern a mouth. Like others of its kind, though, it rarely responds in kind when spoken to, its language being heard only in the crash of waves.

While Water Elementals can fight on land, they prefer to be surrounded by as much liquid as possible, which greatly increases their speed and allows them to effectively disappear from sight whenever they wish. In such an environment they strike opponents with a great watery limb for 5d6 points of damage.

Water Elementals forced to fight on land cannot do so more than sixty yards from the place at which they entered the plane they are currently on, which on the Prime Material Plane is generally the place of summoning. Additionally, when fighting on land they strike opponents for only 5d4 points of damage.

Ships are particularly vulnerable to Water Elementals; they are capable of overturning any vessel with a tonnage equal to or less than their HD and of stopping those with a tonnage equal or less than the Water Elemental's hp. Ships with a greater tonnage than the Elemental has hp total travel at 1% of their speed for each point by which they exceed it.

Treasure: None (for all elementals).

Ettercap

Frequency: Rare
No. Encountered: 1d2
Size: Man-sized
Move: 120 ft
Armour Class: 6
Hit Dice: 5+1
Attacks: 3
Damage: 1d4/1d4/1d8
Special Attacks: Poison
Special Defences: See below
Magic Resistance: Standard
Lair Probability: 30%
Intelligence: Semi-
Alignment: Neutral evil
Level/XP: 4/150+5/hp

Ettercaps appear to be humanoid arachnids. Their bite is venomous and they can spin silk from their short, stubby tails like a spider does. An ettercap will use this silk to prepare traps around its lair, such as webs and tripwires, and may use a silk-based weapon such as a lassoo or garrotte.

Treasure: None.

Executioner's Hood

Frequency: Rare
No. Encountered: 1
Size: Small
Move: 60 ft
Armour Class: 6
Hit Dice: 3 to 6 hit dice
Attacks: 1
Damage: 1d4
Special Attacks: See below
Special Defences: See below
Magic Resistance: Standard
Lair Probability: Nil
Intelligence: Semi-
Alignment: Neutral evil
Level/XP: 4/250+4/hp

A small, weird monster that may be related to the Lurker Above, the Executioner's Hood often dwells underground or in ruins. It drops from niches, cracks or anchor-points on the ceiling onto its victim's head and begins to strangle. If its first attack is successful, the creature will hit automatically each round thereafter, inflicting rolled damage (1d4hp).

Because the Executioner's Hood actually surrounds its victim's head, any attack affecting the creature will also affect its victim.

The only known ways to remove an Executioner's Hood are to kill it or to bathe it in alcohol, which will intoxicate it until it becomes flaccid and helpless.

Treasure: None

Eye of the Deep

Frequency: Very rare
No. Encountered: 1
Size: Large
Move: 60 ft swimming
Armour Class: 5
Hit Dice: 11
Attacks: 3
Damage: 2d4/2d4/1d6
Special Attacks: See below
Special Defences: None
Magic Resistance: Standard
Lair Probability: 20%
Intelligence: Very
Alignment: Lawful evil
Level/XP: 9/3,000+16/hp

The eye of the deep is globular in shape (about 4 ft in diameter) and has a massive central eye. Two further eyes on stalks sprout from the top of the monster, two huge lobster-like pincers emerge from the side, and it has a gaping maw below. Each eye has a unique power: the central eye can fire a cone 30 ft long and 20 ft in diameter at the base that stuns all within the area of effect for 2d4 rounds (save vs aimed magic items to avoid the effect), while the left and right eyestalks can cast *hold monster* and *hold person* respectively, once each per round, at will. The two eyestalks together can cast *phantasmal force* once per round, at will, if not used to cast *hold* spells.

Treasure: 2d6x1,000 gp (50%), 1d4x1,000 pp (40%), 4d10 gems (40%), 2d6 jewellery (35%).

Fly, Giant

	Blow Fly, Giant	Horsefly, Giant
Frequency:	Rare	Very rare
No. Encountered:	1d12	1d6
Size:	Medium	Large (9 ft long)
Move:	90 ft, flying 300 ft (AA: level III)	
Armour Class:	6	5
Hit Dice:	3	6
Attacks:	1	
Damage:	1d8+1	2d6
Special Attacks:	See below	
Special Defences:	Jump	
Magic Resistance:	Standard	
Lair Probability:	Nil	
Intelligence:	Non-	
Alignment:	Neutral	
Level/XP:	3/40+3/hp	4/165+6/hp

Giant flies are more massive than the normal variety of flying insects and thus are Aerial Agility: Level III, though they can hover. They do retain a normal fly's ability to react quickly and thus they can jump away from an attack in only 1 segment. This jumping defensive move is a backward springing leap which carries the giant fly 30 ft away and does not count as a retreat for purposes of a free attack. Giant flies can also remain airborne at the end of their leap. At the end of its leaping retreat manoeuvre they end up 30 ft away and 10 ft off the ground. This special movement grants a giant fly with initiative the tactical ability to land near a target, bite, then leap away.

Blow Fly, Giant: These flies will rarely attack living prey unless he or she is covered with blood or has open wounds. They are also attracted to sweet food and drink, an abundance of these might garner the attention of this monster. Giant flies are more often encountered wherever there is an abundance of their preferred diet: carrion, rotting food, and malodorous refuse. The bite of a giant blow fly has a 10% chance of infecting the victim with disease. Giant blow flies have a shiny metallic green or blue body covered with coarse black hair. Their large eyes are a dark orange colour.

Horsefly, Giant: This giant insect is even larger than the giant blow fly and far more aggressive. The giant horsefly dines on fresh blood and it will land on any warm-blooded creature is encounters, attempting to draw blood from the target with its bite. The round after a successful biting attack the horsefly inflicts the same amount of damage upon the victim again as it draws blood from the bite wound inflicted on the victim. This process can be halted by either killing or driving the giant horsefly away. Giant horseflies are flat tan and brown in colour, with shiny brown eyes.

Treasure: None (for all giant flies).

Fungi, Violet

Frequency:	Rare
No. Encountered:	1d4
Size:	Small to medium
Move:	10 ft
Armour Class:	7
Hit Dice:	3
Attacks:	1d4
Damage:	See below
Special Attacks:	See below
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	3/50+1/hp

Violet fungi looks like shriekers and in fact the two are often found growing together. The plants are usually 4 to 7 ft tall, and each plant has 1d4 branches growing out if it. At 4 ft tall, the fungi will have 1 ft branches. For every foot taller the fungi grows, the branches grow a foot longer. When the fungi detects movement nearby it will wave its branches around releasing its spores. Anyone within 4 ft will have to save vs poison or their exposed flesh will begin to rot within 1 round. Anyone who fails their save will require a *cure disease* spell.

Treasure: None.

Gargoyle

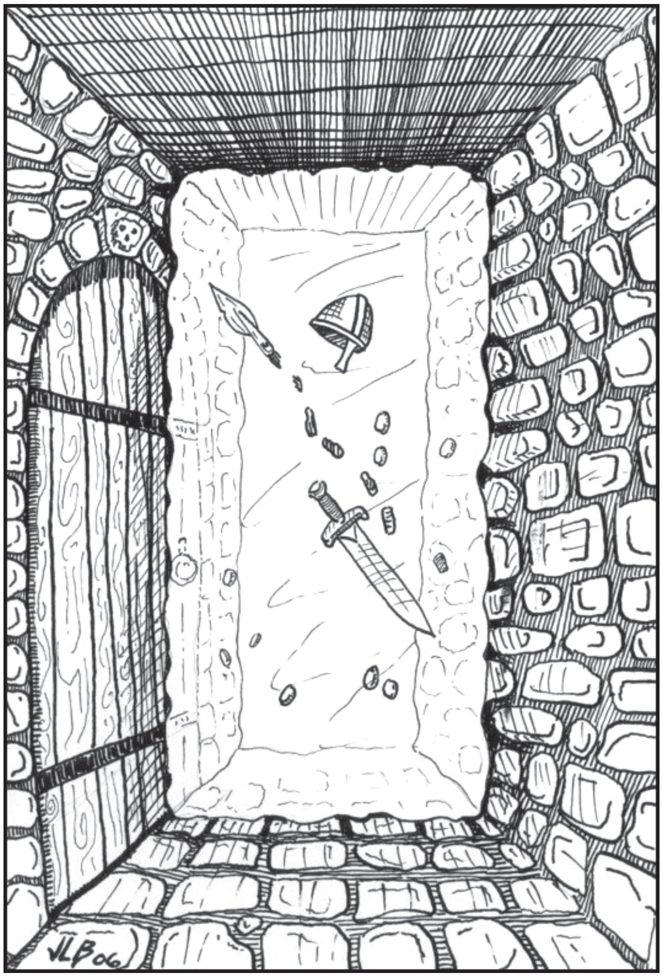
Frequency:	Uncommon
No. Encountered:	2d8
Size:	Man-sized
Move:	90 ft or 150 ft flying (AA: level IV)
Armour Class:	5
Hit Dice:	4+4
Attacks:	4
Damage:	1d3/1d3/1d6/1d4
Special Attacks:	None
Special Defences:	+1 or better weapon to hit
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	4/155 + 4/hp

Gargoyles are cruel creatures, 90% likely to attack any living creature they encounter. When attacking a gargoyle will employ two clawed hands, a single horn projecting from the centre of its forehead and a bite. They are usually encountered in ruins and underground caverns.

Treasure: None.

Gelatinous Cube

Frequency:	Uncommon
No. Encountered:	1
Size:	Large (typically 10 ft cube)
Move:	60 ft
Armour Class:	8
Hit Dice:	4
Attacks:	1
Damage:	2d4
Special Attacks:	Paralysing touch, surprise on a 1-3
Special Defences:	See below
Magic Resistance:	Normal
Lair Probability:	Nil (no lair)
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	3/150 + 4/hp



Gelatinous Cubes are dungeon scavengers. They move slowly through corridors and rooms, absorbing carrion, fungi, algae and other nutrients from the surfaces they touch.

Being silent and virtually transparent, Gelatinous Cubes have a higher-than-usual chance to surprise (1-3 on 1d6).

Gelatinous Cubes can only digest organic material, and they will sometimes sweep up inorganic substances (including metal items such as coins, glass or ceramic items such as potion bottles, etc.). These incidental items are sometimes kept in the body of the 'Cube for many days before being ejected. Such items form the creature's treasure.

The touch of a Gelatinous Cube causes paralysis for 3d6+2 rounds (a saving throw vs paralysation is permitted to avoid this effect).

Gelatinous Cubes are immune to electricity, *fear*, *sleep*, *hold*, paralysis, and polymorph. Cold based attacks slow them (as the spell) and inflict a maximum of 1d4 damage, unless they save in which case the cold based attack will have no effect. They have standard resistance to other forms of magic such as fire.

Treasure: Incidental; see creature description.

Genie

Frequency:	Very rare
No. Encountered:	1
Size:	Large
Move:	90 ft, flying 240 ft (AA: level VI)
Armour Class:	4
Hit Dice:	7 +3
Attacks:	1
Damage:	2d8
Special Attacks:	See below
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Average to high
Alignment:	Chaotic good
Level/XP:	5/350 + 8/hp

Genies come from the Elemental Plane of Air and are quite magical. They can travel the elemental planes and the Astral Plane, as well as the Prime Material. If subdued they can be enslaved for 1,001 days. Once their service has expired they are free and may not become enslaved again by the same creature.

Genies can perform any of the following abilities once per day: *create food* for up to 12 people; *create water or wine* for up to 12 people; *create* up to 16 cubic ft of cloth, 9 cubic ft of wood, or 100 lbs of metal (the metal is not permanent and will disappear within a day); *create an illusion* with both sight and sound that will act on its own without being controlled. The illusion will last until it is dispelled or touched. Genies can become *invisible* or *gaseous* at will. They can also walk on the wind. Genies can assume the form of a whirlwind 7 ft tall, 3 ft across at the top, and 1 ft across at the bottom. This lasts for an entire round and does 2d6 hit points of damage to all creatures caught in its path. Any creature with less then 2 hit dice are killed instantly. If any air-based attack is performed on the genie, it will be at -1 to hit and -1 to damage.

A genie can carry up to 600 lbs without tiring, either flying or walking. A genie is able to carry double the weight on foot but only for about thirty minutes. A genie will require an hour's rest for every 30 minutes of carrying.

A noble genie has 10d8 hit dice, does 3d8 damage, and their whirlwind does 3d6 damage. Besides their normal abilities a noble genie is also able to grant three *wishes*. If subdued a noble genie need only grant three *wishes* to be released from service.

Genies have their own language but they also have a limited form of telepathy that enables them to communicate with any intelligent creature.

Treasure: None.

Gorgon

Frequency:	Rare
No. Encountered:	1d4
Size:	Large
Move:	120 ft
Armour Class:	2
Hit Dice:	8

Attacks:	1
Damage:	2d6
Special Attacks:	Petrifying breath
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	7/1,500 + 10/hp

Like giant bulls with thick metal scales, gorgons are magical creatures capable of breathing a cloud of petrifying gas in a cone 60 ft long and 10 ft in radius at the base up to 3 times per day. They will usually (85%) use this attack form in preference to hitting with their horns.

Treasure: (In lair only) 1d8x1,000 cp (10%), 1d12x1,000 sp (25%), 1d6x1,000 ep (25%), 1d8x1,000 gp (25%), 1d10 gems (15%), 1d8 jewellery (10%), any four magic items (25%).

Grey Ooze

Frequency:	Rare
No. Encountered:	1d3
Size:	Medium to large
Move:	10 ft
Armour Class:	8
Hit Dice:	3+3
Attacks:	1
Damage:	2d8
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	4/75 + 3/hp

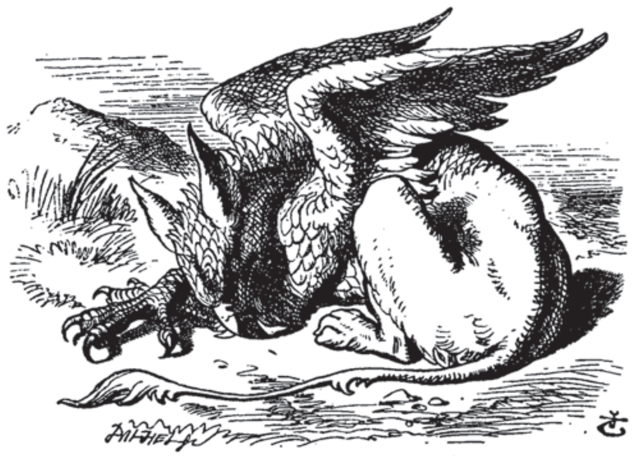
Grey ooze is indistinguishable from wet stone until it attacks. It will form tentacles that lash out at any who pass. It is corrosive and will eat through chain in 1 round, 2 rounds to eat through plate. It will not damage wood or stone. Magic involving heat or cold does not harm grey ooze but lightning will. Grey ooze also takes full damage from normal weapons, but if the weapon is made of metal it too will begin to dissolve.

As it matures grey ooze gets larger. Specimens over 20hp can be as large as 36 sq ft. While they cover a huge area they are never more then a few inches deep. At larger sizes they begin to form a kind of consciousness.

Treasure: None.

Griffon

Frequency:	Uncommon
No. Encountered:	2d6
Size:	Large
Move:	120 ft, flying 300 ft (AA: level IV)
Armour Class:	3
Hit Dice:	7
Attacks:	3
Damage:	1d4/1d4/2d8
Special Attacks:	None
Special Defences:	None



Magic Resistance:	Standard
Lair Probability:	25%
Intelligence:	Semi-
Alignment:	Neutral
Level/XP:	7/225 + 8/hp

Griffons build nests on cliff faces and rocky outcrops. Where possible they even have been known to build nests inside shallow caves. Horses are their favourite meal and being the fearsome hunters they are, griffons will usually attack their prey on sight.

Hatchlings are particularly valuable as they can be trained as mounts. This takes time, effort, and money. The training takes years and must begin early in a griffon's life. Once the griffon reaches maturity there is no chance of training it.

When ridden by a creature weighing more than 100 lbs, a griffon's aerial agility decreases to III.

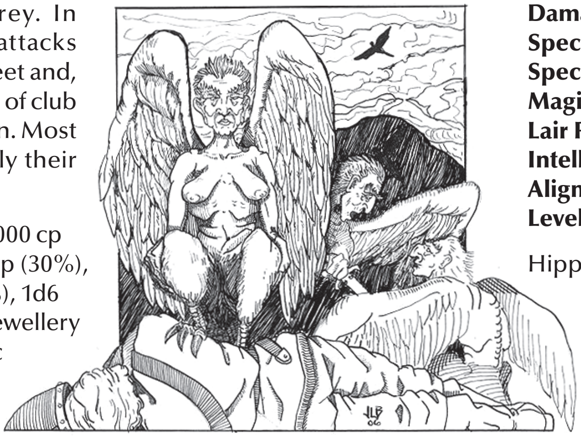
Treasure: 1d12x1,000 cp (20%), 1d6x1,000 sp (30%), 1d4x1,000 ep (10%), 1d6 gems (25%), 1d3 jewellery (20%), 2 magic items (10%), 2d4 potions (40%)

Harpy

Frequency:	Rare
No. Encountered:	2d6
Size:	Medium
Move:	60 ft, flying 150 ft (AA: level IV)
Armour Class:	7
Hit Dice:	3
Attacks:	3
Damage:	1d3/1d3/1d6
Special Attacks:	Singing and charm
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	25%
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	3/50 + 3/hp

These nasty creatures are part vulture and part woman. They emit a pleasant-sounding call and all who hear it must save vs magic or be drawn to the source. Once there, the touch of a harpy will *charm* the victim unless they save vs magic. When the victim is helpless, the harpies will torture, kill, and consume her prey. In combat a harpy attacks with her clawed feet and, usually, some kind of club as a melee weapon. Most harpies speak only their own language.

Treasure: 1d12x1,000 cp (20%), 1d6x1,000 sp (30%), 1d4x1,000 ep (10%), 1d6 gems (25%), 1d3 jewellery (20%), any 2 magic items (10%).



Hell Hound

Frequency:	Very rare
No. Encountered:	2d4
Size:	Medium
Move:	120 ft
Armour Class:	4
Hit Dice:	4 to 7
Attacks:	1
Damage:	1d10
Special Attacks:	Breathe fire
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	30%
Intelligence:	Low
Alignment:	Lawful evil
Level/XP:	4/75 + 4/hp 5/110 + 5/hp 6/160 + 6/hp 7/225 + 8/hp

Hell hounds are not native to the material plane; they are brought here by others to serve as guard dogs. These beasts have their normal bite but they can also breath fire up to 10 ft. Their breath's damage equals in hit points their hit dice. Thus a 6 hit dice hell hound breathes fire that does 6hp damage, unless the opponent saves vs breath weapons for half damage.

Because hell hounds can move so quietly they surprise on a roll of 1-4. They can only be surprised on a roll of 1 due to their own sharp senses. Their own vision is so sharp that 50% of the time they can spot hidden or invisible creatures. These fiendish dogs are dark reddish in colour with glowing red eyes and black mouths.

Treasure: 1d12x1,000 cp (20%), 1d6x1,000 sp (30%), 1d4x1,000 ep (10%), 1d6 gems (25%), 1d3 jewellery (25%), 2 magic items (10%)

Hippogriff

Frequency:	Rare
No. Encountered:	2d8
Size:	Large
Move:	180 ft, flying 360 ft (AA: level IV)
Armour Class:	5
Hit Dice:	3 +3
Attacks:	3
Damage:	1d6/1d6/1d10
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Semi-
Alignment:	Neutral
Level/XP:	4/150 + 3/hp

Hippogriffs can only be found in remote locations far from civilisation. They make their nests on rocky outcrops and cliff faces. Even though hippogriffs are omnivorous they do not mix well other winged beasts. If encountered near its nest, a hippogriff will fight ferociously to defend itself and its young. Eggs and hatchlings bring a high price from those wishing to train them as mounts.

When ridden by a creature weighing more than 100 lbs, a hippogriff's aerial agility rating decreases to III.

Treasure: 5d4 gems (50%)

Homonculus

Frequency:	Very rare
No. Encountered:	1
Size:	Small (18 in)
Move:	60 ft, flying 180 ft (AA: level V)
Armour Class:	6
Hit Dice:	2
Attacks:	1
Damage:	1d3
Special Attacks:	Bite causes sleep
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	Nil
Intelligence:	See below
Alignment:	See below
Level/XP:	2/81 + 2/hp

A homonculus is a small construct that is vaguely humanoid in form, stands about 18 in tall, and has bat-like wings with a 24 in wingspan. Homonculi have greenish reptilian skin, a bat-like head and ears, and a mouth full of needle sharp teeth. The bite of a homonculus is venomous and causes a comatose state for 1d6 x 5 (5-30) minutes unless the victim saves vs magic to negate. A homonculus is a reflection of its magic user creator and therefore rolls saves at whatever level its owner makes his saving throws. Magical defences in effect upon the owner, *resist fire* or *bless* for example, also protect the homonculus.

Similarly, its alignment is the same as its creator's alignment. A homonculus cannot speak, but knows what its creator knows, and can communicate what it sees and hears to its creator via a limited form of telepathy up to 500 ft away. A homonculus will never willingly exceed the maximum communication range. The homonculus is completely under control of its creator, who need not concentrate on control to maintain it. This means the homonculus can be given a specific goal, which it will then plan to achieve, carrying out its orders without further attention from its creator.

Homonculi make excellent messengers, scouts, or spies. A homonculus can either walk upright like a human or fly, as need dictates. It is very quick and agile in combat, darting in and out of melee to deliver its venomous bite. Killing a homonculus deals an immediate 2d10 points of damage to its master. If the owner of the homonculus dies, the homonculus immediately disappears in a puff of smoke. Since Homonculi are constructs and not natural creatures they are never encountered in the wild.

Homonculi are created in a process involving both the spellcaster and the services of an alchemist. The alchemist will require 1d4 x 500 (500-2,000) gold pieces, a pint of the magic user's blood, and 1d4 weeks to prepare the base mixture of fluids which will form the creature. Within 24 hours of the alchemist completing the mixture process the magic user must cast the following spells upon the fluid, in order: *mending*, *mirror image*, and *wizard eye*. The spells must be cast by the person who gave the blood for the basic mixture (though scrolls may be used). Failure to cast the spells within 24 hours or casting the required spells out of order ruins that mixture and the whole process and all costs must be repeated. Upon completion of the *wizard eye* spell the fluid coalesces into a ready-to-use homonculus.

Treasure: None.

Hydra

Frequency:	Uncommon
No. Encountered:	1
Size:	Large
Move:	90 ft
Armour Class:	5
Hit Dice:	5 to 16
Attacks:	5 to 16
Damage:	1d6,1d8, 1d10 or 1d12 based on size
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Semi-
Alignment:	Neutral
Level/XP:	5/110 + 5/hp up to 9/5,000 + 20/hp

A hydra is a multi-headed reptilian monster that lives in damp, dark places like swamps, bogs, or marshes. Sometimes they are found underground if the lair is sufficiently dank and wet.

Hydras have reptilian bodies, four legs, a tail and 1d12+4 heads. Each head counts as 1 hit die and has 8 full hit points, so a 10 headed hydra will have 10 hit die and 80 hp. Each head can attack independently or up to four heads can attack a single target. The damage a hydra does is based on the number of heads. A hydra with 5 or 6 heads is considered small and does 1d6 points of damage. One with 7 to 10 heads is considered medium and does 1d8 points of damage. One with 11 or 12 heads is considered large and does 1d10 points of damage, and one with 13 to 16 heads is considered huge and does 1d12 damage.

The colouration of a hydra ranges from light brown to an almost blackish brown with a yellow or tan underbelly. Their eyes range from yellow to orange.

Treasure: 1d8x1,000 cp (50%), 1d6x1,000 p (25%), 1d4x1,000 ep (25%), 1d3x1,000 gp (25%), 1d8 gems (30%), 1d4 jewellery (20%), sword, armour or misc. weapon (10%)

Invisible Stalker

Frequency:	Very rare
No. Encountered:	1
Size:	Large (8 ft tall)
Move:	120 ft
Armour Class:	3
Hit Dice:	8
Attacks:	1
Damage:	2d8
Special Attacks:	Surprise on 1-5
Special Defences:	Invisibility
Magic Resistance:	30%
Lair Probability:	Nil
Intelligence:	High
Alignment:	Neutral
Level/XP:	7/1,100 + 10/hp

A denizen of the Elemental Plane of Air, an invisible stalker encountered on the Prime Material Plane has been conjured and bound to service by a magic user. The summoning mage retains command of the creature until it either fulfills the mission which it was summoned to perform or it is killed.

While on the Prime Material Plane invisible stalkers can only be viewed by magical means (e.g. *gem of seeing, true seeing, detect invisibility*); otherwise anyone attacking an invisible stalker suffers a -2 penalty "to hit". An invisible stalker cannot be killed on this plane. Reducing it to zero hit points merely banishes it back to its home plane for a period of 1 year plus 1 day.

Invisible stalkers are useful, if dangerous, servants. Once given a mission they will relentlessly pursue their goal, motivated more by a dislike of forced service and a desire to return to their home plane than by any sense of devotion to their summoner. Invisible stalkers are faultless trackers across any surface or distance and, if ordered to kill their prey, will attack without checking morale until either they or their target is dead. As implied above, invisible stalkers are not willing servants but will not normally begrudge performing a simple task of short duration for the summoner.

More complicated tasks or tasks of duration longer than a week will anger the invisible stalker and may lead it to attempt to pervert the wording of its commands without directly violating them. If ordered to guard the summoner's treasure in perpetuity, for instance, the invisible stalker might remove every last copper piece of the summoner's treasure to a secret vault located within the invisible stalker's lair on the Elemental Plane of Air, where the 'stalker could easily keep watch over it.

If the GM feels the invisible stalker's service too onerous or complicated, he or she should assign a cumulative 1% per day chance of the 'stalker wearying of its task and attempting to twist the meaning its orders. A clever summoner might be able to word his or her orders in such a way as to make its meaning airtight and clear. In this case the 'stalker must continue to serve until its duties are discharged.

Invisible stalkers can understand the common tongue of the Prime Material Plane, the language of the Elemental Plane of Air, and their own language. They will speak no tongue but their own.

Treasure: None.

Jackalwere

Frequency:	Rare
No. Encountered:	1d4
Size:	Small (medium)
Move:	120 ft
Armour Class:	4
Hit Dice:	4
Attacks:	1
Damage:	2d8 or by weapon
Special Attacks:	Gaze causes sleep
Special Defences:	Iron or +1 weapon to hit
Magic Resistance:	Standard
Lair Probability:	30%
Intelligence:	Very
Alignment:	Chaotic evil
Level/XP:	4/75+4/hp

A jackalwere is a malevolent beast who can assume human form (and hence not a lycanthrope, since lycanthropes are men who can assume animal form). They will mingle with people, choosing easy targets to victimise. Living for the thrill of murder, many times they will consume the remains of their prey. Often they steal the victims' possessions, assume their identities, and go on to the next town. A jackalwere often uses their gaze attack, those who fail their save vs spell will fall into a deep sleep, to immobilise their prey. During melee a jackalwere will most often attack with a weapon. These foul beasts are immune to normal weapons, they must be attacked with iron or magical weapons. Jackalweres sometimes prefer the company of normal jackals and rarely can be found living among them.

Treasure: 1d12x1,000 cp (20%), 1d6x1,000 sp (30%), 1d4x1,000 ep (10%), 1d6 gems (25%), 1d3 jewellery (20%), any 2 magic items (10%)

Kraken

Frequency:	Very rare
No. Encountered:	1
Size:	Large
Move:	swimming 210 ft
Armour Class:	5/0
Hit Dice:	20
Attacks:	9
Damage:	2d6(x8)/5d4
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	75%
Intelligence:	Genius
Alignment:	Neutral evil
Level/XP:	10/17,500+30/hp

It is rumoured kraken once lived in shallower coastal waters and had armies of slaves who worshipped them. For some reason they were forced to retreat to the deepest depths of the oceans. In the darkness they grew larger and more powerful. They excavated huge labyrinths in the sea floor. Now they prey on ships for food and slaves which they drag down to their watery dungeons. A kraken will attack a ship in the same way a giant squid does, by anchoring itself with 2 arms and attacking with the other 8. If the kraken wraps 6 tentacles around a ship and squeezes for 3 consecutive rounds, it will cause enough damage to sink the ship.

A kraken's body is protected by a tough shell (AC 0), but its tentacles and head are more vulnerable (AC 5). Two tentacles are covered with barbs and do 2d6 damage. The other 6 tentacles hit for 2d4 damage. With each successful hit the kraken grabs its victim and holds it. With each successive round the tentacle does an additional 3d4 crushing damage. The kraken's sharp beak bites for 5d4 damage. Once held, the only way to get free is to sever the tentacle by causing 16 hp damage to it.

Those within the tentacle's grasp are 25% likely to have both arms held, and as such they are helpless. Most of the time (50%) they will have one limb held and are able to attack with a -3 penalty. The other 25% of the time the victim will both arms free and can attack the squid with only a -1 penalty.

If the kraken looses more then 3 arms it will release the ship and flee. As it does the monster will release ink in the water leaving a cloud 80 ft deep by 80 ft wide by 120 ft long. A kraken's ink is poisonous and will cause 1d4 points of damage per round until the ink dissipates. The ink lasts for about 5 rounds.

They also have following spell-like abilities. A kraken is able to create a sphere of *airy water* 240 ft across once per day, create *faerie fire* for 8 hours, *control temperature* (40 ft), *control winds*, and *weather summoning* once each per day. Three times a day they can *cast animal (fish) summoning III* which gives them the ability to summon the fish but not control them.

Treasure: 12d4x1,000 gp (50%), 1d8x1,000 pp (50%), 9d6 gems (55%), 2d10 jewellery (45%), 4 magic items + 1d6 scrolls + 2d4 potions (50%)

Lamia

Frequency:	Very rare
No. Encountered:	1
Size:	Medium
Move:	240 ft
Armour Class:	3
Hit Dice:	9
Attacks:	1
Damage:	1d4
Special Attacks:	See below
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	60%
Intelligence:	High
Alignment:	Chaotic evil
Level/XP:	7/1,500 + 12/hp

Lamiai like to live in deserted towns, ruins, and other desolate places. These creatures have the upper body of a woman and the lower half of an animal.

Typically a lamia is armed with a dagger, but these are really just tools. Lamiai are able to cast these spells once per day: *charm person, mirror image, suggestion,* and *illusion* (like the wand). They use these spells to lure their victims and then hold them. The touch of a lamia permanently drains a single point of wisdom; once their victim's wisdom falls below 3 they will do as the lamia instructs. The lamiai like to drain their victims' blood, then devour their flesh. They speak the common language.

Treasure: 1d8x1,000 cp (10%), 1d12x1,000 sp (15%), 1d8x1,000 ep (15%), 1d6x1,000 gp (50%), 1d10 gems (30%), 1d6 jewellery (25%), any 2 magic item + 1 potion (15%)

Lammasu

Frequency:	Rare
No. Encountered:	1d8
Size:	Large
Move:	120 ft, flying 240 ft (AA: level III)
Armour Class:	6
Hit Dice:	7+7
Attacks:	2
Damage:	1d6+1/1d6+1
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	30%
Lair Probability:	25%
Intelligence:	Genius
Alignment:	Lawful good
Level/XP:	8/875+10/hp

Champions of all that is good and just, lammasu have quadrupedal bodies the size and shape of the largest of lions, fully-functional feathered wings, and a human head bearing the kindly visage of a bearded wise man. Lammasu are the guardians and protectors of all lawful good persons and have a friendly disposition to all good aligned creatures they encounter. Lammasu tend to lair in warm climates but travel widely and can thus be encountered anywhere.

Lammasu prefer to advise and support the forces of good if at all possible but are formidable opponents in battle. In fact, it is almost impossible to press a lammasu into combat against its will due to its ability to dimension door and become invisible at will. In combat lammasu claw with their two powerful front legs for 1d6+1 points of damage apiece, and they also defend themselves with a variety of spells and spell-like abilities.

Lammasu are constantly surrounded by an extra strength *protection from evil, 10 ft radius* (-2 to attack, +2 on saving throws from attacking evil creatures) and can cast cleric spells of up to 4th level as an 8th level cleric does. Spell list: 4—1st level, 3—2nd level, 2—3rd level, 1—4th level. Lammasu cast *cure light wounds* and *cure serious wounds* at double normal efficacy (2d8 hp and 4d8+2 hp respectively). 20% of these creatures can also speak a *holy word* at will.

When flying, they can use their claw attacks if forced into battle. They are difficult to hit in return because they can *dimension door* at any time away from an flying opponent's path of attack.

Lammasu can communicate in their own tongue, the alignment language of Lawful Good creatures, and also through telepathy.

Treasure: 2d4x1,000 gp (45%), 1d8x100pp (60%), 4d8 gems (50%), 2d6 jewellery (40%), 2d4 potions (40%), 1 misc magic (20%).

Leech, Giant

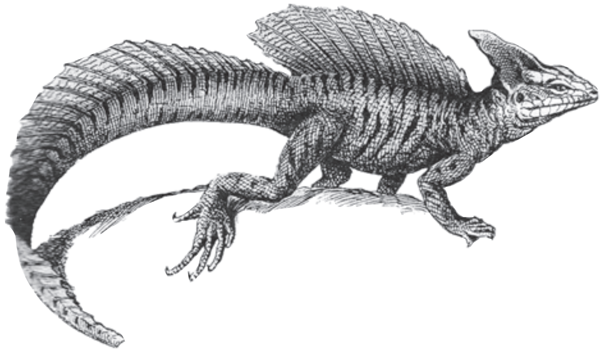
Frequency:	Uncommon
No. Encountered:	4d4
Size:	Small
Move:	30 ft
Armour Class:	9
Hit Dice:	1-4 HD
Attacks:	1
Damage:	1d4 (1 HD), 1d6 (2-3 HD) or 1d8 (4 HD)
Special Attacks:	See below
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	Nil (no lair)
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	2/50 + 3/hp

Giant leeches inhabit warmer, fresh water. If a giant leech successfully hits a character, it drains hp equal to its Hit Dice each round automatically thereafter (so a 4 HD leech drains 4hp per round). A character bitten by a giant leech must save vs poison or suffer a disease that will be fatal in 1d6 weeks.

Treasure: None.

Lizard, Giant

	Fire	**Giant**	**Monitor**	**Cave**
Frequency:	Very rare	Uncommon	Rare	Uncommon
No. Encountered:	1d4	2d6	1d6	1d6
Size:	Large (30 ft long)	Large (20 ft long)	Large (40 ft long)	Large (20 ft long)
Move:	90 ft	150 ft	6o ft	120 ft
Armour Class:	3	5	5	5
Hit Dice:	10	3 + 1	8	6
Attacks:	3	1	3	1
Damage:	1d8/1d8/2d8	1d8+1	2d6/2d6/3d6	2d6
Special Attacks:	See below			
Special Defences:	See below	Nil	Nil	Nil
Magic Resistance:	Standard			
Lair Probability:	40%	Nil	Nil	Nil
Intelligence:	Animal	Non-	Non-	Non-
Alignment:	Neutral			
Level/XP:	7/1,500+14/hp	3/120+4/hp	6/925+10/hp	7/375+6/hp



Fire Lizards are also known as *false dragons* and are thought to be an evolutionary dead-end on the dragon family tree. These giant lizards have a tough scaled hide very similar to a dragon but lacking the long life, wings, and horns of their fire-breathing cousins. Colouration tends to be a rather neutral grey with patches of a dark brownish red on the dorsal surface, and a lighter red on the ventral surface. Fire lizards darken in colour as they age. Curiously, red dragons avoid confrontation with fire lizards and will not even lair in the same area fire lizards frequent.

False dragons are normally slow-moving creatures and spend 50% their time sleeping in their subterranean lairs. When they emerge every two weeks or so to feed, however, they are aggressive foes.

In combat a fire lizard will attack with two raking attacks from its front legs followed by a bite attack. It also has a breath weapon it can use at will, a cone shaped gout of flame 10 ft wide at the terminus with a range of 150 ft, causing 2d6 points of damage. A saving throw vs breath weapons is allowed for half damage.

Fire lizards have an affinity for shiny objects and their lairs tend be littered with coins and gems. A lair also has a 15% chance of containing 1d6 eggs, but the fire lizard is largely indifferent as to their fate. The first hatchling will generally eat the others as they emerge. A fire lizard egg can fetch as much as 5,000gp from an interested party.

Treasure: None carried. In lair: 1d8x1,000 cp (45%), 1d6x1,000 sp (30%), 1d6x1,000 ep (25%), 1d4x1,000 gp (33%), 1d4x100 pp (10%), 2d4 gems (30%), 1d6 jewellery (20%), Magic Sword/Armour/Weapon (12%), 2d4 potions (50%), 1d6 scrolls (40%).

Giant Lizards dwell in marshy or swampy areas. On a hit of 20 a giant lizard has grabbed its opponent firmly in its powerful jaws and will cause double damage that round. Giant lizards are otherwise unremarkable beasts.

Treasure: None.

Monitor Lizards (also known as *Komodo lizards*, though none can remember why) are aggressive carnivores found in warm regions. Their colouration tends toward dark grey and black and they have longer snouts and longer, sharper teeth than other types of giant lizards. Monitor lizards move slowly but can lunge rather suddenly, surprising their prey on a 1d4. On a hit of 20, in addition to the damage the attack causes, the monitor has seized its opponent in its toothy maw and the unfortunate victim is subjected to an automatic attack the following round.

Treasure: In lair: 4d6 cp (90%), 3d6 sp (80%), 3d6 ep (70%), 2d6 gp (60%), 1d6 pp (50%), 2d6 gems (40%), 1d2 magic items (10%).

Cave Lizards dwell in underground settings such as caverns and dungeons. A cave lizard's colouration allows it to blend with its surroundings and the cave lizard is capable of running on the walls or even on the ceiling at its full movement rate. On a natural hit of 20 its jaws have clamped onto its prey, causing double damage on that attack. In combat a cave lizard will attempt to drag a clamped victim to its lair and devour it.

Treasure: In lair: 1d4x1,000 cp (30%), 2d4x1,000 sp (40%), 1d3x1,000 ep (25%), 1d4 gems (50%).

Locathah

Frequency:	Rare
No. Encountered:	20d10
Size:	Man-sized
Move:	120 ft
Armour Class:	6
Hit Dice:	2
Attacks:	1
Damage:	By weapon
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Very
Alignment:	Neutral
Level/XP:	2/30 + 1/hp

Locathah are aquatic nomads who make their home in the warm, shallow, salt waters of seas and oceans. They roam the area around their lair, hunting and gathering food. They are rather distrustful of strangers, even strangers of their own species.

Locathah troops are organised into companies of 40 warriors, led by a war-chief with 22 hit points who fights as a 5th level fighter. The war-chief is assisted by 4 sub-chiefs with 15 hp who fight as 3rd level fighters. Any group of 4 or more companies (120 warriors) will be led by a full chief with 30 hp who fights as a 6th level fighter. The chief will be protected by his honour guard of 12 warriors who fight as sub-chiefs. There is a 5% chance a sub-chief or war-chief will be carrying a magic weapon of the appropriate type and a 10% a full chief will have one.

Locathah troops ride giant eels (q.v.) into battle and these mounts will also fight. Locathah troops typically have a roughly equal chance to be armed with: lance, trident, spear gun and dagger, or, net and dagger. Spear guns are treated as light crossbows with a 20 ft range underwater and as a normal light crossbow if used on the surface.

These nomads lair in undersea rocks very much like human fortifications, and will often alter the rock face to a distinctive fortress-like appearance. The locathah will hollow the rock into rooms, chambers, and passages as needed and doors are typically quite sturdy and well guarded either by moray eels or trapped air bubbles containing Portuguese man-o-wars.

Description: Locathah are man-sized humanoids covered in scales. They have large, fish-like black eyes and large fan-shaped finned ears. Locathah colouration is greenish-yellow, lightening to a pale yellow on their ventral surfaces and darkening toward the crest, which runs from the top of their head to the base of the stubby tails. Locathah can leave the water for short periods (2d10 minutes) of time but are loath to do so.

Treasure: None carried. In lair: 1d4x1,000 cp (30%), 1d6x1,000 sp (20%), 1d8x1,000 ep (30%), 1d10x1,000 gp (40%), 1d6x100 pp (25%), 3d12 gems (65%), 4d10 jewellery (50%), 3 random magic sword/armour/misc. Item (33%).

Lurker Above

Frequency:	Rare
No. Encountered:	1
Size:	Large
Move:	10 ft, flying 90 ft
Armour Class:	6
Hit Dice:	10
Attacks:	1
Damage:	1d6
Special Attacks:	See below
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	95%
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	7/1,500+4/hp

Lurkers are dangerous creatures that wait in high places for prey to pass beneath them; in shape they are said to resemble manta rays, but have such colouration and form that they can become almost indistinguishable from the stone of the caverns in which they dwell.

It is very difficult to spot Lurkers ahead of time. Perhaps as few as one in ten are observed, even after considerable effort is made to discover them. As long as they remain undiscovered, they have a +4 bonus to their chance of surprise, attacking by dropping onto a creature. Lurkers that successfully engulf their victim automatically cause 1d6 points of damage from constriction every round and will cause suffocation within 2-5 minutes. Those engulfed may only use short weapons against their attacker and are not in a position to draw additional arms. Lurkers continue to attack until slain and are very difficult to escape.

Treasure: 1d10x1,000 cp (25%), 1d8x1,000 sp (25%), 1d6x1,000 gp (25%), 1d6 gems (25%), 1d3 jewellery (25%) and any two Magic Items (10%).

Manticore

Frequency:	Uncommon
No. Encountered:	1d4
Size:	Large
Move:	120 ft, flying 180 ft (AA: level II)
Armour Class:	4
Hit Dice:	6+3
Attacks:	3
Damage:	1d3/1d3/1d8
Special Attacks:	Tail spikes
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Low
Alignment:	Lawful evil
Level/XP:	6/525 + 8/hp

Dark, dank caves or desolate underground caverns are the favoured lair of the manticore. These fearsome beasts are maneaters. Their favourite tactic is to launch 6 iron spikes from their tail that act like crossbow bolts. They can do this up to 4 times before they run out. Once they have their prey in a weakened condition they use their claws to finish the job.

A manticore has a lion's body with a human head and bat-like wings. Its tail is thick and club-like at the end, and bristles with iron spikes.

Treasure: 1d10x1,000 cp (5%), 1d12x1,000 sp (25%), 1d6x1,000 ep (25%), 1d8x1,000 gp (25%), 1d12 gems, 1d8 jewellery, 3 misc. magic and 1 scroll (25%)

Medusa

Frequency:	Rare
No. Encountered:	1d3
Size:	Medium
Move:	90 ft
Armour Class:	5
Hit Dice:	6+1
Attacks:	1
Damage:	1d6
Special Attacks:	Poison, petrifaction
Special Defences:	None
Magic Resistance:	Normal
Lair Probability:	50%
Intelligence:	Very to High
Alignment:	Neutral evil
Level/XP:	5/750+6/hp

Medusæ resemble the similarly-named monster from Greek myth. They can bite with their snaky hair, inflicting the damage noted, in which case their target must save vs poison or die, but their more feared attack mode is their gaze, which petrifies any creature that looks into their eyes. The creature may attempt a save vs petrifaction to avoid this. One of the most effective weapons against a medusa is a mirror, for a medusa that sees her own reflection may be petrified herself if she fails her save.

A character attempting to fight a medusa without looking at her must accept a penalty of -4 on his or her "to hit" rolls.

Note that a medusa's gaze extends into nearby planes of existence, such as the æthereal or astral planes, and has full effect there.

Treasure: 1d6x1,000 sp (30%), 1d2x1,000 ep (25%), 2d6x1,000 gp (70%), 10d4 gems (50%), 1 misc magic + 1 potion (60%)

Mephit

	Fire	**Lava**	**Smoke**	**Steam**
Frequency:	Very rare			
No. Encountered:	1.			
Size:	Man-sized (5 ft tall)			

Move:	120 ft, flying 240 ft (AA: level IV)			
Armour Class:	5	6	4	7
Hit Dice:	3+1	3	3	3+3
Attacks:	2	2	2	2
Damage:	1d3/1d3	See below	1d2/1d2	1d4/1d4
Special Attacks:	Breath weapon			
Special Defences:	See below			
Magic Resistance:	Standard			
Lair Probability:	Nil			
Intelligence:	Average			
Alignment:	Any evil			
Level/XP:	3/155 + 4/hp	3/110 + 3/hp	3/100 + 3/hp	3/170 + 4/hp

Mephits are the varlets, lackeys, messengers, errand runners, and fetchers of the Lower Planes. They can be found in any of the evilly-aligned lower planes and will be serving the various demons, devils, evil elemental gods, or any extra-planar creature of dark purpose and evil intent. Their exact origins and home plane are not known; even the mephits themselves do not know for certain. This entry lists the known types of mephits, but dark rumours persist of other types more dangerous than these.

Mephits share various common characteristics. They are all about 5 ft tall, bat-winged, with sharp fangs. Mephits speak their own language shared by all the different types of mephits, their alignment tongue, and usually speak the common tongue of whatever lower plane they happen to call home. Mephits are mischievous and have a malignant sense of humour, finding joy in the pain of others. Mephits love to dress in outlandish clothing, choosing colours and designs that clash and draw attention. They are often found smoking an infernal cigar that gives off an offensive odour. Mephits love to strut about as they smoke, shrieking in shrill voices in their harsh tongue.

Fire Mephit: These creatures are a dull red colour with spots of black on the dorsal surfaces and a slightly lighter red on the ventral surface. Fire mephits are wreathed with tiny wisps of flame and touching one bare-handed will cause 1 point of damage. In combat mephits attack with two claws and a breath weapon. Though damage for claw attacks is listed as 1d3 points apiece, an additional 1 point of heat damage is also inflicted upon non fire-resistant opponents for a total of 2-4 points of damage per claw.

The fire mephit's breath weapon has two modes: a jet of flame 15 ft long and 1 in wide, or a blanket of flame 5 ft square. The jet is directed against a single target and always hits, causing 1d8+1 hp; a saving throw vs breath weapons is allowed for half damage. The blanket of flame causes 4 points of damage to each victim in the area of effect, no saving throw allowed.

Fire mephits also have spell-like abilities and are able to cast magic missile (two missiles) and heat metal once each per day. The fire mephit may also *gate* in a mephit ally, type determined randomly, once per hour with a 33% chance of success.

Lava Mephit: These mephits are red in colour and sweat droplets of molten lava. As a result, the lava mephit is so hot it can be sensed up to 30 ft away. Touching one without protection results in 1d8 points of damage.

In combat lava mephits claw for 1 point of damage, plus the 1d8 points of heat damage to any opponent not protected against fire or heat damage. Every 3 rounds lava mephits can spit a blob of molten lava as a breath weapon, up to 8 times before recharging (see below). The projectile has a 10 ft range, always hits the mephit's target, and inflicts 1d6 hp with no saving throw.

When in contact with molten lava the lava mephit can regenerate 2 hp per round, but if killed it cannot regenerate back to life as a troll does. Contact with lava also allows the mephit to recharge its breath weapon.

The touch of a lava mephit dissolves metal rather quickly, destroying plate mail armour in 3 melee rounds. Wood is dissolves a little more slowly, about an inch per hour of contact. The lava mephit can *shape change* into a pool of lava but doing so will not recharge the mephit's breath weapon or allow it to regenerate. Lava mephits can gate in 1d2 mephits once per hour with a 25% chance of success. There is an equal chance of gating in any type of mephit but if two are gated they will be the same type.

Smoke Mephit: This type of mephit is black in colour and constantly emits smoke from its body. When encountered on the Prime Material Plane this mephit will rarely stray from dark or smoky areas except in great need.

In combat, these mephits strike with two claws for 1d2 points of damage and may employ their breath weapon every other round. The smoke mephit's breath weapon is a ball of oily smoke that automatically strikes its target, with a range of 20 ft and dealing 1d4 hp, no save allowed. In addition to the hit point damage, the victim is blinded for 1d2 rounds. There is no limit to the number of times a smoke mephit may use its breath weapon.

Smoke mephits also have the spell-like abilities once each per day of *invisibility* and *dancing lights*. Smoke mephits can also *gate* in 1d2 mephits once per hour with a 25% chance of success. There is an equal chance of gating in any type of mephit but if two are gated they will be the same type.

If slain, the smoke mephit emits a burst of flash-fire which inflicts 1 point of damage to everyone with 10 ft, no saving throw allowed.

Steam Mephit: These mephits are grey and constantly sweat hot water in profuse amounts, leaving puddles of hot water behind them as they travel. Touching a steam mephit will cause 1 point of damage to unprotected skin and has a 50% chance of stunning the victim for 1 melee round.

In battle, a steam mephit will attack with two claws for 1d4 points of damage each. The steam mephit has a breath weapon of scalding water that will automatically hit any target within 20 ft for 1d3 points of damage and having a 50% chance of stunning the target, no saving throw allowed. The mephit can use this breath weapon every other round an unlimited number of times.

The steam mephit also has several spell-like abilities. Once per day it can rain boiling water in 40 x 40 ft square area of effect for 2d6 hp to each target in the affected area, no saving throw. Once per hour the steam mephit can *contaminate water* (as the reverse of the *purify water* spell). Once per hour the steam mephit can attempt to *gate*, with a 30% chance of success, 1d2 mephits. There is an equal chance of gating in any of the four types of mephits but if 2 appear they will both be the same type.

Treasure: 3d12pp per individual (for all mephits).

Merman

Frequency:	Uncommon
No. Encountered:	20d10
Size:	Man-sized
Move:	10 ft, swimming 180 ft
Armour Class:	7
Hit Dice:	1+1
Attacks:	1
Damage:	By weapon
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	25%
Intelligence:	Average
Alignment:	Neutral
Level/XP:	2/30 + 1/hp

Mermen, or more properly "merfolk" according to the sages, are the inhabitants of oceans and seas in the warmer areas of the world being particularly fond of tropical seas. Mermen are much like rural humans, farming and harvesting vegetation on the ocean floor and hunting in the area around their settlements; they hunt for fish and other sea-going creatures. Merfolk have been known to herd certain fish, keeping them corralled in large, spherical netted seaweed pens in much the same way their human counterparts will herd cattle.

Merfolk tend to congregate in small communities, establishing their dwellings in reefs or underwater cliffs and tunnelling many rooms and passages into these natural structures. Rarely, mermen will construct dwellings of natural materials such as seashells, coral, rocks, and materials scavenged from sunken sailing vessels. The community will consist of roughly equal numbers of mermen, mermaids (as the female of the species is called), and younglings. These communities, no matter the location, will correspond to a human agricultural type community in many respects: there will be workshops, residences, pens for the food fish, and storage areas for the harvested sea vegetation. Merfolk communities are guarded by 3d6 giant gar (q. v.), bred and trained by the mermen for this purpose. Merfolk rarely venture from the ocean but can sometimes be spotted sunning themselves on coastal rocks in isolated areas.

In battle, half the merman troops encountered will be armed with dagger and trident. The remainder of the forces will be evenly split between crossbow and dagger; or net, javelin, and dagger. Mermen crossbows are identical in function to the sahuagin crossbow (see monster listing: sahuagin). If the mermen encountered are seeking to capture a surface ship (see below) 25% of the trident-armed troops will also be equipped with grapples that have 50 ft of line attached.

Though mermen tend to avoid humans under most circumstances, they have been known to attack and sink surface vessels to plunder them. Grappling hook-equipped mermen will surface and hurl their grapples up to 30 ft as the other mermen attack exposed crewman on the ship with crossbows and thrown javelins. The merfolk are quite proficient with grapples and will successfully score a hit on a roll of 1-9 on a 1d10. If a grapple hits it will be grabbed and held by 10 mermen, causing the ship to lose 30 ft per round of top speed for each successful grapple attack. If the crew of the ship manages to cut a grapple line it will take the 10 mermen holding the line a round to regroup and return to the fight. Any merman grappling the ship or laying down cover fire is exposed to ranged attack from the ship. Further, fire based attacks will cause double damage but only for a single round. If the grappled ship is successfully rendered motionless it will be pulled underwater in 4d4 rounds. Any crewmen abandoning ship at this time will be ignored as the ship and mermen sink beneath the waves. Mermen do not take surface dwellers prisoner, but will not normally harm any crewmen in the water—unless the crew of the ship foolishly try to continue the battle.

Description: Merfolk appear as completely normal humans from the waist up and as man-sized fish or dolphins from the waist down. They disdain clothing, though mermaids will often adorn themselves with plundered jewellery and mermen will use any enchanted weapons and protective magic rings or bracers they may gain in their raids. Mermen speak their own language, 50% speak locathah, and if the merfolk dwell near any other intelligent aquatic creatures at least 10% of the community will be able to speak that tongue as well.

Treasure: 1d12x1,000 cp (20%), 1d6x1,000 sp (30%), 1d4x1,000 ep (10%), 2d4x1,000 gp (40%), 1d6x1,000 pp (50%), 5d8 gems (55%), 1d12 jewellery (45%), 2 magic items (10%)

Minotaur

Frequency:	Rare
No. Encountered:	1d8
Size:	Large
Move:	120 ft
Armour Class:	6
Hit Dice:	6+3
Attacks:	2 or 1
Damage:	2d4/1d4, or by weapon
Special Attacks:	None
Special Defences:	Surprised only on a 1
Magic Resistance:	Standard
Lair Probability:	20%
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	5/225 + 6/hp

Minotaurs usually like to inhabit vast mazes whether they be underground or outdoors. They are excellent trackers (50% chance to track) and will always give chase if they can see their prey. These beasts are man-eaters and will attack savagely anything they think they can kill and eat. They are stupid and can be tricked.

They will attack with their horns for 2d4 damage if their opponent is medium sized. If their opponent is smaller they will bite for 1d4 damage. Many times minotaurs will carry a very large axe to use as a weapon instead.

Minotaurs can speak their own language and sometimes (25%) can speak common.

Treasure: 1d12x1,000 cp (20%), 1d6x1,000 sp (30%), 1d4x1,000 ep (10%), 1d6 gems (25%), 1d3 jewellery (20%), any 2 magic items (10%)

Mongrelman

Frequency:	Rare
No. Encountered:	10d10
Size:	Man-sized
Move:	90 ft
Armour Class:	5
Hit Dice:	1 to 4 hit dice
Attacks:	1
Damage:	1d4 (1HD), 1d6 (2HD), 1d8 (3HD) or 1d10 (4HD)
Special Attacks:	None
Special Defences:	Camouflage
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Low to average
Alignment:	Lawful neutral
Level/XP:	1 HD 1/20+1/hp 2 HD 2/30+2/hp 3 HD 3/50+3/hp 4 HD 3/100+4/hp

Mongrelmen are outcasts, unwelcome in normal society. They seem to be a blend of many different races and have a motley appearance, as if patched together from bits of orc, human, bugbear, elf, and other demi-human and humanoid creatures. They are often abused or enslaved. To avoid this they shun human society and form communities of their own kind, living together in deserted or abandoned towns, villages, and ruins. They speak a strange mixture of human tongues and animal noises, though they can usually (90%) make themselves understood in Common.

Mongrelmen are skilled scroungers and pilferers, having the abilities of a thief of level 1d6+5 (except they cannot backstab). In combat, they use a motley assortment of melee weapons, with 1 in 20 having missile weapons (such as darts or blowguns). These missiles will be coated with poison if available.

For every mongrelman with 4 hit dice, there will be two mongrelmen with 3 hit dice, three with 2 hit dice, and between thirty and fifty with 1 hit dice. Larger lairs will contain a chief of 5 hit dice.

Treasure: (in lair) 2d6x1,000 cp (20%), 1d6x1,000 sp (35%), 1d4x1,000 ep (10%), 1d4 gems (25%), 1d3 jewellery (20%), any two magic items plus two potions (10%).

Mould

	Brown	Yellow
Frequency:	Very rare	
No. Encountered:	1 patch	
Size:	Small to large	
Move:	Nil	
Armour Class:	10.	
Hit Dice:	N/A	
Attacks:	Nil	
Damage:	Nil	
Special Attacks:	Freezing	
Special Defences:	See below	
Magic Resistance:	See below	
Lair Probability:	Nil	
Intelligence:	Non-	
Alignment:	Neutral	
Level/XP:	None	

Brown mould can be found in places where it escapes the effects of ultraviolet light. It feeds on most other sources of energy, and absorbs the body heat of any creature that comes within 5 ft. Its heat absorption deals damage to all creatures within range at a rate of 1-8hp for every 10 degrees of body heat over 55 degrees every combat round.

Brown mould grows in the presence of heat, so that the presence of high temperatures can cause the mould to increase its size by a factor of 2d8 times in the course of a melee round.

Magical light which generates no heat will not stimulate brown mould growth. Only magical cold will damage it. An *ice storm* or *wall of ice* will make the brown mould go dormant for 5d6 turns.

Yellow mould: When touched, yellow mould releases spores in a 10 ft cubed choking cloud. Any creature within this area will die unless it successfully saves vs poison; a character who fails his or her save will require a *cure disease* and *resurrection* to be made whole again. If a surface covered in yellow mould is handled roughly, there is a 50% chance spores will be released in such a cloud.

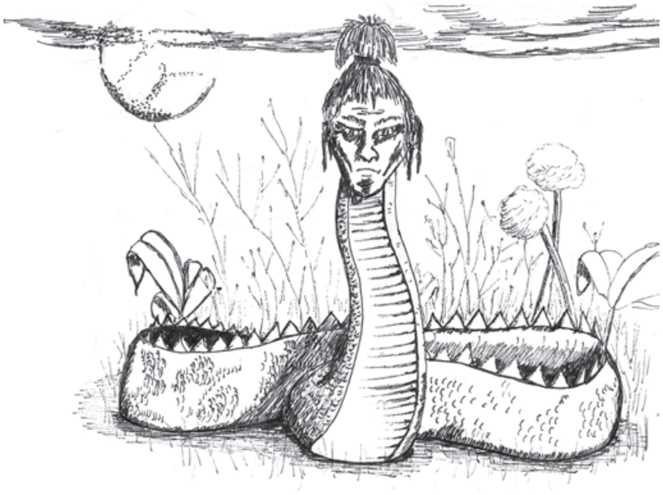
Yellow mould is susceptible only to fire and fire attacks. A *continual light* spell will force the mould to go dormant for 2d6 turns until it covers the light source.

Naga

A naga is an intelligent, snake-like creature with spell-casting abilities. Most naga are found in warm areas, though their actual environment depends on the type.

	Guardian	Spirit	Water
Frequency:	Very rare	Rare	Uncommon
No. Encountered:	1d2	1d3	1d4
Size:	Large (20 ft long)	Large (15 ft long)	Medium (10 ft long)
Move:	150 ft	120 ft	90 ft, swimming 180 ft
Armour Class:	3	4	5
Hit Dice:	11 to 12	9 to 10	7 to 8
Attacks:	2	1	1
Damage:	1d6/2d8	1d3	1d4
Special Attacks:	See below	See below	See below
Special Defences:	None	None	None
Magic Resistance:	Standard	Standard	Standard
Lair Probability:	75%	60%	45%
Intelligence:	Exceptional	High	Very
Alignment:	Lawful good	Chaotic evil	Neutral
Level/XP:	8/3,500+ 16/hp	7/2,750+ 14/hp	6/1,350+ 10/hp

A **guardian naga** appears as a long, snake-like creature with a human head, golden eyes, and green-gold scales. The scales along its spine are triangular and silvery.



Guardian naga are mostly found in holy places. They serve as sentinels over some ancient evil or treasure belonging to the cause of good. The bite of the guardian naga is poisonous and inflicts 1d6 hp while its constriction deals 2d8 hp. It can spit its poison up to 30 ft at any single target, and the target must save vs poison or die

A guardian naga can use divine spells as a 6th level cleric:

1st level: 3
2nd level: 3
3rd level: 2

Treasure: 5d6x1cp (25%), 1d%x1,000 sp (15%), 10d4x1,000 ep (40%), 10d6x1,000 gp (55%), 5d10x100 pp (25%), 1d% gems (50%), 10d4 jewellery (50%), any 4 magic item + 1 potion + 1 scroll (15%)

The evil and corrupt **spirit naga** dwells in deep ruins and other subterranean places. Its scales are black with blood red bands, and its human-like head is large and misshapen.

The spirit naga's bite is poisonous (1d3) and it can permanently *charm* any humanoid that meets its gaze unless the target successfully makes a saving throw vs paralysation.

A spirit naga can use divine and arcane spells to 4th and 5th levels respectively:

Divine		Arcane	
1st level:	3	1st level:	4
2nd level:	2	2nd level:	2
		3rd level:	1

Treasure: 1d8x1,000 cp (50%), 1d6x1,000 sp (25%), 1d4x1,000 ep (25%), 1d4x1,000 gp (25%), 1d8 gems (30%), 1d4 jewellery (20%), sword, armour, or misc. weapon + 1d4 scrolls + 1 misc. magic + 1 potion (55%)

The **water naga's** scales range from deep green to turquoise and its eye colour varies from light green to brilliant amber. It dwells deep below the surface of fresh water lakes ponds and rivers. The water naga is typically quite curious and harmless unless provoked. In combat, its poisonous bite deals 1d4 damage, and it can cast arcane spells as a 5th level magic user:

1st level: 4
2nd level: 2
3rd level: 1

Treasure: 1d8x1,000 cp (10%), 1d12x1,000 sp (15%), 1d8x1,000 ep (15%), 1d6x1,000 gp (50%), 1d10 gems (30%), 1d6 jewellery (25%), any 2 magic item + 1 potion (15%)

Necrophidius

Frequency: Very rare
No. Encountered: 1
Size: Large (15 ft long)
Move: 90 ft
Armour Class: 2
Hit Dice: 2
Attacks: 1
Damage: 1d8
Special Attacks: Paralysation (and see below)
Special Defences: Immune to poison (and see below)
Magic Resistance: See below
Lair Probability: Nil
Intelligence: Average
Alignment: Neutral
Level/XP: 3/125 + 2/hp

Known to common folk as the "death worm", the necrophidius is a skeletal giant snake with a fanged skull of an adult human male for a head. Death worms move completely silently, and are immune to *sleep*, *charm*, mind-affecting spells; they never check morale and they are immune to poison. In spite of these and other similarities to the undead, the necrophidius is not an undead creature and cannot be turned by a cleric.

A necrophidius will surprise its prey 50% of the time. If it is not surprised it will begin its *Dance of Death*. This attack is a swaying, hypnotic dance that will dominate its victim's attention if he or she fails a saving throw vs petrifaction. An individual so dominated will stand completely motionless and unresisting as the necrophidius advances upon him or her.

In combat the necrophidius attacks with a bite for 1d8 hp. This bite inflicts a magical paralysis upon its victim for 1d4 turns unless the target makes his or her saving throw.

A necrophidius is a construct and there are several ways to go about creating one. First, the basic materials must be assembled: the skull of a cold-blooded murderer who has been killed within 72 hours of the ritual and the complete skeleton of a giant snake. The process will also require 10 days plus the services and laboratory of an alchemist, who will charge his or her full monthly fee plus 500 gp per hp of the completed necrophidius. At the end of 10 days, the potential owner has 24 hours to complete the ritual by one of the methods detailed hereafter;

First, a magical book can be used. These work the same way as a *manual of the golems* (q.v.) can be used to create a golem. Second, a high level magic user can cast the following spells in this order upon the pre-necrophidius alchemical mixture: *limited wish*, *geas*, and *charm person*. Upon completion of the *charm person* spell the death worm magically assembles from the various parts, absorbing the fluids of the mixture. Last, a cleric can cast the following divine spells upon the pre-necrophidius alchemical mixture in this precise order: *quest, neutralise poison, prayer, silence 15 ft radius,* and *snake charm*. As with the magic user, when the last spell is completed the necrophidius magically assembles from the various parts, absorbing the fluids of the mixture.

Because of the artificial nature of the necrophidius, they are never encountered in a lair or as a wandering monster. Instead, they are created for a specific purpose, usually as an assassin or guard. They are perfect for this role because they never sleep, they never check morale, and they never give up.

Treasure: None, unless set to guard a specific treasure by its master.

Nereid

Frequency:	Very rare
No. Encountered:	1d4
Size:	Man-sized
Move:	120 ft
Armour Class:	10
Hit Dice:	4
Attacks:	None
Damage:	Nil
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	50%
Lair Probability:	100%
Intelligence:	Very
Alignment:	Chaotic neutral
Level/XP:	4/150 + 4/hp

Nereids are transparent and invisible in water. On land they appear as young, slim and beautiful human women. They are playful and capricious, but few (10%) are actually evil. An equally small number are good. In extremis they can attack with their spittle (range 20 ft) that blinds its target for 1d12 rounds, but they can also control the water of their homes, speeding or slowing swimming movement through it (up to double normal speed, or down to 25% of it), causing crashing waves that deafen, prevent conversation and interrupt spellcasting, or forming miniature waterspouts that attack as 4 HD monsters (inflicting 1d4hp damage—no more than one such waterspout per nereid per round).

Males of any human, demi-human or humanoid species cannot harm a nereid at all. They will be infatuated with the nereid (no save) and seek to woo her. A man can try to catch the nereid—but she will turn to water and flow away from his embrace 50% of the time. If caught and held, she will kiss him, in which case he must save vs poison or drown.

A nereid will always have a diaphanous shawl that contains her soul. Anyone holding the shawl can control her; she will obey their commands out of fear, even if they are male. A nereid will do almost anything short of physical violence to regain her shawl.

Treasure: One miscellaneous magic item and one potion (65%).

Night Hag

Frequency:	Very rare
No. Encountered:	1d2
Size:	Man-sized
Move:	90 ft
Armour Class:	10
Hit Dice:	8
Attacks:	1
Damage:	2d6
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	65%
Lair Probability:	Nil
Intelligence:	Exceptional
Alignment:	Neutral evil
Level/XP:	7/1,850 + 10/hp

Night hags resemble hideous women with clawed hands and feet. Their skin is dark blue-violet, their talons and lanky hair jet, their eyes red with a baneful glow.

Night hags are numerous in their own region of Hades, but seldom found elsewhere. If success seems likely, they will attack any good aligned creature. They come to the material plane to slay very selfishly evil people, whose souls in Hades form Soul Worms (q.v.: a valuable demonic and diabolical commodity).

Finding such a victim, a night hag casts a sleep spell that affects humans even up to 12th level who fail a saving throw vs magic, then strangles the sleeper. If the spell fails, she returns nightly while æthereal, which state she can assume at will. By entering the victim's dreams, the hag makes him (or her) æthereal as well. Each ride until dawn by the hag (who cannot be unseated from the unfortunate's back) permanently drains a point of constitution. When all points are drained, the victim dies and the night hag carries the soul to Hades.

A night hag can cast a *magic missile* spell for 2d8 damage or a *ray of enfeeblement* thrice per day each. She has the power of knowing a creature's alignment, and can *polymorph* herself at will.

Night hags are invulnerable to *charm, fear, sleep,* and cold- or fire- based spells. To harm them, a weapon must be of iron or silver or enchanted to +3 or better.

In extremis, a night hag can try (succeeding half the time) to *gate* in an ally, with equal chances of a barbed devil or class A demon appearing. She must then reward the devil or demon with a Soul Worm, a price the night hags will be loath to pay.

While she has a special periapt she has forged in Hades, a night hag can astrally project her body at will. Upon losing the periapt, she can still depart the plane she is in at the time. This periapt gives the possessor +2 on all saving throws, and cures diseases the possessor contracts. With each use by a good creature, the periapt decays; after ten uses, it vanishes.

Treasure: Periapt (listed above).

Nightmare

Frequency: Very Rare
No. Encountered: 1
Size: Large
Move: 150 ft, flying 360 ft (AA: level IV)
Armour Class: -4
Hit Dice: 6+6
Attacks: 3
Damage: 1d6+4/1d6+4/2d4
Special Attacks: Burning hooves
Special Defences: Noxious smoke
Magic Resistance: Standard
Lair Probability: 50%
Intelligence: Very
Alignment: Neutral evil
Level/XP: 6/525 + 8/hp

Nightmares serve as mounts for powerful evil beings. Whilst in shape they resemble large warhorses, they are unmistakably otherworldly, having blood red eyes, fiery nostrils, powerful fangs, a midnight black coat, a mane of shadow and hooves that appear to leap aflame when they run. Though it is known that Nightmares can understand what their riders ask of them, they are not thought to be able to speak themselves; but they seem to be able to communicate with one another well enough.

Although most Nightmares do not possess wings, they can fly through the air considerably faster than they can run along the ground. Their capacity for such swift flight is greatly valued by those they serve, as is their ferocity in combat. Nightmares hate living creatures and, being given to viciousness, will generally attack any non-evil entity they encounter. They use their fangs to bite for 2d4 damage and strike with their hooves 1d6+4 damage, which will also set any flammable objects they strike alight. In their excitement, Nightmares are also known to produce a noxious smoke that causes anyone within ten feet to have to save vs paralysis or suffer a -2 penalty to hit and damage whilst in the vicinity.

Nightmares have a strong sense of purpose and this can make them difficult to control; it takes an iron will or powerful magic for a rider to perpetually retain mastery. It is thought that their services can also be bargained for, but exactly what evil such an agreement might entail is unknown.

If ridden by a creature weighing more than 100 lbs, the nightmare's aerial agility level is reduced to III.

Treasure: None

Nilbog

Frequency: Very rare
No. Encountered: 4d10
Size: Small (4 ft tall)
Move: 60 ft
Armour Class: 6
Hit Dice: 1-1 hp
Attacks: 1
Damage: 1d6 or by weapon type
Special Attacks: Nil
Special Defences: See below
Magic Resistance: Standard
Lair Probability: 35%
Intelligence: Average
Alignment: Lawful evil
Level/XP: 3/55 + 1/hp

This monster looks and acts exactly like a goblin, even speaking the same language. The one difference between a goblin and nilbog, however, is a very important one. Goblins infected with nilbogism are surrounded by a weakness in the eldritch fabric that separates magic and magical energy from reality. Whereas in most cases such weaknesses result in null magic zones, when contained within the nilbog's life essence these tears in reality have a completely different effect.

Results of being in the presence of a nilbog are chaotic and unpredictable, but always totally contrary to what the adventurer would normally desire.

A thief sneaking into a nilbog lair might start singing at the top of her voice, a magic user might discard a travelling spell book or favourite magic wand, or a party might feel compelled to fill an empty treasure chest in the nilbog lair with their most valuable items. Persons encountering a nilbog have no choice to avoid these reversed sensibilities; no saving throw is allowed. A *wish* spell or similarly powerful magic should provide a short-lived and limited area immunity to the effects of nilbogism.

Nilbogism also asserts its effect in combat. Striking a nilbog or casting damaging spells at it actually adds hp to the creature equal to the amount of damage that would have been inflicted normally. The only way to damage a nilbog appears to be curative magic, such as casting a *cure light wounds* spell on it. This harms the creature rather than healing it. (Some adventurers report success with force-feeding the nilbog healing potions.)

Because nilbogs look exactly like goblins, the only way to tell one from the other is to approach it. Of course, since approaching a nilbog subjects one to the effects of nilbogism this is a risky method, at best.

Even more rarely, nilbogism occurs in other creatures, the most ludicrous of which is the *llort*—a troll-like creature that if cured of damage, begins to degenerate at 3hp per round until dead.

Treasure 1d10x1,000 cp (25%), 2d4x1,000 sp (33%), 1d6x1,000 ep (15%), 2d4 gems (30%), 2d4 jewellery (25%), 2 magic scrolls + 1 potion (25%).

Owlbear

Frequency: Rare
No. Encountered: 1d4+1
Size: Large (8 ft tall)
Move: 120 ft
Armour Class: 5
Hit Dice: 5+2
Attacks: 3
Damage: 1d6/1d6/1d4
Special Attacks: Hug
Special Defences: None
Magic Resistance: Standard
Lair Probability: 30%
Intelligence: Low
Alignment: Neutral
Level/XP: 3/225+8/hp

These nightmarish creatures have the body of a large bear with the head of an owl. They are voracious eaters and possessed of a foul temper. They will attack anything that moves on sight and will fight to the death. They are typically found in temperate forests.

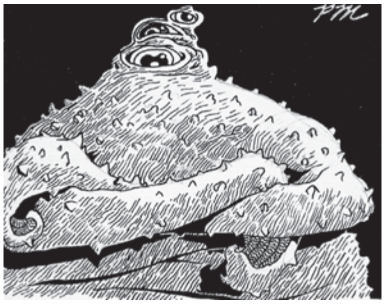
The owlbear attacks first with its claws and beak. If it scores an 18 or better on a hit with either of its paws, the creature is ensnared in the owlbear's hug and proceeds to take an additional 2d8 point of damage that round and every following round until the owlbear is slain.

Description: The pelt of an owlbear ranges in colour from brownish-black to a golden-brown with feathers interspersed with the fur. Males weigh from 1300 to 1500 lbs and tend to have the darker colouration. The terrible beaks of these beasts vary from ivory to yellow in colour.

Treasure: 1d12x1,000 cp, 1d6x1,000 sp, 1d6 gems (25%), 1d3 pieces of jewellery (20%).

Otyugh

	Lesser	**Greater**
Frequency:	Uncommon	Rare
No. Encountered:	1d2	1
Size:	Medium	Large
Move:	60 ft	60 ft
Armour Class:	3	0
Hit Dice:	6 to 8	9 to 12
Attacks:	3	3
Damage:	1d8/1d8/1d4+1	1d12/1d12/1d4+1
Special Attacks:	Grab, disease	Grab, disease
Special Defences:	Never surprised	Never surprised
Magic Resistance:	Standard	Standard
Lair Probability:	75%	75%
Intelligence:	Low	Average
Alignment:	Neutral	Neutral
Level/XP:	4/275+6/hp	6/1,000+12/hp
	4/400+8/hp	6/1,500+14/hp
	5/650+10/hp	7+/2,000+16/hp



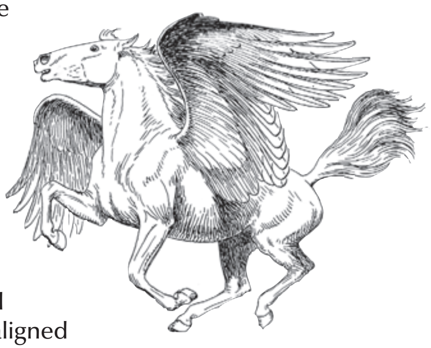
Otyughs are repulsive beasts that feed off the refuse and waste habitually discarded by other creatures. They are generally found in large rubbish pits and cisterns, being not always content with discards, they wait beneath the surface for anyone foolish enough to stray too close. Otyughs have no discernible head, the bulk of their form consisting of a great horn-plated torso supported by three stocky legs that conceal a powerful, sharp-toothed maw. Three long tentacular appendages extend from their bodies, two of which are hard and thorny, being used to attack and grapple prey; the third is actually a sensory organ with three eyes at its end, which are capable of 90 ft infravision. Lesser Otyughs are also capable of limited telepathy at a range of up to 30 ft, and Greater Otyughs up to 60 ft, but such communication is limited to simple thoughts and ideas.

Whilst Otyughs suffer no ill-effects from bright light, they do not like it, preferring to dwell in dark places that help them to strike with complete surprise, though their eyes, usually protruding above the surface, sometimes give them away. They can use their great tentacle like limbs to strike for 1d8 damage, or 1d12 in the case of the Greater Otyugh, but may also attempt to grapple their prey. Grappled opponents suffer 1d3+1 points of constriction damage per round and bite attacks against them are made with +2 to hit. A character with 18 strength can break free after one round of struggling, but other characters must make a successful Open Doors roll to do the same. Greater Otyughs may use grappled characters as shields; in doing so, they gain a +1 bonus to armour class and when attacked may make an attack roll of their own, which if successful results in the grappled character becoming the victim of the attack. Any character unfortunate enough to be bitten by an Otyugh is extremely likely to contract a disease, 1 in 5 cases of which are fatal.

Treasure: Otyughs possess little in the way of treasure; what meagre sums might be found in their lairs are either the remains of previous victims or have been accidentally discarded.

Pegasus

Frequency:	Very rare
No. Encountered:	1d10
Size:	Large
Move:	240 ft, flying 480 ft (AA: level IV)
Armour Class:	6
Hit Dice:	4
Attacks:	3
Damage:	1d8/1d8/1d3
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	15%
Intelligence:	Average
Alignment:	Chaotic good
Level/XP:	3/75 + 3/hp



(Illustration by Pearson Scott Foresman, http://commons.wikimedia.org)

A pegasus is a winged horse who lives in secluded areas far from civilisation. They are intelligent, but very wild and untamed. They do not trust men and must be approached very carefully. If they can be caught and tamed, they become very devoted mounts. They will however only serve a good aligned master. If mounted by a creature weighing more than 100 lbs, the pegasus' aerial agility level decreases to III.

Like a horse, a pegasus will buck with its two front hooves and bite with its mouth. A pegasus stallion is equal in size and strength to a medium warhorse. A pegasus mare is equivalent to a light warhorse.

Treasure: None.

Phantom

Frequency:	Very rare
No. Encountered:	1
Size:	Man-sized
Move:	90 ft
Armour Class:	Nil
Hit Dice:	Nil
Attacks:	Nil
Damage:	Nil
Special Attacks:	Fear
Special Defences:	None
Magic Resistance:	See below
Lair Probability:	Nil
Intelligence:	Nil
Alignment:	Any
Level/XP:	Nil

Neither a monster nor the undead in the truest sense of the word, a phantom is a sort of endless loop three-dimensional visual manifestation "recorded" at the time of a person's death. These images usually depict either the death of the person or whatever was foremost in his or her mind. Phantoms have no intelligence, nor can they harm anyone directly.

Phantoms are surrounded by a field of supernatural energy which normal animals react strongly toward and will not approach. Humans or demi-humans encountering a phantom must save vs spells or immediately panic and flee as though under the influence of a *fear* spell.

Phantoms are often misidentified as other types of immaterial undead creatures such as ghosts or banshees, but phantoms cannot be turned as an undead creature. A cleric casting *exorcise* can dispel a phantom presence.

Treasure: None.

Phoenix

Frequency:	Very rare
No. Encountered:	1
Size:	Man-sized
Move:	60 ft, 400 ft flying (AA:III)
Armour Class:	-3
Hit Dice:	20
Attacks:	1 or 2
Damage:	1d12 or 1d8/1d8
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	50%
Lair Probability:	Nil
Intelligence:	Genius
Alignment:	Neutral good
Level/XP:	9/8,000+30/hp

The phoenix is a creature that sages believe originates from one of the good aligned Outer Planes. Information provided here applies to Prime Material Plane encounters only. Often referred to by the common folk as a firebird or bennu bird, sighting a phoenix is believed to be a good omen and a mark of divine favour. Though the phoenix is a creature of the Outer Planes, it finds great joy in scenes of tranquil beauty and is therefore most often encountered deep in sylvan woods, in the company of fey creatures and woodland animals. Though a phoenix is a formidable foe many of its body parts are prized by alchemists and wizards and as a result, a phoenix in the Prime Material Plane avoids contact with most living creatures besides the fey denizens of the deep woods. Even good aligned characters seeking its help will be viewed with a degree of mistrust, at least initially.

In combat, the phoenix employs one of two attack routines; either two clawing attacks when airborne or one beak attack if not. What makes the phoenix even more imposing in combat, however, are its myriad spell-like abilities and special powers. Through the use of these abilities, it is difficult even to engage the creature in combat if it desires to avoid it.

Due to its other-planar nature, the phoenix can only be hit with +3 or better weapons. The creature can constantly and automatically *detect charm, detect evil,* and *detect magic*; constantly radiates *protection from fear, 10 ft radius*, and has a 50% magic resistance. The phoenix can become astral or æthereal at will, and once per week can transport itself and up to 10 man-sized creatures to its home plane (it can also reach its home dimension through the use of its astral and æthereal ability). A phoenix has finely-honed senses and therefore cannot be surprised. It receives +3 to all initiative rolls. The phoenix has 120 ft range in both infravision and low-light vision. This amazing being can *heal* itself or another creature spontaneously, up to 100 hit points total per day. It can also *cure disease* with but a touch of its beak, limited to one cure disease per creature per day. It can also cast *cure light wounds* at will with a brush of its wingtips, though any human or humanoid can only be healed thus twice during any one day. A phoenix has the innate ability to cause a tremendous heat up to thrice per day; igniting all flammable materials, boiling liquids, and blistering exposed skin. It can also dissipate any energy based attack, ranging from spells to dragon breath, up to thrice per day and taking no damage therefrom. Its powerful voice can *dispel illusion* and *dispel magic* at a level equal to a 40th level magic user, and cast *exorcise* as a 40th level cleric.

In addition to all the above, the phoenix can use the following spell-like abilities at will, once per round at a 20th level of ability, unless otherwise noted: *affect normal fires, audible glamour, blink, blindness, blur, control temperature 50′ radius, continual light, find traps, fire charm, fire shield, improved invisibility, misdirection, produce flame, pyrotechnics, remove curse, remove fear 10′ radius, snake charm*. Once per day, the phoenix can use the following spell-like abilities, again at 20th level: *call woodland beings, duo-dimension, find the path, fire quench (reverse of the druid spell produce fire), fire seeds, fire storm, neutralise poison, reincarnate, veil, wall of fire*. Thrice per day the phoenix can cast *colour spray, heat metal, polymorph self,* and once per week can cast *incendiary cloud*.

The phoenix has two final special abilities it will only use when great need is upon it. First, it can fire up to 8 of its feathers at its opponents per round. These feathers will sap 5 hp apiece from the phoenix and explode as a holly berry *fireseed*. If overcome in battle, the phoenix can release its version of a retributive strike—invoking a hellish firestorm of destruction equal in power to a *firestorm* combined with an *incendiary cloud*, each cast at 40th level of ability. This mega-firestorm can be created even if both spell abilities have already been used that day. This attack will kill the phoenix (and most likely everything else within range) but leaves behind a crystalline egg the size of an adult human head. A new phoenix will arise from the egg in 3d8 days.

Description: The phoenix is a large bird vaguely resembling a stork or heron, with beautiful plumage of bright gold and fiery red that catches the light in a manner reminiscent of dancing flames. Its dagger-sharp claws and long, hard beak are an iridescent violet; the eyes of a phoenix have been described as rubies glowing with an inner fire. The phoenix speaks the language of its kind; the language of any feathered, flying creature; and can communicate with other creatures with either telepathy or telempathy, as appropriate to the level of intelligence of the other creature.

Treasure: None.

Piercer

Frequency: Uncommon
No. Encountered: 3d6
Size: Small to medium
Move: 10 ft
Armour Class: 3
Hit Dice: 1 to 4
Attacks: 1
Damage: 1d6, 2d6, 3d6 or 4d6
Special Attacks: 95% surprise
Special Defences: None
Magic Resistance: Standard
Lair Probability: Nil
Intelligence: Non-
Alignment: Neutral
Level/XP: 1 HD 1/10+1/hp
2 HD 2/30+2/hp
3 HD 3/50+3/hp
4 HD 4/80+4/hp

A piercer looks exactly like a stalactite. It is a living creature encased in a stone covering. Piercers are sensitive to noise and heat and when they detect a source of either passing beneath them they drop, seeking to kill and devour their target.

A piercer has a single attack, seeking to impale the unlucky victim with its sharp point. After killing and feasting the piercer will move via tiny cilia in its base back up to the ceiling. Any grouping of piercers will include a mix of the various HD, roll 1d4 with 1 = 1 HD, 2 = 2 HD, 3 = 3 HD, and 4 = 4 HD. A piercer will do 1d6 of damage for each of its HD.

The 1 HD piercer is 3 ft long and weighs about 200 lbs. With each additional HD the piercer adds another foot of length and another 100 lbs of weight. Piercers devour even the bones of their victims and any intelligent cave or dungeon dwelling denizens living nearby will often (carefully) scavenge any armour, weapons, money, magic, or anything else remaining of even the least value.

Treasure: Nil.

Pseudo-Dragon

Frequency: Very rare
No. Encountered: 1
Size: Small (18 in)
Move: 60 ft, flying 240 ft (AA: level V)
Armour Class: 2
Hit Dice: 2
Attacks: 1
Damage: 1d3
Special Attacks: Poison sting
Special Defences: Chameleon power
Magic Resistance: 35%
Lair Probability: 5%
Intelligence: Average
Alignment: Neutral good
Level/XP: 3/200 + 2/hp

Pseudo-dragons are tiny dragons, dark red in colour, lacking the breath weapon of their large cousins but carrying a deadly sting in their tails. Because of the lack of a breath weapon, they are not generally counted among the true dragons. Pseudo-dragons can be be found in almost every climate save the very hottest and coldest, and prefer snug lairs such as small caves or hollow trees.

In combat the pseudo-dragon will attack with a bite attack for 1d3 points of damage, but its feared weapon is its sting. The pseudo-dragon's small size and great flying speed, coupled with the flexibility of its tail, grant a +4 bonus to stinging attacks. Any creature stung is allowed a save vs poison to negate the effects, otherwise the victim will fall into a death-like trance for 1d6 days. On the last day of the trance there is a 25% chance the victim will actually die.

Pseudo-dragons have a chameleon ability and are able to change their normal dark red colouration to match their surroundings and becoming 80% undetectable to creatures not able to see invisible. Pseudo-dragons can themselves see invisible objects.

These creatures also have an innate magic resistance and are able to grant this resistance to its human or demi-human companions by touch. Pseudo-dragons are also able to communicate everything they see and hear to its companion via a limited form of telepathy at distances of up to 240 ft. These abilities make the pseudo-dragon a highly-prized familiar or pet.

Treasure: 50% chance 1d4 gems (lair: 50% chance of 10d4 gems).

Purple Worm

Frequency: Rare
No. Encountered: 1d2
Size: Large
Move: 90 ft
Armour Class: 6
Hit Dice: 15
Attacks: 1 (+1, see below)
Damage: 2d12/2d4
Special Attacks: See below
Special Defences: Nil
Magic Resistance: Standard
Lair Probability: 30%
Intelligence: Non-
Alignment: Neutral
Level/XP: 9/5,000+20/hp

Purple worms are huge, almost 10 ft around and 40 to 50 ft long. They live deep underground where they are constantly on the search for food. They are attracted to vibrations up to 60 ft away. These creatures always return to their lair to rest. During this time they will pass their waste consisting of metals and gems they could not digest.

A purple worm's main attack is its bite that does 2d12 points of damage. If the purple worm scores a natural 20 then it has engulfed its prey whole. If the victim is not rescued, they will die within 6 rounds. It is also possible for the victim to cut their way out. The inside of a purple worm is armour class 10. For each round that the victim is inside subtract 1 from their damage that they inflict. This penalty is cumulative for each round, so after four rounds the damage inflicted is at -4. As well as its bite a purple worm also has a poisonous stinger on their tail. Any creature stung takes 2d4 damage and must save vs poison or die.

Treasure: 1d8x1,000 cp (50%), 1d6x1,000 sp (25%), 1d4x1,000 ep (25%), 1d4x1,000 gp (25%), 1d20 gems (50%), 1d4 jewellery (20%), sword, armour, or misc. weapon (10%)

Rakshasa

Frequency: Very rare
No. Encountered: 1d4
Size: Man-sized
Move: 150 ft
Armour Class: -4
Hit Dice: 7
Attacks: 3
Damage: 1d3/1d3/1d4 +1
Special Attacks: See below
Special Defences: See below
Magic Resistance: See below
Lair Probability: 25%
Intelligence: Very
Alignment: Lawful evil
Level/XP: 7/1,000 + 8/hp

Rakshasas are evil spirits. Their main diet is human flesh and they use deception to get it. When first encountered a rakshasa will use its *ESP* to detect whomever the victim trusts, then use illusion to assume that form. Once the victim lets his or her guard down the rakshasa will reveal its true self and attack. Rakshasas are able to cast 1st to 3rd level magic user spells as well as 1st level cleric spells. Rakshasas themselves are only affected by 8th level and higher magic. They are immune to normal weapons and magical weapons below +3 only do half damage. They do however have 1 weakness: a crossbow bolt *blessed* by a cleric will kill them instantly.

Treasure: 1d20x1,000 sp (10%), 1d12x1,000 ep (15%), 1d10x1,000 gp (40%), 1d8x100 pp (35%), 3d10 gems (20%), 1d10 jewellery (10%), 3 magic items except weapons + 1 potion + scroll (30%)

Remorhaz

Frequency: Very rare
No. Encountered: 1
Size: Large (21 ft to 42 ft length)
Move: 120 ft
Armour Class: Body 0; head 2; underside 4
Hit Dice: 7 to 14
Attacks: 1
Damage: 6d6
Special Attacks: See below
Special Defences: See below
Magic Resistance: 75%
Lair Probability: 20%
Intelligence: Animal
Alignment: Neutral
Level/XP: HD7: 6/625+8/hp
HD8: 6/950+10/hp
HD9: 7/1,400+12/hp
HD10: 7/1,700+13/hp
HD11: 7/2,100+14/hp
HD12: 8/3,000+16/hp
HD13: 8/3,500+17/hp
HD14: 8/4,200+18/hp

These great polar worms are found only in arctic areas. The remorhaz attacks on sight, and if encountered in its lair there is a 1 in 4 chance it has a mate and 1d3 eggs; the eggs can be sold on some markets for 5,000 gp each.

The HD of the remorhaz determines its length: starting at 21 ft, each hit die above 7 adds 3 ft, so that a 14 HD specimen will be roughly 42 ft long. The remorhaz is ice-blue in colour, with white protrusions along its back and white insect-like eyes.

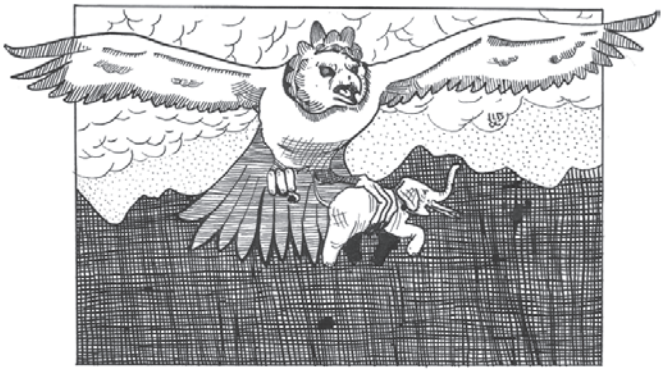
When attacking, the remorhaz rises on the back section of its body and begins beating its bat-like wings. Its attack is blinding, and the larger-sized remorhaz can swallow its prey whole. All remorhaz generate an intense internal heat that instantly destroys any swallowed opponent. An opponent is swallowed and destroyed if the remorhaz' attack score is a 20.

When aroused for combat, the internal heat of the remorhaz seeps up into the protrusions on the back of the creature. Non-magical weapons that strike the back will melt, and any physical touch deals 10d10 hp damage.

Treasure: None

Roc

Frequency: Rare
No. Encountered: 1d2
Size: Large (60 ft + wingspan)
Move: 30 ft, flying 300 ft (AA: level II)
Armour Class: 4
Hit Dice: 18
Attacks: 1 or 2
Damage: 4d6 or 3d6/3d6
Special Attacks: None
Special Defences: None
Magic Resistance: Standard
Lair Probability: 10%
Intelligence: Animal
Alignment: Neutral
Level/XP: 8/3,010 + 25/hp



Rocs are powerful creatures living at high elevations in warm environments, and look somewhat like a huge eagles. They will sometimes be found with giants, who keep them as pets. The immense size of a roc is accompanied by its equally immense appetites, as rocs will frequently consume large mammals including horses and cattle. A roc hunts much like an eagle, swooping down on its meal and capturing it in its immense claws, carrying it back to its nest. A roc will silence struggling prey by impaling it with its powerful beak for 4d6 hit points of damage.

Any treasure found in the gigantic nests of rocs is there purely on accident, since rocs have no concept of wealth. The belongings of past victims will be found woven into the intricate nest.

Treasure: 1d12x1,000 cp (20%), 1d6x1,000 sp (30%), 1d4x1,000 ep (10%), 1d6 gems (25%), 1d33 jewellery (20%), 2 magic items (10%)

Roper

	Normal	**Quartz**
Frequency:	Rare	Rare
No. Encountered:	1d4	1
Size:	Large	Medium (5 ft)
Move:	30 ft	10 ft
Armour Class:	0	0
Hit Dice:	11	6
Attacks:	1	1
Damage:	2d10+2	1d10
Special Attacks:	See below	See below
Special Defences:	See below	See below
Magic Resistance:	80%	Standard
Lair Probability:	93%	93%
Intelligence:	Exceptional	High
Alignment:	Chaotic evil	Chaotic evil
Level/XP:	9/2,700+16/hp	5/525+6/hp

Ropers are cavern-dwelling monsters and are frequently mistaken for stalagmites. These monsters are grey-green in colour, standing around 8 ft-12 ft tall, with a hide that mimics the smooth limestone formations of a natural cavern.

Ropers are about 3 ft-4 ft at the base and approximately 1 ft wide at the apex. These monsters are almost always encountered in their stalagmite shape but can alter their appearance to some degree. A roper can assume the shape of a pillar, a boulder, or flatten themselves and lie flat to appear as no more than an irregularity on the walking surface of the cavern floor. It can also cling to a cavern ceiling (or wall) and appear as a stalactite. Through means of tiny adhesive cilia on its underside, the roper can move slowly and these cilia are what allow it to cling upside down to the ceiling. Ropers are predators and attack by means of the 6 rope-like appendages that give these monsters their name. The ropes secrete a powerful and poisonous adhesive and can lash out some distance from the creature; up to 50 ft. A successful to hit roll will weaken the target, decreasing its strength ability score by 50% (rounded down) within 1d3 rounds and lasting 2d4 turns; with multiple hits having a cumulative strength drain effect. An ensnared victim can break the strand by performing a Minor Test of Strength but for every round the victim is roped he or she will be dragged 10 ft closer to the roper. Creatures within 10 ft of the roper are subject to its vicious bite attack, this attack automatically hits any victim held by the strands of the roper. A strand can be sliced with an edged weapon but the attack must do a minimum of 6 points of damage in a single attack to the AC 0 tentacle to sever it. The strand of a roper can easily pull 800 lbs and can lift about a third of that amount.

A roper is a tough monster. The stony hide grants it AC 0 in combat and it has an innate resistance to magic. Besides its base 80% magic resistance, the roper is completely immune to electricity based damage including lightning, ropers are also resistant to cold based magic and take only half damage from any such attacks. These creatures have few weaknesses but are susceptible to fire, saving vs fire based attacks at -4. Any fire based magic attacks, however, must still overcome the monster's magic resistance.

Ropers do not hoard treasure but their acidic bile cannot dissolve platinum or gemstones. Cutting open the gizzard of a roper has a 40% chance of yielding 3d6 (3-18) platinum pieces and 30% chance of 4d6 (4-24) gems.

Quartz Roper: To adventurers familiar with ropers, a quartz roper appears as a 5 ft tall and 2 ft wide (at the base) statue of a roper hewn from some brownish or smoky grey crystalline mineral. The quartz roper is actually a monster with a rocky hide composed of living quartz. Quartz ropers are very sensitive to motion and are able to sense movement up to 225 ft away.

In combat, quartz ropers fight in a manner similar to ropers (q.v.): its tentacles can hit targets up to 50 ft away, the poisonous adhesive of the tentacles inflicts a 50% strength penalty on its targets, and it drags roped victims toward itself to deliver its nasty bite automatically.

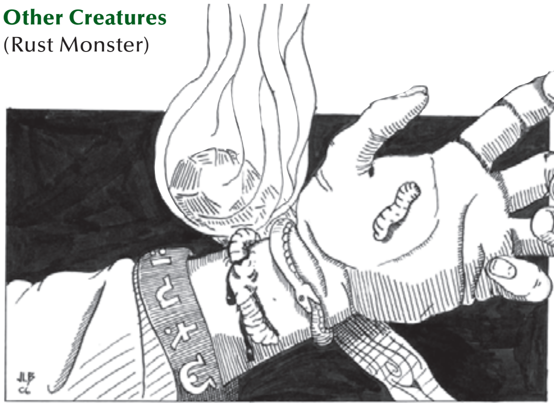
A quartz roper also differs from its larger cousins in a number of ways. First, it tends to concentrate its first attacks on two victims, striking each with 3 tentacles. The first two successfully roped victims will be injected with a venom which allows no saving throw and causes the victim to freeze in place, looking as if he or she has been turned to stone. One round after this apparent stoning the victim recovers and but is now under the delusion the quartz roper is a close friend and valued ally. These influenced adventurers will fight to protect the monster to the utmost of their abilities for the duration of effect of the venom; 10 turns. If the quartz roper is killed before the venom expires the deluded defenders will cease attacking and wander about aimlessly until the venom expires. The quartz roper can only inject its venom twice per day and afterward its combat tactics conform to those of a roper. A quartz roper's tentacles are strong, but not so strong as the larger variety of roper. A roped character's chances of breaking free are equal to double his or her chance to perform a Minor Test of Strength.

Quartz ropers also lack a roper's magic resistance but its mineral-laden hide will resist normal missile fire, though magic missiles and hand held weapons damage it normally. All magic spells do normal damage as well. A quartz roper's gizzard has the same percentage chance of containing platinum pieces and gemstones as the standard variety of roper.

Treasure: See creature text.

Rot Grub

Frequency:	Rare
No. Encountered:	5d4
Size:	Small
Move:	10 ft
Armour Class:	9



Hit Dice:	1 hit point
Attacks:	0
Damage:	None
Special Attacks:	See below
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	1/5 + 1/hp

Although rot grubs can be found in animal waste and other foul refuse, they prefer to consume tissue that is still alive. Upon contact with a living being, rot grubs will begin to vigorously burrow deep into the body. Fire must be applied to the site of contact at once in order to prevent the rot grubs from burrowing further. This application of flame inflicts 1d6 hit points of damage per instance. If not stopped immediately, within 1 to 3 turns the rot grubs will find the heart and kill their victim.

Treasure: None

Rust Monster

Frequency:	Uncommon
No. Encountered:	1d2
Size:	Medium (5 ft long)
Move:	180 ft
Armour Class:	2
Hit Dice:	5
Attacks:	2
Damage:	Nil
Special Attacks:	See below
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	3/185 + 4 per hp

Rust monsters are creatures vaguely resembling a 5 ft long and 3 ft tall giant bug-like armadillo that weighs about 200 lbs. Rust monsters have rust-red colouration on their dorsal hides, yellowish tan on their ventral hides, and two prehensile antennae on their heads.

Rust monsters are only found in underground type environments, which they prowl constantly in search of food. Rust monsters consume metal of any kind, especially ferrous metals and ferrous metal alloys. The antennae of a rust monster can "smell" metal 90 ft away, and the creature will dart toward such a source of food with blinding speed, rolling 2 attacks with its antennae at the largest piece of metal it can sense. A successful attack causes up to 10 cubic ft of metal instantly to crumble into easily-digestible rust and the creature will immediately cease attacking in such a case and begin devouring its newly-created meal. Metal with magical bonuses gains a 10% chance per plus of not being affected by the rust monsters attack. For instance a +3 shield would have a 30% of resisting the rusting effect. A successful "to hit" roll against a rust monster with a metal weapon automatically subjects that weapon to a rust attack.

Rust monsters are motivated by animal intelligence and blind hunger, therefore can be easily distracted from pursuit by dropping metal objects and fleeing; some iron spikes or a heavy mace will cause the attacking rust monster to stop for 1 round to devour the treat. Otherwise, rust monsters will relentlessly pursue the PCs until slain or all metal items have been consumed.

Treasure: 1d4 gems per individual (50%)

Sahuagin

	Warrior	**Female**	**Hatchling**	**Guard**	**Warchief**	**Priestess**	**Baron**	**Prince**	**King**
Frequency:	Uncommon				Rare	Very rare			
No. Encountered:	20d4	30d4	10d4	3d6	1	1d4+1	1	1	1
Size:	Man-sized (*Hatchling;* Small)								
Move:	120 ft, 240 ft swimming								
Armour Class:	5	6	7	5	4	5	3	2	1
Hit Dice:	2+2	2	1	3+3	4+4	2 to 6	6+6	8+8	10+10
Attacks:	1	1	1	1	1	1	1	2	4
Damage:	By weapon (*Hatchling;* 1d4)								
Special Attacks:	See below								
Special Defences:	See below								
Magic Resistance:	Standard								
Lair Probability:	25%	100%	100%	25%	25%	100%	100%	100%	100%
Intelligence:	High	High	High	High	High	Exceptional	High	High	Exceptional
Alignment:	Lawful evil								
Level/XP:	2/30+ 3/hp	2/20+ 2/hp	1/10+ 1/hp	3/50+ 4/hp	4/100+ 5/hp	Variable	4/300+ 8/hp	5/500+ 12/hp	6/1,250+ 14/hp

Sahuagin are humanoid ichthyans of evil alignment. They dwell in shallow, warmer salt waters and raid villages and communities on land for loot and sport. They are nocturnal.

Each sahuagin realm has a King and is divided into nine provinces, each ruled by a Prince. Each Prince will have a number of Barons under his command, and each Baron controls a war-band. The "Number Encountered" listing for this creature is for the lair of a typical war-band; the lairs of a Prince will be much larger.

If encountered outside their lair, there will be no females or hatchlings, no priestesses or above, and the band will be led by a warchief.

Sahuagin are typically armed as follows:

Dagger and spear	25% of the band
Dagger, trident and net	50% of the band
Dagger and heavy crossbow	25% of the band

All these weapons are fully usable both above and below the water, which makes them quite highly prized.

The sahuagin clergy will always be led by a priestess with 6 HD and the spellcasting powers of an 8th level cleric. The remaining priestesses will be trainees of 2nd to 7th level (1d6+1). Their HD are equal to their spellcasting level -2 (minimum 2). Sahuagin priestesses will typically be attended by zombie or skeleton servants, as they are fond of the *animate dead* spell.

Sahuagin have been known to tame sharks and keep them as pets.

Treasure: Individuals :1d6 pp each; Lair: 2d6x1,000 gp (75%), 3d6x100 pp (50%), 3d8 gems (50%), 2d6 jewellery (50%), 1 miscellaneous magic and 1 potion (50%).

Scorpion

	Large	**Huge**	**Giant**
Frequency:	Common	Uncommon	Uncommon
No. Encountered:	1d6	1d4	1d3
Size:	Small	Small	Medium
Move:	90 ft	120 ft	150 ft
Armour Class:	5	4	3
Hit Dice:	2+2	4+4	5+5
Attacks:	3	3	3
Damage:	1d4/1d4/1d2	1d8/1d8/1d3	1d10/1d10/1d4
Special Attacks:	Poison sting		
Special Defences:	None-		
Magic Resistance:	Standard		
Lair Probability:	25%	25%	50%
Intelligence:	Non-		
Alignment:	Neutral		
Level/XP:	3/75+3/hp	4/125+5/hp	5/600 + 6/hp

Large, huge and giant scorpions are vicious, fearless predators found almost anywhere. Their usual tactic is to attack anything smaller than themselves. The scorpion will try and grab its prey with its huge claws then sting it to death with its tail. While its tail only does 1d4 points of damage the victim must save vs poison or die. The scorpion can use its attacks independently of each other on 3 different targets. Anything that the scorpion kills is taken back to its lair and consumed. It should be noted that the scorpion is not immune to its own poison; if it stings itself it could die.

Treasure: (for all types, in lair only) 1d8x1,000 cp (10%), 1d12x1,000 sp (15%), 1d8x1,000 ep (15%), 1d6x1,000 gp (30%), 1d10 gems (10%), 1d6 jewellery (5%), 2 misc. magic + 1 potion (5%)

Sea Hag

Frequency: Rare
No. Appearing: 1d3
Size: Medium
Move: 90 ft, Swimming 150 ft
Armour Class: 7
Hit Dice: 3
Attacks: 2 claws or 1 weapon
Damage: 1d3+3/1d3+3 or by weapon +3
Special Attacks: See Below
Special Defences: See Below
MAGIC Resistance: 50%
Lair Probability: 50%
Intelligence: Average
Alignment: Chaotic evil
Level/XP: 5/410 +2/hp

Sea Hags are wretched creatures given to committing dreadful acts of evil. They typically make their lairs beneath the ocean depths, but they are occasionally found in large lakes or other significant bodies of water. Their true form is that of a decrepit old woman, ravaged by time and repellent beyond reason, but they generally use their magic to assume a much more pleasant visage. They have sharp claws and teeth, as well as an insatiable appetite for flesh. Most Sea Hags are thought to be capable of speaking a number of languages.

The appearance of a Sea Hag belies their true abilities, for they are all supernaturally swift and strong, but more potent are their magical abilities. They take particular delight in their ability to use *change self* to deceive the unwary, either luring them to an unpleasant and immediate death or as part of a more subtle scheme; they can use this power at will and the duration is unlimited. Should a Sea Hag's true appearance ever be revealed, then the horror causes anyone within thirty feet to be subject to a saving throw versus spells to avoid losing half their strength score for 1d6 turns. Furthermore, a Sea Hag can employ an evil gaze up to three times per day that subjects one creature within thirty feet to a saving throw vs poison; failure results in immediate collapse and paralysis for three days, though for 1 in 4 victims the effect is stronger and causes instant death. If physical combat becomes unavoidable, Sea Hags will attack with a weapon or their sharp claws; regardless, they have +3 to hit and +3 to damage. Sea Hags are immune to *charm*, *fear*, *sleep* and fire or cold based spells and immune to weapons that are not forged of cold iron, silver or else enchanted with at least a +1 bonus.

Treasure: 1d10x1,000 cp (25%), 1d8x1,000 sp (25%), 1d6x1,000 go (25%), 1d6 gems (25%), 1d3 jewellery (25%) and any two magic items (10%).

Sea Serpent

Frequency:	Uncommon
No. Encountered:	1d2
Size:	Large (50 ft long)
Move:	120 ft swimming
Armour Class:	5
Hit Dice:	10
Attacks:	2
Damage:	1d6/3d6
Special Attacks:	Poison, constrict
Special Defences:	Nil
Magic Resistance:	Nil
Lair Probability:	5%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	7/1,000 + 12/hp

Descriptions of sea serpents vary with the region in which they are found. Sometimes they appear as giant sea snakes and other times as dragon-like serpentine creatures with legs or flippers. What is known for certain is a sea serpent can be encountered in any ocean, sea, or large body of fresh water. Sea serpents have two attacks. It has a poisonous bite for 1d6 points of damage and death in 1d4 rounds, save vs poison to negate; and a coiling attack which can crush a ship or creature in 1d6+4 (5-10) rounds. Sea serpents are very territorial but are not otherwise aggressive, only attacking when hungry. Once a sea serpent attacks, however, it is fearless and relentless and will fight to the death. Sea serpents are capable of diving to great depths and staying underwater for long periods of time. Sea serpents only lair in caves in very deep water and tend to be solitary or, at most, a mated pair.

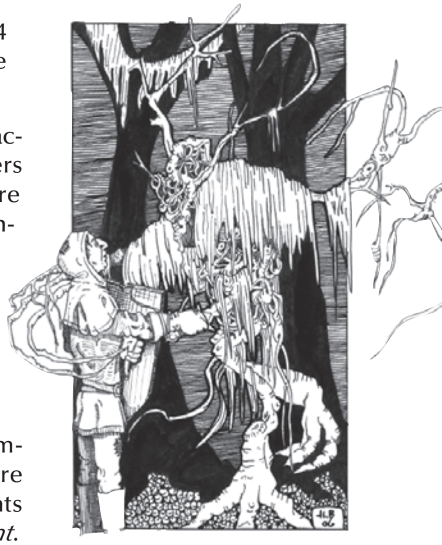
Treasure: None.

Shambling Mound

Frequency:	Rare
No. Encountered:	1d3
Size:	Large
Move:	60 ft
Armour Class:	0
Hit Dice:	8 to 11
Attacks:	2
Damage:	2d8/2d8
Special Attacks:	Suffocation
Special Defences:	See below
Magic Resistance:	See below
Lair Probability:	30%
Intelligence:	Low
Alignment:	Neutral
Level/XP:	Variable according to hit dice.

Shambling mounds appear to be piles of rotting vegetation. They are a type of intelligent plant. They dwell deep underground and in swamps, wherever there is ample moisture and decay. Shambling mounds will eat anything organic. They feed by wrapping their roots around their prey and absorbing the nutrients as the material rots.

When attacking, the shambling mound swings its arms around wildly. If both arms strike the same target within the same round, that target has become tangled up inside the creature. The victim will be smothered in 2d4 rounds unless the monster can be killed.



These things are rugged since the actual creature is surrounded by layers upon layers of rotting material. Fire has no effect as they are so wet, nothing will burn.

Electricity will actually cause the shambling mound to grow, add an additional hit die. Cold based attacks do no damage if the creature makes it save, half if it does. Weapons only do half damage as well. Shambling mounds are vulnerable to spells that affect plants such as *plant control* or *charm plant*.

Treasure: 1d8x1,000 cp (50%), 1d6x1,000 sp (25%), 1d4x1,000 ep (25%), 1d3x1,000 gp (25%), 1d8 gems (30%), 1d4 jewellery (20%), sword, armour, or misc. weapon + 1d4 scrolls + 1 misc. magic item + 1 potion (60%)

Shedu

Frequency:	Rare
No. Encountered:	2d4
Size:	Large
Move:	120 ft, flying 240 ft (AA: level IV)
Armour Class:	4
Hit Dice:	9+9
Attacks:	2
Damage:	1d6/1d6
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	25%
Lair Probability:	25%
Intelligence:	Exceptional
Alignment:	Lawful good
Level/XP:	7/1,950 + 14/hp

Shedu are winged bulls with human heads. They wander endlessly battling evil and chaos. They will aid anyone of good alignment, who is in need. They are powerful magic users who cast with a 9th level ability. If attacked, they will defend themselves with their front hooves. Shedu not only travel the material plane but the æthereal and astral planes as well. They can become æthereal at will. Shedu speak their own language, using their *telepathy* to communicate with others.

Treasure: 10d4x1,000 gp (50%), 1d20x100 pp (50%), 5d4 gems (30%), 1d10 jewellery (25%), any 4 magic item + 1 scroll (35%)

Shrieker

Frequency:	Common
No. Encountered:	2d4
Size:	Small to large
Move:	10 ft
Armour Class:	7
Hit Dice:	3
Attacks:	None
Damage:	Nil

Special Attacks: Nil
Special Defences: Noise
Magic Resistance: Standard
Lair Probability: Nil
Intelligence: Non-
Alignment: Neutral
Level/XP: 3/50 + 2/hp

Shriekers are mobile fungi that wander around quietly underground soaking up moisture. They are the favourite food of purple worms and shambling mounds. They give off an ear-piercing shriek whenever they detect light within 30 ft or movement within 10 ft. Shriekers will continue to shriek for 1d3 rounds, with a 50% chance to attract a wandering monster each round.

Treasure: None.

Skeleton Warrior

Frequency: Very rare
No. Encountered: 1
Size: Man-sized
Move: 60 ft
Armour Class: 2
Hit Dice: 9+2 or higher
Attacks: 1
Damage: By weapon (+3 to hit)
Special Attacks: See below
Special Defences: See below
Magic Resistance: 90%
Lair Probability: 5%
Intelligence: Exceptional
Alignment: Neutral evil
Level/XP: 7/2,000+16/hp

Skeleton Warriors are the unfortunate victims of powerful magic; in life they were fighters of great prowess and likely lords in their own right. In death they have become abominations, compelled by evil sorcery to serve any who possess the golden circlets that contain their souls. Skeleton Warriors desire above all else to gain possession of their own circlet and to be revenged upon any who have possessed and used it in the past.

The appearance of a Skeleton Warrior is terrifying and creatures with less than five HD will panic and flee from its presence. A visage of desiccated and decaying flesh hanging from exposed bone is perhaps fearsome enough, but the flame red-eyes that stare forth from black sockets are said to haunt the dreams of those upon whom they look. They are generally armed and armoured with the remains of what they wore in life, or their grave goods.

A character in possession of the circlet of a Skeleton Warrior and within 240 ft may attempt to dominate it. The circlet must be worn on the attempting character's head in order to do this; it cannot be used whilst wearing a helmet or similar headgear. On the first attempt at domination, the character has a chance of success equal to his or her Wisdom score x 5, but he or she must be able to see his or her victim and have the freedom to concentrate for one round. If the attempt fails, it may be attempted again on the following round. If concentration is interrupted before domination is achieved, such as by an attack, the character must concentrate for a further three rounds. During this time, the Skeleton Warrior will attempt to kill its would-be master and take possession of the circlet if such is at all possible.

In the event of successful domination, the Skeleton Warrior is rendered inert for as long as the character remains in possession of the circlet. Additionally, whenever they are within 240 ft of one another and the character wears the circlet without helmet as described above, the user may take control of the Skeleton Warrior, being able to see through its eyes and direct its actions as he or she desires; whilst controlling the actions of the Skeleton Warrior, the user may not act him- or herself.

Should the user lose possession of the circlet for any reason, the Skeleton Warrior will seek him or her out and slay him or her, moving at double its usual movement rate. In the event that the Skeleton Warrior ever regains possession of its circlet, it will place it upon its head and as a result both will turn to dust.

Skeleton Warriors are powerful combatants, may use any weapon and always have a +3 bonus to hit; they can only be harmed by magical weapons.

The lair of a Skeleton Warrior is normally a richly adorned tomb filled with considerable treasure. However, because they are usually either seeking the current possessor of their circlet or else in the unwilling service of said possessor, they are rarely found in their lairs.

Contrary to appearances, the Skeleton Warrior is not undead in the conventional sense. It cannot be turned, is unaffected by a *scroll of protection from undead*, etc.

Treasure: 1d8x1,000 cp (50%), 1d6x1,000 sp (25%), 1d4x1,000 ep (25%), 1d3x1,000 gp (25%), 1d8 gems (30%), 1d4 jewellery (20%), sword, armour, or misc. weapon + 1d4 scrolls + 1 misc. magic item + 1 potion (60%)

Slithering Tracker

Frequency: Rare
No. Encountered: 1
Size: Small
Move: 120 ft
Armour Class: 5
Hit Dice: 5
Attacks: None
Damage: None
Special Attacks: See below
Special Defences: See below
Magic Resistance: Standard
Lair Probability: 10%
Intelligence: Average
Alignment: Neutral
Level/XP: 3/250+5/hp

Slithering trackers live in dungeons, ruins and dark places. They are transparent and if not in natural sunlight are almost impossible to see (1 in 20 chance of spotting). They almost never attack their prey immediately, instead following and waiting until their target is asleep. They can follow through almost anything, being amorphous in shape and capable of seeping through tiny gaps, such as door jambs or cracks in stonework. If a slithering tracker catches its victim asleep, it will touch it, forcing the victim to roll a saving throw vs paralysation or be totally paralysed for 1d6 hours. The tracker will then feed directly on its victim's life energy, killing it in 1 hour.

Treasure: (in lair) 1d10x1,000 cp (20%), 1d6x1,000 sp (25%), 1d3x1,000 ep (10%), 1d4 gems (20%), 1d2 jewellery (20%), any two magic items (5%).

Slime, Green

Frequency:	Rare
No. Encountered:	1d4
Size:	Small
Move:	None
Armour Class:	10
Hit Dice:	2
Attacks:	None
Damage:	Nil
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	2/20+2/hp

Green slime is an occasional dungeon hazard. Sages debate whether it is vegetable or fungoid in nature. It grows over the ceiling of an area until a pendulous bulb of slime is almost ready to drop. The vibrations from passing creatures cause these bulbs to fall.

If a bulb strikes exposed flesh, it will convert the flesh rapidly to green slime. It can also eat through wood (slowly) and metal (quickly—a metal item will be consumed in 1d6 rounds). Only stone can stop it.

Green slime is unharmed by most weapons or spells. It does take damage from cold or fire, and can be killed by a *cure disease* spell. Failing that, a creature with green slime on it must cut away the affected area, amputate the affected limb, or die in 1d4 rounds (after which it will be converted to green slime and cannot be raised or resurrected).

Treasure: None.

Slug, Giant

Frequency:	Uncommon
No. Encountered:	1
Size:	Large
Move:	60 ft
Armour Class:	8
Hit Dice:	12
Attacks:	1
Damage:	1d12
Special Attacks:	Spit acid
Special Defences:	See below
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	7/2,000+16/hp

Giant slugs live in dungeons and other underground complexes where they can avoid sunlight. Since these creatures are boneless they can squeeze through narrow openings and navigate around most obstructions. They use their sharp tongues to burrow through wood and hard ground. Giant slugs have a nasty bite, but their most effective weapon is their ability to spit acid up to 100 ft away. The first shot is almost always a miss (only 10% chance to hit), but this attack serves to approximate distance. After the first shot the chance hitting is base 100%, going down 10% for every 10 ft distance from giant slug; thus at 20 ft away the chance to hit is 80%, at 70 ft away 30%, etc. Because of their tough, flexible bodies, non-magical blunt weapons do no damage against giant slugs—only edged, piercing, or magical blunt weapons can harm them.

These creatures are usually a pale light grey with a white belly, but can be brown or black.

Treasure: None.

Snake, Giant

	Boa	**Adder**	**Cobra**	**Amphisbaena**
Frequency:	Uncommon	Uncommon	Rare	Very rare
No. Encountered:	1d2	1d6	1d4	1d3
Size:	Large	Large	Large	Medium (6 ft long)
Move:	900 ft	150 ft	120 ft	120 ft
Armour Class:	5	5	5	3
Hit Dice:	6 + 1	4 + 2	4 + 2	6
Attacks:	2	1	1	2
Damage:	1d4/2d4	1d4	1d4	1d4/1d4
Special Attacks:	Constriction	Poison	See below	Poison
Special Defences:	None-			
Magic Resistance:	Standard			
Lair Probability:	Nil			
Intelligence:	Animal			
Alignment:	Neutral			
Level/XP:	5/345+8/hp	4/155+4/hp	4/190+4/hp	5/475+6/hp

All giant snakes are carnivorous and can be found in every type of climate except for the coldest. NB: For giant sea snakes see the listing for *sea serpent*.

Boas will drop on its prey from above, coiling its long body around the chosen target victim and attacking by both biting and squeezing for 2d4 points of damage. Once a snake has a victim within its coils it is quite difficult to release him or her. Several strong creatures creatures can grasp each end of the snake and uncoil the victim in 1d4+1 segments. Four very strong humans, 16 or greater strength each, should be able to accomplish this task. Attacks directed against a snake will also affect the victim trapped within the snake coils, though the GM may allow certain types of attacks to not do so.

Adder is the common name for giant poisonous snakes and they come in a variety of species. The poisons are usually negated by a saving throw but some types of adders have a powerful poison which, even if saved against, causes 3d6 points of damage to the victim.

Cobras are hooded giant snakes with the ability to spit poison at a single target up to 30 ft distant. The bite of the giant cobra is also quite poisonous. In either case, the victim gets a saving throw to negate the poison.

Amphisbaena are 6 ft long snakes with a head at both ends of its body. Both heads are capable of delivering a poisonous bite and victims must save vs poison or die instantly. Its method of travel is as bizarre as the creature's appearance, one head of this unusual snake will grab the neck of the other and the creature then rolls like a hoop upon the ground!

Amphisbaena are carnivorous and like most other reptiles, are cold-blooded and prefer warmer climes. Oddly enough, the amphisbaena is immune to cold based attacks, though the sages are at a loss as to why this is so.

Treasure: None (for all giant snakes).

Sphinx

There are four kinds of sphinx. Androsphinxes, criosphinxes and hieracosphinxes are always male, while gynosphinxes are always female.

Gynosphinxes prefer the rare androsphinxes as mates, but matings with any of the male kinds are fertile. The children tend to be gynosphinxes, criosphinxes or hieracosphinxes, irrespective of the sub-species of the father. Only a few rare eggs hatch into androsphinxes.

Sphinx, Andro-

Frequency:	Very rare
No. Encountered:	1
Size:	Large (12 ft long)
Move:	180 ft, 240 ft flying (AA: level III)
Armour Class:	-1
Hit Dice:	10
Attacks:	2
Damage:	1d10+1/1d10+1
Special Attacks:	See below
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	50%
Intelligence:	Very
Alignment:	Neutral/Neutral good
Level/XP:	7/1,500+4/hp

The Androsphinx is a more serious-minded creature than his female counterpart. Like the Gynosphinx, the Androsphinx is a winged lion with a human torso (male though, as the name implies). Also like their female counterparts, the Androsphinx love intellectual pursuits and will often grant access to areas they are set to guard or hoards they are watching (providing doing so does not break a prior agreement or endanger the Androsphinx in any way). Androsphinxes may be "hired" (if that is the right word) as guardians for a given treasure, place or thing for a while; they are circumspect in their acceptance of such duties and payment must be made in full or they will unleash their wrath on their would-be employers upon completion of the duties set.

Androsphinx all have the ability to emit a deafening roar that functions as a *horn of blasting*.

Treasure: 10d8 gems (85%), 5d6 jewellery (75%), 2d4 magic items (70%).

Sphinx, Crio-

Frequency:	Very rare
No. Encountered:	1d2
Size:	Large (9 ft long)
Move:	160 ft, 240 ft flying (AA: level III)
Armour Class:	-2
Hit Dice:	9
Attacks:	3
Damage:	1d8/1d8/1d10
Special Attacks:	See below
Special Defences:	None
Magic Resistance:	Normal
Lair Probability:	20%
Intelligence:	Average
Alignment:	Neutral
Level/XP:	7/900+4/hp

Less "magical" than their more human-seeming kin, the Criosphinx is a winged lion with the head of a ram. These creatures simply collect treasure and hunt much as other intelligent beings. They attack with front claws and can headbutt an opponent. On a successful roll of 20, a head-butted opponent is stunned for a single round.

Treasure: 3d6x1,000 sp (10%), 2d6x1,000 ep (15%), 1d8x1,000 gp (40%), 1d8x100pp (30%), 3d8 gems (15%), 1d12 jewellery (10%), any three magic plus one potion and one scroll (25%).

Sphinx, Gyno-

Frequency:	Rare
No. Encountered:	1
Size:	Large (10 ft long)
Move:	150 ft, 240 ft flying (AA: level III)
Armour Class:	0
Hit Dice :	7
Attacks:	3
Damage:	1d6/1d6/1d12
Special Attacks:	See below
Special Defences:	None

Magic Resistance:	Standard
Lair Probability:	30%
Intelligence:	Very
Alignment:	Chaotic neutral/Chaotic good
Level/XP:	6/650+8 per hit point

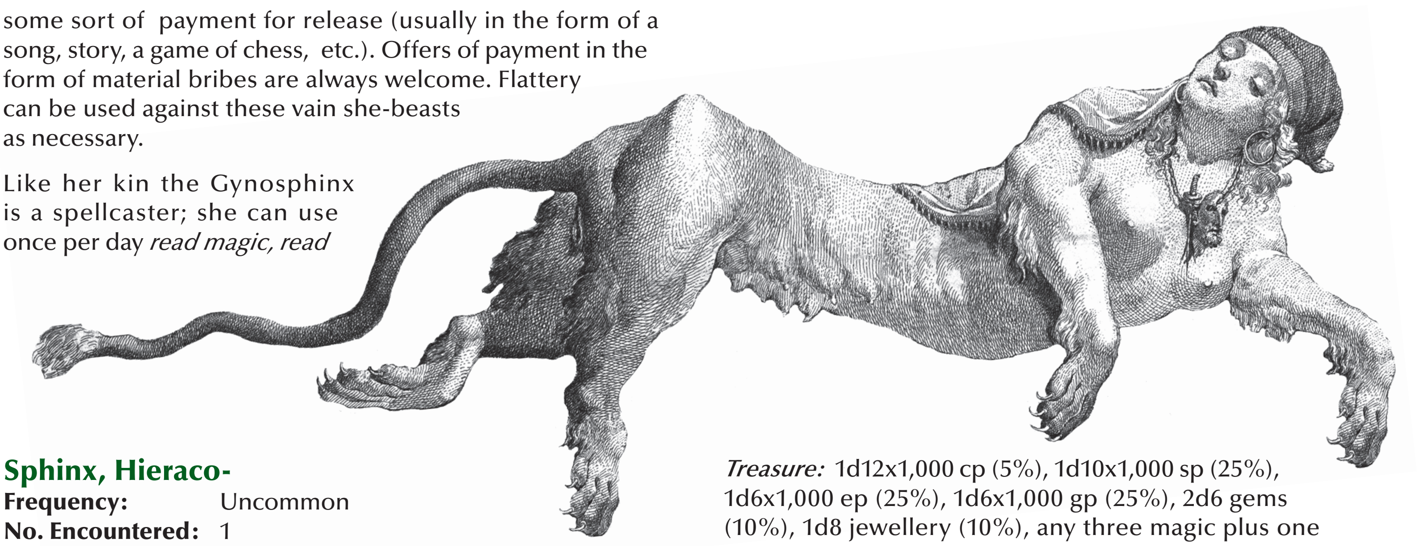
The storied Gynosphinx is a winged half-woman, half lion creature that dwells in arid climes amid abandoned tombs and the like. She is often found near ruins or caves, but occasionally prowls the desert. The chief pursuits of the Gynosphinx are intellectual; their kind prefers riddles and puzzles and complex games to (almost) any other type of activity.

Although basically good in nature, the Gynosphinx is capricious and will not hesitate to "corner" a creature and demand some sort of payment for release (usually in the form of a song, story, a game of chess, etc.). Offers of payment in the form of material bribes are always welcome. Flattery can be used against these vain she-beasts as necessary.

Like her kin the Gynosphinx is a spellcaster; she can use once per day *read magic, read languages, detect invisibility, locate object, dispel magic, clairvoyance, clairaudience, remove curse* or *legend lore* (this last spell she greatly prefers to use as gynosphinxes can be storehouses of knowledge and pride themselves on the ability).

While admirers of both male and female human and demihuman forms, they loathe the male (crio- and hieraco-) counterparts of their own species, as a rule.

Treasure: 2d4x1,000 gp (40%), 1d6x1,000 pp (50%), 4d8 gems (50%), 2d6 jewellery (35%), 1 misc. magic plus one potion (50%).



Sphinx, Hieraco-

Frequency:	Uncommon
No. Encountered:	1
Size:	Large (7 ft long)
Move:	140 ft, 220 ft flying (AA: level III)
Armour Class:	0
Hit Dice:	8
Attacks:	3
Damage:	1d8+1/1d8+1/1d8+1
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Normal
Lair Probability:	40%
Intelligence:	Average
Alignment:	Chaotic neutral/Chaotic evil
Level/XP:	6/600+12/hp

The dreaded Hieracosphinx is an eminently evil being. A hawk-headed, winged lion, it prowls desolate places and preys on unsuspecting lone travellers or weak parties of people. Its appetite for warm flesh is nearly insatiable and it is utterly merciless in its pursuit. The creature will often toy with opponents, chasing them for league upon league through the desert under the blazing sun, and when they think they have reached relative safety, the beast will swoop down and attack with its razor sharp beak and talons, rending and slicing flesh like a long sword.

Even the non-good aligned sphinx types hate these beasts and will not normally hesitate to attack them and slay them. Unfortunately they are often hatched, and it is rumoured that they have recently begun to appear in cold climes...

Treasure: 1d12x1,000 cp (5%), 1d10x1,000 sp (25%), 1d6x1,000 ep (25%), 1d6x1,000 gp (25%), 2d6 gems (10%), 1d8 jewellery (10%), any three magic plus one scroll (25%).

Spider, Giant

Frequency:	Uncommon
No. Encountered:	1d8
Size:	Large
Move:	30 ft, 120 ft in web
Armour Class:	4
HIT DICE :	4+4
Attacks:	1
Damage:	1d8
Special Attacks:	Poison, webs
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	75%
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	4/325+5/hp

Rather than being hunters, these creatures are like their common, tiny cousins in that they build webs to ensnare prey. In addition to their venomous bite, it takes 2 combat rounds to break free from their webs (+1 additional round for each point of strength below 17). In some fantasy worlds, such as those inspired by J.R.R. Tolkien's Middle Earth™, giant spiders can speak Common; in others, they are voiceless.

Treasure: 2d6x1,000 cp (20%), 1d6x1,000 sp (25%), 1d4x1,000 ep (10%), 1d6 gems (25%), 1d3 jewellery (15%), 1d3 magic items (10%).

Spider, Huge

Frequency:	Common
No. Encountered:	2d6
Size:	Medium
Move:	180 ft
Armour Class:	6
Hit Dice:	2+2
Attacks:	1
Damage:	1d6
Special Attacks:	See below
Special Defences:	None
Magic Resistance:	Normal
Lair Probability:	50%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	3/150+3/hp

Huge spiders resemble hunting tarantulas and are capable of leaping a disturbing 30 ft directly at their prey. Their venom is relatively weak and saving throws made against it are at +3.

Treasure: 4d6 cp (90%), 3d6 sp (80%), 2d6 ep (70%), 2d6 gp (60%), 1d6 pp (50%), 1d3 gems (40%).

Spider, Large

Frequency:	Common
No. Encountered:	2d12
Size:	Small
Move:	60 ft, 150 ft in web
Armour Class:	6
Hit Dice:	1+1
Attacks:	1
Damage:	1d4
Special Attacks:	See below
Special Defences:	None
Magic Resistance:	Normal
Lair Probability:	50%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	2/75+2/hp

Large spiders come in various shapes and colours. They are among the most frequently-encountered denizens of dungeons and ruins. Their venom is relatively weak and saving throws made against it are at +2.

Treasure: 4d6 cp (90%), 3d6 sp (80%), 2d6 ep (70%), 2d6 gp (60%), 1d6 pp (50%).

Spider, Phase

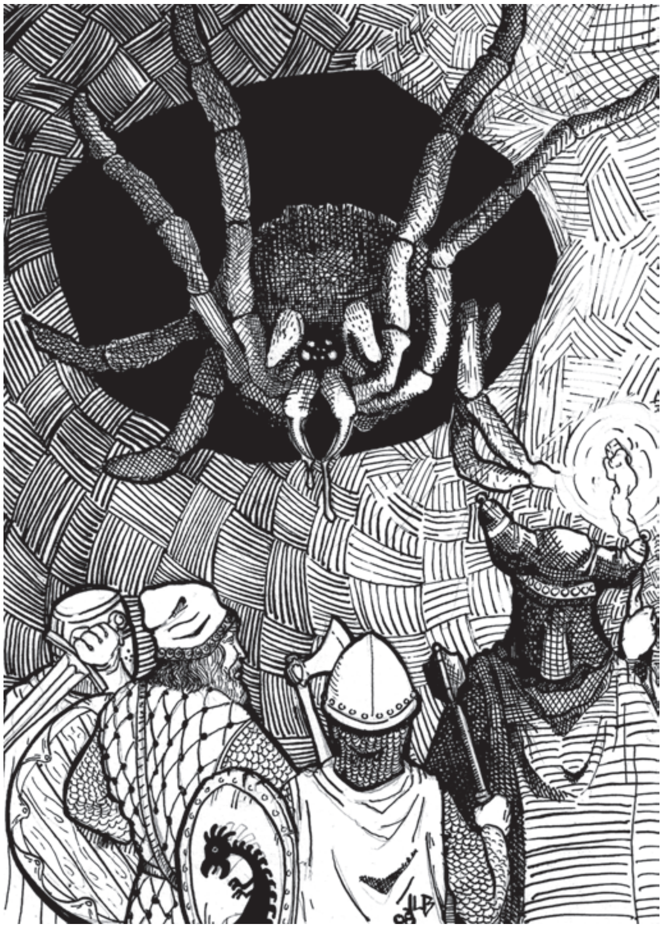
Frequency:	Very rare
No. Encountered:	1
Size:	Large
Move:	60 ft, 120 ft in web
Armour Class:	7
Hit Dice:	5+5
Attacks:	1
Damage:	1d4+1
Special Attacks:	See below
Special Defences:	See below
Magic Resistance:	Normal
Lair Probability:	75%
Intelligence:	Low
Alignment:	Neutral
Level/XP:	5/700+6/hp

The phase spider is so named because it is able to shift itself subtly in and out of reality during combat. The creature can stay out of phase, waiting to deliver its poisonous bite (victims save at -2; the creature is very deadly). If struck by a *phase door* spell, the phase spider must remain in phase for eight rounds. Becoming æthereal through magic or other means puts attackers in phase with the creature and they may strike at it with no disadvantage. The webs of this creature are highly sought after for the construction of bags of holding, etc.

Treasure: 1d10x1,000 cp (20%), 1d10x1,000 sp (20%), 1d10x1,000 ep (20%), 1d10x1,000 gp (20%), 1d10x100 pp (20%), 1d4 gems (10%), 1d10 jewellery (10%), any three magic items plus one scroll (15%).

Spider, Giant Water

Frequency:	Common
No. Encountered:	1
Size:	Large
Move:	140 ft underwater
Armour Class:	7
Hit Dice:	3+3
Attacks:	1
Damage:	1d4+1
Special Attacks:	Poison



Special Defences: None
Magic Resistance: Normal
Lair Probability: 40%
Intelligence: Semi-
Alignment: Neutral
Level/XP: 4/200+4/hp

These are like their giant land-based cousins in most respects. They differ in that they do not build webs *per se*, rather; they build underwater lairs and carefully transfer air trapped in web-sacs to the lairs. They can hide within and wait for unwary swimmers, whereupon they will scuttle out and drag their prey down, poisoning them, cocooning them, and removing them to their lair to consume.

As their lairs are air-filled, if the creature is slain, these places may be used for one hour for creatures that require air to breathe.

Treasure: 1d8x1,000 cp (30%), 1d8x1,000 sp (30%), 1d8x1,000 ep (30%), 1d3 gems (20%), 1d6 jewellery (30%), 1d2 magic items (10%).

Squealer

Frequency: Very rare
No. Encountered: 1 or 1d3+1
Size: Large
Move: 120 ft
Armour Class: 6
Hit Dice: 12
Attacks: 3
Damage: 1d6+6/1d4/1d4
Special Attacks: See below
Special Defences: Camouflage
Magic Resistance: Standard
Lair Probability: 20%
Intelligence: Semi-
Alignment: Neutral
Level/XP: 9/2,000+16/hp

Probably originating from a distant place much like the aurumvorax, squealers live in forests. Most are solitary but there is a 10% chance of an encounter with a mated pair and young; the young have 4 HD and do half damage. They are 75% camouflaged in woodlands while they remain still, and prefer to charge by surprise.

A typical squealer is the size and weight of a large gorilla, and has a third arm protruding from its back. It depends from this extra arm and its prehensile feet while attacking with two claws and a bite. If both arm attacks succeed, it will hold its opponent fast and fall upon it from the tree-limbs, inflicting an automatic 1d10 hp damage and thereafter attacking with its hind feet as well (increasing to 5 attacks, damage 1d6+6/1d4/1d4/1d4/1d4).

Treasure: Usually none, but some incidental treasure may arise; cf. the listing for aurumvorax for details.

Stirge

Frequency: Uncommon
No. Encountered: 3d10
Size: Small
Move: 30 ft, flying 180 ft (AA: level IV)
Armour Class: 8
Hit Dice: 1+1
Attacks: 1
Damage: 1d3
Special Attacks: See below
Special Defences: None
Magic Resistance: Normal
Lair Probability: 55%
Intelligence: Animal
Alignment: Neutral
Level/XP: 2/35+2/hp

Stirges are bat-like flying mammals. They live in dark places and feed on blood.

A stirge attacks as a 4 hit dice creature. Once it has hit, the stirge has latched onto its victim and will continue draining the victim of 1d3 hp worth of blood per round, without needing any further rolls “to hit”, until the stirge has drunk 10-13 (9+1d4) hp worth of blood, at which time its hunger is satisfied and it will attempt to depart. Only death will prevent the stirge feeding once it has latched on.

Treasure: 1d8x1,000 cp (10%), 1d12x1,000 sp (15%), 1d8x1,000 ep (15%), 1d6x1,000 gp (50%), 2d6 gems (50%), 1d6 jewellery (25%), 1d2 magic items + 1 potion (15%).

Stunjelly

Frequency: Uncommon
No. Encountered: 1
Size: Large
Move: 30 ft
Armour Class: 8
Hit Dice: 4
Attacks: 1
Damage: 2d4
Special Attacks: See below
Special Defences: See below
Magic Resistance: Standard
Lair Probability: 95%
Intelligence: Non-
Alignment: Neutral
Level/XP: 4/150+4/hp

Stunjellies appear, at a distance, to be no more than a normal section of wall, but should any individual stray too close, they will turn translucent and attack. Most known examples occupy an area 10 ft wide by 10 ft high and 2 to 5 ft thick, but larger versions have occasionally been reported.

It is very likely that a Stunjelly will catch its victim by surprise. In addition to the 2d4 damage its mutable tendrils inflict upon a its prey, a saving throw vs paralysis must also be made; failure renders the unfortunate unable to move for 5d4 rounds, which the Stunjelly uses to engulf its victim and begin the process of digestion. Stunjellies are themselves immune to paralysis, as well as polymorph, electrical attacks and mind influencing spells.

Treasure: Stunjellies carry only what they have consumed.

Tick, Giant

Frequency: Rare
No. Encountered: 3d4
Size: Small
Move: 30 ft
Armour Class: 4
Hit Dice: 3
Attacks: 1
Damage: 1d4
Special Attacks: See below
Special Defences: None
Magic Resistance: Standard
Lair Probability: Nil (no lair)
Intelligence: Non-
Alignment: Neutral
Level/XP: 2/50 + 2/hp

These giant invertebrates typically dwell in ruins and upper dungeon levels, though some are found in forests as well. They usually seek to ambush their prey, jumping out from hiding. Their initial attack inflicts the damage indicated, and thereafter the giant tick drains 1d6 hp worth of blood automatically. Their bite can cause disease as a giant leech bite does.

Treasure: None.

Titan

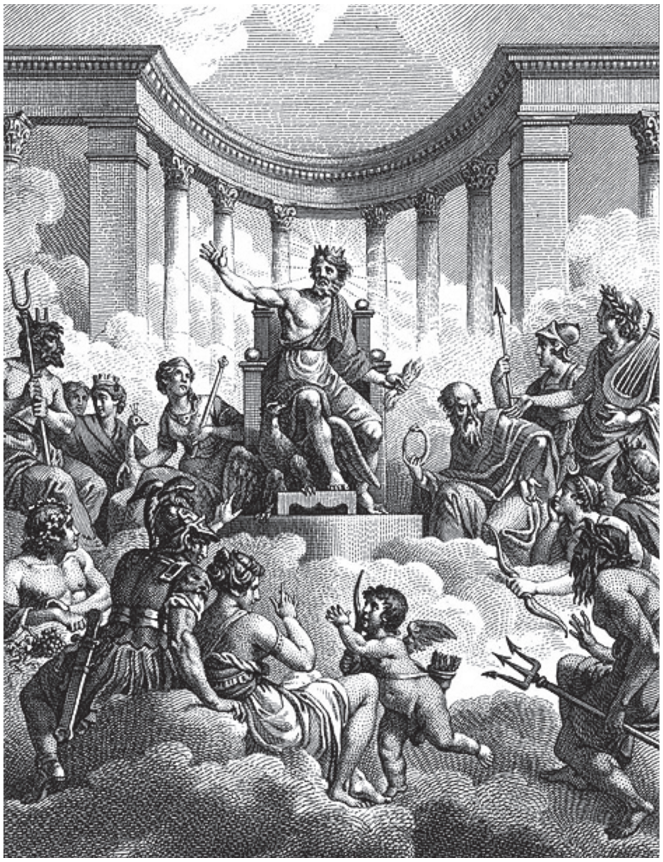
Frequency: Very rare
No. Encountered: 1
Size: Large (18 ft or more)
Move: Depends on HD (see below)
Armour Class: Depends on HD (see below)
Hit Dice: 17-22
Attacks: 1
Damage: Depends on HD (see below)
Special Attacks: Spells
Special Defences: See below
Magic Resistance: 60%
Lair Probability: 10%
Intelligence: Genius or Supra-Genius
Alignment: Chaotic good
Level/XP: Variable

Titans are powerful creatures not native to the material plane. They normally appear as massive humans, well-figured and possessed of an unearthly beauty. The movement rate, armour class, and damage caused by titans is as follows:

17 HD: MV 210 ft, AC 2, DAM 7d6
18 HD: MV 210 ft, AC 1, DAM 7d6
19 HD: MV 150 ft, AC 0, DAM 7d6
20 HD: MV 150 ft, AC –1, DAM 7d6
21 HD: MV 150 ft, AC –2, DAM 8d6
22 HD: MV 150 ft, AC –3, DAM 8d6

Titans may *levitate* at will, and twice per day can either become *invisible* or shift into the æthereal plane. In addition to these innate abilities, all titans have the ability to cast both clerical and magic spells. For each type of spell, roll 1d4+3. This number represents the maximum spell level the titan can cast for that type of spell. The titan can cast 2 spells of each level.

Example: the die rolls result in a 4 for magic spells and a 6 for clerical spells. The titan would be able to cast 2 first level magic spells, 2 second level, 2 third level and 2 fourth level. He or she would also be able to cast 2 first level clerical spells, 2 second level, 2 third level, 2 fourth level, 2 fifth level, and 2 sixth level.



Titans are immune to all mental attacks, and may have mental powers if the GM makes use of psionics in the campaign. It is possible (20% chance) that a titan will be accompanied by a storm giant, for the two races are friendly with each other.

Treasure: 1d10x1,000 cp (5%), 1d12x1,000 sp (25%), 1d6x1,000 ep (25%), 1d12x1,000 gp (40%), 1d6x1,000 pp (50%), 2d20 gems (50%), 1d8 jewellery (10%), any 3 magic item + 1 scroll (25%)

Trapper

Frequency: Rare
No. Encountered: 1
Size: Large
Move: 30 ft
Armour Class: 3
Hit Dice: 12
Attacks: Special enfolding attack
Damage: See below
Special Attacks: Enfolds and crushes (see below)
Special Defences: Half or no damage from fire or cold
Magic Resistance: Standard
Lair Probability: 85%
Intelligence: High
Alignment: Neutral
Level/XP: 9/3,000+16/hp

Trappers are underground predators, chameleon-like creatures with flat bodies like a manta ray. They are roughly square in shape, about 20 ft by 20 ft in size (larger and smaller trappers, with proportionally higher or lower hit dice have been encountered), but can alter their dimensions to a considerable degree. These dangerous creatures lie flat on dungeon floors, waiting for prey to step onto them. While waiting in this manner, trappers are completely indistinguishable from the surrounding floor, 95% likely to be completely undetectable without the use of magic. When potential prey steps onto the trapper, the monster whips upward to enfold all creatures standing on it. The trapper's stone-hard skin and powerful muscles are deadly. Victims enfolded in the trapper cannot use weapons and will suffocate in 6 rounds. Moreover, before suffocating, victims will suffer 4hp damage per round plus 1 hp per point of armour class. As noted above, trappers take half damage from fire and cold, and no damage at all from such attacks if the monster is entitled to a saving throw and succeeds.

Treasure: 1d4x10,000 gp (50%), 1d20x100 pp (50%), 5d4 gems (30%), 1d10 jewellery (10%), 1 potion, 1 scroll, and 3 other magic items (excluding weapons) (30%)

Triton

Frequency:	Rare
No. Encountered:	10d6 (10-60)
Size:	Man-sized
Move:	150 ft, 150 ft swimming
Armour Class:	4
Hit Dice:	3
Attacks:	1 (weapon)
Damage:	By weapon
Special Attacks:	See below
Special Defences:	None
Magic Resistance:	90%
Lair Probability:	25%
Intelligence:	High+
Alignment:	Neutral good
Level/XP:	Normal warrior 110+2/hp Leader (4HD) 145 + 3/hp Leader (5HD) 190 + 4/hp Leader (6HD) 280 + 6/hp Leader (9HD) 1,000 + 12/hp

Tritons resemble humans, but have two fish-like tails instead of legs. These aquatic creatures can live in any depth of water, and are found in the elemental plane of water as well as in the prime material plane. Groups of tritons are composed as follows:

90% chance to be mounted on hippocampi (65%) or giant sea horses (35%)
Per 10 tritons, 1 leader with 4-6 hit dice (1d3+3)
Per 10 tritons, 10% chance of 1d4 tritons with magic ability of level 1d6.
Per 20 tritons, 1 leader with 7-8 hit dice (1d2+6)
Any number of tritons over 50, 1 leader with 9 hit dice

A triton leader (9 HD) will carry a shell horn with the following abilities:

Summon allies: 5d4 hippocampi, 5d6 giant sea horses, or 1d10 sea lions (depending upon how blown)

Disperse sea animals: all sea creatures of animal intelligence must save vs spells at –5 or flee for 3d6 turns

Tritons are civilised, dwelling in castles beneath the waves (80% chance) or elaborate caverns of their own excavation (20% chance). These lairs contain additional tritons:

60 normal triton warriors plus leaders as described above
1 magic user level 1d2+6
1 cleric level 1d4+7
4 clerics level 1d4+5
60+1d6x10 Noncombatant females
60+ 1d6x10 Noncombatant children

Treasure: In lair only: 1d12x1000cp (20%); 1d6x1000sp (30%); 1d4x1000ep (10%); 1d6 gems (25%); 1d3 jewellery (20%); any 2 magic items (10%); 2d4x1000gp (40%); 1d6x1000pp (50%); 4d8 gems (55%); 1d12 jewellery (45%); 2d4 potions (40%); 1d4 scrolls (50%); 1 miscellaneous magic and 1 potion (60%).

Vilstrak

Frequency:	Rare
No. Encountered:	2d10
Size:	Man-sized
Move:	90 ft
Armour Class:	2
Hit Dice:	1d6
Attacks:	2
Damage:	1d4+1/1d4+1
Special Attacks:	Surprise on 1-4
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Low
Alignment:	Neutral evil
Level/XP:	1/5+1/hp

Vilstrak have a rocky hide that allows them to blend well with their subterranean habitat, using an innate ability to merge with the rocks. These monsters are 75% undetectable until closer than 20 ft, at which point they often move to attack with their massive fists.

These creatures tend to lair in hollows of rock and earth. These lairs are difficult to readily access by any being unable to pass through earth and stone, though with some time and effort the opening can be widened enough to allow entry and access to the treasure, gleaned from the vilstrak's victims, stored therein.

Vilstrak appear as a 6 ft tall cross between a human and a bug and has a hide with the consistency of heavy rock. Its forearms are half again longer than that of a human and much more massive, ending in two heavy fists.

Treasure: None carried. Lair: 2d6x1,000 cp (30%), 1d6x1,000 sp (30%), 1d6x1,000 ep (10%), 1d6 gems (30%), 1d3 jewellery (15%), 1 potion or scroll (10%).

Volt

Frequency:	Uncommon
No. Encountered:	2d12
Size:	Small
Move:	60 ft levitating (AA: II)
Armour Class:	3

Hit Dice: 2+1
Attacks: 1
Damage: 1d4
Special Attacks: See below
Special Defences: Immune to electricity and lightning
Magic Resistance: Standard
Lair Probability: 10%
Intelligence: Animal
Alignment: Neutral
Level/XP: 2/50+3/hp

Volts are peculiar, magical creatures that attack almost anything that ventures near their lair. They appear as little balls of grey fur with two protruding eyes and a long, whip-like tail that crackles with electricity.

If the creature's bite attack succeeds, it has latched onto its target and will do normal bite damage (1d4 hp) automatically every round. At the same time it will lash its foe with its tail. The tail attack inflicts a strong electric shock (2d6 hp damage). Only victims not wearing metal armour receive a saving throw against this damage, and any victim wearing metal armour is treated as unarmoured (AC 10) for the purposes of the volt's attack.

Volt lairs usually smell slightly of ozone.

Treasure: None.

Vulchling

Frequency: Rare
No. Encountered: 2d8
Size: Medium
Move: 60 ft, flying 30 ft (AA:IV)
Armour Class: 7
Hit Dice: 1
Attacks: 1 or 2
Damage: 1d4+1 or 1d4/1d4
Special Attacks: None
Special Defences: None
Magic Resistance: Standard
Lair Probability: 30%
Intelligence: Low
Alignment: Chaotic evil
Level/XP: 1/10+1/hp

Vulchlings are a race of birds that resemble vultures but with features that look rather like a human with a beak. Vulchlings are weak fliers, tending to swoop upon their prey with a claw attack, then fighting on the ground with a bite/bite routine.

Vulchlings can be found in desolate areas or underground, and they have been known to ally themselves with harpies or Class A demons. Vulchlings are attracted to shiny objects and a careful search of their nest usually yields a few coins.

Treasure: 3d6 each of cp, sp, ep (25%); 1d8 gp (25%)

Wasp, Giant

Frequency: Rare
No. Encountered: 1d20; 1d20+20 in lair
Size: Medium
Move: 60 ft, 210 ft flying (AA: level V)
Armour Class: 4
Hit Dice: 4
Attacks: 2 (bite/sting)
Damage: 1d4/2d4
Special Attacks: Poison sting
Special Defences: None
Magic Resistance: Standard
Lair Probability: 25%
Intelligence: Non
Alignment: Neutral
Level/XP: 5/300 + 3/hp

Giant wasps have a poisonous stinger that delivers a paralysing venom. Any creature hit by the stinger must make a saving throw vs poison or become paralysed for 1d4+1 days, followed by death. The wasps generally carry paralysed victims to their nests, where the victims are kept to be eaten by larvae when eggs hatch. Giant wasp nests may be mud-daubed or paper, depending on the type of wasp. Giant wasp wings are instantly burned away if they suffer a successful hit with a flaming object; burning away the wings in this manner does not cause hit point damage to the wasp, but prevents the creature from flying.

Although giant wasps are aerial agility level V, they can hover.

Treasure: 20d4 gems (50%)

Will-O-the-Wisp

Frequency: Uncommon
No. Encountered: 1d3
Size: Small
Move: 180 ft flying (AA: level VI)
Armour Class: -8
Hit Dice: 9
Attacks: 1 electric shock
Damage: 2d8
Special Attacks: Electric shock
Special Defences: Spell immunities
Magic Resistance: Standard
Lair Probability: 50%
Intelligence: Exceptional
Alignment: Chaotic evil
Level/XP: 7/1,400+12/hp

Will-o-the-wisps are strange, fey creatures that resemble dancing lights or torches. Living in desolate and dangerous locations, they seek to draw unwary travellers into bogs or quicksand. Will-o-the-wisps are immune to all spells with the exception of protection from evil, magic missile, and maze. If a will-o-the-wisp is clearly faced with death in combat, it will bargain the location of its treasure in exchange for freedom. The range of a will-o-the-wisp's electric shock attack is 10 ft.

Treasure: 1d3x1000 cp (20%); 1d4x1000 sp (25%); 1d4x1000 ep (25%); 1d4x1000 gp (30%); 1d6x100 pp (30%); 10d6 gems (55%); 5d6 jewellery (50%); 1d3 magic items (50%)

Wyvern

Frequency: Uncommon
No. Encountered: 1d6
Size: Large (30-40 ft long)
Move: 60 ft, 240 ft flying (AA: level III)
Armour Class: 3

Hit Dice:	7+7
Attacks:	2
Damage:	1d6/2d8
Special Attacks:	Poison sting
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	30%
Intelligence:	Low
Alignment:	Neutral evil
Level/XP:	6/850+10/hp

Wyverns are distant cousins of dragons, extremely voracious but dull of intellect. They do not have front legs, and cannot attack effectively with their hind legs. In combat, wyverns rely on their bite and deadly poison stinger. If a character is hit with the wyvern's sting, in addition to the normal damage he must save vs poison or fall dead.

Treasure: (in lair only) 1d10x1,000 cp (5%); 1d12x1,000 sp (25%); 1d6x1,000 ep (25%); 1d8x1,000 gp (25%); 1d12 gems (15%); 1d8 jewellery (15%); 3 magic items plus 1 scroll (25%).

Xorn

Frequency:	Very rare
No. Encountered:	1d4
Size:	Medium
Move:	90 ft
Armour Class:	-2
Hit Dice:	7+7
Attacks:	3 claws, 1 bite
Damage:	1d3/1d3/1d3/6d4
Special Attacks:	Surprise 1-5 on d6
Special Defences:	Immune to fire and cold, half damage from electricity, travel through stone
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	Average
Alignment:	Neutral
Level/XP:	7/1,350+10/hp

Xorn are bizarre creatures from the elemental planes of earth that eat precious metals and other minerals. They have a rock-like consistency, granting an extremely good armour class, and appear to be made of stone. Xorn have a barrel-shaped body, radially symmetrical with three eyes, three arms, three stubby legs, and a powerful mouth set in the top of the creature's body. The stone-like appearance grants the xorn a tremendously good chance of surprising its enemies.

Xorn are immune to fire and cold damage, and take only half damage from electrical attacks (no damage when saving throws are successful). A xorn can swim through stone, but requires a full melee round to enter solid rock, during which time it cannot attack. A *phase door* spell will utterly destroy a xorn that is travelling through rock or readjusting its composition.

Xorn are particularly vulnerable to spells that affect earth and stone. *Move earth* spells may be used to hurl a xorn backwards 30ft and stun them for a full round. *Stone to flesh* and *rock to mud* spells weaken the xorn's elemental structure, increasing the creature's AC to 8 until the xorn concentrates for a full round to readjust its composition. *Passwall* spells inflict 1d10+10 points of damage with no saving throw.

Treasure: 1d4x1,000 cp (25%), 1d8x1,000 sp (30%), 1d2x1,000 ep (25%), 2d6x1,000- gp (70%), 5d4 gems (50%), 1 misc. magic + 1 potion (60%)

Yeti

Frequency:	Very rare
No. Encountered:	1d6
Size:	Large (8 ft tall)
Move:	150 ft
Armour Class:	6
Hit Dice:	4 + 4
Attacks:	2
Damage:	1d6/1d6
Special Attacks:	See below
Special Defences:	Impervious to cold
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Average
Alignment:	Neutral
Level/XP:	4/435+5/hp

Yeti are tall and vaguely ape-like humanoids completely covered in thick white hair and weighing in at 300 lbs. Yeti have ivory clawed and quite large feet and hands, a mouthful of sharp fangs, and are known to crave the taste of human flesh. Yeti inhabit regions of ice and snow, generally in the cold regions of the world, but sometimes in area with mountains high enough to stay snow-capped the year round. In spite of their appearance yeti are not albinos, they have eyes of pale blue or a very light, almost white, grey.

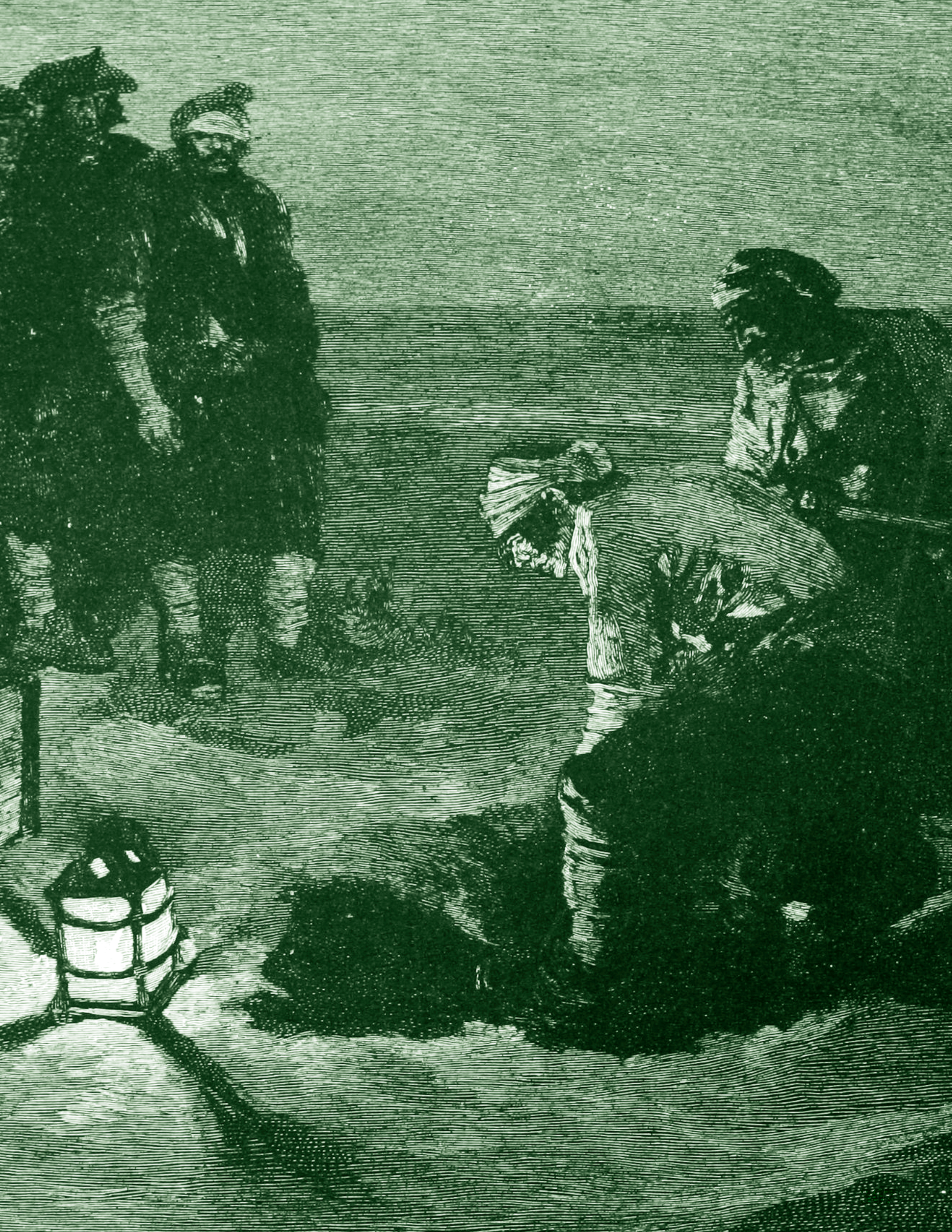
In combat the yeti attacks with its clawed hands and if it strikes with a roll of a natural 20 it has grabbed its opponent and squeezed him or her in its powerful arms, inflicting another 2d8 points of damage (cold-resistant creatures take only 1d8 points of damage from this attack).

If surprised by a yeti, an adventurer must roll a saving throw vs paralysis. Failing the save means he or she has inadvertently looked into the creature's eyes and has been struck with intense fright and unable to move or react for 3 melee rounds. During this time, the unfortunate victim will be both struck twice and suffer the squeezing attack of the yeti twice.

Because of their extreme adaptation to living in cold climates, yeti suffer 50% greater damage from heat and fire based attacks. Because of their colouration and habitat, yeti are virtually invisible until within 20 ft of their prey, though higher-level characters have a 10% chance per level of spotting one at normal viewing ranges. Though yeti have no real use for treasure, they do realize its worth to other beings and, as such, a random collection of coins and valuables can be found in their lairs.

Yeti lairs usually comprise a pod of 1 male, 1d4 females, and 1d4 + 1 younglings. If younglings are present, the females will fight to the death to protect them, requiring no morale check.

Treasure: None carried. In lair: 1d6x1,000 cp (10%), 1d10x1,000 sp (35%), 1d6x1,000 ep (15%), 1d6x1,000 gp (65%), 1d10 gems (35%), 2d4 jewellery (30%), 2 random magic items + 2 potions (10%).



CHAPTER VI:
TREASURE

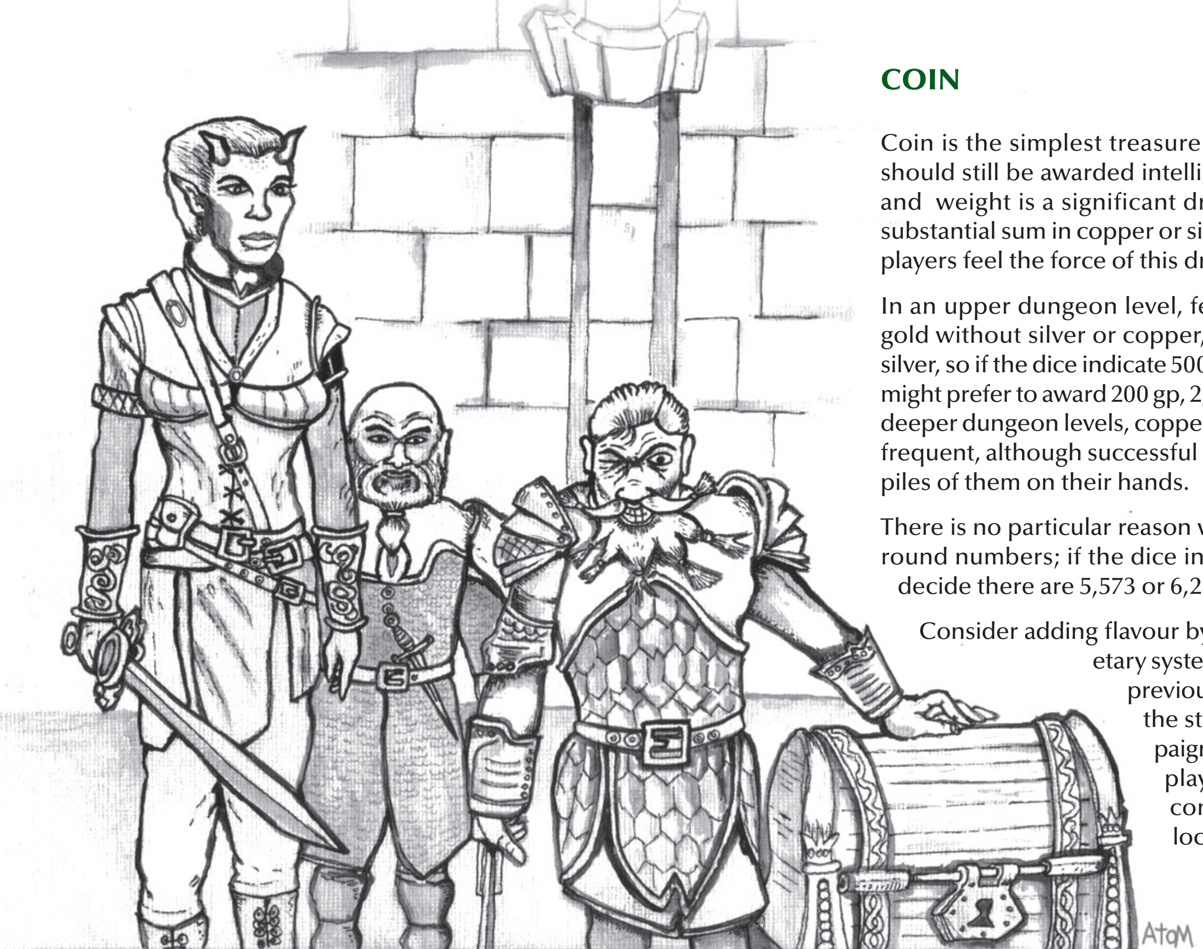
In OSRIC, "treasure" comprises maps, coin, gemstones, jewellery, and magic items. In many cases, treasure will come from monsters the characters defeat (see Chapter V for details of the treasure each creature possesses). However, it may also be found in dungeons in other circumstances, either unguarded (rarely!) or protected by a trick or trap.

This chapter contains systems for randomly determining treasure. The GM should employ these systems with care and thought, and the general principle should be that any treasure awarded reflects the difficulty in obtaining it—so, for example, if the dice show that a small sickly rat or kobold in the upper dungeon levels possesses some enormously valuable treasure such as a great jewel or major magic item, the GM should give thought to reducing the award!

There is no duty on the GM to award treasure for each and every challenge the party might overcome. Some monsters, particularly wandering monsters, should have no treasure at all! Likewise some tricks or traps may not be associated with any reward to the party.

Give thought to how an intelligent monster protects its treasure. As a rule, treasure will be carried on a creature's person if it can use it (or might need to use it) at short notice, but treasure not immediately needed will be concealed somewhere.

If a dungeon treasure is associated with no particular creature, the following table may be used to determine its nature:



d% roll	Treasure
01-35	1,500 cp per dungeon level
36-65	750 sp per dungeon level
66-80	250 gp per dungeon level
81-90	100 pp per dungeon level
91-95	1d3 gems per dungeon level
96-97	1 piece of jewellery per dungeon level
98-00	1 magic item (1d2 items below dungeon level 6)

(For fully randomly-generated dungeons, the treasure table in Chapter IV should be used instead.)

MAPS

Maps do not feature in the random tables because the GM will need to prepare them in advance; they should appear in hand-crafted areas rather than randomly-rolled ones. They are, nevertheless, valuable treasure to a clever player character. A map could indicate the location of a treasure outside the dungeon, thus becoming an adventure in its own right—or it could not show a treasure at all, but indicate where a powerful vampire lairs, or the location of a particularly fiendish trap, in which case it will still be of value to the party.

Maps can be literal maps or charts where X marks the spot, but they do not need to be. A note that says "The wand is lost—I dropped it somewhere in the sewers" or "The Shield of Shadows must lie beyond the Green Portal" is a minor map of sorts.

COIN

Coin is the simplest treasure for the GM to administer, but should still be awarded intelligently. OSRIC coins are heavy, and weight is a significant drawback if the players locate a substantial sum in copper or silver. The GM should ensure the players feel the force of this drawback.

In an upper dungeon level, few treasures should consist of gold without silver or copper, or platinum without gold and silver, so if the dice indicate 500 gp on dungeon level 2, the GM might prefer to award 200 gp, 2,000 sp and 10,000 cp instead. In deeper dungeon levels, copper and silver will be relatively less frequent, although successful players will still have enormous piles of them on their hands.

There is no particular reason why coin should be awarded in round numbers; if the dice indicate 6,000 cp, the GM might decide there are 5,573 or 6,281 of them.

Consider adding flavour by having some alternative monetary systems, such as ancient coins from a previous empire, that do not convert to the standard coin types of your campaign on a 1-1 basis. In such cases the player characters will need to pay conversion costs, perhaps to the local moneychangers.

GEMSTONES

Where the GM wishes to determine the value of a gem, the following table may be used:

Gemstone Table

d%	Value (gp)	Average Value (gp)	Description
01-30	4d4	10	Ornamental Stone
31-55	2d4 x 10	50	Semi-Precious Stone
56-75	4d4 x 10	100	Fancy Stone
76-90	2d4 x 100	500	Precious Stone
91-99	4d4 x 100	1,000	Gem
00	2d4 x 1,000	5,000	Jewel

Changing Gem Value from Base: This table is provided to assist GMs in determining value when the base value only of a gem is known. Reroll on a result of 1 or 0 only, as indicated on the table.

1	Value increases by 1 step. Reroll and ignore any result greater than 8.*
2	Value doubles.
3	Value triples.
4-8	No change to base value.
9	Stone decreases in value by 1d4 x 10% percent.
0	Value decreases by 1 step. Reroll and ignore a result of 1.**

*No stone may increase in value more than 7 steps. Stones of 5,000 gp value or greater increase in value by the following increments: 5,000—10,000—25,000—50,000—100,000—250, 000—500,000—1,000,000 (the maximum value possible).

**No stone may decrease in value more than 5 steps. Stones of 10 gp value or less decrease in value by the following steps: 10—5—1—10 sp—5 sp—1 sp (the absolute minimum value).

GEM EXAMPLES, BY VALUE

Ornamental: Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye; turquoise; freshwater pearl.

Semi-Precious: Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon.

Fancy: Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline.

Precious: Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz.

Gem: Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby.

Jewel: Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth.

JEWELLERY

Where the GM wishes to determine the nature of a piece of jewellery, the table overleaf may be used. Roll d% to determine the *form* of the jewellery (whether the players have found a goblet or a ring, for example), and a d10 to determine its *composition* (whether it be plain silver or gem-encrusted gold, for example).

Jewellery Table

Roll d% and d10

Roll	Item	Silver (1d10) x100 gp	Silver and gold (2d6) x100 gp	Gold (3d6) x100 gp	Silver and gems (5d6) x100 gp	Gold and gems (2d4) x1,000 gp	Exceptional (2d6) x1,000 gp
01-03	Amulet	1-4	5-7	8-9	10		
04	Anklet	1-3	4-6	7-8	9	10	
05-07	Arm-ring	1-4	5-6	7-8	9	10	
08-10	Belt	1-4	5-6	7-8	9-10		
11-12	Box	1-4	5-7	8-9	10		
13-17	Bracelet	1-3	4-6	7-8	9	10	
18-20	Brooch	1-3	4-6	7-8	9	10	
21-23	Buckle	1-4	5-7	8-9	10		
24-25	Chain	1-4	5-7	8-9	10		
26-27	Chalice	1-3	4-6	7-8	9	10	
28-30	Choker	1-4	5-7	8-9	10		
31-32	Clasp	1-4	5-6	7-8	9-10		
33-35	Comb	1-3	4-6	7-8	9	10	
36-37	Coronet	1	2	3-4	5-8	9	10
38	Crown	1	2	3	4	5-7	8-10
39-40	Diadem	1-3	4-6	7-8	9	10	
41-46	Earring	1-3	4-6	7-8	9	10	
47-49	Goblet	1-3	4-6	7-8	9	10	

Roll	Item	Silver (1d10) x100 gp	Silver and gold (2d6) x100 gp	Gold (3d6) x100 gp	Silver and gems (5d6) x100 gp	Gold and gems (2d4) x1,000 gp	Exceptional (2d6) x1,000 gp
50-51	Idol	1-2	3-4	5-7	8-9	10	
52-54	Knife	1-4	5-7	8-9	10		
55-58	Locket	1-3	4-5	6-7	8-9	10	
59-60	Medal	1-4	5-7	8-10			
61-64	Medallion	1-3	4-6	7-9	10		
65-69	Necklace	1-3	4-6	7-8	9	10	
70-73	Pendant	1-3	4-6	7-8	9	10	
74-77	Pin	1-3	4-6	7-8	9	10	
78	Orb	1	2	3	4-5	6-8	9-10
79-87	Ring	1-3	4-6	7-8	9	10	
88	Sceptre	1	2	3	4-5	6-8	9-10
89-92	Seal	1-4	5-7	8-9	10		
93-94	Statuette	1-3	4-6	7-8	9	10	
95	Tiara	1-3	4-6	7-8	9	10	
96-97	Toe-ring	1-3	4-6	7-8	9	10	
98-00	Weapon-hilt	1-3	4-6	7-8	9	10	

Note: The description of the item as "silver", "gold", etc. is a guideline and the GM should interpret it to represent a broad category of value rather than its literal composition. A gold item could actually be high-quality filigree silver, ivory, or even enamelled bronze of superb workmanship. "Exceptional" quality may mean that the item is fashioned of platinum, mithril or some other extremely rare and valuable substance, or it may simply mean a very fine example of gem-encrusted gold.

The appraisal of jewellery is a complex and difficult skill. Gnomes frequently have the best eye for these matters, although thieves, assassins and dwarfs may also be able to hazard a guess. The GM should allow a possibility (depending on the circumstances) that a character may seriously underestimate or overestimate an object's value. For example, a gnomish thief assessing a silver ring might be accurate 99 times out of 100, but a dwarfish fighter assessing an exceptional orb might only have a 25% chance of doing so accurately.

If the players appraise the value of the jewellery incorrectly, they will more than likely be fleeced when attempting to re-sell.

MASTER MAGIC ITEM TABLES

Random determination of magic items needs to be tempered with GM judgment and discretion. Lucky (or very unlucky) rolls on the treasure table should not be permitted to unbalance the game, and the GM should ensure that the party's power remains in proportion to their level of experience.

d20	Result
01-03	Armour and Shield
04-06	Miscellaneous Magic
07-09	Miscellaneous Weapons
10-13	Potions
14	Rings
15	Rods Staves and Wands
16-18	Scrolls
19-20	Swords

Armour and Shield Table 1: Form

d20	Result
01	Banded
02-04	Chain Mail (10% elfin in origin)
05-06	Leather
07-09	Plate Mail
10	Ring Mail
11-12	Splinted
13-14	Scale Mail
15	Studded Leather
16-20	Shield

Armour and Shield Table 2: Properties

d20	Result
01-10	+1
11-15	+2
16	+3
17	(65%) +4 / (35%) +5
18	Cursed
19-20	Special

Miscellaneous Weapons Table 1: Form

d20	Result
1-3	Arrow
4-5	Axe
6	Bolt
7	Bow (50% chance of crossbow)
8-11	Dagger
12	Flail
13	Hammer
14	Javelin
15-16	Mace
17	Military Pick (33%)/Morning Star (33%)/Pole Arm (33%)
18	Scimitar
19	Spear
20	Trident (50%)/Sling (50%)

Miscellaneous Weapons Table 2: Properties

d20	Result
01-10	+1
11-15	+2
16	+3
17	(65%) +4 / (35%) +5
18	Cursed
19-20	Special

Potions Table 1: Properties

d20	Result
01	(50%) Animal Control / (50%) Clairaudience
02	(50%) Clairvoyance / (50%) Climbing
03	(50%) Cursed / (50%) Delusion
04	(65%) Diminution / (35%) Dragon Control
05	ESP
06	(35%) Extra-Healing / (65%) Fire Resistance
07	(50%) Flying / (50%) Gaseous Form
08	(50%) Giant Control / (50%) Giant Strength
09	Growth
10	Healing
11	(50%) Heroism / (50%) Human Control
12	(50%) Invisibility / (50%) Invulnerability
13	(50%) Levitation / (50%) Longevity
14	(50%) Oil of Ætherealness / (50%) Oil of Slipperiness
15	(50%) Philtre of Love / (50%) Philtre of Persuasiveness
16	(65%) Plant Control / (35%) Polymorph
17	(50%) Speed / (50%) Super-Heroism
18	Sweet Water
19	(75%) Treasure Finding / (25%) Undead Control
20	Water Breathing

Rings Table 1: Properties

d20	Result
01	Charisma
02-03	Feather Falling
04	Fire Resistance
05	Free Action
06	Genie Summoning
07	Invisibility
08-12	Protection
13	(25%) Regeneration (75%) Spell Storing
14	Spell Turning
15	Swimming
16	(50%) Telekinesis (50%) Three Wishes
17	Warmth
18-19	Water Walking
20	Wizardry

Determine the ring's appearance, apparent gold piece value, and gemstone (if any) using the jewellery table.

Rods Staves & Wands Table 1: Properties

d20	Result
01	Rod of Absorption
02-03	Rod of Cancellation
04	Rod of Captivation (25%) / Rod of Lordly Might (50%) / Rod of Resurrection (25%)
05	Rod of Rulership (50%) / Rod of Striking (50%)
06	Staff of Compulsion (50%) / Staff of Healing (50%)
07	Staff of Power (25%) / Staff of the Serpent (75%)
08	Staff of Withering (75%) / Staff of Wizardry (25%)
09	Wand of Detecting Magic
10	Wand of Detecting Minerals & Metals
11	Wand of Detecting Traps & Secret Doors
12	Wand of Enemy Detection
13	Wand of Fear (50%) / Wand of Fire (50%)
14	Wand of Ice (50%) / Wand of Light (50%)
15	Wand of Illusion (50%) / Wand of Lightning (50%)
16	Wand of Magic Missiles
17	Wand of Negation
18	Wand of Paralysation
19	Wand of Polymorphing
20	Wand of Summoning (50%) / Wand of Wonder (50%)

Scrolls Table 1: Type

d20	Result
01-12	Spell
13-19	Protection
20	Cursed

Scrolls Table 2: Spells

d20	Result
01-03	Cleric
04-05	Druid
06-07	Illusionist
08-20	Magic User

Scrolls Table 3: Scrolls of Warding

d20	Result
01-02	Acid
03-04	Demons
05-06	Devils
07-09	Elementals
10-11	Lycanthropes
12-14	Magic
15-16	Petrifaction
17-18	Polymorph
19-20	Undead

Swords Table 1: Form

d20	Result
01	Bastard Sword (20% chance of 2-handed sword instead)
02-05	Broadsword
06-19	Longsword
20	Shortsword (20% chance of a scimitar instead)

Swords Table 2: Properties

d20	Result
01-10	+1
11-15	+2
16	+3
17	(65%) +4 (35%) +5

d20	Result
18	Cursed
19-20	Special

Special Magic Swords

d%	Result
01	Bleeding Sword
02-06	Dancing Sword
7-16	Defender
17-21	Dragonbane
22-31	Flaming Blade
32-36	Frost Brand
37-46	Giantbane
47-51	Holy Sword
52-53	Keenblade
54-69	Luck Blade
70-74	Magebane
75-79	Nine Lives Stealer
80-84	Trollbane
85-89	Vampire Blade
90	Vorpal Blade
91-95	Werebane
96-99	Wyrmbane
00	Unusual Sword

Special Magic Miscellaneous Weapons

d%	Result
01-05	Arrow of Slaying
06-15	Axe of Hurling
16-30	Crossbow of Accuracy
31-40	Crossbow of Range
41-50	Crossbow of Speed
51-60	Dagger of Venom
61-70	Hammer of the Dwarfs
71-75	Holy Mace
76-85	Sling of the Halfling
86-00	Trident/Fork

Miscellaneous Magic Items Master Table

d%	Result
01-50	Table I: Common
51-70	Table II: Less Common
71-90	Table III: Uncommon
91-99	Table IV: Rare
00	Roll Twice, Ignoring This Result

Table I: Common Miscellaneous Magic Items

d%	Result
01	Incense of Meditation (1d4+1 cones)
02	Javelin of the Raptor
03	Thunder Spear
04	Boots of Elvenkind
05	Candle of Invocation
06	Dust of Appearance
07	Dust of Disappearance
08	Rope of Climbing
09	Scarab of Protection
10	Slippers of Spider Climbing
11	Strand of Prayer Beads[1]
12-13	Amulet of Natural Armour
14-15	Blessed Book
16-17	Brooch of Shielding
18-19	Hat of Disguise
20-21	Horn of Valhalla[2]
22-23	Periapt of Proof Against Poison
24-25	Phylactery of Faithfulness
26-27	Robe of Blending
28-30	Pipes of the Sewers
31-33	Restorative Ointment
34-36	Robe of Useful Items
37-39	Vest of Escape
40-42	Cloak of Elvenkind
43-46	Wings of Flying
47-55	Cloak of Resistance
56-65	Feather Token[3]
66-75	Figurines of Wondrous Power*
76-00	Bracers of Armour**

[1] Roll 1d6: 01-04 = Strand, 05 = Lesser Strand, 06 = Greater Strand

[2] Roll 1d4: 1 = Silver, 2 = Brass, 3 = Bronze, 4 = Iron

[3] Roll 1d6: 01 = Anchor, 02 = Bird, 03 = Fan, 04 = Swan Boat, 05 = Tree, 06 = Whip

*Roll 1d10: 01 = Bronze Griffon, 02 = Ebony Fly, 03 = Golden Lions, 04 = Ivory Goats, 05 = Marble Elephant, 06 = Obsidian Steed, 07 = Onyx Dog, 08 = Serpentine Owl, 09 = Silver Raven, 10 = Reroll, ignoring this result.

**Roll d% 01-35 = +1, 36-60 = +2, 61-75 = +3, 76-85 = +4, 86-91 = +5, 92-96 = +6, 97-99 = +7, 00 = +8

Table II: Less Common Miscellaneous Magic Items

d%	Result
01	Arrow of Direction
02	Brazier of Commanding Fire Elementals
03	Cape of the Mountebank
04	Cloak of the Manta Ray
05	Decanter of Endless Water
06	Dust of Dryness
07	Elixir of Swimming
08	Gloves of Arrow Snaring
09	Gloves of Swimming and Climbing
10	Goggles of Night
11	Horseshoes of Speed
12	Necklace of Adaptation
13	Orb of Storms
14	Periapt of Health
15	Pipes of Haunting
16	Ring Gates
17	Robe of Bones
18	Unguent of Timelessness
19-20	Universal Solvent
21-22	Amulet of Proof Against Detection or Location
23-24	Boots of Speed
25-26	Boots of Striding and Springing
27-28	Bracers of Archery, Lesser
29-30	Candle of Truth

d%	Result
31-32	Cloak of Displacement, Minor
33-34	Cloak of the Bat
35-36	Dark Skull
37-38	Dust of Tracelessness
39-40	Elixir of Truth
41-42	Elixir of Vision
43-44	Glove of Storing
45-46	Horn of the Tritons
47-48	Necklace of Fireballs[1]
49-50	Periapt of Wound Closure
51-52	Phylactery of Undead Turning
53-54	Rope of Entanglement
55-56	Stone Horse
57-58	Stone of Alarm
59-60	Sustaining Spoon
61-62	Wind Fan
63-65	Bag of Holding[2]
66-68	Boots of Levitation
69-71	Bottle of Air
72-74	Broom of Flying
75-77	Crystal Ball
78-80	Elixir of Fire Breath
81-83	Elixir of Hiding
84-86	Handy Haversack
87-89	Harp of Charming
90-92	Helm of Comprehend Languages and Read Magic
93-95	Helm of Underwater Action
96-98	Horn of Fog
99	Roll Twice on Table I
00	Roll Twice, Ignore Results > 98

[1] Roll 1d8: 1 = Level I, 2 = Level 2 and so on. On a result of 8, reroll. On a second roll of 8, roll new item.

[2] Roll 1d4: 1 = Type I, 2 = Type II, 3 = Type III, 4 = Type IV

Table III: Uncommon Miscellaneous Magic Items

d%	Result
01	Ahmek's Copious Coin Purse
02	Alchemy Jug
03	Amulet of Health
04	Amulet of the Planes
05	Apparatus of the Lobster
06	Bag of Tricks[1]
07	Bead of Force
08	Blemish Blotter
09	Boots of the Winterlands
10	Bowl of Commanding Water Elementals
11	Bracelet of Friends
12	Bracers of Archery, Greater
13	Carpet of Flying[2]
14	Censer of Controlling Air Elementals
15	Chime of Interruption
16	Chime of Opening
17	Circlet of Blasting, Minor
18	Circlet of Persuasion
19	Cloak of Ætherealness
20	Cloak of Arachnida
21	Cloak of Charisma
22	Cloak of Displacement, Major
23	Cube of Force
24	Cube of Frost Resistance
25	Cubic Gate
26	Deck of Illusion
27	Dimensional Shackles
28	Drums of Panic
29	Dust of Illusion
30	Efficient Quiver
31	Elemental Gem[3]
32	Eyes of the Eagle
33	Gauntlets of Ogre Power
34	Gauntlets of Rust
35	Gloves of Dexterity
36	Goggles of Minute Seeing
37	Headband of Intellect
38	Helm of Telepathy
39	Horn of Goodness/Evil
40	Horseshoes of the Zephyr
41	Instant Fortress
42	Iron Bands of Binding
43	Iron Flask
44	Lantern of Revealing
45	Mantle of Faith
46	Mantle of Magic Resistance
47	Marvellous Pigments (1d4 pots)
48	Mask of the Skull
49	Medallion of Thoughts
50	Pearl of Power
51	Pearl of the Sirines
52	Periapt of Wisdom
53	Pipes of Pain
54	Pipes of Sounding
55	Plentiful Vessel
56	Robe of Stars
57	Scabbard of Keen Edges
58	Scarab of Golem Bane
59	Silversheen
60	Sovereign Glue
61	Stone of Controlling Earth Elementals
62	Stone of Good Luck
63	Stone Salve
64	Vestment, Druid's
65	Well of Many Worlds
66-75	Roll Twice on Table I
76-85	Roll Once on Table I & Once on Table II
86-95	Roll Twice on Table II
96-99	Reroll & Ignore Results > 65, Roll Once on Table II
00	Roll Twice, Ignore Results > 65

[1] Roll 1d6: 1-2 = Grey, 3-4 = Rust, 5-6 = Tan

[2] Roll 1d6: 1-2 = 5 x 5 ft, 3-4 = 5 x 10 ft, 5-6 = 10 x 10 ft

[3] Roll 1d4: 1 = Clear, 2 = Brown, 3 = Bright Red, 4 = Turquoise

Table IV: Rare Miscellaneous Magic Items

d%	Result
01-02	Afreeti Bottle
03-04	Amulet of Life Protection
04-05	Amulet of Mighty Fists
06-07	Belt of Dwarfkind
08-09	Belt of Giant Strength
10-11	Boat Folding
12-13	Boots of Teleportation
13-14	Boots, Winged
15-16	Brooch of Instigation
17-18	Circlet of Blasting, Major
19-20	Eversmoking Bottle
21-22	Eyes of Charming
23-24	Eyes of Doom
25-26	Eyes of Petrifaction
27-28	Gem of Brightness
29-30	Gem of Seeing
31-32	Golem Manual
33-34	Helm of Brilliance
35-36	Helm of Teleportation
37-38	Horn of Blasting
39-40	Horn of Blasting, Greater
41-32	Ioun Stones[1]
43-44	Lyre of Building
45-46	Manual of Bodily Health
47-48	Manual of Gainful Exercise
49-50	Manual of Quickness of Action
51-52	Mattock of the Titans
53-54	Maul of the Titans
55-56	Mirror of Life Trapping
57-58	Mirror of Mental Prowess
59-60	Mirror of Opposition
61-62	Oil of Famishing
63-64	Portable Hole
65-66	Robe of Eyes
67-68	Robe of Scintillating Colours
69-70	Robe of the Archmagi
71-72	Sagacious Volume
73-74	Shrouds of Disintegration
75-76	Tome of Clear Thought
77-78	Tome of Leadership and Influence
79-80	Tome of Understanding
81-85	Roll Twice On Table III
86-90	Roll Again & Roll Misc. Magic Weapon
91-95	Roll Again & Roll Magic Sword
96-00	Roll On Cursed Items Table[2]

[1]Consult Sub-Table IV-A: Ioun Stones

[2]Use the Specific Cursed Items table, or create your own using Cursed Items section of these rules.

Sub-Table IV-A: Ioun Stones

d%	Result
01-06	Clear Spindle
07-12	Dusty Rose Prism
13-18	Deep Red Sphere
19-24	Incandescent Blue Sphere
25-30	Pale Blue Rhomboid
31-36	Pink Rhomboid
37-42	Pink & Green Sphere
43-48	Scarlet & Blue Sphere
49-54	Dark Blue Rhomboid
55-60	Vibrant Purple Prism
61-66	Iridescent Spindle
67-72	Pale Lavender Ellipsoid
73-77	Pearly White Spindle
78-83	Pale Green Prism
84-89	Orange Prism
90-96	Lavender & Green Ellipsoid
97-99	Reroll twice, ignoring results > 96
00	Reroll thrice, ignoring result > 96

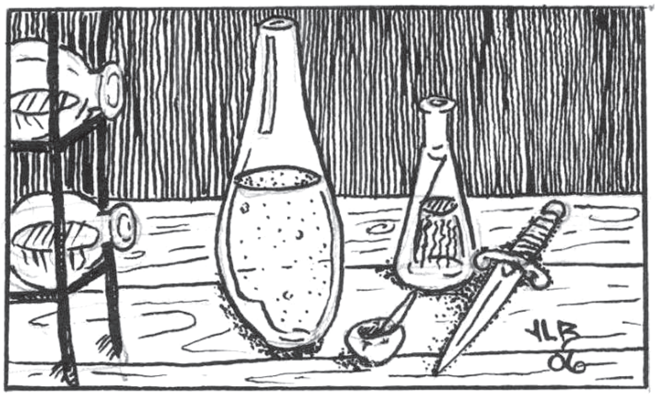
Note: Many magic items are restricted in who can use them. Where this applies, the character classes are listed in abbreviated form within the item description. The following notation is used: **Item (Classes)** where, under "classes", "A" means "assassin", "C" means "cleric", "D" means "druid", "F" means "fighter", "I" means "illusionist", "M" means "magic user", "P" means "paladin", "R" means "ranger" and "T" means "thief".

POTIONS

Although potions can be found in a variety of containers, including glass, ceramic, or metal flasks, most contain only one dose that imbues their potion's particular effects for one individual. Most potions bear no label and require a small amount to be sampled in order to attempt to identify the potion type. This is not without error, and potions of the same type may differ in their aroma or taste depending on how they were made.

As a standard rule, potions take effect 1d4+1 segments after consumption, and last for 1d4 turns. This principle is superseded where the specific potion description indicates otherwise. Potions can normally be consumed in half doses, so that half the potion is consumed and operates for half the duration.

The creation of potions requires the joint efforts of magic users and alchemists unless the magic user is over 11th level. A sample of the potion to be created must be obtained at some point in order to learn the formula for the particular potion.



ADMIXTURE OF POTIONS

Magic potions store a great deal of eldritch energy and, as any alchemist or mage can attest, require a lot of careful preparation. The random admixture of potions can have unpredictable results and only the foolish or desperate will undertake such an action. Admixture of two or more potions has occurred when the liquid of one potion is mixed with that of another, or a potion is consumed while a previously consumed potion remains in effect. The former is considered an external admixture and the latter an internal one.

Presented here for the GM's consideration are a set of guidelines for handling these situations. A particularly industrious referee might wish to map out a complete matrix of effects to be used any time a potion is mixed with another. While this would be of use, the matrices would have to be updated with each introduction of a new potion. Additionally, the different formulations of a potion are not accounted for in such a matrix. OSRIC uses a set of guidelines combined with a random table to achieve a similar result with far less effort, as follows:

Mixing a *potion* of *clairaudience* or *clairvoyance* with any other potion will *stun* anyone drinking the potion for 1d4 days, due to massive sensory overload from uncontrolled telepathic input. The individual must be closely observed during this period to prevent harm to themselves or to others. An admixture containing a *potion of longevity* as an ingredient will act as a *slow* spell upon the imbiber for 1 hour. A *potion of polymorph* admixture always yields a poison of strongest toxicity and the person drinking it must save at -4 or die. A *potion of delusion* admixed with any other potion will always produce a *potion of delusion*. Thus, a *potion of delusion* mixed with a *potion of invisibility* will cause the drinker to believe he or she is truly invisible, even in the face of overwhelming evidence to the contrary.

Potion Admixture Results Table

d%	Result
01	Eldritch blast! A catastrophic release of magical energies. This massive energy discharge does 6d10 points of internal damage and 1d10 points of damage to anyone with 10 ft of the imbiber. If mixed externally, all persons within 10 ft of the epicentre of the blast take 4d6 points of damage, no saving throw allowed.
02-03	Poison, causing instant death if mixed internally, no save. External admixtures create a poisonous cloud 10 ft in diameter. Anyone within the cloud must save versus poison or die.
04-07	A strange brew results and imbiber sickens, losing 1d4 each strength and dexterity for 4d6 rounds, no saving throw. One potion is completely nullified and the other works at 50% strength and duration, determined randomly.
08-12	The potions cancel each other out.
13-20	One potion is cancelled and the other works at 50% strength and duration, determined randomly.
21-30	Both potions work but only at 50% strength and duration.
31-90	Successful admixture: both potions work normally.
91-99	Extraordinary success: one potion, determined randomly, works at 150% strength and duration while the other is cancelled.
00	Spectacular success! - One of the imbibed potions, determined randomly, has bestowed its effect permanently. Of course, this may not always be a good thing! Consider, for instance, a permanent *potion of gaseous form* effect.

Animal Control (any): Anyone taking this potion gains the ability to relate to, understand, and manipulate the emotions of a particular type of animal. The type of animal is determined by a dice roll (see below), and the number of animals affected depends on the size of the animal. The following general sizes and quantities apply: wolf size or smaller, 5d4; up to human size, 3d4; animals up to 1,000 lbs, 1d4.

d20	Result
1-4	Avian
5-7	Fish
8-11	Mammal, including marsupial
12-13	Any mammal and avian
14-17	Amphibians and reptiles
18-19	Amphibians, reptiles, and fish
20	All listed above

Note that unless the drinker of this potion has some other means of directly communicating with the animals influenced by the potion, only general emotions or inclinations may be manipulated. Humanoids are unaffected by this potion, and any creature with low intelligence (5) or higher may make a saving throw to resist its effects.

Clairaudience (any): This potion lasts for 2 turns and grants the drinker the spell-like ability to hear as the similarly named third level magic user spell. This effect can be used further to hear what is happening out of sight within 30 ft.

Clairvoyance (any): This potion lasts for 1 turn and grants the drinker the spell-like ability of *clairvoyance* like the third level magic user spell. Unlike the spell, this potion grants the ability to see what is happening outside of the known area within 30 ft.

Climbing (any): This potion lasts for 1 turn + 5d5 rounds, during which time the drinker gains the ability to climb like a thief with 99% ability (a roll of 00 means failure). However, the odds of failure increase by 1% for every 1,000 gp worth of weight carried. Furthermore, the type of armour worn will influence climbing ability by decreasing the percentage chance of success as follows:

-1%	Any type of magical armour
-1%	Studded leather
-2%	Ring mail
-4%	Scale mail
-7%	Chain mail
-8%	Banded and splinted armour
-10%	Plate mail

Delusion (any): This potion is aptly named, for it convinces the drinker that the potion is of another type. If more than one person tastes this potion, there is a 90% chance they all will believe the potion to be of the same type. For example, a potion of clairaudience might convince the drinker there are sounds in the distance that do not truly exist.

Diminution **(any):** This potion lasts for 1d4+7 turns. When drunk, the imbiber and everything carried will shrink to 5% of the person's original size. If only half of the potion is consumed, it will shrink the imbiber 50% of his or her original size.

Dragon Control **(any):** Drinking this potion grants the imbiber power equivalent to *charm monster* upon a dragon of a type determined by the table below. Each potion affects only one type of dragon unless otherwise indicated. The imbiber is able to control a dragon within 60 ft for the duration of 5d4 rounds. Roll on the table below for the specific type of dragon control potion.

d20	Result
1-2	black dragon control
3-4	blue dragon control
5-6	brass dragon control
7	bronze dragon control
8-9	copper dragon control
10	gold dragon control
11-13	green dragon control
14	red dragon control
15	silver dragon control
16-17	white dragon control
18-19	all evil dragons (black, blue, green, red, white)
20	all good dragons (brass, bronze, copper, gold, silver)

ESP **(any):** This potion grants a spell-like ability equivalent to the magic user spell *ESP* for the duration of 5d8 rounds.

Extra-Healing **(any):** Imbibing the full dose of this potion replenishes damage up to 3d8 + 3 hit points. Unlike most other potions, this can be imbibed in three equal portions for 1d8 hp of healing each.

Fire Resistance **(any):** The imbiber of this potion is impervious to all forms of ordinary flame, whether as small as a torch or as large as a raging bonfire, for 1 turn. Further, this potion reduces damage from other kinds of fire by –2 per die of damage. These kinds of fire include fireball, wall of fire, and the intense heat of molten rock. If exposure to these flames requires a saving throw, it is made at +4 to the dice roll. Half of the potion can be quaffed for resistance lasting 5 rounds, and other bonuses provided are halved (-1 damage and +2 to saving throws).

Flying **(any):** This potion grants the spell-like ability equivalent to the magic user spell of the same name.

Gaseous Form **(any):** The person who quaffs this potion, in addition to all items on his or her person, takes on a translucent, gaseous consistency and floats at 30 ft per round. This speed can be different depending on natural wind speed in the environment or due to the effects of wind-altering spells. While in gaseous form, the person affected can flow below doors and other small spaces not sealed airtight. Although magical lightening and fire do the gaseous form full damage, while in gaseous form the imbiber is otherwise impervious to other attacks. However, double the normal damage is inflicted by a whirlwind. This potion must be fully imbibed to have effect.

Giant Control **(any):** When imbibed, the drinker is able to control up to two giants in the same manner as the spell charm monster for 5d6 rounds. A saving throw is allowed, and if only one giant is affected it receives –4 to this roll. If two giants are affected they receive +2 to this roll. Each potion of giant control affects only one type of giant. Consult the table below.

d20	Result
1-2	cloud giant
3-6	fire giant
7-10	frost giant
11-15	hill giant
16-19	stone giant
20	storm giant

Giant Strength **(FPR):** There is a separate potion for each type of giant, and the imbiber of this potion temporarily gains the strength score of the appropriate type of giant. This bonus in strength is accompanied by the giant ability to toss rocks at opponents. Consult the table below for the giant types and strength abilities granted. Giants are listed in order of ascending strength.

d20	Giant Strength	Melee Dmg	Wt Allow.	Range mod	Rock Dmg	BB/ LG
1-6	Hill	+1d8	+4,500	+780 ft	1d6	50%
7-10	Stone	+1d10	+5,000	+8,160 ft	1d12	60%
11-14	Frost	+1d12	+6,000	+9,100 ft	1d8	70%
15-17	Fire	+2d6	+7,500	+10,120 ft	1d8	80%
18-19	Cloud	+2d8	+9,000	+11,140 ft	1d10	90%
20	Storm	+2d10	+12,000	+12,160 ft	1d12	99%

Growth **(any):** The imbiber of this potion increases in size up to a maximum of an additional 24 ft. This potion can be quaffed in one-quarter increments such that one one-quarter portion increases size by 6 ft. Note that although the enlarged person gains enough strength to conduct normal movement, gained strength does not apply in any way to combat. However, movement does increase to an equal amount of a giant of equivalent size.

Healing **(any):** The imbiber of this potion regains 2d4+2 hp. This potion can only be quaffed in total for effect.

Heroism **(FPR):** Extra levels and their accompanied benefits to combat are temporarily granted to the imbiber, determined by his or her experience level as shown in the table below. Characters above 9th level receive no benefit.

Imbiber Level	Levels Granted	Additional Hit Dice (d10)
0	4	4
1st to 3rd	3	3 + 1
4th to 6th	2	2 + 2
7th to 9th	1	1 + 3

Human Control **(any):** Once quaffed, this potion grants the spell-like ability of *charm person* to the drinker for 5d6 rounds. Many kinds of humanoids, demi-humans, and humans can be affected by this potion (see the table below), and 32 hit dice/ levels of these beings are affected. Only whole hit dice are considered when calculating how many individuals are affected, and any bonuses are dropped (3 + 1, 4 + 2 are treated as 3, 4). The specific kind of human-like being affected for each potion is determined on the table below.

d20	Result
1-2	dwarfs
3-4	elves and half-elves

d20	Result
5	elves, half-elves, and humans
6-7	gnomes
8-9	halflings
10-11	half-orcs
12-17	humans
18-20	other humanoids (orcs, gnolls, goblins, etc.)

Invisibility (any): When this potion is quaffed, the drinker is bestowed with the spell-like ability of *invisibility*. This potion can be consumed in 1/8 increments, in which case the invisibility granted lasts 1d4 + 2 turns per dose. Any combat action removes the invisibility granted, such that a new dose must be consumed.

Invulnerability (F): An *invulnerability* potion makes the drinker impenetrable to normal attacks, attacks by non-magical beings, and attacks by creatures under 4 hit dice. Further, the drinker gains +2 to all saving throws and grants a reduction in armour class by two ranks. This potion may only be consumed by fighters and its effects last 3d6+2 rounds.

Levitation (any): When this potion is quaffed, the drinker is bestowed with the spell-like ability of *levitation*. The effects of this potion extend to the drinker only, but allow up to 6,000 gp of weight to be transported as well.

Longevity (any): This potion makes the drinker 1d12 years younger. This restored youth is possible not only for natural ageing, but also for ageing from magic or creature effects. There is some small danger however, since each time a *potion of longevity* is consumed there is a cumulative 1% probability that all previous age reversals from potions of this type will be negated, raising the character's age to the age he or she would be without the effects of the potions. It is not possible to drink this potion in increments.

Oil of Ætherealness (any): This potion is not imbibed, but the thin oil is applied to a character and all of his or her belongings in order to achieve an æthereal state for 1d4+4 turns. It takes 3 rounds for the potion to take effect, and it can be negated earlier than the duration by applying a mildly acidic liquid. When æthereal, a character is invisible and can pass through any objects that are not also æthereal.

Oil of Slipperiness (any): This oil is applied to the character in the same way as *oil of ætherealness*. Any character so coated cannot be restrained or grabbed, and neither wrapped in the grip of constrictor snakes or any other grasping attacks, including binding ropes, chains, or cuffs, magical or otherwise. Simply put, nothing can get a grip on a character coated in this oil. Further, objects can be coated with the oil, and if a floor is coated any individual even standing on the floor will have a 95% probability each round of falling do to slipping. The effects of the oil last 8 hours, but the oil can be cleaned off early with liquid containing alcohol, such as whiskey, wine, or stout beer.

Philtre of Love (any): The imbiber of this potion may become *charmed* by the next person or creature upon whom he or she lays eyes. The drinker will actually become charmed and besotted by the person or creature if it is of the opposite sex and of similar racial stock. The charm aspect of this potion lasts for 4 + 1d4 turns, but only *dispel magic* will make the drinker cease to be enthralled by a member of the opposite sex.

Philtre of Persuasiveness (any): When this potion is quaffed, the drinker gains the ability to make a *suggestion*, as the magic user spell, to all creatures within 30 ft. Further, this potion makes the imbiber more alluring and grants a 25% bonus to reaction rolls.

Plant Control (any): The imbiber of a *potion of plant control* is able to control plants or plant-like creatures (including fungi and moulds) within an area of 20 ft squared, to a distance of 90 ft. This ability lasts for 5d4 rounds. Plants and plant-like creatures will obey commands to the best of their capacity. For instance, vines can be controlled to wrap around targets, and intelligent plants can be given orders. However, intelligent plant beings (5 or greater intelligence) receive a saving throw vs magic. Similar to other charm-like abilities, one cannot directly control an intelligent plant creature to inflict harm upon itself.

Polymorph (any): This potion grants the spell-like ability to *polymorph self*, as the fourth level magic user spell.

Speed (any): This potion doubles combat and movement ability for 5d4 rounds. Thus, if the imbiber can normally move at 90 ft, for the duration of this potion's effect the imbiber can move at 180 ft. The number of attacks available double as well, but this potion does not decrease spell-casting time. This heightened ability does not come without cost, for the strain it puts on the imbiber's body ages him or her by 1 year permanently.

Super-Heroism (FPR): Unlike the *potion of heroism*, the effects of this potion last 5d5 rounds. Extra levels and their accompanied benefits to combat are temporarily granted to the imbiber, determined by his or her experience level as shown in the table below. Characters above 12th level receive no benefit.

Imbiber Level	Levels Granted	Additional Hit Dice (d10)
0	6	5
1st to 3rd	5	4+1
4th to 6th	4	3+2
7th to 9th	3	2+3
10th to 12th	2	1+4

Sweet Water (any): This sweet-tasting liquid can be used to cleanse water (including turning salt water into fresh water) or otherwise transform poisons, acid, etc. into drinkable liquid. Further, sweet water will destroy other potions. For most liquids, this potion will affect up to 100,000 ft cubed. However, only 1,000 ft cubed of acid can be neutralised. The effects of sweet water are permanent, and once treated, liquid will resist spoilage or contamination for 5d4 rounds after which it can be contaminated once again.

Treasure Finding (any): For 5d4 rounds, the imbiber of this potion can sense any treasure within 240 ft containing valuable metals or gems. In order to be detected, the total value of the treasure must meet or exceed any combination of 50 gp or 100 gems. Any valuable metal meeting this value in quantity is detectable, and any gems, including those in jewellery, are detectable. Although the direction of the treasure can be sensed, the precise distance cannot. No physical barrier will impede detection, except some magical wards or lead.

Undead Control (any): Normally undead are immune to *charm*. However, when quaffed this potion grants the drinker the ability to charm undead (intelligent or otherwise) as the *charm person* spell. Only intelligent undead are allowed a saving throw vs magic, with a penalty of 2. A total of 16 hit dice of undead can be influenced. All hit dice bonuses are rounded down (5 + 2 hit dice is considered as 5). The affects of this potion last 5d4 rounds. Each *potion of undead control* affects one type of undead, determined from the table below.

d10	Undead Affected
1	Ghasts
2	Ghosts
3	Ghouls
4	Shadows
5	Skeletons
6	Spectres
7	Vampires
8	Wights
9	Wraiths
0	Zombies

Water Breathing (any): The imbiber of this potion is granted the ability to breathe when submerged in any liquid that contains oxygen (rivers, lakes, oceans, etc.). The duration is 1 hour + 1d10 rounds per dose. There is a 75% probability that a potion will contain 4 doses, and a 25% probability it will contain 2 doses.

SCROLLS

SPELL SCROLLS

Scrolls can be found rolled up in any number of decorative or plain tubes. A scroll tube may be magically sealed such that a character must cast *read magic* to read the magical words that open it. Reading the writing on the tube will also reveal whether the tube has been cursed or protected with a magical trap. Once opened, if an arcane spell scroll, a further *read magic* spell must be used to comprehend the magical script. (Note that once *read magic* has been used on a scroll, the same user does not need to cast it again to comprehend the same scroll at a later time.)

A cursed scroll is triggered by the use of *read magic*, but other scrolls are not. At the GM's option, a scroll may have up to a 3 in 10 chance of its magical writing vanishing if left in a scroll tube for an extended amount of time without casting *read magic* on the scroll to learn its nature.

When spell scrolls are found, use the table below to determine what class of spells is present. Only characters of the appropriate class may use the spells.

d10	Class
1-6	Magic user
7	Illusionist
8-9	Cleric
10	Druid

For the purposes of spell casting, all spells function as if cast by a spell user with one more level of experience than is necessary to cast the spell. However, all spells cast from a scroll are cast as the minimum equivalent of a 6th level spell caster. Thus, even a 1st level spell will be cast as if by a 6th level spell caster. Note that if a spell caster uses a scroll spell for a spell which he or she would normally be unable to cast due to being of insufficient level, there is a cumulative 5% probability that the spell fails for each level the caster is lower than the level required. For instance, if a 2nd level cleric attempts to use a spell that normally must be cast by a cleric of 4th level, there is a 10% chance of spell failure. In addition, if a roll indicates that a spell fails, there is an equal probability that the spell affects the caster, produces some other unfortunate effect, or creates some other effect at the GM's discretion.

Once a scroll spell is cast, the magical writings for that spell vanish. This also applies even when a scroll spell is read for the purpose of memorisation or to be added to a spell book.

SCROLLS OF WARDING

Unless otherwise noted, all *scrolls of warding* produce an area of protection within a 10 ft radius of the reader, and the area moves with the affected character. No creature of the type indicated by the *warding* may enter the area of protection by any means, but if the affected character forces a creature of the affected type into this radius, the effects of the scroll are cancelled. Scroll effects may be "stacked" in that several different *scrolls of warding* may be active on one being at once, but scrolls of the same type do not stack for the purposes of increased duration or potency.

Ward of Demons (CP): All demons are unable to enter the protected area for 5d4 rounds. This scroll takes a variable amount of time to read, to be determined by the power level of the demon.

Demon Type	Time to Read
Class C or weaker	3 segments
Class E or weaker	7 segments
Greatest demons	1 round

Ward of Devils (CP): This scroll is effective for warding against all devils for 5d4 rounds. If the scroll is read for 1 round, it will repel all devil types. Otherwise, the scroll may be read for a variable amount of time to offer protection only against some devils.

Devil Type	Time to Read
Lesser devils or lower	3 segments
Greater devils or lower	7 segments
Arch devils or lower	1 round

Ward of Elementals (CDIM): This scroll takes 6 segments to read and wards against elementals for 5d8 rounds. If the scroll wards against only one type of elemental, it is effective against 24 HD of elementals. If the scroll is effective against all forms of elementals, it repels 16 HD. If more elementals are present than can be warded off, these additional beings may enter the area of protection and attack anyone within. Roll on the table below to determine which elementals are warded off by a specific scroll. Note that some creatures that are closely connected with elements, or are a particular form of elemental monster, may also be warded off at the GM's discretion.

d20	Elemental Type
1-3	Air
4-6	Earth
7-9	Fire
10-12	Water
13-20	All

Ward of Lycanthropes (any): This warding scroll takes 4 segments to read and its effects last for 5d6 rounds. A total of 49 HD of creatures are warded off, and for this calculation any "+" is rounded up if 3 or more, or down if 2 or fewer. Any creatures above these HD may enter the protected area and attack characters within. Roll on the table below to determine which specific creature type a scroll of warding is effective against. Note that if all shape-changers is indicated, this includes any creature that is capable of taking a human form, as well as creatures under the effects of a *polymorph* spell or creatures with an innate ability to *shape change* or *polymorph* (including druids of high level).

d20	Creature Type
1	Werebears
2	Wereboars
3-4	Wererats
5	Weretigers
6-8	Werewolves
9-19	All lycanthropes
20	All shape-changers

Ward of Magic (any): This scroll of warding takes 8 segments to read and has a duration of 5d6 rounds. Unlike other scrolls of warding, the protection offered by this scroll is confined to a 5 ft radius of the scroll reader. This area of protection prevents any magical effects from passing through. Should a magic item pass through the area, there is a 50% probability that the item loses all magical properties (exception: major artifacts will not be so affected). When more than one magic item makes contact with this anti-magic barrier at the same time, the barrier is severely taxed. The GM will roll to check whether an item is drained of its magical properties, in the same approximate order that each item makes contact with the barrier (or in random order). In this circumstance, should a check indicate an item is drained of magic, the barrier is immediately overloaded and dissolves.

Ward of Petrifaction (any): This scroll of warding is read in 5 segments and lasts for 5d4 rounds. All characters within the area of protection are immune to all sources of petrifaction, whether from spells, gaze, breath weapons, or any other source.

Ward of Possession (CP): This scroll is read in 1 round. Most of these scrolls (1-9 on 1d10) have a duration of 10d6 rounds. The remaining scrolls have a duration of 10d6 turns, but the protection is rooted to one 10 ft radius location when cast from the scroll. This scroll wards off all effects that can control the mind, including spells such as *magic jar*. This scroll prevents any form of mental energy drain, whether magical or some other form. The protection offered by this scroll of warding is extended to all beings, living or dead, within the radius.

Ward of Undead (CP): This *scroll of warding* takes 4 segments to read, and has a duration of 10d8 rounds. The area of effect is a 5 ft radius from the scroll reader. It wards off 35 HD (or levels) of undead, but any excess creatures are able to pass into the protected area and attack creatures within. Otherwise undead cannot pass through the protective barrier, but can employ ranged attacks or spells into the area from outside. Most scrolls that ward off undead are effective against all forms of undead, but the GM may decide to make some scrolls specific to a form of undead. Refer to the *potion of undead control* for a table to determine an undead type if this option is used.

RODS, STAVES AND WANDS

These devices are relatively similar in nature, but vary in appearance and effect. Wands are the smallest of these, usually being about 1 ft long and narrow. Rods are the next largest, about 3 ft long and ¾ in thick. Staves are the largest, usually being 6 ft long and about 2 in thick. Wands and rods can be made of wood, metal, ivory, or any combination of these materials, and are most often found inside of a special case. Any staff will be made of wood, unless otherwise noted, with ornate carving and complex shape.

Most of these devices use charges, which can be restored by high level magic users. Should a device reach zero charges, it will disintegrate, thus rendering recharging impossible. These devices are found with the following charges, which should not be revealed to the players unless they are somehow able to divine this information:

Device Type	Charges
Wands	101–1d20
Rods	51–1d10
Staves	26–1d6

Unless noted otherwise, these devices require a command word or magical phrase to trigger a magical effect. As such, the spell silence and similar effects can prevent these devices' use.

RODS

Absorption (any): This rod acts as a magnet, drawing spells into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or his or her gear. The rod then nullifies the spell effects and stores their potential until the wielder releases this energy in the form of spells of his or her own. He or she can instantly detect the level of the spell as the rod absorbs its energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

The player must keep a running total of absorbed (and used) spell levels. The wielder of the *rod* can use captured spell energy to cast any spell he or she has prepared in 1 segment without expending the preparation itself (i.e. he or she still has the spell in memory). The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting.

A *rod of absorption* absorbs a maximum of 50 spell levels and can thereafter only discharge any remaining potential it might have. The *rod* cannot be recharged. The wielder knows the remaining absorbing potential of the *rod* and current amount of stored energy.

Cancellation (any): This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a saving throw to prevent the rod from draining it. Contact is made by making an attack roll. Upon draining an item, the *rod* itself becomes brittle and cannot be used again. Drained items are not restorable even by *wish*. See the table below for magic item saving throws against this draining effect:

Item Type	Save
Potion	20
Ring	17
Rod	14
Scroll	19
Staff	13
Wand	15
Artifact	13
Armour and Shields	11 (8 if +5)
Sword	9 (7 if a holy sword)
Miscellaneous Magic	12
Miscellaneous Weapons*	10

Note that a single use of the *rod of cancellation* may drain many small magical items, if they are contained together. For example, a quiver of magical crossbow bolts.

Captivation (CDIM): With the expenditure of 1 charge, all monsters and characters within a 20 ft radius are charmed by the wielder for 1 turn so long as they are at least minimally intelligent. All charmed beings will hold nothing but respect and awe for the wielder, and will seek to please him or her by doing nearly anything short of harming themselves or violating their alignment.

Lordly Might (FPR): This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and six stud-like buttons along its length. It weighs 10 lbs, and a strength of 16 or greater is necessary to wield this weapon. Any character with less than 16 strength suffers an attack penalty of –1 per point below 16.

The *rod* has the following spell-like functions, each of which costs 1 charge:

- *Fear* upon all enemies viewing it, if the wielder so desires (60 ft maximum range). The target is allowed a save vs magic.
- *Paralyse* upon touch, if the wielder so commands. The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost. The target is allowed a save vs magic.
- Deal 2d4 hp of damage to an opponent on a successful touch attack (no save) and cure the wielder of a like amount of damage.

The following weapon functions of the *rod* do not require the use of charges:

- In its normal form, the rod can be used as a +2 mace.
- When button #1 is pushed, the rod becomes a +1 flaming sword. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 3 ft.
- When button #2 is pushed, the rod becomes a +4 battle axe. A blade springs forth at the ball, and the whole lengthens to 4 ft.
- When button #3 is pushed, the rod becomes a +3 spear. The spear blade springs forth, and the handle can be lengthened up to 12 ft (wielder's choice), for an overall length of from 6 ft to 15 ft. At its 15-ft length, the *rod* is suitable for use as a lance.

The following other functions of the rod do not employ charges:

- Climbing pole/ladder. When button #4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 ft in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 ft apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 lbs. The wielder can retract the pole by pushing button #5.
- The ladder function can be used to force open doors. The wielder plants the rod's base 30 ft or less from the portal to be forced and in line with it, then pushes button #4. The force exerted has a strength equal to that of a storm giant.
- When button #6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his or her approximate depth beneath the surface or height above it.

This rod may never be recharged. When the charges are expired, functions that require charges may not be used again, and neither may the rod be employed as a +1 *flaming sword* nor a +4 battle axe. These attributes are lost.

Resurrection (C): This rod may be used to the same effect as the cleric spell *resurrection*, except the wielder does not age or need to rest after using the rod. The rod may resurrect both humans and demi-humans, including half-orcs and elves. This rod may be used only once each day. A quantity of charges will be expended to resurrect a character based on the character's race and class. Refer to the table below, adding the charge cost for each of these variables together. Any character with more than one class will cost the higher quantity of charges for his or her classes.

Race	Charges	Class	Charges
Human	1	Fighter	2
Half-elf	2	Paladin	1
Half-orc	4	Ranger	2
Halfling	2	Magic User	3
Elf	4	Illusionist	3
Dwarf	3	Thief	3
Gnome	3	Assassin	4
		Cleric	1
		Druid	2

The *rod of resurrection* is not rechargeable.

Rulership (FPR): This rod looks like a royal sceptre. The wielder can command the obedience and fealty of creatures within 120 ft when he or she activates the device. Creatures totalling (1d4x100)+100 hit dice can be ruled, but creatures with Intelligence scores of 15 or higher and levels or HD equal to or greater than 12 are entitled to a save vs magic to negate the effect. Ruled creatures obey the wielder as if he or she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used after 5 segments from activation, and each charge expended allows the rod to be used for 1 turn. The rod crumbles to dust once all charges are expended. It may not be recharged.

Striking (CDIM): A *rod of striking* deals 1d8+3 hp damage, and functions as a +3 weapon of magical nature. When this rod is used against golems, it always costs 1 charge per successful hit in combat, and deals 2d8+6 hp damage. Note that when employed in this way against a golem, a successful roll of 20 will instantly annihilate the target. In addition, this rod may deal increased damage to night hags, devils, demons, and other infernal beings from the outer planes. When attacking these monsters, a successful attack roll of 20 causes the expenditure of a charge and the rod deals triple normal damage.

STAVES

Unless otherwise noted, all staves perform spell-like effects as if cast by a character of the 8th level of experience. Further, a staff may be used to effect in 2 segments when first used, but requires 8 segments for additional uses, as the staff gathers its energies for a new discharge.

Compulsion (CM): A *staff of compulsion* has three primary uses, which are variable in effect and availability depending on whether the staff is wielded by a cleric or a magic user. First, the staff can replicate the effects of a *potion of plant control* when wielded by a cleric. Plants may be controlled for up to 1 turn in a 10 ft square area per 1 charge expenditure. Second, the staff may replicate the effects of a *ring of humanoid control*. This costs 1 charge per use. Finally, the third use of the staff replicates the effect of a *potion of animal control* when wielded by a cleric, and replicates a *ring of mammal command* when wielded by a magic user. Both of these effects cost 1 charge for use of a period of up to 1 turn increments. For example, 2 turns would cost 2 charges, or 1 turn plus 2 rounds would also cost 2 charges.

Healing (CD): This staff can cure the following conditions, two times each per day: blindness, disease, injury (3d8+3 hp), and insanity. This staff may only be employed on an individual humanoid one time per function, per day. For example, the wielder could cure a victim of all conditions the staff can address, but only once for each condition in one day. This staff may be recharged.

Power (IM): The *staff of power* is a very potent magic item, with offensive and defensive abilities. Each of the following spell-like powers cost 1 charge: *magic missile, ray of enfeeblement, continual light, darkness 15 ft radius, levitate, lightning bolt, fireball,* and *cone of cold*.

The *staff of power* has the following additional spell-like powers, each of which costs 2 charges: *paralysation, globe of invulnerability,* and *shield* (5 ft radius).

The wielder of a *staff of power* gains a +2 bonus to AC and saving throws. The staff is also a +2 quarterstaff, and its wielder may use it to smite opponents. If 1 charge is expended, the staff causes double damage for 1 round. This effect may not be stacked.

A *staff of power* can be used for a *retributive strike*, as the *staff of wizardry*. A *staff of power* may be recharged.

Serpent (CD): Two forms of this staff are known to exist, a *python* form (60%) and a *viper* form (40%). Neither form uses charges.

The *python* strikes as a +2 quarterstaff. If the user throws the staff to the ground, it grows to become a giant (25 ft long) constrictor snake by the end of the round (90 ft move, AC 3, 49 hp). The python obeys all commands of the owner, and constricts any opponent it successfully attacks for 1d6+3 hp damage per round. The serpent returns to staff form (a full-round action) whenever the wielder desires. If the snake form is killed the staff is irreparably lost.

The *viper* strikes as a +1 weapon for 1d4+1 hp damage. Once per day, upon command, the head of the staff becomes that of an actual serpent for 1 turn (20 hp, AC 9). During this period, any successful strike with the rod deals its usual damage and also poisons the creature hit. A victim must succeed in a saving throw vs poison or die. The *viper* only functions if its possessor is evil.

Withering (CDIM): A *staff of withering* acts as a +1 weapon that deals 1d4+1 hit points of damage. In addition, if the wielder chooses to spend 2 charges on a hit, the victim will age 10 years. Spending 3 charges requires the victim to instead save vs magic, or a limb withers into a desiccated, worthless member. The specific limb struck is determined randomly. Note that effects from the staff are stacked, such that a victim hit with the staff when 3 charges are spent will have a limb wither and he or she will age as well.

Wizardry (M): The *staff of wizardry* is a powerful device, granting several spells at the wielder's disposal. The staff may be used to effect the following spell-like abilities: *detect magic, enlarge, hold portal, light,* and *protection from good (evil)*. These abilities do not require the expenditure of charges.

In addition, the staff has the following abilities that cost 1 charge per use: *dispel magic, fireball, ice storm, invisibility, knock, lightning bolt, passwall, pyrotechnics, wall of fire,* and *web*. The following powerful abilities cost 2 charges per use: *conjure elemental, plane shift, telekinesis,* and *whirlwind* (as a genie).

The wielder of the staff receives a bonus of +2 for saving throws vs magic. This staff may be recharged, but only by absorbing magical energies that are cast at the wielder. When a spell is cast at the wielder, he may choose to absorb these energies, at a rate of 1 charge per spell level of the spell directed at him. Note that taking this manoeuvre is the sole action of the staff for that round, and it may not be used for other effects in the same round it absorbs energy. Each staff has a maximum number of possible charges, and it will only safely absorb charges to this limit. The wielder will not know the limit, or how many charges have been used, unless some magical means is employed to discover this. The staff does not reveal this information. Should the staff collect energy in excess of its limit, it detonates in the same manner as in a retributive strike, as described below.

A *staff of wizardry* can be used for a *retributive strike*, requiring it to be broken by its wielder. The breaking of the staff must be intentional and declared by the wielder. All charges currently in the staff are instantly released in a 30 ft radius. All within 10 ft of the broken staff take points of damage equal to 8 x the number of charges in the staff, those 10 ft to 20 ft away take 6 x the number of charges in damage, and those 20 ft to 30 ft distant take 4 x the number of charges in damage. All those affected can make saving throws vs magic to reduce the damage by half. The character breaking the staff has a 50% chance of travelling to another plane of existence, but if he or she does not, the explosive release of spell energy destroys him or her. Only the *staff of wizardry* and the *staff of power* may be used for a *retributive strike*.

After all charges are used up from the staff, it remains a +2 quarterstaff. Once empty of charges, it cannot be used for a *retributive strike.*

WANDS

For the purposes of calculating duration, damage, range, and other effects, wands function as if a character of 6th level produces their magical effects. Some small percentage of wands, at the GM's discretion, are cursed to either direct their effects at the user or produce some other misleading or harmful effect.

Detecting Magic (CDIM): When activated, this wand will vibrate and point to the most powerful magic within 30 ft of the wand wielder. If used continuously for more than one round, in further rounds the wand will reveal additional sources of magic, in approximate descending rank of their relative power. Should the wielder use a round focusing the wand on a source of magic, the wand will reveal the form of magic it is (such as illusion or charm). This wand may be used for 1 continuous turn per charge spent. However, for each continuous round of use (after the first round) there is a 1% cumulative probability that the wand will offer information that is opposite to the reality. In this case magic items will appear mundane, or non-magical items will seem to radiate magic.

Detecting Minerals and Metals (any): Like other *wands of detection*, this wand will vibrate and point to the item it is enchanted to detect, in this case, the largest quantity of a mineral or metal within a 30 ft range. The wand may also be used to detect all samples of a specific mineral or metal within range, such as gold or diamonds. The wielder of the wand becomes aware of the quantity of the item when detected. This wand requires 1 round per use, and may be used continuously for 1 turn per charge spent. The *wand of detecting minerals and metals* can be recharged.

Detecting Traps and Secret Doors (any): The wielder of this wand may choose, each round, to detect traps (range of 30 ft) or a secret door (range of 15 ft). The wand will vibrate and point to the desired object. Each round of use requires on charge, and it is rechargeable.

Enemy Detection (any): A *wand of enemy detection* can, at the expenditure of 1 charge, detect any being with harmful or unkind intentions toward the wand wielder, within 60 ft. The wand will throb in the user's hand and point in the direction of such a being. The being need not be in obvious sight, and the wand can detect it even if it is hiding, invisible, or otherwise outside of normal space, such as when in astral or æthereal form. A *wand of enemy detection* may be recharged.

Fear (CDIM): Once per round, by spending 1 charge, this wand will emit a ray of sinister purple light that takes 1 segment to appear. The ray is shaped as a cone 20 ft wide at its terminal end and 60 ft long. Any being within the area of effect must succeed in a saving throw vs wands or fall under effects identical to the cleric spell *fear.* A *wand of fear* is rechargeable.

Fire (DM): A *wand of fire* produces several spell-like effects, and may only produce one effect per round. The following effects require the expenditure of 1 charge: *burning hands* shoots forth a triangular cone of fire 12 ft long with a 10 ft ending width. It takes 1 segment for this effect to manifest, and it lasts but a moment. Any being within this area of effect suffers 6 hp damage. *Pyrotechnics* may also be produced from the wand, and take 2 segments to appear. This effect exactly mimics the spell of the same name.

The *wand of fire* may produce the following effects with the expenditure of 2 charges: a *fireball* may be shot from the wand, performing exactly as the spell of the same name, as if cast from a 6th level character. It deals 6d6 hp damage to all within the area of effect (save vs wands for half damage). Any result of 1 on a damage die is treated as a 2. A *wall of fire* may be produced in 3 segments, like the spell of the same name cast from a 6th level character. The wall may be formed into a 22 ft diameter circle surrounding the wand wielder.

This wand is rechargeable.

Ice (DM): A *wand of ice* produces several spell-like effects, and may only produce one effect per round. The following effects require the expenditure of 1 charge: an *ice storm* (as the magic user spell) wreaks its cold havoc to a distance of 60 ft, and appears in 1 segment; a *wall of ice* can be brought into existence, taking 2 segments to appear. It always has a thickness of 6 inches, but may have any surface area as commanded by the wand wielder to a maximum of 600 sq ft (for example, 25 x 24 ft or 10 x 60 ft).

The *wand of ice* may produce a *cone of cold* with the expenditure of 2 charges. The cone is 20 ft in diameter at its maximum length of 60 ft. This effect manifests in 2 segments, and is present for only a moment. Nonetheless, it deals 6d6 hp damage to all within the area of effect (save vs wands for half damage). Any result of 1 on a damage die is treated as a 2.

The *wand of ice* is rechargeable.

Light (CDIM): A *wand of light* produces several spell-like effects, and may only produce one effect per round. The following effects require the expenditure of 1 charge: *dancing lights* as the magic user spell, which appears in 1 segment, and *light* as the magic user spell, which appears in 2 segments.

The wielder may spend two charges to create *continual light*, which takes 2 segments to manifest. Finally, by spending 3 charges, the wielder may create a ray of intense sunlight. This effect manifests in 3 segments. The bright golden-yellow light lasts only a moment, has range of 120 ft, and forms a 40 ft diameter sphere of light. Any being within the area must save vs wands or be blinded and stunned for 2d6 segments. The golden sphere of light has a devastating effect on all undead, dealing 6d6 hp of damage, with no saving throw allowed.

Illusion (IM): This wand is capable of producing both visual and audible illusions, each requiring a charge per round the illusion is maintained. The illusory effect worked by the wielder manifests in 3 segments, and requires full concentration to maintain. The wielder may not engage in any combat or complex action, but may move at normal speed. This wand is rechargeable.

Lightning (DM): If the wielder of a *wand of lighting* hits an opponent (in melee) with the wand and spends 1 charge, he or she may deliver and electrical charge to his or her victim, which inflicts 1d10 hp damage. No saving throw is permitted, and for AC purposes a victim wearing metal armour has an AC of 10, regardless of magical armour bonuses. Non-metal armour and items such as a *ring of protection* do apply, however.

By spending two charges, the wielder of this wand may produce a *lightning bolt*, similar to the magic user spell, to inflict 6d6 hp of damage. Any result of 1 on a damage die is treated as a 2. A save vs wands is allowed for half damage.

A *wand of lightning* can be recharged.

Magic Missiles (M): This wand may fire 1 or 2 magic missiles (wielder's choice), as the spell, each round. Each missile requires 1 charge and 3 segments before it manifests. These magical bolts deal 1d4+1 hp damage each.

Negation (CDIM): This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale grey beam shoots forth to touch the target device or being after 1 segment. The ray negates any function of all wands, and any other target item or magical effect (including spells cast by the target) has a 25% chance of resisting the negation. Each use of the wand costs 1 charge, and may be used one time per round. A *wand of negation* can never be recharged.

Paralysation (CDIM): A *wand of paralysation* may fire a ghoulish green beam of energy once per round, to a range of 60 ft. The beam will paralyse any one victim who fails a save vs wands. The effect has a duration of 5d4 rounds. The beam of energy manifests after 3 segments. This wand is rechargeable.

Polymorphing (DM): By pointing the wand and giving a command, the wielder may fire a crackling beam of pure black energy at a target. If the victim fails a saving throw vs wands, he or she is affected as if by the magic user spell *polymorph other*, to transform into any creature the wielder desires. Instead, the wielder may strike a being with the wand, which surrounds the subject in flickering black shadows and causes him or her to be affected as if by the magic user spell *polymorph self*. In this case, the wielder pronounces the name of the creature into which the victim will transform as he or she touches the opponent. A saving throw is permitted, but a willing subject may choose to forgo the save.

Summoning (CDIM): The wielder of this wand, when holding the wand by hand (not when it is packed away) is able to instantly identify spells of a conjuration or summoning nature, either when seen written or actively cast. The wielder may spend a charge to cast the spells *unseen servant* or *monster summoning*. To cast *monster summoning*, the wielder must be of sufficient level to cast the version employed (I, II, III, IV, V or VI), and it requires 5 segments. When casting *monster summoning*, the wielder may spend up to 6 charges, to stack the effects as if more than one spell were cast. For example, the 6 charges could be spent to cast *monster summoning VI*, or they could be used to cast *monster summoning I* six times, *monster summoning II* and *IV*, or any other combination totalling 6.

A *wand of summoning* can produce the effects of a prismatic sphere (it may be formed into a wall). However, unlike the spell, the wand may only produce a single colour type at a time, per use each round. Each use costs 1 charge, and takes 5 segments to appear.

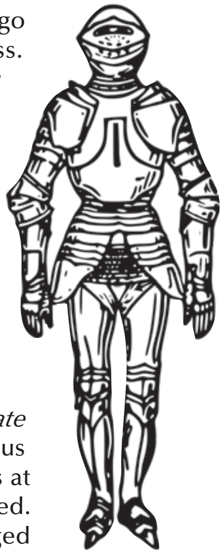
The wand is also capable of bringing into existence a veil of darkness, by spending 2 charges. This effect takes 5 segments to cast. This veil can occupy a space equal to 600 ft squared, and can take any dimensions equalling this amount (20 x 30 ft, 15 x 40 ft, etc.) No light may pass through the veil, but other magical effects and physical objects may pass through it normally.

A *wand of summoning* is rechargeable.

Wonder (any): A *wand of wonder* is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. Each use costs 1 charge. In some cases a saving throw is appropriate. The effects should be considered typical of those possible, but the GM may adjust these or create new effects depending on the situation. Typical powers of the wand include the following:

d%	Wondrous Effect
01–05	Slow creature pointed at for 1 turn.
06–10	Faerie fire surrounds the target.
11–15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).
16–20	Gust of wind, but at twice the power.
21–25	Wielder learns target's surface thoughts (as with ESP) for 1d4 rounds.
26–30	Stinking cloud at 30 ft range.
31–33	Heavy rain falls for 1 round in 60 ft radius centred on wand wielder.
34–36	Summon an animal—a rhino (01–25 on d%), elephant (26–50), or mouse (51–100).
37–46	Lightning bolt (70 ft long, 5 ft wide), 6d6 damage.
47–49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder).
50–53	Enlarge victim if within 60 ft of wand.
54-58	Darkness, 30 ft diameter hemisphere, centred 30 ft away from wand.
59–62	Grass grows in 160 ft square area before the wand, or grass existing there grows to ten times normal size.
63–65	Vanish any nonliving object of up to 1,000 lb mass and up to 30 ft cubed in size.
66–69	Reduce wielder to 1/12 height.
70–79	Fireball, 6d6 damage, as wand.
80–84	Invisibility covers wand wielder.
85–87	Leaves grow from target if within 60 ft of wand.
88–90	10–40 gems, value 1 gp each, shoot forth in a 30 ft long stream. Each gem deals 1 point of damage to any creature in its path: roll 5d4 for the number of hits.
91–95	Shimmering colours dance and play over a 40 x 30 ft area in front of wand. Creatures therein are blinded for 1d6 rounds.
96–97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple.
98–00	Flesh to stone (or stone to flesh if target is stone already) if target is within 60 ft.

MAGIC ARMOUR AND SHIELDS



Sometimes magic armour and shields go beyond a simple bonus to armour class. Presented here are a few examples to spur the imagination.

Plate Mail of Æthereality (CFPR): +5 plate mail that will cause the wearer and everything non-living thing he or she is wearing or carrying to become æthereal when the command word is spoken. Every time the wearer becomes æthereal, a charge is used. The plate mail holds 20 charges and every 5 uses reduces the AC bonus by 1. Therefore, five uses of a fully charged *plate mail of ætherealiality* reduces the AC bonus to +4, but note the AC bonus is always at least +1, even if all charges are expended. This magical armour cannot be recharged by any means.

Large Shield +1, Missile Deflector (CDFPR): This shield grants +1 to AC against melee weapons but a +4 AC bonus vs missiles or hurled weapons. The shield also grants a 20% magic resistance against *magic missiles* provided, of course, the *magic missile* attack originates from in front of the wielder of the shield.

MAGIC SWORDS

All magic swords receive their bonus in both increased chances to hit and increased damage. A *longsword +1* would therefore be 5% more likely to hit its target (+1 on all "to hit" rolls) and cause an additional 1 point of damage (+1 to damage rolled) to every successful attack. The section below details magical swords that go beyond simple bonuses applying to hit probabilities and damage inflicted. Last of all, this section also deals with the rarest of magic weapons: intelligent swords. The GM is free, of course, to apply the principles of unusual or intelligent swords to any weapon he or she chooses.

Some basic points concerning magical swords: most magical bladed weapons shed light when drawn, even though this property may not always be desirable. There are exceptions to the rule as noted in the individual descriptions but unless otherwise stated, the sword will glow. All *holy* swords are lawful good in alignment.

Some weapons, including some of these swords, do double or even triple damage when fighting certain types of opponents. The GM must remember to double the damage from the attack before adding the damage bonus. Example: A long sword striking a large opponent in combat deals 1d12 damage. If the longsword was a +3 weapon and attacking a creature to which it magically dealt double damage, the GM would determine damage using the following formula: (1d12 x 2)+3—and NOT (1d12+3) x 2.

Bleeding Sword (AFPRT): A feared weapon, the *bleeding sword* is a +1 blade with a terrible power. Any damage caused by this weapon is progressive for up to 10 melee rounds on a 1 for 1 basis. An attack causing 5 points of damage, for instance, will cause an additional 5 points of damage the next combat round and each following round; up to 50 damage points total. Hit point damage can be halted by the victim leaving combat and binding his or her wounds. All hits from this blade do damage the same way. Wounds caused by this magic sword can only be healed with rest and time; no curative magic of any type will be effective. Even creatures capable of regenerating cannot heal themselves thus, whether this a natural ability (trolls) or magical ability (*ring of regeneration*).

Dancing Sword (AFPRT): An unusual weapon. During the first round the *dancing sword* is used in combat it performs as a +1 blade. Each subsequent round the sword adds an additional +1 bonus up to the maximum of +4 in the fourth round. In round 5 the process begins again, and at this point the blade can "dance".

A *dancing sword* can then be loosed from the wielder's hand to fight on its own for 4 rounds, up to 30 ft away. The *dancing sword* will fight as if still being held by the owner and gains the successive bonuses to its attack and damage each round. When the *dancing sword* cycles from +4 back to +1 it will return to its owner's hand, where it must be wielded for 4 rounds before being released to dance again.

If the owner declines to grasp the sword when it returns to him or her, or if he or she moves more than 30 ft away from the *dancing sword*, the weapon will fall inanimate to the ground. The sword cannot be physically attacked by its opponent while dancing, though it is subject to magical attacks and effects (examples: *fireball, transmute metal to wood*). While the sword is dancing, the wielder can perform any other action he or she wishes, including fighting with another weapon.

Defender (AFPRT): This sword is +4, but the wielder of this sword has the option each round of adding all or part of the bonus to his or her AC. Thus, a fighter could increase his or her current AC of 2 (plate mail with shield) to AC 0 by deducting 2 points from the sword's +4 bonus and making the *defender* +2 to hit for that round.

Dragonbane (AFPRT): The *dragonbane* sword is +2 against most opponents, +4 vs all dragons and against one specific type of dragon (determined randomly) deals triple damage. If one of these swords should be determined to be intelligent (see below), it will in no way allow the player to slay a dragon of the same alignment. A chart is included to assist the GM with selecting a dragon type for triple damage. Since a campaign may include other types of dragons, the GM may wish to modify this list.

d10	Result	d10	Result
01	black	06	gold
02	blue	07	green
03	brass	08	red
04	bronze	09	silver
05	copper	10	white

Flaming Blade (AFPRT): The blade of this weapon bursts into flame when its command word is spoken, giving illumination as a torch. The sword does not otherwise glow as most other magic swords do. The flame tongue's fiery blade can easily ignite paper, oil, kindling, webs, or dry wood.

The sword is normally +1, but gives a +2 as a *trollbane* does, a +3 bonus against creatures that are inflammable, bird-like or have a special attack involving cold, and a +4 against undead. These bonuses do not stack; only the highest bonus should be counted. (Thus, if attacking a skeletal roc, the sword is +4 not +7.)

Frost Brand (AFPRT): The *frost brand* is normally +3, granting a +6 bonus against any creature using fire as its attack (e.g. red dragons) or dwelling in fire such as fire elementals. This weapon grants special defence against fire; treat the wielder as if he or she were wearing a *ring of fire resistance*. The cold based magic of the blade also has a 50% of extinguishing fire for a 10 ft radius, including magical fires such as a *wall of fire* but not fire based attacks such as hell hound breath attacks or *fireballs*. Note: this blade does not shed light when drawn unless the ambient temperature is below freezing.

Giantbane (AFPRT): This sword will be +2 when fighting most foes. Against giant-like humanoids such as ettin or ogres, the giant slayer functions as a +3 blade. Against true giants such as hill giants or storm giants, the sword also does double damage.

Holy Sword (P): In the hands of anyone but a paladin, this is a + 2 weapon in every way, with no additional features. In the hands of a paladin the true power of this holy weapon is revealed, acting as +5. The *holy sword* will also inflict +10 damage against all chaotic evil opponents, *dispel magic* with a 5 ft radius as if the paladin were casting the spell as a magic user equal to his or her own experience level, and create *50% magic resistance* in a 5 ft radius on command. Note the +10 damage bonus is instead of, not in addition to, the sword's natural +5 damage.

Keenblade (AFPRT): This is a +1 blade regarding to hit and damage bonuses, but the *keenblade* is a +3 weapon for purposes of determining who or what it can hit. When wielded in combat and a high to hit roll is thrown, this powerful blade will sever a random extremity or appendage, including the neck/head. When used in combat, the GM should assign a value to each extremity and dice the result randomly. A lizard man, for example, would have six extremities and a successful hit to sever could be resolved by assigning a value of 1 to the neck, 2 to the left arm, 3 to the right arm, 4 to the left leg, 5 to the right leg, and 6 to the tail; then rolling 1d6 and observing the result.

When using the *keenblade* in combat, the chances of severing some appendage are as follows:

Opponent is:	Natural (unadjusted) "to hit" roll
Man-sized or smaller	18-20
Large	19-20
Solid metal or solid stone	20

The *keenblade* is an exception to the glowing magic sword rule. The wielder of the sword can decide whether the blade will shed no light at all, dim light in a 5 ft radius circle, light in a 15 ft circle, or a bright light as a *light* spell with a 30 ft radius.

Luck Blade (AFPRT): In addition to +1 to AC and damage, the luck blade also grants its wielder +1 to all saving throws. Additionally, the luck blade grants 1d4+1 *wishes*, though the blade does nothing to communicate the number of wishes it holds to its owner.

Magebane (AFPRT): This weapon will always function as at least a +1 sword. When fighting against magic users, spell-casting monsters, monsters with spell-like abilities, gated or extra-planar creatures, conjured monsters, or summoned monsters, the sword will be +2 to hit and damage. Note that a non-magical creature which is granted spell casting powers by artificial means, a human fighter wearing a *ring of spell storing* for example, does not qualify as magic-using.

Nine Lives Stealer (AFPRT): This weapon is +2. On a "to hit" roll of natural 20 the *nine lives stealer* will draw the life force from its target, slaying it instantly. This ability can be used 9 times before it is lost forever, though the sword will retain its +2 bonus thereafter. The victim is allowed a saving throw vs magic and, if successful, there is no effect and the sword does not expend a charge.

Trollbane (AFPRT): This weapon is normally +1, but gives a +3 bonus against creatures that regenerate hit points, including those that do so by magical means such as a *ring of regeneration*.

Vampire Blade (AFPRT): This +2 sword allows the wielder to drain life force from the target. When a natural 20 is rolled the target loses a level of experience along with the appropriate hit die and abilities, as if he or she had been struck by a undead creature such as a wraith. The absorbed hit points will cure any damage the wielder of the sword has sustained, up to his or her normal hit point total.

Vorpal Blade (AFPRT): An even deadlier variant of the *keenblade*, the *vorpal blade* is a +3 weapon and on a high attack roll will always decapitate its target. (Not all opponents have heads, nor is every opponent necessarily slain by decapitation.) To determine the chance of this, consult the table below.

Opponent is:	Natural (unadjusted) "to hit" roll
Man-sized or smaller	17-20
Large	18-20
Solid metal or solid stone	19-20

Werebane (AFPRT): This weapon is normally +1, but gives a +2 bonus against: were-creatures, any creature capable of assuming another creature's form (such as druids or vampires), or a creature which has been polymorphed or shape changed.

Wyrmbane (AFPRT): The sword is normally +1, but gives a +4 against any reptile including but not limited to: dinosaurs, dragons, hydras, lizards, lizard men, snakes, and wyverns.

UNUSUAL SWORDS

OSRIC defines an "unusual" sword as one which is both self-aware and intelligent. Unusual swords manifest their intelligence in a variety of ways, but they all share the following basic traits: intelligence of 13-18, the ability to communicate, an alignment, a variety of powers, perhaps a special purpose, and an ego. This section will allow the GM to create unusual swords for use in his or her campaign.

At first glance, a perusal of the various abilities special swords may possess may make them seem like unbalancing items. Worry not. A properly-played intelligent sword can be a mixed blessing and may often turn out to be far more trouble than it is worth.

Sword Intelligence and Capabilities

d%	INT	Capabilities	Communication
01-75	None	None	None
76-83	13	1 minor power	Low Empathy
84-89	14	2 minor powers	High Empathy
90-94	15	2 minor powers	Speech
95-97	16	3 minor powers	Speech
98-99	17	3 minor powers	Speech
00	18	3 minor powers and 1 major power	Telepathy

Low Empathy: Wielder will feel heat, cold, or tingling from sword hilt and an urge to act when ability functions.

High Empathy: Wielder will feel emotional emanations from the sword.

Speech: Sword will speak its alignment tongue plus 1 or more additional languages determined according to the table below

Telepathy: The sword can communicate telepathically with its owner in any language, over any distance, and may broadcast telepathic communication to all creatures within 30 ft, in any language of its choice. The sword understands all spoken languages and can read non-magical text.

Sword Alignment

Intelligent swords will always have an alignment. Use the table below to generate this randomly, if needed. *Holy swords* are always lawful good.

d%	Alignment
01-05	Chaotic Good
06-15	Chaotic Neutral
16-20	Chaotic Evil
21-25	Neutral Evil
26-30	Lawful Evil
31-55	Lawful Good
56-60	Lawful Neutral
61-80	True Neutral
81-00	Neutral Good

Any *neutral* sword will permit itself to be wielded by a character matching the non-neutral part of sword's alignment (so a Chaotic Good or Lawful Good character could wield a Neutral Good sword, for instance). True Neutral swords will allow themselves to be wielded by any character with "Neutral" in their alignment (so CN, LN, NG, or NE as well as TN).

Note: Except for neutral-aligned as swords noted above, any character attempting to hold, draw or use an unusual sword of differing alignment will incur damage equal to the sword's ego (see table, below).

Sword Minor Powers

Minor Powers only function when the weapon is drawn and the owner is concentrating on the desired power. A sword can only perform one special ability at a time, and the sword cannot fight and perform an ability. If the same ability is rolled more than once, double or triple the range of ability as appropriate.

d%	Minor Power
01-11	detect evil/good within 10 ft radius
12-22	detect gold or silver within 20 ft radius
23-33	detect shifting rooms or walls within 10 ft radius
34-44	detect sloping passages within 10 ft radius
45-55	detect traps 10 ft within radius
56-66	detect type and number of gems within 5 ft radius
67-77	detect magic within 10 ft radius
78-82	detect secret doors within 5 ft radius
83-87	see invisible within 10 ft radius
88-92	locate object with 120 ft range
93-98	roll twice on this table, ignoring results 93-100
99-00	roll once on major power table instead

Sword Major Powers

To use a sword's major power, the weapon must be drawn and the owner concentrating on the desired effect. Saving throws for major powers are permitted as applicable. If the same power is rolled more than once, double or triple the range of ability as appropriate.

d%	Power
01-07	charm person on contact, thrice per day
08-15	clairaudience 30 ft range for 1 round, thrice per day
16-22	clairvoyance 30 ft range for 1 round, thrice per day
23-28	determine direction and depth, thrice per day
29-34	ESP 30 ft range for 1 round, thrice per day
35-41	flying for 1 hour per day, 120 ft move
42-47	heal, once per day
48-54	illusion (as per the wand of illusions), twice per day
55-61	levitate up to 600 lbs for 1 turn, thrice per day
62-67	strength as the spell, once per day (wielder only)
68-75	telekinesis up to 250 lbs for 1 round, once per day
76-81	telepathy 60 ft range, twice per day
82-88	teleport as the spell, 600 lbs max, once per day
89-94	x-ray vision 40 ft range for 1 turn, twice per day
95-97	roll twice, ignoring this result
98-99	player may choose 1 power
00	roll on special purpose table

Special Purpose Swords

The purpose of a sword must always suit its alignment. Killing must be restricted to evil if the sword is of good alignment (example: a good aligned sword which rolls a result of "21-30 slay clerics or druids" on the table below will only seek to kill evil clerics). Good swords dedicated to slaying monsters will always slay neutral or evil monsters, while evil swords dedicated to slaying monsters will always slay neutral or good monsters.

Special Purpose

d%	Purpose
01-10	defeat good or evil
11-20	defeat law or chaos
21-30	slay clerics or druids
31-40	slay diametrically opposed alignment*
41-50	slay fighters, paladins or rangers

d%	Purpose
51-60	slay magic users or illusionists
61-90	slay non-human monsters
91-00	slay thieves or assassins

*The True Neutral version of this sword would seek to promote and maintain balance by defeating beings of extreme alignments

Special Purpose

The special power generated by this table will only work to forward pursuit of the sword's special purpose. the listed power manifests itself on a hit with the weapon unless the target makes a saving throw vs magic.

d%	Power
01-10	blindness for 2d6 rounds
11-15	cause disease as the spell (evil aligned swords only)
16-25	confusion for 2d6 rounds
26-30	disintegrate
31-35	dispel magic (single-target)
36-55	fear for 1d4 rounds
56-65	insanity for 1d4 rounds
66-80	paralysis for 1d4 rounds
81	petrifaction
82-90	silence for 1d4 rounds
91-00	slow for 2d6 rounds

Non-Alignment Languages Spoken by Sword

Languages should be carefully selected by GM to reflect the purpose of the sword and its abilities.

d%	No of Languages	d%	No of Languages
01-40	1	86-95	4
41-70	2	96-99	5
71-85	3	00	6

Sword Ego

This is the final step in the creation of an intelligent sword. Each attribute the sword possesses is worth ego points, which are totalled to provide an ego rating for the weapon. The ego and intelligence of a weapon are a combination of factors which can lead to the player and his or her unique weapon struggling for dominance (detailed below). When using chart below, round ½ points upward.

Attribute	Ego Points
Each + of Sword*	1
Each Language Spoken	½
Each Major Power**	2
Each Minor Power**	1
Special Purpose	6
Telepathic Ability	2

* A +1 sword has 1 ego point but if it has a second, higher bonus, those points are added. Example: a *trollbane* would have 1 ego point for its basic bonus, plus 3 more for its higher bonus vs regenerating creatures for a total of 4 ego points. Swords with additional powers but no higher bonuses, such as a *Nine Lives Stealer*, double their bonuses for determining ego. *The Nine Lives Stealer*, to return to that example, would have 4 ego points.

** For double abilities, double ego points. If triple ability, triple the ego points.

A BATTLE OF THE WILLS: SWORDS VS CHARACTERS

Each unusual sword has a personality score, determined by adding its intelligence score to its ego points. These swords will be very conscientious in following their alignment and if the sword owner is not, a personality conflict arises. If the sword has a substantial ego, 19 or higher, the weapon will consider itself superior to its wielder and if he or she does not agree with the sword's decisions a personality conflict will arise.

A player character's personality is determined by the formula: Character Level + Intelligence + Charisma = Personality Score. This score will be modified by damage he or she has taken, reducing Personality Score by 1 point for each group of hp equivalent to the character average hp per level.

For example, Paula the Paladin is 8th level with a constitution score of 15 (+1 hp bonus per die) and 54 total hp. Average hp per level are 54 ÷ 8 = 6.75 and results are rounded off to 7. For every 7 hp of damage Paula sustains in combat, her personality level is reduced by 1.

Whenever personality conflict occurs, the sword will struggle with the player for dominance. The more often the conflict, the greater the struggle and the more unreasonable the demands the sword will make before being mollified.

Such a sword might insist the player fight a foe he or she would prefer to avoid or parley with—and perhaps seek to bring a fight about, calling out to reveal the character's hiding place, or shouting insults amidst delicate negotiations.

In addition, some swords might insist on gemstones or filigree platinum inlay being added to their blade or pommel, or demand a scabbard made from the hide of a dragon or demon.

If the personality score of the sword should ever become greater than that of the wielder, the sword will be able to dominate the player. The sword will be able to force any or all of the above upon the unfortunate player and, in addition, may refuse to strike a particular foe, or turn a swing so it strikes a comrade or even the sword's own wielder.

The above should be carefully adjudicated by the GM. A holy sword with a powerful personality in the hands of a dedicated paladin would be a dynamic force for good. A neutral good sword with a powerful personality in the hands of the same character might argue with the paladin constantly about how best to approach a situation. An especially dominant or evil sword might even seek to pass into the possession of a weaker character, in order to more completely dominate him or her and be better able to seek its own ends.

Unusual magic swords are like other creatures with a large ego: they will seek to become a force to be reckoned with in their world by being heavily involved in all party activities and especially in combat. These weapons will also feel a strong sense of rivalry with other powerful magic weapons within 60 ft and will attempt to lead their wielder into dealing with the rival as the sword's alignment and the alignment of the rival dictates. A chaotic evil sword would seek the destruction of the rival weapon, but a lawful good sword would seek to rescue and recruit a rival weapon to serve its own cause.

Swords of unusual nature are never completely dominated or silenced. Even if greatly outweighed by the owner's personality the sword will be quick to inject its opinion into any discussion, always attempting to gain influence over the player and his or her companions.

GMs should be ready to play the personality of these swords to the (ahem) hilt, enforcing the quirks and selfish demands of the weapon upon the player at every chance. Play this sword as if it is your very own character, an especially greedy and egotistical one, and strive to the utmost for every gain you can garner for the sword. The role-playing possibilities are endless.

MISCELLANEOUS WEAPONS

Like swords, miscellaneous weapons add their bonus to both the "to hit" probability and damage die rolls. Weapons from the table which are not self-explanatory (e.g. a simple *mace +1*) are detailed here. Magic arrows that hit their intended target are destroyed; those that miss have a 50% chance of being broken or otherwise rendered unusable. Magic hand axes and hammers can be hurled up to 30 ft with the benefit of the attack bonus but losing the damage bonus. Magic spears may be used as either melee or missile weapons. When thrown at a very strong (18.99) or very massive creatures, there is a 50% chance the spear will break. Intelligent creatures, if struck by the thrown spear, have a 70% chance of using it against the attacker if struck by the weapon, or 25% likely to attempt to break the spear (spear must save vs a crushing blow). Unintelligent creatures are 25% likely to attempt to break the spear. Missile weapons (pulled bows, crossbows, slings, etc.) grant their to hit and damage bonus to missiles launched from them. Bonuses from magic ammunition are cumulative with bonuses from magic missile weapons.

Arrow of Slaying (AFPRT): A +3 arrow particularly deadly to a certain type of creature. There is always some mark, usually a rune or pictograph, to denote the type of target the arrow will instantly slay on a successful attack. A chart is included for random determination but the GM is advised to modify the chart to fit his or her unique milieu. One should note the type can be as general as "humanoid" or as specific as "hobgoblin."

d%	Result	d%	Result
01-02	Clerics	51-52	Humans
03-04	Demi-Humans	53-54	Hydras
05-06	Demons	55-56	Illusionists
07-08	Devils	57-58	Kobolds
09-10	Dinosaurs	59-60	Liches
11-12	Dragons	61-62	Lizard Men
13-14	Druids	63-64	Lycanthropes
15-16	Dwarfs	65-66	Magic Users
17-18	Elementals	67-68	Mammals
19-20	Elves	69-70	Medusae
21-22	Ettin	71-72	Mummies
23-24	Fighters	73-74	Naga
25-26	Ghouls	75-76	Ogres
27-28	Giants	77-78	Orcs
29-30	Gnolls	79-80	Paladins
31-32	Gnomes	81-82	Rangers
33-34	Goblins	83-84	Reptiles
35-36	Golems	85-86	Skeletons
37-38	Griffons	87-88	Spiders
39-40	Halflings	89-90	Thieves
41-42	Harpies	91-92	Troglodytes
43-44	Hell Hounds	93-94	Trolls
45-46	Hippogriffs	95-96	Undead
47-48	Hobgoblins	97-98	Vampires
49-50	Humanoids	99-00	Zombies

Axe of Hurling (AFPR): A +2 magic hand axe specially made for throwing up to 60 ft and retaining both its to hit and damage bonus when used as a missile weapon.

Crossbow of Accuracy (AFPRT): Besides a +3 bonus on to hit and damage rolls, all attacks with this weapon are considered short range. 10% of these weapons are heavy crossbows.

Crossbow of Range (AFPRT): This +1 crossbow has double the range in all categories of standard crossbows. 20% of these weapons are heavy crossbows.

Crossbow of Speed (AFPRT): This weapon allows double the normal firing rate of normal crossbows. When determining randomly, 10% of these weapons are heavy crossbows.

Dagger of Venom (AFT): A +1 dagger which, on a natural hit roll of 20, injects a dose of lethal poison into its victim, though the target gets a saving throw vs poison to negate. The dagger can hold six doses of poison in a tiny compartment in the hilt and can be refilled. Use of this weapon by good aligned characters should be closely monitored.

Hammer of the Dwarfs (F): Usually functions as a +2 hammer. In the hands of a dwarfish fighter who knows the command word, however, this weapon is a full +3 war-hammer. The *hammer of the dwarfs* retains its attack bonus when hurled as a missile weapon, doing double damage if it hits and boomeranging back to its owner. If thrown at a giant opponent (including ogres, trolls, and ettin) the hammer will cause triple damage if it hits.

Holy Mace (CFPR): A +1 mace with special powers vs evil creatures and the undead. The mace has a neutral good alignment and does 5d4 points of bonus damage to any evil target it strikes. Against the undead, however, the *holy mace* reveals its true power. When the mace strikes a demon, devil, or undead creature, a turn undead roll is made on the Turning Undead table as the wielder were a 12th level cleric. If the creature fails its roll it is immediately blasted out of existence by the holy power of the mace. Some creatures (example: skeletons, zombies, and ghouls) are automatically destroyed. Stronger undead creatures which have a numerical result instead of a "T" or "D" on the matrix get that number as a saving throw vs disruption. Even if the undead target makes its saving throw or is immune to disruption, the mace will still deal double the damage plus double the damage bonus.

Sling of the Halfling (AFPRT): Grants +2 "to hit" and damage rolls, but is figured as a +1 weapon in terms of which creatures it can affect.

Trident/Fork (AFPRT): A shorter than normal trident with a 6 ft haft, usable as a melee or missile weapon but too short in this mode to be set against a charge. When the command word is spoken, the trident lengthens into a full pole arm and can be set against a charge as a normal pole arm. In either mode, the weapon is +3 to hit and damage.

MISCELLANEOUS MAGIC

The enchanting of items is in no way limited to such things as rings, wands and weapons. In fact, all manner of objects can be—and have been—made magical. Hence the need for a category devoted entirely to miscellaneous magic.

As a general rule, the properties of any item will only become apparent through careful and determined examination and experimentation. Very rare indeed is an object that comes with an instruction manual!

Note on books: All magical books, tomes, volumes etc. appear on cursory inspection as non-magical volumes of arcana. The only spells that will aid in distinguishing one type of magical tome from another are *identify* and *wish*. All other spells or powers are useless in this regard. Two wishes are required to determine the exact nature of any book, the first revealing only the general classes or characteristics most affected (but not whether for good or ill!). Most books will immediately disappear after being read, although a GM may of course decide to have a detrimental work stay with a character until a *remove curse* is employed.

Afreeti Bottle (CDIM): An ornate bronze or brass bottle sealed with a lead stopper engraved with many runes of power, though often a thin stream of smoke can be seen leaking from the seal. Once per day the command word can be spoken, allowing the bottle to be opened. Doing so frees an afreeti imprisoned within. Roll d%; 01-10 means the freed afreeti is insane and immediately attacks anyone near the bottle, though it will not fight to the death. Unless the afreeti clearly outmatches the party it will likely melee a few rounds and then flee to its home plane. On a result of 91-00 the afreeti grants the owner 3 *wishes* then immediately disappears forever. The rest of the time (11-90) the afreeti will agree to serve the owner of the bottle for up to 10 minutes that day and follow all commands to the best of its ability. Every time the afreeti is freed from its prison this result must be rechecked.

Ahmek's Copious Coin Purse (any): Ahmek was a wizard turned sage who, legends say, was always forgetting to put money in his purse. This magic item is an exquisitely-crafted leather poke sewn from four leather panels, alternating black with a golden yellow colour. When found, the purse will contain the following: 5 cp, 5 sp, 2 ep, 15 gp, 3 pp. No matter how many coins are removed from or added to the poke, the number of coins will always reset to these amounts at midnight.

Alchemy Jug (IM): This jug appears as an ordinary ewer or beaker, but will, on command, produce various liquids when poured. The type and quantity of liquid is as follows:

Salt water	16 gallons	Oil	1 pint
Fresh water	8 gallons	Aqua regia	8 ounces
Beer	4 gallons	Alcohol	4 ounces
Vinegar	2 gallons	Chlorine	1 ounce
Wine	1 gallon	Cyanide	½ ounce
Ammonia	1 quart		

The amount listed for each liquid can be produced up to 7 times per day, at a maximum rate of 2 gallons per round. Only one type of liquid can be produced per day, however.

Amulet of Health (any): This magic necklace grants the wearer a constitution bonus of +1.

Amulet of Mighty Fists (any): A magical necklace which, when worn, bestows a bonus of +1 "to hit" on all weaponless physical attacks.

Amulet of Natural Armour (any): A magical amulet granting the wearer +1 to +4 to AC (roll 1d4 to determine the bonus).

Amulet of Life Protection (any): The wearer of this broach is protected against attacks on his or her soul. The charm completely safeguards its wearer from possession, whether as the result of a spell or through the efforts of a demon, devil or like being. Furthermore, should the wearer be slain, his or her soul will enter the amulet and be protected for up to 1 week. If the amulet is destroyed during that time, however, the soul is destroyed along with it.

Amulet of the Planes (any): This amulet enables its wearer, once experienced with its use, to instantaneously and without error travel to extra-planar realities. Until the wearer learns how to use the amulet, however, the destination will be entirely random!

Amulet of Proof Against Detection or Location (any): This amulet provides protection against all forms of scrying. Thus spells such as *clairvoyance* or *clairaudience*, devices such as crystal balls, and mental or magical powers such as *ESP* or *telepathy* (or, in fact, anything short of consulting a major extra-planar power) are completely ineffective in locating its wearer.

Apparatus of the Lobster (any): This device appears to be a large iron barrel. A secret compartment at one end contains 10 levers, each of which controlling a different aspect of the apparatus.

1. extend/retract legs and tail
2. uncover/cover forward porthole
3. uncover/cover side portholes
4. extend/retract pincers and feelers
5. snap pincers
6. move forward/reverse
7. move left/right
8. open/close "eyes" that shine with continual light
9. raise/sink
10. open/close hatch

The apparatus moves at 30 ft per round forward and 60 ft per round in reverse. The pincers snap for 2d6 damage each, attacking as a 4HD monster but treating all AC as 0 (modified by dexterity adjustments, if any). They can be extend to a maximum of 4 ft from the barrel. The apparatus itself has an AC of 0 and can sustain 100 hit points of damage before leaking and 200 hp of damage before collapsing entirely. It can dive to a maximum depth of 900 ft and can hold 2 medium-sized creatures for 2-5 hours before needing to replenish its air supply.

Arrow of Direction (any): This appears to be an ordinary arrow, although a *detect magic* spell will reveal that it has eldritch properties. Unlike other magic arrows, its enchantment does not aid in combat, however. Instead, once per day the arrow of direction can be used — by tossing it in the air and noting which direction it points when it lands — to show the way to one of several specific features: a stairway or sloping passage (either up or down), or the entrance or exit to a dungeon, cavern or cave. The feature sought must be identified either by distance (nearest, lowest, etc.) or by direction (north, leftmost, etc.). The query can be repeated up to 7 times over the next 7 turns.

Bag of Holding (any): A most wonderful item, this is a bag larger on the inside than on the outside. This magical sack also reduces the apparent weight of the contents of the bag. Bag capacity, volume, weight, and apparent weight all vary by type-listed on the table below. Overloading the bag destroys both bag and contents, as does piercing the bag from either without or within. Turning a bag inside out empties all contents out onto the ground and the bag cannot be used again until it is turned back. A living creature can be placed into the bag but there is only enough air to sustain for 10 minutes, after which the creature will suffocate and die.

The extra-dimensional space of the *bag of holding* is incompatible with that of the *portable hole*. Placing a *bag of holding* into a *portable hole* will open a rift into the Astral Plane and suck both objects and their content into Astral space, lost forever. If a *portable hole* is placed into a *bag of holding*, a gate into the Astral Plane is opened, destroying both objects and pulling anyone standing within 10 ft into the Astral Plane.

Type	Weight, lbs	Capacity, lbs	Capacity, cubic ft
I	15	250	30
II	25	500	70
III	35	1,000	150
IV	60	1,500	250

Bag of Tricks (any): There are 3 known types of this particular magic item, detailed below, but all work the same way. The owner reaches into the bag and draws out the small, fuzzy ball inside. The ball can be thrown up to 20 ft away and it then becomes an animal which will serve the user for 10 minutes, until slain, or until ordered back into the bag. The animal is under control of the person who drew it from the bag and will follow simple commands such as attack, stay, guard, follow, and the like. Each of the three types, differentiated by colour, produces different animals, determined randomly every time the bag is used. Only 1 animal may exist at a time and a maximum of 10 animals may be drawn from the bag in 1 week.

Bag of Tricks Colour

Grey		Rust		Tan	
d%	Animal	d%	Animal	d%	Animal
01-30	Bat	01-30	Wolverine	01-30	Brown Bear
31-60	Rat	31-60	Wolf	31-60	Lion
61-75	Cat	61-85	Boar	61-80	Heavy Warhorse*
76-90	Weasel	86-00	Black Bear	81-90	Tiger
91-00	Badger			91-00	Rhinoceros

*appears with harness and tack and will accept the person who drew it from the bag as a rider.

Bead of Force (any): A tiny bead of what appears to be made of dull, black glass. This item can be hurled up to 60 ft with no range penalty incurred, exploding on impact and dealing 5d6 points of damage to all creatures within 10 ft of the point of impact. The explosion also creates a *resilient sphere* with a radius of 10 ft and a duration of 10 minutes. The bead's target will be imprisoned within a sphere of energy that can only be dispelled by a *rod of cancellation, a rod of negation, disintegrate,* or a targeted *dispel magic* spell. A dispelled *resilient sphere* will vanish harmlessly. Nothing can pass into or out of the sphere, though there is enough air contained within the sphere to prevent the prisoner from suffocating. The sphere is immovable from its initial location by any magical or physical means.

Belt of Dwarfkind (any): This magical girdle grants anyone putting it on a +4 to charisma when dealing with dwarfs, +2 charisma when dealing with halflings or gnomes, and -2 for all other races. If the wearer is not a dwarf, he or she also gains all the engineering based racial abilities of a dwarf (slanting passages, detect traps, et. al.); +1 constitution; and +2 on saves vs poison, spells, or spell-like effects.

Belt of Giant Strength (FPR): This wide leather belt grants the wearer a strength bonus of +3 to +6 (1d4+2) on to hit rolls and +7 to +12 (1d6+6) on damage, except that it does not enhance to hit or damage rolls with missile weapons. However, while wearing the belt, a character may throw rocks as a hill giant does.

Blemish Blotter (any): A blue crystalline object about the size and shape of a sling bullet, the blemish blotter soaks up imperfections from gemstones. Any gemstone within 6 inches of a blemish blotter for more than 1 minute has a 20% chance of increasing in value by 20%. Improving a jewel costs the blotter 1 charge and every blotter has (1d6 X 10) + 40 charges. As charges are expended, the heart of the blotter turns scarlet and this area grows with each expended charge. When the last charge is expended the scarlet blotter crumbles into dust. This item can affect no jewel more than once.

Blessed Book (IM): An exceptionally well-made travelling spell book with magical properties, the *blessed book* is about 12 in x 8 in and 1 in thick, with 1,000 pages. The book is quite durable; iron bound and inlaid with silver protective runes and a sturdy lock. A magic user or illusionist can write spells into the *blessed book* without incurring the costs normally associated with inscribing spells in a spell book or travelling spell book. When found as a randomly-generated treasure, this book is usually empty of spells.

Boat, Folding (any): A 12 in x 12 in x 6 in wooden box which can be used as an ordinary storage container. The box is capable of unfolding itself into two different sized water vessels, depending upon the command word used. The first type of vessel is a boat 10 ft x 4 ft x 2 ft and comes complete with: 1 pair of oars, anchor, mast, and, lateen sail. The second form, a ship, is 24 ft x 8 ft x 6 ft and comes equipped with 5 pairs of oars, anchor, mast, square sail, a deck and hold, a deck cabin, and single rowing seats. Any objects stored in the box before transformation are now stowed in the vessel. The boat can comfortably hold 4 human sized passengers and the ship can easily accommodate 15. Upon command, the boat or ship will fold back into a box.

Note regarding magic footwear: These items will magically resize to fit any player character class from the OSRIC core rulebook, unless otherwise noted in the item description. The rule of thumb for size limitation is: halfling size at the small end and the very largest of humans at the other. As always, however, this may not apply in your campaign at your GM's discretion. In all cases, both boots must be worn before any magical effect takes place.

Boots of Elvenkind (any): Soft leather footwear which allows one to move silently, even in the worst of conditions such as a creaky stair. Chance of success varies from about 95% for the absolute worst conditions to 100% for most conditions.

Boots of Levitation (any): Allow the user to levitate or descend up to 20 ft per round, no limit on usage. These boots are not capable of lifting a total weight of more than about 600 lbs. Aerial agility level is only I.

Boots of Speed (any): When activated by clicking one's heels together, the wearer's movement speed is doubled and his or her AC improves by +2.

Boots of Striding and Springing (any): This magical footwear increases the wearer's base speed to 120 ft and grants the ability to spring vertically 15 ft, backward 9 ft and forward 30 ft. This springing movement can be used in combat to attack and spring away if the wearer has initiative but under such conditions the wearer has a base 20% chance to stumble, decreased by 1% for every point of dexterity over 12. Carved into the side of the left boot heel is the name "Jak".

Boots of Teleportation (any): Allow the user to *teleport*, as the spell, up to 3 times per day.

Boots of the Winterlands (any): These boots allow movement at normal rates across snow and the wearer will leave no tracks to mark his or her passage. *Boots of the winterlands* also allow normal movement across ice and icy surfaces without slipping or falling, though the surface must be horizontal. The boots also affect the wearer as an *endure cold* spell as long as they are worn, with no time limit.

Boots, Winged (any): When the command word is spoken, these ordinary appearing boots sprout wings at the heel and allow the wearer to *fly*, as the spell (aerial agility: level IV). This power is usable up to 3 times per day with a maximum duration of 5 minutes per flight.

Bottle of Air (any): An ordinary-appearing stoppered glass bottle. When uncorked in an airless environment, however, the bottle will produce a steady stream of air until it is again within a breathable atmosphere or the bottle is recapped. This allows the holder to breathe underwater by "drinking" from the bottle. The bottle may even be passed among multiple users.

Bowl Commanding Water Elementals (DM): A stoneware bowl 1 ft in diameter, 6 inches deep, and usually made of a semi-precious stone; malachite, jade, or lapis lazuli are particularly favoured for this purpose. Filling the bowl with water and chanting the summoning words for 1 round causes a 12HD water elemental to appear. The creature summoned behaves as if called by a conjure elemental spell. Only one water elemental may be summoned at a time; a new one cannot be called forth until the previous elemental is dismissed, slain, or dispelled. If salt water is used instead of fresh water, the summoned elemental will have 16 HD rather than 12.

Bracelet of Friends (CDIM): A finely-made silver charm bracelet with four charms. The wearer may key each charm to a specific person and thereafter when the charm is grasped and the keyed individual's name spoken, that person is summoned to the wearer's location, along with all of his or her equipment. The summoned person must be on the same plane as the wearer, and must willingly answer the call (the keyed individual knows who is issuing the summons). Each individual charm has 1 use and disappears afterwards, if separated from the bracelet the charm becomes worthless.

Bracers of Archery, Greater (AFPRT): This pair of items grants proficiency in the use of any bow or crossbow. If the wearer is already proficient in the use of a bow he or she will gain +2 to attack and +1 damage when using that weapon.

Bracers of Archery, Lesser (AFPRT): Similar to the *greater bracers of archery*, but these only grant +1 to hit and no damage bonus for wearers already proficient with a bow or crossbow.

Bracers of Armour (any): When worn, this pair of armoured wrist guards grant from +1 to +8 magical enhancement to the wearer's AC—but only when the wearer wears no other armour, nor a shield. These bracers are therefore highly prized by magic users.

Brazier of Commanding Fire Elementals (DM): When a fire is lit in this black iron brazier, and the words of summoning chanted for 1 round, a 12 HD fire elemental appears and behaves as if called by a *conjure elemental* spell. If brimstone is added to the fire before chanting, the fire elemental will be of 16 HD. Only one fire elemental may be summoned at a time; a new one cannot be called forth until the previous elemental is dismissed, slain, or dispelled.

Brooch of Instigation (any): This shoulder pin grants the wearer a +1 to AC and saving throws, and also has the affect of sending an silent boast to all living creatures in the area. This boast is a mental effect much like *ESP*, touting the wearer's prowess in battle, and therefore does not work on the undead or mindless creatures. The boast has the result of doubling the chances of wandering monsters, a +10% to any opponent's morale checks, and a -10% to reaction bonus checks. Once a person touches the brooch, he or she will be unable to rid themselves of it until a remove curse or atonement is cast upon the unfortunate victim.

Brooch of Shielding (any): In addition to its mundane function as a clasp for a cloak or cape, this brooch can absorb magic missiles generated either by spell or spell-like ability. After absorbing 101 points of magic missile damage, the brooch melts into a useless clump of metal.

Broom of Flying (M): This broom allows the user to fly up to 9 hours cumulative per day. Carrying up to 200 lbs the broom travels at 40 ft and carrying up to 400 lbs the broom travels 30 ft. The broom can be commanded to auto-pilot to any destination named by the owner at a speed of 40 ft, so long as the owner is reasonably familiar with the location and layout of the intended destination. The broom can be summoned to its rider with a command word from as far as 300 yards away. Its aerial agility level is IV (see Chapter III). Every known *Broom of Flying* reported has the name "Hazel" engraved upon the handle.

Candle of Invocation (C): These candles come in 9 different types, each specific to an alignment. Any individual within 30 ft of a burning candle of like alignment is at +2 to hit and saving throws. A cleric of like alignment to a *candle of invocation* will determine the number of divine spells knowable as if he or she were 2 levels higher, if he or she burns the candle immediately prior to his or her daily meditation. He or she will even be granted and use spells of the higher level, although these spells are usable only so long as the candle is burning. The *candle of invocation* normally burns for about 4 hours.

The candle can also be used to cast a *gate* spell and the being responding will be of the same alignment as the candle. When casting gate the candle is completely and instantly consumed. The candle can be blown out as easily as any ordinary candle. Thus, the user may sometimes place the candle in a lantern to protect the flame-this does not interfere in any way with the magical effects.

Candle of Truth (CP): When burned, this pure white candle creates a zone of truthfulness in a 5 ft radius around the candle for 1 hour. Within this zone any question put to a creature must be truthfully answered. A saving throw vs spells (unlisted categories) is allowed. The candle burns for 1 hour but if extinguished before that time the effects are dispelled and the candle's magic is ruined.

Cape of the Mountebank (AT): This brightly coloured (some might say gaudy) cape allows the wearer to cast *dimension door* upon him- or herself once per day, disappearing in a cloud of smoke and arriving the same way at his or her new location.

Carpet of Flying (any): Allows unlimited flight or hovering, and is activated by speaking the command word. The owner need only be within voice range to activate the rug and it may be controlled with spoken directions. There are 3 common sizes of rugs (see table, below) with varying weight capacities but all travel at 40 ft. Overweight movement is reduced to 30 ft but no carpet may carry more than double its capacity. Although the carpet can hover, its aerial agility level is only IV (see Chapter III).

Size	Capacity
5 x 5 ft	200 lbs
5 x 10 ft	400 lbs
10 x 10 ft	800 lbs

Censer of Controlling Air Elementals (DM): A 6 in wide, 1 in high golden vessel. When filled with incense and lit, chanting the words of summoning for 1 round causes a 12 HD air elemental to appear as if summoned by a *conjure elemental* spell. If *incense of meditation* is used the air elemental will be of 16 HD. Only one elemental may be summoned at a time and another cannot be called until the first is slain, dispelled, or dismissed.

Chime of Interruption (any): The loud, clear sound of this instrument prevents any spell requiring a verbal component from being cast within 30 ft unless a saving throw vs wands is made. The chiming sound lasts for 3 full minutes and the *chime of interruption* can be struck once every 10 minutes.

Chime of Opening (any): Striking this magical chime causes whatever it is pointed at to open. The sound of the *chime of opening* affects all doors, lids, locks, portals, and valves. The magic of the chime will even dispel a *hold portal* or *wizard lock* if cast by a magic user below 15th level. It should be noted the device only affects 1 form of locking per use, so a locked door with a *hold portal* cast upon it will require 2 soundings of the chime. A *silence 15 ft radius* spell will render the device useless for the duration of the spell. A new *chime of opening* comes with 10 uses; the chime cracks in half with the last use.

Circlet of Blasting, Major (M): An elaborate golden headband with a large red ruby set in the middle. Once per day the ruby can emit a 60 ft beam of searing light which causes 40 points of damage. The circlet and the ruby are tuned to each other; removing the ruby destroys the magic.

Circlet of Blasting, Minor (M): A simple golden headband with a small red ruby set in the middle. Once per day the ruby can emit a 60 ft beam of searing light that causes 3d8 points of damage. The circlet and the ruby are tuned to each other; removing the ruby destroys the magic.

Circlet of Persuasion (any): An ornate silver headband which increases the wearer's charisma by+3 while worn.

Cloak of Arachnida (any): A black garment of silk, woven in patterns reminiscent of spider webs. This magic cloak grants the wearer immunity to entrapment by mundane or magical webs, allows movement at half speed through any webbed area, and allows the owner to cast *web* as a 10th level magic user once per day. The cloak also allows the user to *spider climb* as per the spell up to 10 rounds cumulative per day. Finally, the wearer of the *cloak of arachnida* gains a +2 bonus on all saves vs spider poisons.

Cloak of the Bat (any): This black or dark brown cloth robe allows the user to fly for up to 7 minutes, followed by a like number of minutes resting during which the cloak recharges itself. The cloak of the bat actually allows flying in 2 different modes, but both require darkness or a near lightless environment in which to operate. The wearer can fly by actually polymorphing into a regular bat (aerial agility level V—see Chapter III), or he or she can grab the edges of the garment and spread his or her arms like bat-wings. The wearer of the cloak also gains the ability to hang upside down from the ceiling like a bat, and the cloak grants a 20% bonus to hide in shadows checks.

Cloak of Charisma (any): A finely-made cloak suitable for a lord or lady, this garment enhances the wearer's charisma by +2.

Cloak of Displacement, Major (any): This cloak blurs the wearer's outline. The cloak can used in this manner up to a cumulative 15 rounds per day, divided as the wearer chooses. While the blurring effect is in operation, all physical attacks against the cloak's wearer are at -4 and he or she gains +2 on saving throws vs magic.

Cloak of Displacement, Minor (any): As the *major cloak of displacement*, except the effect is continual and defence bonuses are halved: physical attacks are at -2 and saves are at +1.

Cloak of Elvenkind (any): This neutral grey or green cloak appears normal until the hood is drawn up over the head. At that point the wearer becomes 100% invisible in natural outdoor settings, with effectiveness decreasing as natural growth decreases, down to about 95% in open fields. In most darkness or low light conditions in non-natural settings invisibility is still quite good, around 90% for dark urban settings and 95% for torch lit or dungeon settings. A wearer attempting to move stealthily in a brightly-lit area still gains 50% invisibility. 90% of these cloaks are sized for elf-size to man-size wearers. The remaining 10% are sized for halfling sized creatures (about 4 ft tall). This item requires careful adjudication by the GM.

Cloak of Ætherealness (any): This garment has a silvery-grey sheen to it and catches the light in a curious manner. Upon uttering the command word the wearer becomes æthereal for up to 10 rounds per day. The total time can be divided up among multiple uses as the wearer sees fit.

Cloak of the Manta Ray (any): A magical garment which appears as an ordinary leather cloak until the wearer enters salt water. At that time the cloak adheres to the wearer, making him or her 90% identical in appearance to a manta ray.

The cloak's owner is AC 6 but gains any AC bonuses from magic items or magic armour he or she wears, and he or she can release his or her arms from the cloak to attack normally with carried weapons. The wearer also gains the ability to breathe underwater and a swimming speed of 60 ft, plus an extra tail-spine attack for 1d6 points of damage.

Cloak of Resistance (any): This cloak grants a bonus on all saving throws. When it is first put on, roll d% to determine its effect:

d%	Effect
01-50	+1 to all saves
51-75	+2 to all saves
76-90	+3 to all saves
91-99	+4 to all saves
00	+5 to all saves

Crystal Ball (IM): This magic crystal sphere of about 6 in diameter allows the user to see over any distance and even into other planes. The more well known to the user the person or place sought is, the higher the chance of success. Some crystal balls grant additional powers (see table, below). This item requires careful adjudication by the GM.

d%	Crystal Ball Additional Abilities
01-75	None
76-85	Clairaudience
86-90	See Invisibility
91-95	ESP
96-00	True Seeing

Cube of Force (any): This item appears as a normal sized six-sided die of ancient yellowed ivory, or carved bone, or any one of a number of hard minerals. The cube projects a square wall of force 10 ft on a side around the user, moving with him and rendering him impervious to a specific type of attack. The *cube of force* has 36 charges and recharges itself at midnight every 24 hours, though there have been rumours of some cubes recharging at noon. Each face of the cube generates a different type of force wall, each power uses charges at a different rate, and each wall limits movement of the user to a degree; consult the table on the following page.

When the cube is active, attacks causing excessive damage sap charges from it at a higher rate: damage in excess of 30 points in one attack burns off 1 charge for every 10 points of damage over 30. Certain spells or magic items also drain off extra charges from the cube, see second table on the following page.

# Pips	Charges/ minute	Max. Movement	Effect
1	1	30 ft	Keeps out gas, wind, smoke, etc.
2	2	20 ft	Keeps out non-living matter
3	3	15 ft	Keeps out living matter
4	4	10 ft	Keeps out magic
5	6	10 ft	Keeps out everything
6	0	—	Deactivates

Attack	Extra Charges Used
Horn of Blasting	6
Wall of Fire	2
Passwall	3
Disintegrate	6
Phase Door	5
Prismatic Spray	7

Cube of Frost Resistance (any): A crystalline but featureless cube about ¾ in square. Activating this device creases a cube-shaped wall of force with 10 ft sides centred around the user and moving with him or her unless he or she places the device on a surface after activation. The temperature inside the cube is always 65°F no matter the surroundings, and the force wall absorbs all cold based attacks, whether natural or magical. If the field absorbs more than 50 total points of cold based damage in one round the force wall collapses and the cube cannot be reactivated for a period of 1 hour. Additionally, if the cube of frost resistance absorbs more than 100 points of cold damage in 10 rounds it is destroyed.

Cubic Gate (CDIM): This ¾″ square magic item is a six-sided die of the finest carnelian and adorned with gold inlaid pips. Each of the sides of the Cubic Gate can be activated by pressing it, opening a gate to random point on a specific plane. Side #1 of the cube is always keyed to the Prime Material Plane, the other sides will be assigned or randomly generated by the GM. Any time a gate is opened to any plane besides the Prime Material, there is a non-cumulative 10% chance per round a denizen of that plane sees the gate and comes through to investigate, and depending upon the plane contacted, such creatures will rarely have a favourable reaction to the PCs. Pressing a cube side twice in rapid succession will instantly transport the user and all creatures adjacent to him to a random point on the plane to which that side is keyed. Unwilling beings gain a saving throw vs petrifaction to avoid this plane-shift.

Dark Skull (C): This likeness of a human skull is artfully and cunningly carved from a block of darkest ebony, and it is unrelentingly and entirely evil. The presence of the Dark Skull makes any site, building, or structure an unholy site and gains 3 major effects in a 40 ft radius around the skull.

First, the structure or site is guarded by a magic circle of protection from good (as the 1st level cleric spell). Next, all turning attempts by good aligned or neutral characters within the structure or site are made at -4, while evil characters gain a +4 bonus to their own turning attempts. Magic resistance does not apply to this effect. Third, the user of the skull may choose to fix a single spell effect to the unhallowed site. Regardless of the normal parameters for the spell, this usage will last for 1 full year and will be effective throughout the entire site or structure.

The user can further designate whether the spell effects will apply to all creatures or creatures of a particular faith or alignment. Though the spell effects lapse after 1 year, they are quickly and easily renewed using the Dark Skull, often as part of an unholy annual ritual. Commonly favoured spells for binding include: *cause blindness, chant, curse, detect good, know alignment,* and *true seeing*; though the choice is up to the user. Saving throws and magic resistance apply normally for these fixed spells.

The skull will negate but not dispel a hallowed site with its presence; removing the Dark Skull will restore a holy place to its rightful status. Only one Dark Skull may operate in an area at any given time.

Decanter of Endless Water (any): A leathern flask of ordinary workmanship and appearance. When the user removes the stopper and speaks the proper command word, often inscribed on the bottom of the flask, the decanter produces fresh or salt water in various volumes and at different velocities, with separate command words for each. A command word also stops water flow.

- **Stream:** Pours 1 gallon per round.
- **Fountain:** Emits a 5 ft long stream of water flowing at 5 gallons per round.
- **Geyser:** Emits a 20 ft long, 1 ft wide blast of water flowing at 30 gallons per round.

The *geyser* function creates considerable back pressure and a character with unsteady or precarious footing may be knocked to the ground. *Geyser* creates enough force with its blast of water to inflict 1d4 points of damage to a target within the 20 ft range but only one creature per round may be targeted.

Deck of Illusions (any): A set of 34 parchment cards often found in a leather bag or wooden box. Drawing a card from the deck and casting it to the ground creates a convincing illusion of a creature or creatures. The illusion lasts until dispelled or the card is picked up; in both cases the card becomes blank and cannot be used again. The illusory monster moves and acts as if real and obeys the will of the card drawer, though it cannot move more than 30 ft away from the card. A randomly-generated deck has a 90% chance of being complete, otherwise 1d20 cards are missing from the deck. A table is provided below with values for both mundane playing cards and tarot cards, and the illusion the card will generate when used.

Playing Card	Tarot Card	Creature(s)
Ace of Hearts	IV. The Emperor	Red Dragon
King of Hearts	Knight of Swords	Male Human Fighter & 4 Guards
Queen of Hearts	Queen of Staves	Female Human Magic User
Jack of Hearts	King of Staves	Male Human Druid
Ten of Hearts	VII. The Chariot	Cloud Giant
Nine of Hearts	Page of Staves	Ettin
Eight of Hearts	Ace of Cups	Bugbear
Two of Hearts	Five of Staves	Goblin
Ace of Diamonds	III. The Empress	Glabrezu (demon)
King of Diamonds	Two of Cups	Male Elf Magic User with Female Apprentice
Queen of Diamonds	Queen of Swords	Female Half-Elf Ranger
Jack of Diamonds	XIV. Temperance	Harpy
Ten of Diamonds	Seven of Staves	Male Half-Orc Fighter
Nine of Diamonds	Four of Pentacles	Ogre Mage
Eight of Diamonds	Ace of Pentacles	Gnoll
Two of Diamonds	Six of Pentacles	Kobold
Ace of Spades	II. The High Priestess	Lich
King of Spades	Three of Staves	3 Male Human Clerics
Queen of Spades	Four of Cups	Medusa
Jack of Spades	Knight of Pentacles	Male Human Paladin
Ten of Spades	Seven of Swords	Frost Giant
Nine of Spades	Three of Swords	Troll
Eight of Spades	Ace of Swords	Hobgoblin
Two of Spades	Five of Cups	Goblin
Ace of Clubs	VIII. Strength	Iron Golem
King of Clubs	Page of Pentacles	3 Male Halfling Thieves
Queen of Clubs	Ten of Cups	3 Pixies
Jack of Clubs	Nine of Pentacles	Female Half-Elf Thief
Ten of Clubs	Nine of Staves	Hill Giant
Nine of Clubs	King of Swords	Ogre
Eight of Clubs	Ace of Staves	Orc
Two of Clubs	Five of Cups	Kobold
Joker	Two of Pentacles	Illusion of Deck's Owner
Joker	Two of Staves	Illusion of Deck's Owner with Sex Reversed

Dimensional Shackles (CDIM): Sturdy shackles forged of cold iron with runes traced in gold upon the surface. Any creature restrained with the shackles will be bound to the Prime Material Plane, no save allowed, until the shackles are removed. The imprisoned creature will be unable to use any spells or spell-like abilities, including summoning spells, which require contact with any plane of existence besides the Prime Material. The shackles will size to fit any creature.

Drums of Panic (any): A pair of kettle drums about 18 inches around, mounted on stands. A simply-scribed "K" can be seen on both drum-heads when light hits the skin from a certain angle. When both drums are sounded all creatures more than 20 ft and less than 120 ft away are affected by a fear spell, saving throw for reduced effects. Creatures in the 20 ft safe zone are completely unaffected. The *drums of panic* can be sounded once per day.

Dust of Appearance (any): Simply put, this fine white powder makes things visible. A handful of this substance projected into the air coats all objects within a 10 ft radius and lasts 5 minutes, making even invisible objects appear in plain sight. Within the area of effect the dust negates: *invisibility, blur, displacement, phantasms, mirror images, projected images,* and *illusions*—even a hiding creature incurs a -30% penalty on its chance to hide in shadows. *Dust of appearance* is typically found stored in sets of 1d4+2 hollowed bone tubes or silk packets.

Dust of Disappearance (any): This fine white powder makes things invisible, as per the 4th level illusionist spell *improved invisibility* but with a duration of 2d6 rounds, though the affected creature will not know when the invisibility ends. A creature coated with *dust of disappearance* cannot be seen by any means mundane or magical with but one exception: *dust of appearance* (see above) will negate the invisibility caused by *dust of disappearance*. Note also an invisible creature may be detected by other means, such as sound or smell. This item is typically found stored in sets of 1d4+2 hollowed bone tubes or silk packets.

Dust of Dryness (any): One application of this wonderful substance will absorb up to 100 gallons of water (fresh, salt, or alkaline) and forming a small 1 in pellet, either floating or resting where it was cast. This pellet can be forcibly hurled, causing it to break open and release the same volume of water in a most energetic fashion. *Dust of dryness* will only affect water, it has no affect on other liquids. This magic dust can also be used to destroy a water elemental, though the monster is allowed a saving throw vs death magic at -5 for 5d6 damage. *Dust of dryness* comes packaged in a similar fashion to *dust of appearance*.

Dust of Illusion (IM): When this magic dust is applied to a living creature, the creature alters appearance as per the 1st illusionist spell change self according to the user's whim, lasting for 2 hours. An unwilling target may save vs spells to negate. The dust comes in 1d4+1 hollow bone tubes; each tube is one application.

Dust of Tracelessness (any): One application of *dust of tracelessness* can cause up to 100 sq ft of floor space to become dusty and cobwebbed as if abandoned for years, concealing all evidence of anyone passing through the area. The dust can be used on outdoor trails as well, concealing for 250 ft of back-trail the passage of up to a dozen troops and their mounts. The dust works instantly and leaves no magical aura to betray its use. Any creature with tracking skills, a ranger for instance, will be severely disadvantaged following a path concealed by *dust of tracelessness*, allow only a 5% chance of a ranger successfully tracking his or her quarry in such a case. This item comes in 1d4+2 silk packets, and can easily be sprinkled along a trail or applied all at once to a larger area.

Efficient Quiver (AFPRT): An ordinary-appearing quiver with three compartments, each of which can magically hold many more objects than would seem possible at first look. The first compartment can hold up to 60 arrows or similar objects such as wands. The second compartment can hold up to 18 javelins or magic rods. The third compartment can hold six bows or similarly sized objects such as spears or staves. When the wearer reaches into the quiver, whatever object is desired will be produced.

Elemental Gem (DM): An enchanted gem keyed to one of the four major Elemental Planes. Its appearance varies by plane. Air elemental gems are crystal clear, earth elemental gems are brown, fire elemental gems are bright red, water elemental gems are turquoise. Smashing the gem releases a 16 hit dice elemental which will serve the player of its own free will and follow his or her commands to the best of its ability, including fighting any foe the player designates. The elemental lasts for 2 hours or until dispelled or destroyed.

Elixir of Fire Breath (any): This potion enables the drinker to breathe fire up to thrice, targeting a single creature up to 25 ft away for 4d6 damage per attack. The target gets a saving throw vs dragon breath for half damage. The ability to breathe fire dissipates after 3 breath attacks or 1 hour, whichever comes first.

Elixir of Hiding (any): Imbibing this potion grants a non-thief character the hide in shadows ability of a 10th level thief for 1 hour. A thief character of 10th level or above drinking the potion gains a 20% bonus to hide in shadows checks for the same period.

Elixir of Swimming (any): Anyone drinking this liquid ignores all clothing, armour, equipment, or any other type of encumbrance while swimming for a period of 1 hour. Thus, an individual wearing plate armour and wearing a fully loaded backpack can swim as if in his or her small clothes. Note that this potion does not grant any magical ability to breathe underwater.

Elixir of Truth (any): Drinking this elixir will cause one to answer any question truthfully for a period of 10 minutes, though a resisting imbiber is allowed a save vs magic to negate. While under the influence of the potion a person will answer 1 question per round and a secondary save for each question is rolled. The secondary save, if successful, allows the drinker of the potion to decline to answer that question but does not negate the elixir's effects. The law courts and city patrols in more lawful areas favour use of this potion. NB: This potion does not give the drinker any knowledge he or she would not otherwise possess—so some questions will elicit the answer, "I don't know".

Elixir of Vision (any): The drinker of this potion will detect secret and concealed doors and similarly hidden objects like an elf for 1 hour.

Eversmoking Bottle (any): This item looks exactly like an *afreeti bottle* (see above) but, when unstoppered, thick grey smoke begins to issue forth from the bottle. Vision within 50 ft of the bottle will be impossible in 1 round, and each consecutive round the radius of the smoke cloud increases 10 ft until a maximum of 100 ft has been reached. The smoke cannot be dispelled until the bottle is restoppered and the command word is spoken. The smoke dispels in about an hour, although a moderate wind will disperse the smoke in 5 rounds, and a *gust of wind* spell will remove it in 1 round.

Eyes of Charming (IM): The *eyes of charming* are a pair of crystal lenses which fit over the eyes, granting *charm person* as a gaze attack. A saving throw is allowed vs spells to negate. If only one lens is used, saving throw is at +5.

Eyes of Doom (IM): Eye lenses which cause an intense feeling of dread as a gaze attack against a single target. The target is allowed a saving throw vs petrifaction to negate. Failing the saving throw means the victim will always attack last in combat and morale checks are at -10%. The use of both lenses allows additional powers. First, the wearer can determine of anyone within 30 ft whether they are: dead, undead, feigning death, neither (golems, for instance), near death (3 or fewer hit points remaining), or wounded (4 or more hit points but less than 100%). The wearer can also use *fear* as a gaze attack once per week, saving throw vs petrifaction allowed. The *fear* attack is powerful, however, and a target making its save is still -1 to all attacks, damage, and saving throws for 1 round.

Eyes of the Eagle (IM): Wearing both of these crystal lenses allows the user to detect secret and concealed doors and similarly hidden objects as an elf. These lenses work best in pairs. Wearing only 1 will cause a person to become dizzy, drop anything carried in the hands, become unable to take any action, lose any dexterity bonus to AC, and incur a -2 AC penalty. Covering the unlensed eye will prevent this effect.

Eyes of Petrifaction (IM): This item is only effective when used in pairs, granting a petrifaction gaze attack 10 times per day. A saving throw is allowed vs petrifaction to negate effects.

Feather Token (any): A small feather ensorcelled to provide a specific item suitable for a special need. A feather token is a single- use item.

- **Anchor:** Becomes a magical anchor which will render a water craft immobile for 1 day.
- **Bird:** Transforms into a magical carrier pigeon capable of unerringly bearing a message to its intended recipient. The transformation lasts until the message is delivered.
- **Fan:** Creates a huge fan which generates a breeze sufficient to propel one ship at approx 25 mph. Though this wind is not cumulative with existing winds, the fan can be used to decrease existing wind to creative an area of calm. Note that such a usage will not decrease wave size. The fan can be used for up to 8 hours and will not function on land.
- **Swan Boat:** Creates a swan-like boat capable of sailing at 60 ft and carrying 8 mounted troops and their gear or up to 32 Medium sized characters. The boat lasts for 1 day.
- **Tree:** Causes a great oak to spring into being. The tree has a 5 ft diameter trunk, is 60 ft tall, and has a 40 ft diameter of branches at its widest point. This is a permanent transformation.
- **Whip:** Forms a dancing weapon that will wield itself against any opponent designated by the user, attacking as 10th level fighter and doing 1d6+1 damage. The whip is a +1 weapon and lasts for 1 hour.

Figurines of Wondrous Power (any): Tiny and skilfully-carved statuettes of creatures in various materials and forms. When the figurine is placed or thrown on the ground and the command word spoken, the statuette becomes a living creature its form resembles. Destroying a statuette shatters the magic; killing the living creature it forms causes the creature to revert to its smaller, figurine form.

- **Bronze Griffon:** Becomes a griffon under command of the user. This figurine can be used twice per week with a time of 6 hours per use. When this time expires or the command word is spoken, the griffin reverts to statuette form.
- **Ebony Fly:** Becomes a fly the size of a pony with hit dice and movement rate of a hippogriff but unable to make any attacks. The fly can be used up to 3 times per week for 12 hours each use.
- **Golden Lions:** These figurines always come in a pair, becoming normal adult male lions on command. The lions can be used once per pay for up to 1 hour, though if slain in combat the lions are unusable for 1 week.
- **Ivory Goats:** A trio of figurines, similar but distinct from one another and filling different functions.
  - **The Goat of Travelling:** A goat large enough to ride, with all the statistics and attacks of a heavy warhorse. This goat can travel for a cumulative 24 hours each week.
  - **The Goat of Travail:** Becomes a very large goat with the statistics of a nightmare plus two horn attacks for 1d8+4 each. The *goat of travail* also has a charging attack in which it can use its 2 horn attacks only but adding +6 damage to damage rolls. This figurine can be used once a month for up to 12 hours.
  - **The Goat of Terror:** This figurine becomes a goat large enough to ride, with the statistics of a light warhorse. The rider can use the goat's horns as weapons. The left one functions as a lance +2 and the right as a +3 longsword. When ridden in combat the *goat of terror* radiates *fear* (as the spell) in a 30 ft radius. A save vs spells negates this. This figurine can be used once a fortnight for up to 3 hours total.
- **Marble Elephant:** This particular figurine is larger than the others, about the size of an adult human hand. The command word causes the statuette to become a full grown elephant. The elephant can function as a beast of burden, a mount, or a combatant and will obey the user's command. The *marble elephant* is usable four times per month for a period of up to 24 hours each use.
- **Obsidian Steed:** Unlike the other *figurines of wondrous power*, this particular figurine appears as a shapeless black rock. Close inspection, however, will reveal a vague resemblance to a horse. Upon command this statuette becomes a heavy warhorse with the following special abilities, usable at will once each per round: first, the steed can fly up to 40 ft per round, 30 ft if rider is wearing heavy armour. Second, the *obsidian steed* can *plane shift*. Third, the mount and its rider (and equipment) can become æthereal. This statuette can be used one per week for up to 24 hours.
- **Onyx Dog:** This statuette becomes a large dog similar to a war dog but with an intelligence of 8, the ability to track as a 10th level ranger, 60 ft infravision, and can *see invisible*. The *onyx dog* is large and strong enough to bear a small creature as a rider.
- **Serpentine Owl:** With the proper command word, this statuette becomes either a horned owl or a giant owl. This transformation can take place once per day for up to 8 hours. The owl will communicate all it sees and hears to its owner via telepathic means but, unfortunately, after three transformation into giant owl form, the statuette crumbles into useless dust.
- **Silver Raven:** Upon command this figurine becomes a raven but retains it silvery metallic surface, giving it an AC 0. The raven can be used as a magical messenger, capable of carrying a message or small token to a designated spot and awaiting the designated recipient of the message. The raven can maintain its animated status for up to 24 hours per week, cumulative.

Gauntlets of Ogre Power (ACDFPRT): Similar to a *belt of giant strength*, the *gauntlets of ogre power* permit an additional strength bonus—but the effects are lesser than a *belt of giant strength*, being +1d3 "to hit" and +1d6 on damage. The effect of the *gauntlets* is not cumulative with a *belt of giant strength* (exception: *hammer of thunderbolts*, see below) and both gauntlets must be worn to achieve the effect.

Gauntlet of Rust (ACDFPRT): A single item. On a successful hit affects metal objects like a rust monster's special attack. Protects all metal gear on the wearer's person from all rust whether mundane or magical, even from a rust monster attack.

Gem of Brightness (CDIM): An ordinary prism-shaped crystal with three powers, activated by command words. The gem's number of charges is determined in the same way as a rod (see "Rods, Staves and Wands"). It may not be recharged.

- **Light:** 30 ft radius , requires no charges to activate.
- **Ray of light:** A ray 1" in diameter and 50 ft long. Blinds a single target for 1d4 rounds; a save vs wand negates. Requires 1 charge.
- **Flare:** A 30 ft cone of bright light; creatures within the cone must save vs wands or be blind for 1d4 rounds. Requires 5 charges.

Gem of Seeing (any): A finely-cut gem that bestows the benefits of a *true seeing* spell when looked through. May be used no more than 30 minutes per day.

Gloves of Arrow Snaring (any): Extremely light leather gloves that twice per day allow the wearer to snatch a missile out of the air. Both gloves must be worn and at least one hand must be free for the magic to work. Huge missiles, such as a giant-thrown boulder, are unaffected and the wearer must be aware of the attack for the gloves to function. Casting a spell using a somatic component will negate the benefit of these gloves during the round the spell is cast.

Gloves of Dexterity (AT): Supple leather gloves. When both are worn the wearer receives a dexterity bonus of +1.

Glove of Storing (AT): A single plain-appearing leather glove. Any item up to 20 lbs of weight held in the hand wearing the glove can be commanded to disappear. The item is actually shrunk down into the palm of the glove and held there in stasis and weightless, though spell effects will continue to accrue expiration time. The item can be commanded to reappear by snapping the fingers. Only one item may be stored at a time.

Gloves of Swimming and Climbing (any): Lightweight leather gloves granting the ability to swim at 120 ft and climb walls like a 10th level thief. If the wearer is already a thief of 10th level or above, add +10% to his or her Climb Walls chance instead. Must be used in pairs.

Goggles of Minute Seeing (any): Crystal magnifying lenses allowing the wearer a 90% chance to detect non-magical traps, secret and concealed doors, and hidden items. Must be used in pairs.

Goggles of Night (any): Dark, opaque crystal lenses which do not impede normal vision in any way. They grant 60 ft infravision. Must be used in pairs.

Golem Manual (C or M): Allows creation of the type of golem specified in the book's title. Each manual contains detailed instructions and all necessary spells for creation of a golem, though the cost of the materials to assemble the construct must still be borne by the maker. When the user reaches the final step in the golem creation process the book will burst into flame. Sprinkling the ashes from this magical fire onto the golem activates the construct. There are four kinds: Clay, Flesh, Iron and Stone (roll 1d4 to determine the type found).

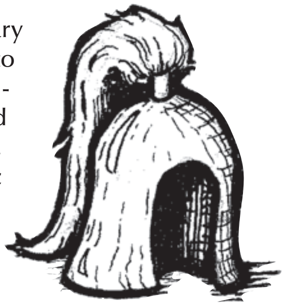
Handy Haversack (any): A well-made but otherwise plain leather haversack with two side pouches and brass hardware. Each side pouch functions as a bag of holding and both will hold up to either 20 cubic ft of material or 20 lbs in weight. The main part of the haversack can hold up to 80 cubic ft of material or 80 lbs of weight. No matter how much material is placed into the *handy haversack* it will never weigh more than 5 lbs. When the user reaches into the pack for a specific item, that item will always be on top.

Harp of Charming (any): A harp that enables the performer to implant a *suggestion* into the minds of the listeners, at the rate of one *suggestion* every 10 minutes. Each listener may attempt a saving throw vs spells for each *suggestion* attempted and anyone saving is immune to the harp for 24 hours.

Hat of Disguise (any): On command, alters the wearer's appearance as per the *change self* spell. The hat alters itself to blend in with the disguise.

Headband of Intellect (IM): Adds +1 to wearer's intelligence score while worn.

Helm of Brilliance (any): An ordinary appearing helm that transforms into a brightly polished silver helm encrusted with jewels when donned and the command word spoken. The gems are imbued with magic abilities. The powers and numbers of each type of gem appear below.



- **10 diamonds:** Prismatic Spray
- **20 rubies:** Wall of Fire
- **30 fire opals:** Fireball (10d6)
- **40 opals:** Daylight (60 ft radius, useful against creatures such as vampires or orcs).

The helm can be used once per round and each jewel only functions once. As long as charged gems remain, the helm also has the following powers when activated.

- **Holy Aura:** A bluish light causing 1d6 damage per round to any undead within 30 ft.
- **Flaming Weapon:** The wearer can command any weapon he or she wields to become a flaming weapon (as the *flaming sword*, q.v.). The transformation takes 1 round and stacks with other weapon special abilities unless the weapon already flames for some other reason.
- **Resist Fire:** Grants resistance to fire as per the cleric spell, duration 20 rounds.

Once all jewels lose their magic, the *helm of brilliance* transforms back into a mundane helm and all jewels crumble into worthless dust. Any gem removed from the helm also crumbles into dust, whether it is charged or discharged. If the wearer of the helm receives damage from magical fire he or she must save vs breath weapons. Failure indicates a catastrophic release of all remaining charges on the helm as follows: *prismatic spray* will hit a randomly selected target, including the wearer; *wall of fire* will radiate out in randomly determined directions; *fireballs* will centre on the wearer. The helm and its jewels are, of course, destroyed in the process.

Helm of Comprehend Languages and Read Magic (any): A normal-appearing helmet that grants its wearer the understanding of spoken languages and the written word, including magic.

Helm of Telepathy (any): Grants the wearer the 2nd level arcane spell ESP, except the helm also allows two-way telepathic communication between the wearer of the helm and the mind being read. The helm can also implant a *suggestion*, per the spell (and saving throw allowed), once per day.

Helm of Teleportation (any): Grants the wearer the ability *teleport* up to 3 times per day, as per the spell.

Helm of Underwater Action (any): This helm has two lenses which slide down into place in front of the wearer's eyes. These thick lenses bestow the ability to see five times further underwater than normally possible for land-dwelling humans and demi-humans. A command word creates a magical bubble of air around the wearer's head and allows normal breathing underwater until the command word is spoken again.

Horn of Blasting (FPR): When the command word is spoken and the horn sounded, a 40 ft cone of sonic energy deals 5d6 damage and deafens targets for 2d6 rounds. Saving throw vs wand negates deafening effect and halves damage. Any crystalline object within the area of effect takes 7d6 damage with no save allowed. The horn can be used as a musical instrument but if the blasting effect is used more than once within a 24 hour period there is a cumulative 20% chance the horn will explode, dealing 10d6 points of damage to the user (no save).

Horn of Blasting, Greater (FPR): As the *horn of blasting* above, but damage is increased to 10d6 points, the targets are stunned for 1 round and deafened for 4d6 rounds. A save vs wands reduces damage by half and negates stunning and deafening. If this horn explodes, 20d6 points of damage are dealt to the user (no save).

Horn of Fog (any): Creates a thick, vision obscuring fog covering a 10 ft cube starting next to the user and increasing 10 ft in a straight line each round the horn is blown. The fog can be blocked by any substantial structure such as a wall. The fog begins dissipating after 3 rounds and a moderate wind will disperse the fog in 4 rounds, a strong wind in 1 round.

Horn of Goodness/Evil (CP): Depending on the owner's alignment, blowing this brass horn will produce either a *protection from evil, 10 ft radius* for good aligned users or *protection from good, 10 ft radius* for evil aligned users. In either case, the duration of the spell-like effect is 1 hour. A neutral individual gains no benefit from sounding the horn.

Horn of the Tritons (DM): When sounded, the *horn of the tritons* grants one of the following three powers, per the user's choice.

- **Calm Waters:** Rough waters within a 1 mile radius of the horn will immediately be calmed. This power can also be used to dispel a water elemental, though the elemental gets a saving throw vs magic wands.
- **Summon Monsters:** Summons nearby fish and other aquatic creatures to serve the user (typically 2d6 sharks of up to 7HD). Summoned creatures will obey the summoner to the best of their ability. User must, of course, be in a body of water where such creatures dwell.
- **Fear:** All aquatic creatures within a 500 ft radius of the horn with an intelligence of "animal" or less must save vs wands or be afflicted with *fear* as per the magic user spell. A successful save means the horn had only partial effect and the creature makes all attacks and subsequent saving throws at -2.

The horn can be magically sounded once per day, or three times per day by a triton. Any sounding of the horn can be heard by all tritons within 3 miles of the horn.

Horn of Valhalla (special): When the command word is spoken and the horn sounded, human fighters appear to fight on behalf of the summoner. There are four variations of this item listed below, along with their specific powers and prerequisites. A *horn of valhalla* may only be magically sounded once a week. If horn is used by someone lacking the proper prerequisites the summoned fighters will attack the user. The summoned fighters are equipped with mailshirts, shields, helms, spears, and hand or battle axes. They will obey the orders of the summoner and fight until they or their opponents are slain, or 1 hour has elapsed.

d%	Type of Horn	Fighters Summoned	Prerequisite
01-40	Silver	2d4+1, 2nd level	None
41-75	Brass	2d4+1, 3rd level	Spell Caster
76-90	Bronze	2d4, 4th level	Fighter or Thief
91-00	Iron	1d4+1, 5th level	Fighter or Thief

Horseshoes of Speed (any hoofed animal): An animal shod with four of these magic items increases land travelling speed by 30 ft with a proportional increase to jumping distances.

Horseshoes of the Zephyr (any hoofed animal): An animal shod with four of these magic items moves approximately 4-6 inches above any roughly horizontal surface. This allows travel over water or other unstable or non-solid surface. An animal shod with the horseshoes of the zephyr leaves no tracks.

Incense of Meditation (C): If a cleric meditates for spells while burning the incense of meditation, any spells gained will have their maximum stated effects (so a *cure light wounds* spell would heal 8hp regardless of the roll). The incense does not alter target saving throws.

Instant Fortress (any): A small metal cube approximately the size of a standard d6. When activated with the command word the cube takes 1 round to grow into a metal tower 20 ft square at the base and walls that are 30 ft high and extend another 10 ft into the ground. The tower will have arrow slits on all four sides and a crenellated battlement at the top. The door of the fortress will face the user and will easily open to his or her command; no other force of strength or magic will cause the door to open. The tower has 100 hit points and resists the first

20 points of damage from each attack. Damage to the fortress can only be repaired by means of a wish or miracle, up to 50 points per spell. Anyone standing near the cube at activation and struck by the rapid growth of the fortress takes 10d6 points of damage, save allowed vs petrifaction for half damage.

Deactivation of the fortress is by means of a command word, separate from the activation command word, and the fortress cannot be deactivated unless empty.

Ioun Stones (any): These are magical crystals that orbit the user's head at a distance of 1d3 ft and grant various benefits. The stones each have an AC -5, 10 hp, and ignore the first 5 points of damage from all attacks. *Ioun stones* may be stored at will but will grant no benefits unless circling the user's head.

Colour	Shape	Effect
Clear	Spindle	Sustains user without food or water
Dusty Rose	Prism	+1 AC
Deep Red	Sphere	+1 dexterity
Incandescent Blue	Sphere	+1 wisdom
Pale Blue	Rhomboid	+1 strength
Pink	Rhomboid	+1 constitution
Pink & Green	Sphere	+1 charisma
Scarlet & Blue	Sphere	+1 intelligence
Dark Blue	Rhomboid	+1 experience level
Vibrant Purple	Prism	Stores 3 levels of spells*
Iridescent	Spindle	Sustains user without air
Pale Lavender	Ellipsoid	Absorbs 4th level spells or lower**
Pearly White	Spindle	Regenerate 1 hp per hour
Pale Green	Prism	User blessed as 1st level cleric spell
Orange	Prism	+2 to all saving throws
Lavender & Green	Ellipsoid	Absorb spells 8th level or lower***

*Spells can only be stored by a spell-caster casting them but once placed in the stone, a spell can by used by anybody.

**After absorbing 20 levels of spells the stone burns out, turning into an inert and worthless dull grey rock. Absorption is not automatic, the user must be aware of the spell attack and must will the spell absorption.

***After absorbing 50 levels of spells the stone burns out, turning into an inert and worthless dull grey rock. Absorption is not automatic, the user must be aware of the spell attack and must will the spell absorption.

Iron Bands of Binding (any) : A 3 in diameter rusty iron sphere wrapped about with iron bands. To use this object, the command word is spoken and the sphere thrown at a target of up to 10 ft long or tall. A successful attack causes the target to be held fast in bands of iron. The bands can be broken, but only by a creature of great strength (19 or higher). Usable once per day.

Iron Flask (CDM): This cold iron container is inscribed around with runes of great power and is sealed with a brass stopper inlaid with arcane symbols and ancient sigils. The owner of the flask can command any extra-planar creature short of demigod power within 60 ft into the flask by speaking the command word. Only one creature at a time can be so contained. The various magic symbols on the flask negate any magic resistance the creature may have, but there is a slight chance (1 in 20) the creature can evade entrapment. Loosing the stopper on the flask frees the creature inside. If the command word is not spoken when the stopper is removed, the creature will react to being freed according to its natural inclination, probably attacking the user. If the command word is spoken when the stopper is removed the creature is bound into the remover's service for the period of 1 hour, after which it is banished back to its home plane for the period of a year and a day. It is unwise to attempt to recapture the creature at the end of its service; the creature gains a cumulative +2 to its saving throw and will be implacably hostile to the user. This means at the end of its year and a day banishment it will return to deal with its tormentor in any way it sees fit.

A newly-discovered bottle may already have a being imprisoned.

Javelin of the Raptor (AFPR): Like a hunting bird of prey, the command word will cause this missile weapon to launch itself from the wielder's hand. The attacking javelin is +5 to hit and damage, and strikes up to 60 ft away with no "to hit" penalty. The hunting cry of a hawk can be heard when this weapon launches. Hit or miss, the javelin vanishes after its attack is resolved. This item is usually found in sets of 1d6+2.

Lantern of Revealing (CDIM): A hooded lantern, the light of which reveals all invisible objects and creatures within 25 ft. Note: invisibility is not removed. The magic invisibility is merely negated while the light of the lantern is shining on the object or creature.

Lyre of Building (any): The music of this stringed instrument negates all attacks which deal damage to inanimate construction (such as castle walls) within 300 ft. This includes magic based attacks like *disintegrate* or *horn of blasting* as well as physical attacks from a battering ram or catapult missile. This function can be used once per day for up to 30 minutes. In addition to defence, once per week the lyre can also be used for construction. Once per week the music of the *lyre of building* can magically build walls, tunnels, mines, ditches, even complete buildings. Playing 30 minutes of magical music from the lyre is equal to 100 human beings working for 3 days. After an hour of playing in this manner a 1d20 is rolled and the player must roll 18-20 to continue playing, with an additional check every hour.

Mantle of Faith (CD): An overgarment, suitable for wearing over clothing or armour, which allows the wearer to ignore the first 5 points of damage from each physical or magical attack.

Mantle of Magic Resistance (any): An overgarment, suitable for wearing over clothing or armour, which grants 50% magic resistance. The target can still make normal saving throws and magic resistance applies only to spells and spell-like abilities; an attack from a +3 weapon would still have an attack and damage bonus of 3.

Manual of Bodily Health (any): Reading and following the health and fitness tips in this book for six days permanently increases the constitution ability score of the reader by +1.

Manual of Gainful Exercise (any): Reading and following the body-building regimen in this book for six days permanently increases the strength ability score of the reader by +1.

Manual of Quickness of Action (any): Reading and following the coordination drills and balancing exercises in this book over the course of six days permanently increases the dexterity ability score of the reader by +1.

Marvellous Pigments (any): Magical paints that allow the user to draw and thereby create real three dimensional objects. The user must concentrate as he or she draws and creation of an object with the pigments takes about 10 minutes. One pot of *marvellous pigments* is sufficient to create a 1,000 cubic ft object. Pigments can be used to create many inanimate objects such as normal weapons, armour, even food—generally objects with a value of less than 2,000 gp. The general appearance of expensive items such as gems or gold jewellery can be created with the pigments but the objects will be only be cheap costume jewellery type imitations. The pigments cannot create magical items of any sort, and they cannot create living creatures, undead, golems, or other monsters of any kind.

Mask of the Skull (AIMT): An ivory mask skilfully carved to a resemble a human skull. Once per day the wearer can command the mask to attack a target up to 50 ft away. The mask attacks with the same hit probability of the wearer and the target must save vs death magic or be slain on the spot, Even if the target makes his or her saving throw he or she must still take 3d6+13 points of damage. After resolving its single attack the mask flies back to the owner. The *mask of the skull* is AC 0, hp 10, and must be worn for a minimum of one hour before it can be commanded to attack.

Mattock of the Titans (any giant): This sturdy digging tool is 10 ft long and can only be properly wielded by creatures at least 20 ft tall or long. In the hands of such a being the mattock can dig earth or knock down earthen works such as ramparts, taking 10 minutes to move 10 cubic ft of earth. It can also serve as a weapon, attacking as a warhammer and dealing 4d6 points of base damage on a successful hit.

Maul of the Titans (any giant): An 8 ft long mallet which serves as a +3 weapon (base 1d10 damage) and can be used to attack inanimate objects, such as a castle wall. The maul can break through a mortared-stone structure in 1 turn, or an un-mortared one in 1 round. The *maul of the titans* requires a minimum strength of 18 to wield properly or else the user suffers a -4 to attack rolls.

Medallion of Thoughts (IM): A necklace which grants the wearer ESP as the 2nd level magic user spell of the same name.

Mirror of Life Trapping (CM): A magical trap in the guise of a 4 ft square mirror activated by hanging it on a wall and speaking the command word. Any creature within 30 ft of the activated mirror and unaware of the mirror's true nature will see his or her reflection and be pulled bodily into the mirror. A saving throw vs petrifaction is allowed to avoid imprisonment. The trapped character leaves all carried and worn items behind and will be imprisoned in 1 of 15 extra-planar cells.

While imprisoned, the character is in stasis and requires no food, drink or air. He or she loses any innate powers or spell-like abilities. Creatures aware of the mirror's true nature and seeking to avoid being trapped can approach the mirror and attempt to avoid seeing their reflection with a 50% chance of success; a blindfold or similar increases the chance to 100%. Size is not a factor to the mirror's trapping ability, but golems and unintelligent undead, as well as any other inanimate matter, cannot be trapped. There are various command words for the *mirror of life trapping*. Besides the activation command, there is a deactivation command which allows the owner to safely approach the mirror.

Each imprisoned creature has two further command words associated with it. One will call the creature's reflection to the surface of the mirror and allow the owner to converse with the powerless captive. The second command word will free the prisoner. If the number of prisoners held within the mirror exceeds 15, a randomly determined captive will be freed to make room for the new one. Breaking the mirror will free all captives held within—but it should be noted here that not all liberated prisoners may be kindly-disposed towards those who granted them freedom. The GM should determine the quantity and nature of prisoners held by the *mirror of life trapping* before placing it into the campaign world.

Mirror of Mental Prowess (M): A powerful scrying device in the form of a 5 ft tall and 2 ft wide mirror. Through the use of command words, the following powers are available.

- **Mind Reading:** If the owner is within 25 ft of the mirror, he can read the thoughts of any living creature reflected therein as with the magic user spell ESP regardless of whether he or she understands the being's language.
- **Distance Viewing:** The owner can view distant locations as with a *clairvoyance* spell. This includes other planes of existence if the user is familiar with them.
- **Portal:** The mirror can be used as a direct portal to locations seen in the mirror. The user merely steps through the mirror and into the other location. Any companions of the owner may accompany him or her. An invisible door remains open for 24 hours, until the owner steps back through, or until the owner uses the command word to close it. Any being in the presence of the invisible portal with an intelligence of 12 or better has a chance of detecting it with the same probability of detecting a scrying attempt.
- **Sage Advice:** Once a week the mirror can accurately answer a short question about any creature looking into the mirror.

Mirror of Opposition (M): Upon activation by command word, this 4 ft tall by 3 ft wide mirror can create a hostile duplicate of anyone looking into the mirror. The duplicate will step through and immediately engage the original in a fight to the death. The opposite will have all the equipment, ability and knowledge of the original. When the fight is over, and whether the duplicate won or lost, the reflected opponent and items disappear. The mirror can function up to four times per day.

Necklace of Adaptation (any): Magic jewellery which surrounds the wearer with a bubble of fresh, breathable air. This negates the effects of poisonous vapours and gasses, including spell effects such as *cloudkill*, and even allows breathing underwater or in hard vacuum.

Necklace of Fireballs (DM): The beads of this necklace can be easily be detached by the wearer only and hurled up to 70 ft. Upon reaching its target the bead explodes as a *fireball*; the target is allowed a saving throw vs spells for half damage.

The *fireball* beads come in a variety of strengths and most necklaces have a combination of different strength *fireballs*. If the wearer suffers damage from a magical fire attack he or she must immediately save vs breath weapon at +5 or all remaining beads on the necklace spontaneously detonate with the area of effect centred on the wearer.

Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6
Type I	-	-	-	-	-	1	-	2	-
Type II	-	-	-	-	1	-	2	-	2
Type III	-	-	-	1	-	2	-	4	-
Type IV	-	-	1	-	2	-	2	-	4
Type V	-	1	-	2	-	2	-	2	-
Type VI	1	-	2	-	2	-	4	-	-
Type VII	1	2	-	2	-	2	-	2	-

Oil of Famishing (any): This item appears as a container of standard lamp oil. When burned the aroma given off will cause all creatures within 60 ft to become famished. The smoke must have a chance to accumulate in order to work, so if the oil is burned outside it will be of little effect beyond giving the user a robust hunger. In subterranean settings, however, the *oil of famishing* will work its insidious magic. Within 1d4+1 rounds of lighting the oil, the adventurers will ignore everything but the most dire of threats in order to break out their field rations or iron rations and sate their hunger. Nearby monsters will rush toward the humans and demi-humans in order to feast upon the intruders. All living creatures within the area of effect will be compelled to eat for at least 1 round, and each round thereafter an affected creature will gain a saving throw.

Orb of Storms (CD): An 8 in glass sphere which enables the owner to *control weather* as the spell once daily. Once per month the bearer of the orb can completely change the weather into a *mighty storm*. A *mighty storm* creates a giant black thunder-head with giant flashes of lightning and booming thunder, with the following effects per round. (Note: ranged attacks and spell casting within the area of the storm are impossible due to the violent weather conditions. The owner of the orb is also protected from any natural weather conditions, including extreme heat or cold.)

- **1st Round:** Anyone under the cloud must save vs spells or be deafened by the thunder for 1d4 x 10 minutes.
- **2nd Round:** Acid rain pelts down upon the unlucky victims, dealing 1d6 points of damage. No save allowed.
- **3rd Round:** Lightning strikes, up to six 10d6 bolts. No target may be hit by more one bolt.
- **4th Round:** Hailstones deal 5d6 points bludgeoning damage to targets, no save.
- **5th-10th Rounds:** Violent rain and wind gusts reduce visibility to 5 ft, including all types of low light vision. Attacks upon creatures within 5 ft are at -4, attacks on creatures farther away are at -10 and sight cannot be used to locate target.

Pearl of Power (CDIM): A magical pearl that enables a spell user to recall once per day a spell he or she has prepared and cast. This benefit applies to any spell caster who memorises spells, but the pearl only works on spells of a certain level. Roll 1d6 to determine the level of the spell. If a "6" appears on the die, re-roll using 1d8. If an "8" appears on this die, re-roll using 1d10. If a "10" appears on this die, two spell levels are affected; re-roll the d6 twice.

Pearl of the Sirines (any): An expensive-appearing pearl which, when grasped in the hand or held to the breast, grants the ability to breathe underwater, swim at movement rate 60 ft, and speak or cast spells underwater without penalty.

Periapt of Health (any): A magical necklace granting immunities to all diseases, including magical or supernatural diseases.

Periapt of Proof Against Poison (any): A magical necklace granting immunity to poison, though any poison in the wearer's system before using the periapt will still be active.

Periapt of Wisdom (any): A magical necklace which increases the wearer's wisdom by +1.

Periapt of Wound Closure (any): A magical necklace which will automatically stabilise the wearer's condition if his or her hit points drop below zero (-1 to -9). The periapt also doubles the wearer's normal healing rate and allows a normal rate of healing to wounds which do not normally permit this (e.g. damage from a *bleeding sword*).

Phylactery of Faithfulness (CP): This sacred headband enables the wearer to know whether any action he or she is contemplating will adversely affect his or her alignment and his or her standing with his or her deity. The phylactery will even allow him or her to detect magical items which could change his or her alignment. To use the phylactery, the user must first take a moment to contemplate his or her proposed actions.

Phylactery of Undead Turning (CP): This blessed headband allows any character with the ability to turn undead to perform that action as if he or she were four levels higher.

Pipes of Haunting (any): This magical set of pan pipes can be used twice per day to produce music which scares (per the 2nd level magic user spell) anyone within 30 ft who has less than 6 HD. A saving throw vs spells is allowed to avoid the effect.

Pipes of Pain (any): A magic instrument which will cause all hearing it to save vs wands or become *enraptured*, stopping all actions and listening to the music. When the music stops the victims are cursed with an extreme sensitivity to sound and will immediately take 1d4 points of damage for 2d4 rounds unless in a completely sound-free area. After this time and until the curse is removed, the least noise will cause the victim to be at -1 to AC, to hit, and saving throws.

Pipes of the Sewers (any): This magical instrument can be used to summon up to 101 normal rats, if any are within 400 ft. The rats take a turn to travel 50 ft and the pipes must be played continuously. When the rats arrive at the player's location he or she will be able to command them telepathically but only so long as he or she continues to play. When the music stops the rats leave immediately.

Pipes of Sounding (IM): These magic pipes produce an *audible glamour* as the magic user spell as if cast by a 3rd level magic user.

Plentiful Vessel (any): The magic of this item is usually contained in a metallic flask that vaguely resembles a cornucopia if turned on its side. If its contents are drunk, or poured into another container, a random potion will be dispensed. Usually this item can be used but d6+1 times per week. Excessive use will drain the item of its potency, typically reducing the d6+1 usage per week by one until no weekly charges remain.

Portable Hole (any): A deep black cloth that, when unfolded onto a flat surface, forms a 6 ft diameter and 10 ft deep hole. Items placed in the hole are stored safely and the cloth is of negligible weight when folded up, regardless of the weight of its contents. The *portable hole* can be closed by taking the edges of the cloth and folding it up. This can be done from without or within the hole. Folded up, there is enough air for 1 medium or 2 small creatures for about 10 minutes. The extraplanar space of a portable hole is not compatible with similar devices, such as a *bag of holding*. If either of these items is placed within the other, see the entry under *bag of holding* to determine the effects.

Restorative Ointment (any): A palm-sized jar contains 5 uses of ointment. One application will neutralise any poison or heal any disease suffered by the person receiving the application. If applied to a wound, the ointment will restore 1d8+5 points of damage.

Ring Gates (any): Paired 18 in diameter iron rings. When the pair are located on the same plane of existence and within 100 miles of each other, anything pushed through one ring will at once come out of the other ring. Up to 100 lbs of material can pass through in one day, though items partially pushed through then retracted (a hand, for instance) will not count against the total. Anything small enough to pass through the gate can do so, including small living creatures. Attacks, messages, and spells, can pass through the gate as well. The entry and exit side of both rings are plainly marked.

Robe of the Archmagi (IM): A magical garment which grants various powers to arcane and phantasmal spellcasters. The wearer's alignment must match that of the robe, as indicated by colour. Type of robe and probability (d%) of appearance: white for good alignment (01-45); grey for true neutrals (46-75); black for evil mages (76-100). A good or evil character wearing a robe of the opposite alignment incurs permanent level loss of -2 (give the character sufficient xp to place him or her at the very beginning of the level two levels below his or her current one). A good or evil character wearing a neutral robe, or a neutral character wearing a black or white robe incurs a temporary 2 level penalty (only while the robe is worn). Any arcane spellcaster wearing any *robe of the magi* gains the powers listed below.

- AC +5
- 75% magic resistance
- +4 to saving throws
- The wearer is treated as if he or she were one level higher for the purposes of overcoming a target's magic resistance.

Robe of Blending (IM): Magical robes which communicate to the wearer its power. Anyone wearing the *robe of blending* is 75% unlikely to be detected if stationary, 50% in motion. The robe also allows the wearer to *change self* at will, as per the spell. Any person or creature friendly to the wearer, however, will see him or her as he or she really is.

Robe of Bones (IM): An enchanted robe bearing a variety of tokens visible to and recognizable only by the wearer. One token can be detached per round, causing the token to become the type of undead it resembles. The created monster will not automatically be under the control of the wearer but will be subject to normal forms of control or command.

A complete *robe of bones* will have two of each of the following tokens attached:

Goblin skeleton	Goblin zombie
Human skeleton	Human zombie
Wolf skeleton	Wolf zombie

Robe of Eyes (IM): The wearer of this magical clothing is able to see in all directions at once. The robe also grants infravision to 120 ft, and can see invisible and æthereal objects within the same distance. The wearer gains 1 in 6 better chance to locate secret or concealed doors, never loses his or her dexterity bonus to AC, and cannot be surprised—but also cannot avert his or her eyes to avoid a gaze attack from a creature such as a medusa. *Light* or *continual light* cast at the robe blinds the wearer for 1d3 rounds.

Robe of Scintillating Colours (IM): An iridescent magical garment that provides constant 30 ft radius illumination. Upon command, the colours of the robe begin scintillating and after 1 round the swirling colours create an effect similar to a gaze attack; anyone within 30 ft of the robe's wearer will be dazed 1d4+1 rounds (saving throw vs staves allowed to negate effects). Undead and mindless creatures are immune to this effect. The scintillation effect can be used a total of 10 rounds per day.

Robe of Stars (IM): Dark-coloured robes embroidered with silver or white stars. This magical garment allows the wearer, and everything he or she is wearing or carrying, to enter the Astral Plane. The robes also grant a +1 bonus to all saving throws. Last, the wearer can use up to 6 of the embroidered stars as +5 darts and he can throw them as if proficient in their use. A dart so used disappears after the attack is resolved.

Robe of Useful Items (IM): An enchanted robe bearing a variety of tokens visible to and recognisable only by the wearer. One token can be detached per round, causing the token to become the item depicted. A removed patch cannot be reattached.

A complete robe always has 2 of each of following items:

- Bullseye lantern, filled and lit
- Steel mirror, 2 ft x 4 ft
- Pole, 10 ft
- Rope, 50 ft hemp
- Sack

The robe will also have a random selection of 4d4 additional patches. Use the table below. Multiple items of the same type are possible.

d%	Result
01-07	Ash tree, 40 ft high
08-16	Bag of 100 gold pieces
17	Bonfire

d%	Result
19-21	Cask: d8, 1-2 empty, 3-5 water, 6-7 wine, 8 brandy
22-25	Coffer, silver (6″ x 6″ x 12″) value: 500 gp
26-30	Dagger, silver
31-37	Door, iron*
38-41	Gems, 10 (100 gp each)
42-45	Ladder, 12 ft long
46-50	Mule with saddle bags
51-55	Pick, standard mining
56-59	Pit, open (10 ft x 10 ft x 10 ft)
60-66	Portable ram
67-74	Potion of extra-healing
75-80	Rations, standard, for 1 week
81-82	Rowing boat, 12 ft long
83-86	Spade and bucket
87-91	Spell Scroll**
92-96	War dogs, pair
97-00	Window (2 ft x 4 ft and up to 2 ft deep)

*Door is iron, up to 10 ft x 10 ft in size, and barred on one side. It must be placed upright, after which it attaches and hinges itself automatically.

**One randomly-determined spell of 1st-3rd level.

Rope of Climbing (any): A thin and strong 60 ft length of rope that can support up to 3,000 lbs. The rope will become animated upon command, climbing or otherwise moving at a rate of 10 ft per round and attaching itself to any point the user commands. The rope can also be commanded to detach itself and return to its owner. The rope also has the ability to to knot itself at 10 ft intervals to permit non-thieves to climb it but doing so shortens the available length of rope to 50 ft. At least one end of the rope must be held for the rope's magic to work.

Rope of Entanglement (AFPRT): This item appears as an ordinary 30 ft long hemp rope. The rope can be commanded to entangle any victim up to 20 ft away or 10 ft above. The entangled victim must successfully roll a bend iron bars on the strength table to escape. The rope has an AC of -2 and 12 hp. The *rope of entanglement* resists the first 5 points of damage from all slashing attacks and can repair itself at a rate of 1 hp every 5 minutes. If the rope reaches zero hit points it is permanently destroyed.

Sagacious Volume (any, see below): This magical book grants the reader one complete level of experience, provided he or she is of the correct class. Determine which class the volume enhances according to the following table:

d10	Class	d10	Class
1	Assassin	6	Magic user
2	Cleric	7	Paladin
3	Druid	8	Ranger
4	Fighter	9	Thief
5	Illusionist	10	Re-roll

The experience gained is sufficient to put the character at the start point of his or her next level. If a character of the incorrect class reads a Sagacious Volume, he or she loses 20,000 to 50,000 xp (1d4+1 x 10,000).

Scabbard of Keen Edges (AFPRT): This weapon scabbard will magically change size to fit an edged weapon as small as a dagger or as large as a two-handed sword. Thrice per day the scabbard can cause the weapon normally carried within it to gain +2 to attack and damage for 10 combat rounds; during the enchantment such a weapon will cause double damage on unmodified attack roll of 19 or 20.

(Illustration by Pearson Scott Foresman, http://commons.wikimedia.org)

Scarab of Protection (any): A beetle shaped pin that, if held or worn for at least one round, communicates its ability to the person holding it. The scarab will absorb any death magic (being magic that directly causes death, such as a *death spell*— petrifaction effects, for example, or effects that kill through hp loss rather than instant death, are unaffected), energy draining attacks, or negative energy effects directed at the wearer. After absorbing 12 such attacks, the scarab crumbles into worthless powder.

Scarab of Golem Bane (any): This beetle shaped pin allows the possessor to detect any golem of any type within 60 ft of him or her. He or she must concentrate for a round to use this power. The scarab also allows the wearer to attack and damage any golem with any weapon, including non-magical ones.

Shrouds of Disintegration (C): When a body is wrapped in these finely made burial clothes, a command word will cause the body to disintegrate into dust. The shrouds function only once. Intelligent undead creatures such as vampires are permitted a saving throw, and the shrouds cannot be employed in combat.

Silversheen (any): A viscous liquid. When applied to a weapon, silversheen bestows the ability for the weapon to hit any creature, negating any immunities (a werewolf may be hit with a regular sword, for instance). One application lasts for 1 hour and a vial contains enough to coat a single melee weapon or 20 units of ammunition.

Slippers of Spider Climbing (any): Supple footwear that grants the ability for the wearer to climb all surfaces and even move upside down across ceilings at a rate of 20 ft. The wearer is "hands free" when climbing with the slippers. Any condition which would make normal walking on a horizontal surface hazardous, e.g. ice, grease, or *oil of slipperiness*, will render the slippers useless. The slippers can be used 10 minutes cumulative per 24 hour day.

Sovereign Glue (any): Simply put, this glue will stick anything to anything else, permanently. A vial of *sovereign glue* will contain 1d8-1 (minimum 1) oz of glue. A single oz will coat up to 1 sq ft of surface and once items are glued together the bond requires a round to set. Before the binding is set the items can be separated, rendering that application of sovereign glue worthless. After the bond is allowed to set the bond is permanent, though the glue can be dissolved with *universal solvent* (see below). When glue is removed from the vial 1 oz of *oil of slipperiness* must be added to the glue container within 1 round, or the glue will set inside the container and be useless.

Stone of Alarm (any): When the command word is spoken, this 3 in square stone cube affixes itself to an object. Thereafter, anyone touching the object without first speaking the command word will cause the stone to emit an ear-piercing shriek of alarm for a complete round which can be heard up to a quarter mile away.

Stone of Controlling Earth Elementals (DM): A fist-sized irregular lump of rock that, on command, summons a 12HD earth elemental that appears in 1d4 rounds and fights the owner's foes to the best of its ability. In all other respects the stone's magic is as a conjure elemental spell. Only one elemental may be summoned at a time and another cannot be called until the first is slain, dispelled, or dismissed.

Stone of Good Luck (any): Also known as the luckstone, this item grants +1 to all saving throws and "to hit" rolls.

Stone Horse (any): Appears as a life-sized statue of a stone horse of one of two types; a draft horse or a heavy war horse, animated by a command word. Both types can carry up to 1,000 lbs, never need rest or food, and can attack as real horse of their respective types. Damage to the stone horse can be repaired by feeding it gems, restoring 1 hp for each 50 gp worth of gems it consumes. The stone horse can also be healed by casting stone to flesh upon it to turn it into a flesh and blood horse, then healing it using standard methods or spells. When the horse reaches its maximum hit points, it reverts back to stone form. Stone horses are AC 0 and a stone horse reaching zero hit points shatters into worthless dust and rock, irrevocably destroyed.

Stone Salve (any): A vial contains 1d4+1 ounces. The salve can be applied to a petrified creature, restoring it to flesh as does a stone to flesh spell. 1 oz will restore a creature the size of a typical human.

Strand of Prayer Beads (C): A cleric carrying or holding the prayer beads will intuitively know the powers they grant and how to use the beads as soon as he or she casts a spell. Each strand has at least two beads on it, granting a different power according to the table below.

Bead Type	Ability Granted
Blessing	Cast bless Spell
Healing	Cast choice of cure serious wounds, cure blindness or deafness, or cure disease
Karma	Cast spells at +4 user level of ability for 10 rounds
Smiting	Cast spiritual weapon, flame strike, or cause blindness
Summons	Summons extraplanar ally appropriate to caster's alignment*
Wind Walking	Cast wind walk

*Creatures summoned might be demons or devils but never a deity. Misusing this bead by summoning a divine ally for trivial reasons may incur the wrath of the Cleric's deity, along with a geas to teach the character humility and wisdom.

- **Lesser Strand of Prayer Beads:** Bead of *blessing*, bead of *healing*.
- **Strand of Prayer Beads:** Beads of *healing*, *karma*, and *smiting*.
- **Greater Strand of Prayer Beads:** Beads of *healing*, *karma*, s*ummons*, and *wind walking*.

The following beads are activated by a command word: *blessing*, *healing*, *smiting*, and *wind walking*. The beads of *karma* and *summons* can be activated by any character capable of casting divine magic spells simply by willing it. All beads except for the bead of *summons* can be used once per day. The bead of *summons* disappears after 1 use. If a bead is removed from the strand it immediately and forever loses its power. The beads need not be worn by the cleric but he or she must have them somewhere on his or her person.

Sustaining Spoon (any): Placing this magical spoon into an empty bowl will cause the bowl to fill with a bland but nourishing gruel capable of sustaining any one living creature for 1 day. Up to four such servings can produced in any one day.

Thunder Spear (AFPR): A +2 melee weapon with a blue steel head. When hurled as a missile the spear becomes a bolt of blue lightning and incurs no "to hit" penalty for up to 70 ft. If the spear strikes its target it inflicts 1d6+2 points of physical damage and 22 points of electrical damage, no save allowed. The lightning bolt will also reflect back half the distance it was thrown, damaging any creature within 5 ft of the bolt for 10 points of damage, saving throw vs aimed magic items for ½ damage allowed. These weapons get their name from the sound of far away thunder heard when they are thrown. *Thunder spears* are usually found in pairs.

Tome of Clear Thought (any): A character studying this book a minimum of 48 hours over the course of a single week and diligently performing the mental exercises contained within its pages will gain 1 point of permanent increase to his or her intelligence score. The tome vanishes forever after 1 use.

Tome of Leadership and Influence (any): A character studying this book a minimum of 48 hours over the course of a single week and diligently practising the leadership methods contained within its pages will gain 1 point of permanent increase to his or her charisma score. This book vanishes forever after 1 use.

Tome of Understanding (any): A character studying this book a minimum of 48 hours over the course of a single week and diligently pondering the logic puzzles and ethical dilemmas contained within its pages will gain 1 point of permanent increase to his or her wisdom score. This book vanishes forever after 1 use.

Unguent of Timelessness (any): When applied to any formerly living matter, this unguent slows the effect of time upon that object, such that a year's passing ages the item but a day. The item gains +1 to all saving throws. The unguent does not wear off, though its magic can be dispelled. One vial of *unguent of timelessness* can coat 8 normal-sized objects.

Universal Solvent (any): This solvent will unstick anything glued or rusted together, including items joined together with *sovereign glue*. *Universal solvent* is always found in a blue and yellow container.

Vest of Escape (AT): This silk waistcoat contains magically concealed secret compartments holding lockpicks which grant a +20% bonus to a thief or assassin's *open lock* chance. Only the wearer of the vest can detect the compartments; to all others they cannot be located by even the most thorough of searches.

Vestment, Druid's (D): A lightweight overgarment which is generally green with woodland designs. Any druid with *shapeshift* ability wearing the vestment will gain an extra use of that ability per day.

Well of Many Worlds (any): This item looks just like a *portable hole* (see above) but instead of creating a hole it creates an opening into another plane of existence, determined randomly each time the well is opened. The well is two-way, meaning creatures or objects from whatever plane it contacts can enter the Prime Material Plane just as easily as objects pass through to the other plane from the Prime Material.

Wind Fan (any): A magical hand fan which, upon command, creates a *gust of wind* as the spell. The fan can be used once per day without risk; additional uses in a day garner a 20% cumulative chance of destroying the fan.

Wings of Flying (any): Upon command, this cape will transform itself into a pair of wings, allowing the wearer to fly at 60 ft movement rate (aerial agility level IV—see Chapter III). When in cape form the *wings of flying* take on a variety of styles and appearances and the wings formed can be either feathered or bat-wing style.

RINGS

Magic rings appear indistinguishable from ordinary finger jewellery of varying types, though a detect magic spell cast upon them will cause them to radiate a magic aura. With the exception of a wish spell, the only way to determine the function of a magic ring is to put it on. A maximum of two rings can be worn by any PC or NPC at a time; only one ring may be worn per hand. Attempting to wear additional magic rings will render all worn magical rings useless. Magic rings worn on toes or as earrings will not function. Unless noted otherwise, the abilities a ring grants function as if cast by a 12th level spell caster, or the minimum level required to cast the spell if greater than 12th. Because of the innate magical resistance of dwarfs, gnomes, and halflings; magic rings have a 20% chance per use of not working at all and, if cursed, the curse will fail. In such a case the wearer recognises the cursed properties of the ring and can easily remove it from his or her finger.

Ring of Charisma (any): When worn, this ring increases the wearer's charisma ability score to 18. Note this is not a permanent increase; if the ring is removed the wearer's charisma returns to its normal value. This magical ring also bestows two spell-like abilities, each usable once per day and requiring 3 segments of casting time. First, during the course of conversation the wearer can make a suggestion, as per the 3rd level magic user spell, to any human or demi-human or humanoid. Second, the wearer of the *ring of charisma* can also charm up to 21 levels/hit dice or humans or humanoids as per the 1st level magic user spell *charm person*. This is an exceptionally powerful item and the GM may wish to limit the *ring of charisma* by giving it a limited number of charges.

Ring of Feather Falling (any): The wearer of this ring is protected by a *feather fall* spell any time he or she falls more than 5 ft.

Ring of Fire Resistance (any): This ring grants immunity to normal fires such as torches or flaming oil. Very hot fires such as molten lava or hell hound breath inflict only 1 hp of damage per segment, and even then only if the wearer is directly touching or targeted by such. Exceptionally hot fires such as red dragon breath or *fireballs* inflict -2 points of damage per die (but always inflict at least 1 point of damage) and saving throws are rolled at +4. The following rule of thumb should assist with determining damage reduction: "very hot" fires inflict up to 24 points of maximum damage, "exceptionally hot" fires cause 25 or more points of maximum damage.

Ring of Free Action (any): This magic item permits the wearer to move freely under any conditions. This applies even if the wearer is attacked by a *hold person*, *slow*, or *web* spell; and also negates environmental effects such as the individual being underwater. The individual can move at normal movement rates and do full damage with melee weapons, though missile and hurled weapons will be subject to the spell or environmental effects as appropriate. Though the *ring of free action* grants freedom of movement underwater, it should be noted the ring does not grant the ability to breathe underwater.

Ring of Genie Summoning (any): This powerful magic ring can call a mighty genie from the Elemental Plane of Air to do the wearer's bidding. The genie takes 1 round to appear and will follow the letter (not necessarily the spirit) of the wearer's command to the best of its ability. If the genie is killed the ring crumbles into dust. This is an exceptionally powerful item and the GM may wish to limit the *ring of genie summoning* by giving it a limited number of charges.

Ring of Invisibility (any): When donned, this ring grants the wearer the ability to become instantly *invisible* at will as per the 2nd level magic user spell. There is a 10% chance the ring has the secondary effect of making the user inaudible as well. Just as attacking while invisible negates invisibility, so does speaking while inaudible break the inaudibility feature.

Ring of Protection (any): This useful item increases the wearer's AC and saving throw vs all forms of attack. The protective properties of the ring are cumulative with other forms of protection (*bless*, for instance) subject to the following limitations: if magic armour is worn the wearer's AC will not be increased, though the saving throw bonus will still apply. Also, only one *ring of protection* may be worn at a time. If two are worn, the stronger of the two will function. Various types of *rings of protection* are listed below, with dice throws to determine type randomly if the GM desires.

d%	Result
01-68	+1
69-70	+1, 5 ft radius*
71-92	+2
93	+2, 5 ft radius*
94-97	+3
98	+3, 5 ft radius*
99	+4 AC, +1 saving throw
00	+5 AC, +1 saving throw

*saving throw bonus only extends to all creatures within 5 ft radius of wearer, only the ring bearer gains the AC bonus

Ring of Regeneration (any): Wearing this ring allows the user to regenerate 1 hp per turn, regrow lost limbs and organs, and even return from the dead with no constitution penalty or roll. If the cause of death was due to poison, however, the poison will need to be neutralised or a saving throw made or the wearer will die again. One should note only damage accumulated while wearing the ring can be healed by the ring's power. Removing the *ring of regeneration* will naturally result in the cessation of the healing process. 10% of these rings (91-100 on d%) are a special type, called *rings of vampiric regeneration*. Vampiric rings do not regenerate any hp per turn, but will bestow half value of all damage (rounded down) inflicted upon one's opponents in hand to hand combat to the wearer of the ring.

For example: If the fighter Grabbo the Lusty inflicts 11 points of damage with his longsword upon his hobgoblin opponent while wearing a *ring of vampiric regeneration*, up to 5 hit points of Grabbo's damage will be immediately healed. This process works only with melee weapons; the ring cannot use damage caused by missile fire, hurled weapons, or spells. Note that neither type of this ring can increase the wearer's hp beyond the normal total.

Ring of Spell Storing (any): A ring that can magically store 2-5 spells and grants the wearer the ability to cast them as if he or she were a spell caster of the required type. Casting a spell from the ring requires 5 segments. Roll d%, a roll of 01%-70% means the ring stores magic user spells and 71%-100% indicates clerical spells. 10% of magic user *rings of spell storing* will contain illusionist spells instead, and 25% of clerical *rings of spell storing* will contain druid spells instead. Roll 2d4 to determine number of spells the ring can contain. To randomly determine the spell levels of each spell, roll 1d6 (on a result of 6 reroll for level with 1d4) for cleric, druid or illusionist spells, and 1d8 (on a result of 8 reroll for level with 1d6) for magic user spells. Once type, number, and level of spells is determined, the GM must decide which spells the ring contains. The spells can either be hand-picked or the GM may use the OSRIC magic tables and dice for spells randomly. Once the class of spells, their number and level, and the exact spells to be stored are determined, that capability can never be changed. Charging the ring requires a spell caster to cast the specific spell to be stored with the ring as the target of the spell.

Example of Ring of Spell Storing Creation: Jerry the GM decides to place a *ring of spell storing* in a red dragon's treasure hoard. He rolls a 57 on d%, indicating the ring contains magic user spells. A second d% roll yields a 5 and this means the ring really contains spells of the illusionist class. Jerry now rolls 2d4 and gets 1 on both die, meaning the ring will contain 2 spells total. Jerry now rolls 1d6 twice, one for each spell to determine the level of that spell. The first result is a 2, the second is an 6. The 6 needs to be rerolled on a 1d4 and rolling that die generates a result of 4. So, the GM now knows the ring will hold 2 illusionist spells, one of level 2 and one of level 4. Jerry decides to let fate take a hand in the selection of the exact spells the ring stores and takes a look at the illusionist spell tables in the OSRIC manual. There are 12 level 2 illusionist spells, and 8 level four spells, so Jerry grabs a d12 and a d8 and rolls them both. The d12 rolls a 4 so Jerry notes the result of *detect magic*. The d8 rolls an 8 and Jerry notes the result of *shadow monsters*. Now that the exact properties of the *ring of spell storing* have been determined, they can never be changed; the ring will ever after only hold the two illusionist spells noted. If the finder of the ring uses it to cast a *detect magic* spell, then an illusionist must cast a *detect magic* upon the ring to recharge that spell slot.

Ring of Spell Turning (any): This magic ring creates a powerful magic aura around the wearer that will partially reflect any spells cast at him or her back onto the spell caster. There are three exceptions to the spell turning ability the ring bestows:

- Area effect spells which are not directly targeted upon the ring bearer cannot be turned.
- Touch-based spells cannot be turned.
- Spell effects delivered by devices are not turned. Examples include: rods, staves, wands, rings. Note: spell scrolls are not considered devices.

When a spell is cast at the wearer of the *ring of spell turning*, he or she rolls a d10 and multiplies the result by 10. When damage from the spell attack is determined, the number generated by this roll indicates what percentage of the damage is reflected back upon the attacker. Thus if "6" appears on the d10, 60% of the damage rolled would be deducted from the attacking spellcaster's hit points and 40% from the target. Further, for each 10% of difference between the damage percentage rolled and 100%, the ring-bearer gains +1 to his or her saving throw. Going back to the example above, the spell's target would get a +6 to his or her saving throw and the spell caster would gain a +4.

The *ring of spell turning* also grants a saving throw against spells which normally do not allow one. In such a case, the save will be half of the percentage die roll for spell reflection. Returning once again to the example above, the ring wearer rolling a 60% chance of reflecting an attacking spell would gain a 30% saving throw, reducing or negating effects as appropriate to the spell.

Spells that only affect a certain number of levels must be able to affect the target's and caster's levels combined, otherwise the spell has no effect on either party. If the ring's wearer wishes to receive the effects of a targeted spell, he or she must first remove the ring. (Healing spells are exempt, since they are touch-based.) If both caster and target are wearing *rings of spell turning*, roll d% and consult the table below.

d%	Result
01-70	Spell fails completely, no effect on target or caster
71-80	Spell takes full effect on both target and caster
81-97	Spell fails and both rings are destroyed
98-00	A rift into the Positive Material Plane opens, both target and caster are sucked in

Ring of Swimming (any): This magic jewellery bestows the ability to swim at a movement rate of 210 ft, if the wearer is clad in appropriate garments. The wearer can also dive up to 50 ft into the water without injury, assuming a water depth of 1½ ft for every 10 ft of diving distance. The wearer may hold his or her breath for 4 rounds, and can swim for up to 4 hours before needing an hour of rest. This rest can be gained while floating, since the ring also grants the ability to stay afloat under all but hurricane conditions.

Ring of Telekinesis (any): Allows the wearer to use *telekinesis*, similar to the 5th level magic user spell, with a 1 segment casting time. The ring comes in five different strengths; roll d% and consult table below. This is a very powerful item and the GM may wish to give the *ring of telekinesis* a limited number of charges.

d%	Maximum weight in lbs	d%	Maximum weight in lbs
01-25	25	90-99	200
26-50	50	00	400
51-89	100		

Ring of Three Wishes (any): This rare and powerful magic ring grants the wearer 3 *wishes*, as per the 9th level magic user spell. On a roll of 01-25 on d% the ring will instead contain 3 *limited wish* spells as per the 7th level magic user spell of the same name.

Ring of Warmth (any): The wearer will be completely comfortable and can maintain normal body temperature even in conditions of extreme cold. The ring also grants the ability to regenerate cold based damage at a rate of 1 hp per turn, grants a +2 to all saving throws vs cold based attacks, and reduces damage from cold based attacks by -1 per die (minimum damage of 1 point per die).

Ring of Water Walking (any): This ring grants the ability to walk upon the surface of any liquid without sinking into it at the wearer's normal rate of movement. This includes but is not limited to running water, snow, quicksand, oil, mud, or even lava (though heat damage would still apply). The wearer's feet do not actually contact the surface of the liquid but semi-solid liquids such as snow or mud will show vaguely footprint-like depressions evidencing the wearer's passing. The ring has a weight limit of 1,250 lbs.

Ring of Wizardry (M): This ring is only of benefit to magic users, doubling the number of spells of a certain level they can prepare each day. There are several known versions; roll d% and consult the table below.

d%	Level(s) doubled
01-45	1st level
46-75	2nd level
76-82	3rd level
83-88	1st and 2nd level
89-92	4th level
93-95	5th level
96-99	1st , 2nd, and 3rd level
00	4th and 5th level

CURSED ITEMS

Cursed items are rarely of the "zap, you're dead" variety. Instead, they often appear as various forms of negative effects ranging from the merely inconvenient to the truly burdensome. Many cursed items also mix both beneficial and baneful effects and may therefore force a player into a difficult choice. If a cursed item or effect is desired, roll d% and consult the table below. The listing of specific cursed items included later in this section provide some examples of these effects in use.

Table of Common Item Curses

d%	Curse
01-15	Delusion
16-35	Opposite effect or target
36-45	Intermittent functioning
46-60	Requirement
61-75	Drawback
76-90	Completely different effect
91-00	Substitute specific cursed item

Delusion: In the user's mind the item is exactly what he or she believes it to be when picked up or used. The device actually is a mundane item with powerful deception magics placed upon it and absolutely no special powers. The user is absolutely convinced this item is a beneficial magical item of some sort and only a *remove curse* will allow him or her to be convinced otherwise.

Opposite Effect or Target: These items are normally beneficial items that malfunction under certain circumstances, causing damage to the user, or, to a different target instead of the intended target. They can also take the form of a weapon or item that appears to grant an attack and damage bonus but instead inflicts a penalty. Once the cursed nature of the item reveals itself the user may sometimes be able to discard it. At other times a strong compulsion is placed upon the user and he or she will not be able to rid him- or herself of it except by means of a *remove curse* spell.

Intermittent Functioning: Intermittently-functioning items tend to fall into three broad categories: unreliable, intermittent, and uncontrolled. Unreliable items have a small chance of malfunctioning or not functioning at all each time they are activated, usually a natural 1 on a d20. Uncontrolled items, on the other hand, have an unfortunate tendency to activate at completely random times. On a roll of 1 on 1d20 the item will activate at some random point during the day. Dependent items must have a specific condition or situation met or they will not function. A table of possible situations is included below for GM inspiration. Feel free to modify and add to this list as need dictates.

d%	Situation
01-05	Day
06-10	Night
11-15	Temperature above freezing
16-20	Temperature below freezing
21-25	Above ground
26-30	Below ground
31-35	Within 10 ft of a goblinoid monster
36-40	Within 10 ft of an elf
41-45	Within 10 ft of a cleric
46-50	Within 10 ft of a magic user
51-55	Wielded by a spellcaster
56-60	Wielded by a non-spellcaster
61-65	Wielded by a specific alignment (determined randomly)
66-70	Wielded by a specific sex (determined randomly)
71-75	Underwater
76-80	At least 10 miles from a major body of water
81-85	In direct sunlight

d%	Situation
86-90	Out of direct sunlight
91-95	User must be wearing metal armour
96-00	User must not be wearing any armour at all

Requirement: Some items have a requirement that must be met before being rendered usable. This is not a simple command word, which is considered to be a normal requirement for most magic items. Instead, the item requires a specific sort of condition to be met to trigger its function. Some requirements are a one time type of event; others are monthly, daily, or even per usage or continuous. To inspire the GM, a list of requirements are included, but in order to provide the right flavour to the cursed item, the requirement should always fit the specific item and should never be determined randomly.

- Character must only eat meat, or, must become a vegetarian.
- Character must sleep twice as much as normal.
- Character must undergo a quest to prove his or her worthiness to the item. This is a one time requirement only, and item functions normally thereafter—unless it changes ownership.
- Character must sacrifice a gem worth at least 100 gp to item daily.
- Character must sacrifice 2,000 gp worth of magic items weekly, including at least one magic item of the same type (for example: wand, dagger, ring) as the cursed item.
- Character must serve a particular deity, or swear allegiance to a noble house.
- Character may not carry or possess any other magic items, including weapons and armour.
- Character must change his or her name to a specific name dictated by the item. If the ego of the particular item is very strong, the name may potentially be embarrassing to the user. (GM: have fun with this one)
- Item will only work for a specific class.
- Item will only work for an individual with a 16 or better charisma, or other randomly determined ability score.
- Item will only work for a character of name level or above.
- Item must have a jewelled scabbard or holder when not in use.
- Character must permanently sacrifice some of his or her life energy in the form of a point of constitution to the item in order to activate it. This can be a one-time requirement only—or the item could require a point of constitution for each use.
- Item must be cleansed in holy water daily.
- Item must slay an opponent daily.
- Item must be completely immersed in lava at least once per lunar month.
- Item must be used in every 24 hour day, or it will cease to function forever for that user.
- If a weapon, the item must draw blood daily. Once drawn in combat it will not allow the user to change weapons or put it away until used in a successful attack upon an opponent.
- A specific spell must be cast upon the item daily. Suggestions include *bless/curse*, *detect evil/good*, *protection from evil/good*, *chant*, *detect magic*, *mending*.

Drawback: This describes items that usually mix a beneficial effect or effects with a negative drawback of some sort. Drawbacks may operate continually or may only be activated when the device is used, or held. The effects of a drawback remain as long as the item is retained. A table is included below. Again, it is stressed this is a template only and the GM should use this as an inspiration only to his or her unique needs.

d%	Drawback
01-05	User's hair grows 1 foot longer and changes to an unnatural colour, and cannot be changed thereafter.
06-10	Character grows a non-prehensile tail.
11-15	Temperature around user of item is noticeably warmer/cooler than ambient temperature.
16-20	User's teeth turn black.
21-25	User's skin changes to an unnatural colour and/or begins glowing the dark.
26-30	User grows a tattoo of an obscene word on forehead.
31-35	User changes sex (one-time effect).
36-40	User's appearance changes to that of a random demi-human or humanoid race, checked daily.
41-45	Character is afflicted with a random disease with obvious symptoms, that cannot be cured.
46-50	Item whines and sulks constantly when not being used.
51-55	Item is bright pink or bright orange and constantly sings silly songs parodying its owner out loud.
56-60	User becomes obsessed others are trying to steal the item from him or her.
61-65	User becomes obsessed he or she will lose or damage the item.
66-70	User's alignment changes (one-time effect).
71-75	User loses a level. If dual or multi-classed, player loses one level from each class (one-time effect).
76-80	Character's vision is blurred, imposing a -2 penalty to attacks and saves.
81-85	Character must save vs spells daily or take -1 to all attack and damage rolls for that day.
86-90	Character must save vs spells daily or suffer a -4 reduction to his primary skill for that day.
91-95	User's charisma is reduced to 3 until he or she manages to rid him- or herself of the item.
96-00	User's height increases/decreases by 6 inches (determine randomly, one-time effect).

Specific Cursed Items: Following is an offering of examples of cursed items. First is a table to allow random selection when generating treasure, followed below by the item descriptions. Detect magic spells will yield misleading results when determining the aura and strength of a cursed item. Identify spells are marginally useful, with a 1% chance per spell caster level of correctly identifying the true properties of a cursed item, otherwise the false result indicated in the description of that particular item will be reported.

d%	Item
01-05	Amulet of Inescapable Location
06-07	Armour of Arrow Attraction

d%	Item
08-10	Armour of Rage
11-13	Bag of Devouring
14-17	Boots of Dancing
18-22	Bracers of Defencelessness
23	Broom of Animated Attack
24	Cloak of Poisonousness
25	Crystal Hypnosis Ball
26-27	Dust of Sneezing and Choking
28-33	Flask of Curses
34-38	Gauntlets of Fumbling
39	Helm of Opposite Alignment
40-44	Incense of Obsession
45-49	Mace of Blood
50-52	Medallion of Thought Projection
53	Necklace of Strangulation
54-55	Net of Snaring
56-58	Periapt of Foul Rotting
59-63	Potion of Poison
64-73	Ring of Clumsiness
74-75	Robe of Powerlessness
76-80	Robe of Vermin
81	Scarab of Death
82-86	Spear, Cursed Backbiter
87-91	Stone of Weight (Loadstone)
92-96	Sword -2, Cursed
97-99	Sword of the Berserker
00	Vacuous Grimoire

Amulet of Inescapable Location (any): *Identify* will falsely indicate this item grants the wearer immunity from detection, location, and mind-reading. Once donned, however, the item changes from a normal appearing gold amulet with gemstone inlay into a rather large and garish piece of cheap costume jewellery. Anyone wearing the *amulet of inescapable location* will be 50% less likely to save vs scrying and divination spells.

Armour of Arrow Attraction (CFPR): This armour appears to both mundane and magical inspection as a strongly magicked suit of plate armour. Only in actual use, however, will its cursed nature be revealed. The armour will function as a magical set of armour +3 against melee attacks but against any ranged attack it imposes -3 penalty to AC. After the armour reveals its true nature a red and white set of three concentric circles appear on the breastplate, over the wearer's heart.

Armour of Rage (CFPR): Resembling *armour of command*, when worn this plate +1 will cause a -4 penalty to the wearer's charisma.

Bag of Devouring (any): This item appears as an everyday sack and mystical means of identification will indicate it is a *bag of holding*. The *bag of devouring* actually has the same capacity for storage as a regular *bag of holding* but in fact the bag is a lure and feeding orifice for an extradimensional creature. Some say this horror is the result of an evil mage's twisted experiment on a trapped mimic, or perhaps a doppelgänger, but even the wisest of sages cannot say with any certainty.

The *bag of devouring* senses any intrusion of vegetable or animal matter, such as an adventurer's arm, into the bag—though 90% of the time it will ignore the initial intrusion. With each subsequent introduction of living material the bag is 60% likely to grab the offending member and attempt to draw the victim inside. The bag is quite strong and the rows of teeth revealed in the attack are designed to allow a struggling creature to move inward easily but outward only with great difficulty. Treat attempts to break free as a Major Test of Strength. The character gets three such attempts; the first when initially grabbed, the second at -10% when halfway inside, the last at -20% before disappearing into the creature's maw.

Any living material drawn into the *bag of devouring* is entirely consumed in one round and thus attempts to raise or resurrect the victim which require a part of the corpse are disallowed. Due to the chaotic and other planar nature of the beast, there is only a 50% chance a wish, miracle, or *resurrection* will succeed and if that check fails, the victim is irrevocably destroyed.

Though the *bag of devouring* can function somewhat as a *bag of holding* there is a cumulative 5% chance per hour of the bag swallowing its contents and spitting them out onto some randomly determined plane of existence.

Boots of Dancing (any): Footwear which appears to be any one of a number of magicked boots. When the wearer is engaged in or fleeing from combat, however, the *boots of dancing* will show their true nature. The wearer will begin to dance as if the 8th magic user spell *irresistible dance* had been cast upon him or her for the duration of the battle. When hostilities cease, if the character survived the dancing will stop until the next battle. Up until the first time the curse is revealed the boots may be removed at will but afterwards, only a *remove curse* will free the user from this malign footwear.

Bracers of Defencelessness (any): These serve as *bracers of defence* +5 until the wearer is engaged in actual combat with an enemy of equal or greater level. At once the bracers lose the +5 bonus and immediately and permanently become -5 to AC. A *remove curse* is required to remove them once this has occurred.

Broom of Animated Attack (any): Appears as a *broom of flying* to all attempts to identify. When used by speaking the command word, usually found engraved on the handle, the cursed nature becomes obvious. The broom will loop into the air and dump the rider on the ground, then begin attacking them relentlessly. The broom gets four attacks at +5 per round, striking twice at the body with the handle and twice in the face with the straw end. All attacks deal 1d6 damage and a successful hit to the face with the straw end also blinds the target for 1 round. The broom is AC -2 and absorbs 18 hit points before breaking into pieces, losing all magic in the process.

Cloak of Poisonousness (any): *Identify* spells will reveal nothing but a rather sturdy woollen cloak. This article of clothing can be handled without harm but when worn the victim is instantly slain unless he or she rolls a save vs death. Once worn, the cloak can only be removed with a *remove curse* spell, which also completely destroys the cloak. Any means of resurrecting the victim must be preceded by a *neutralise poison* spell or be automatically unsuccessful.

Crystal Hypnosis Ball (IM): This item appears as a typical crystal ball, used by many mages to assist with scrying and communication across long distances. Anyone looking into the ball will be hypnotised for 1d6 minutes, during which time they will do nothing but stare into the ball, enthralled by what is seen therein. When the viewer is released, he or she should roll a save vs petrifacation or be convinced they viewed the desired scene or individual. Further, failing to save indicates the viewer has become mentally enslaved by the actual object of the viewing, a powerful lich, arch-mage, or perhaps even a powerful other planar figure who is secretly controlling the device. With each use of the *hypnosis ball* the unlucky individual falls deeper and deeper under the influence of the controlling figure, until eventually the viewer becomes an extension of its will. The viewer, of course, is completely unaware of his or her waning individuality.

Dust of Sneezing and Choking (any): To any test, this fine white powder appears to be *dust of appearance*. When thrown into the air this powder causes all living beings within 20 ft to be disabled by choking, treat as stunned for 5d4 rounds. Each person must save vs breath weapon or take 2d6 damage from the body wracking coughs. One minute later a second save must be made to avoid an additional 1d6 points of damage. Whether one or both saves are made, each person within the area of effect will be disabled by the choking effect of the powder for two rounds.

Flask of Curses (any): This container appears as any one of a number of containers encountered during the course of an adventure. Sometimes it looks like a potion flask, sometimes as a bottle or beaker, still others as a jug. Shaking the *flask of curses* may yield a sound as if it were filled with liquid, still other times the flask may emit a thin stream of smoke. When unstoppered, the flask releases a gaseous cloud which causes all within 30 ft to roll their constitution or better on 3d6 to avoid being cursed. The curse causes a -2 penalty on all attack rolls, skill checks, and saving throws until such times as a *remove curse* spell can be cast on the suffering individuals.

Gauntlets of Fumbling (any): These appear to be gauntlets of two differing types, suitable for use with heavy armour or made for use with leather armour or clothing. These obviously magicked articles detect for ability bonuses depending upon type. Heavy armour *gauntlets of fumbling* appear to increase strength to 18.99 or sometimes to increase ability +3 with a bladed weapon. Lighter versions will appear to increase the wearer's AC by +2 or increase dexterity to 18. These gloves will perform as whatever item they are disguised as until the wearer is engaged in combat with a hostile foe or other life-or-death type situation, at which time the curse manifests itself. The wearer becomes butter-fingered, losing -2 dexterity, and has a 50% chance each round of dropping anything held in either hand (check separately), which continues even after combat ends. Any beneficial effects of wearing the gauntlets disappear forever then the curse appears.

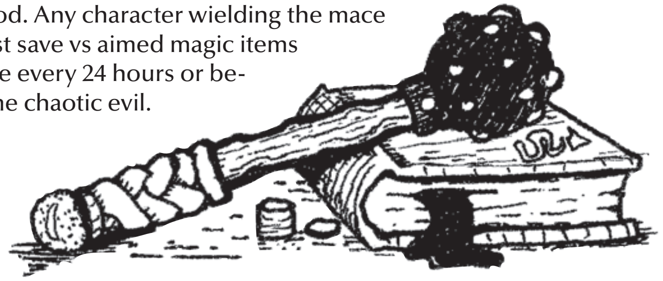
Gauntlets of Fumbling can only be removed by means of a *remove curse*, or *wish* spell.

Helm of Opposite Alignment (any): This helm appears as a finely made piece of armoured headgear fashioned by a master smith, even to one who knows little about armour. If detected for magic, the helm radiates a faint dweomer of indeterminate origin. Once placed upon the head the wearer must save vs polymorph on the spot or immediately change to the alignment diametrically opposed to the wearer's current alignment. Therefore LG becomes CE, LE becomes CG, and so on. Truly neutral characters will roll 1d4 with will roll 1d4 with 1=LG, 2=CG, 3=LE, 4=CE.

This shift in alignment is a complete metamorphosis of heart, mind, and soul and any character undergoing this change will feel as if he or she has just "seen the light" and will strive to the utmost to live life according to this new philosophy. Any attempt to return the character to the original alignment will be viewed with revulsion and resisted by any and all means available. Any character making the saving throw can wear the helm without effect as long as they wish, but if removed and subsequently re-worn another save is required. The *helm of opposite alignment* loses all magical properties after successfully cursing a character, which means the helm cannot be used to return to one's original alignment.

Incense of Obsession (C): These faintly magical cones or blocks of incense appear to be an aid to divine spell memorisation in like manner to *incense of meditation*. In essence the *incense of obsession* causes any cleric using it as an aid to acquiring spells to become completely convinced the incense has granted him or her superior divine magic using ability. The user will seek the flimsiest of excuses to use a spell at every opportunity, even if unneeded or useless. This obsession lasts until all memorised spells have been expended or 24 hours has elapsed.

Mace of Blood (ACFPR): Functions as a *mace +3* but only if coated with the blood of an opponent it has slain every day. If it is not, the +3 bonus fades away until it is again bathed in blood. Any character wielding the mace must save vs aimed magic items once every 24 hours or become chaotic evil.



Medallion of Thought Projection (any): This cursed medallion appears both to be proof against against detection by scrying or magical thought reading and a device for reading the thoughts of others. Instead of reading the thoughts of all creatures within the area of effect, the medallion instead transmits illusory thoughts of a muddled and confusing nature, requiring a save vs spells to focus into coherent thoughts. The false information gained will always seem plausible to the wearer but may, in fact, be dangerously misleading. Unfortunately, while the *medallion of thought projection* is tricking the user it is also broadcasting the user's thoughts to all creatures within a cone shaped emanation up to 60 ft in front of the user and alerting them to his or her presence. Thought transmissions can penetrate barriers, but 1 ft of stone, 1 inch of common metal, a thin sheet of lead, or 3 ft of wood or dirt will block it.

Necklace of Strangulation (any): This extravagantly beautiful necklace appears to be made with the finest craftsmanship and flawless gems, usually diamonds. Short of extraordinary means such as a *wish*, this necklace appears innocuous until worn. Once placed around a character's neck the gems turn a ghastly purple as the necklace constricts around the wearer's neck, inflicting 6 points of damage per round. This infernal necklace can only be removed with a limited wish, wish, or miracle. Otherwise it will remain clamped around the victim's throat, even after death. After about a month, when the victim has decayed into a dry skeleton, the necklace will resume its normal appearance and loosen its hold on the victim's skeleton in order to await the next victim.

Net of Snaring (AFPRT): While not technically a cursed item, the *net of snaring* may only be used underwater, thus rendering it less than useful to most adventurers. The net grants a +3 bonus to underwater attacks and can be commanded to launch from the user's hand and *ensnare* a creature up to 30 ft away (as the 1st level druid spell *ensnare*).

Periapt of Foul Rotting (any): This item is a semi-precious, ornately-engraved gem of little apparent value beyond the artistic. Any character retaining possession of this pestilential stone for more than 24 hours, however, contracts a horrible rotting skin disease. The disease inflicts a permanent cumulative penalty of -1 each to the user's charisma, constitution, and dexterity each week the disease progresses. When the character's constitution reaches zero, he or she is in a coma. The following week the character will die. The periapt and the disease it caused can only be removed from the victim by a application of a *remove curse* spell, then *cure disease*, then one of the following: *heal, limited wish,* or *wish*. An alternate method of undoing this foul curse involves crushing a *periapt of health* and sprinkling the dust upon the cursed character. After one round, the character will be completely healed and the *periapt of foul rotting* will crumble to dust.

Plate Mail of Vulnerability (CFPR): To any magical means of detection, this armour appears as +1, +2, or even +3 magic armour. As soon as a blow is struck in anger against the wearer however, the true nature of this cursed item reveals itself. The armour will actually be -2, -3, or -4 and the curse prevents the suit of armour from being removed. A hit with a natural 20 will cause the armour to fall to pieces, releasing the victim from its curse but leaving him or her AC 10 in the midst of mortal combat.

Ring of Clumsiness (any): Looks, acts, and responds to *detect magic* exactly like a *ring of feather falling* until placed on the finger, then the wearer becomes very clumsy. The victim of this curse takes a -4 penalty to dexterity and magic spells requiring a somatic component have a 20% chance of failure when cast.

Ring of Contrariness (any): A cursed item that renders the victim unable to agree with any suggestion or order. The ring can only be removed with a *remove curse* spell but, naturally, the ring's influence will cause the wearer to resist any such attempts. The *ring of contrariness* will also grant the wearer one of the following abilities from the table at the end of this entry.

"Reverse psychology" type commands given in an attempt to get the wearer to remove the ring (example: Do NOT, under any circumstances, remove that ring!) or harm him- or herself will not succeed. If the *ring of contrariness* grants the secondary ability of *spell turning* (see table, below), casting a successful *remove curse* upon the wearer can be a formidable task.

d12	Result	d12	Result
01-02	Flying	07-08	Shocking Grasp
03-04	Invisibility	09-10	Spell Turning
05-06	Levitation	11-12	Strength (18.99)

Ring of Weakness (any): This dreadful ring reduces the strength and constitution ability scores of the wearer by 1 point per round until both are at 3. This cursed effect is disguised by the ring granting the wearer the ability to become invisible at will as per the *ring of invisibility*, but becoming invisible doubles the rate of ability score drain. The loss of strength and constitution will not become apparent until the wearer attempts some action, such as combat or bending bars, that requires strength or endurance. When both abilities reach 3 the victim will be unable to function in his or her class. The *ring of weakness* can only be removed if a *remove curse* followed by *dispel magic* is cast upon the ring.

After removal, the victim of the curse will regain 1 point each of strength and constitution for every complete day of rest. There is a 5% chance the curse will be reversed, causing the ring to instead be a *ring of the berserker*. In such a case the victim will gain, rather than lose, one point each to strength and constitution each round (double that rate if the ring's *invisibility* power is used). If a fighter, roll for percentile score above 18 for strength when 18 is reached. When both ability scores are at 18, the ring-wearer will melee any opponent he or she sees, regardless of any other circumstances. Removing the *ring of the berserker* will cause immediate loss of gained strength and constitution bonuses and the victim's ability scores will be returned to normal. The *ring of the berserker* will work only once on each wearer.

Robe of Powerlessness (IM): This magical robe appears to be a beneficial magic item, usually a *robe of protection* +2. As soon as the robe is worn the character takes a penalty of -3 to strength and intelligence, possibly forgetting spells and magic knowledge or becoming over-encumbered accordingly. Note that neither attribute may be reduced to less than 1. The robe may be removed at will but the effects may only be dispelled by a *remove curse* followed by *heal*.

Robe of Vermin (IM): This robe radiates strong protective magic, as a *robe of protection +4*, until the curse is revealed. When the person wearing the robe attempts to concentrate in order to cast a spell against an opponent, the wearer is assaulted by a multitude of bites and stings from the vermin magically infesting the robe. The pain and distraction of the biting insects render all attempts at spell-casting unsuccessful unless a save vs spells is made and the wearer takes a -3 on initiative and -2 to attacks, damage, and saves.

Scarab of Death (any): Though this small oval pin appears to be any one of the many beneficial jewellery items known to exist, it is actually very dangerous. If carried, held, or worn for more than 1 round by any living creature the pin turns into a burrowing beetle-like monster. The beetle will immediately rip through the wearer's clothing and into the flesh, burrowing its way into the heart in one round and killing the victim. The victim has one chance to grab this burrowing horror by saving vs death magic but even if successful 3d6 points of damage are caused by the attack. If the victim successfully tears the beetle away before it burrows out of sight it will revert to its scarab form. For long term storage the scarab can be prevented from coming to life by placing it in a container of bone, ceramic, ivory, metal, or wood.

Shield -1, Missile Attractor (CDFPR): This shield's armour penalty negates the advantage to AC carrying a shield gives. Worse, the bearer of the shield is twice as likely to attract missile fire when the group he or she is in is subjected to non-directed missile fire.

Spear, Cursed Backbiter (ADFPR): This +2 weapon is suitable for either melee or use as a missile. If the user rolls a natural "1" when attacking a foe in anger, however, the cursed nature of the *backbiter* causes the shaft of the spear curve back upon the wielder and strike him or her for damage, instead. If the *backbiter* was thrown and the attack roll was a natural "1" the missile will double back in mid-flight and unerringly strike the thrower for double damage. After the first time the nature of the cursed *backbiter* becomes obvious, a small inscription reading "L. LaFleur, Master Smith" will be visible on the weapon's shaft, close to the spearhead.

Stone of Weight, or, Loadstone (any): A egg-shaped, dark, and smoothly polished stone. The *loadstone* frequently appears as onyx, hematite, pyrite, or lapus lazuli. Anyone picking up the *loadstone* will immediately suffer a 50% reduction in movement speed. Once picked up the stone cannot be discarded by any means either mundane or magical. No matter the method of disposal: thrown off a cliff, smashed into dust, sold to a greedy merchant, or given away; it always reappears somewhere on the person of the cursed individual. A *remove curse* will allow the victim to forever rid themselves of the stone, but there are no known means of permanently destroying the stone or the curse it contains.

Sword +1, Cursed (AFPRT): This weapon appears to be a normal sword of the magic +1 variety until the weapon is drawn in combat. At that time the owner of the sword will find the cursed weapon magically fastened into his or her hand and unable to disengage from combat until either he or the opponent is dead. After combat is resolved the owner will be able to let go of the sword but unable to discard it by any means. Even if the owner throws the weapon away or attempts to fight with a different weapon, the cursed sword will magically reappear when combat is engaged, once again welded to his or her hand, and again the wielder must attack until dead or the opponent is slain. An *exorcism* by a good aligned cleric is the only way to rid oneself of the weapon.

Sword -2, Cursed (AFPRT): This exceptionally beautiful and well made weapon performs as a +2 weapon in practice. When employed in actual combat, however, the sword inflicts -2 on all attack and damage rolls. The sword's ego is very powerful and it will cause its owner to always use it in combat over any other weapon, including missile weapons. Even if the owner intends to draw a different weapon he or she will involuntarily find the cursed sword in hand. Only a *remove curse, limited wish,* or *wish* will rid the unlucky owner of this *sword -2*.

Sword of the Berserker +2 (AFPRT): This rather plain looking longsword is not particularly eye-catching, but anyone with a knowledge of weapons will immediately recognize this ancient blade to be of high strength and durability. The *sword of the berserker* grants a +2 bonus in combat but also causes the wielder to enter a berserk frenzy and attack the nearest creature, whether friend or foe, and continue fighting until no living creatures is within 30 ft. While in his or her berserk rage, the wielder of the sword is +2 to strength and constitution, +2 to saves, -2 to AC, and moves at double speed. The increased constitution grants 2 temporary hit points per level and any damage inflicted is subtracted from these points first. The extra hit points fade away after the rage runs its course. It should be noted that the more violent civilisations scattered throughout the realm see this weapon as blessed rather than cursed.

Vacuous Grimoire (any): This vile tome is thought by some sages to be the prison for a low level malevolent entity, an imp or quasit, perhaps. When the book is placed with other books it tends to alter appearance to blend in with the surrounding volumes and the title, scribed in gold on the spine and on the front, tends to appear as a subject of interest to the person viewing it at the time. This, the sages conclude, indicates some sort of evil intelligence. Anyone opening this infernal manual and reading even one word must immediately roll two saves against petrifaction. The first is to prevent a permanent -1 to intelligence, and the second to prevent a permanent -2 to wisdom. The book may be freely discarded either before or after reading, but the effects of the curse are permanent. One wishing to destroy the book must cast a *remove curse* upon it while it is being burned.

ARTIFACTS

Artifacts are the relics of ancient civilisations which the combination of age, long-forgotten magics, and other-planar influences have elevated beyond the power of even the most potent magic items. A well known example of an artifact would be the One Ring from Tolkien's "The Lord of the Rings" trilogy, or the krang from Alan Dean Foster's "The Tar-Aiym Krang." As one might deduce, the power of an artifact is potentially destructive to the campaign in which it is introduced and artifacts should therefore never be randomly generated or lightly placed. Artifacts are divided into two groups: minor and major. Major artifacts are unique items of great power, to rival that of the gods. Minor artifacts are not unique, though still quite rare, and of somewhat lesser power than major artifacts. Any artifact, major or minor, is nearly impossible to destroy.

MINOR ARTIFACT DESCRIPTIONS

Book of Infinite Spells (any): This ancient tome appears to be a non-descript and well used travelling spellbook of the type favoured by adventuring wizards. This artifact grants to any player of any class the ability to cast the spells contained within its pages, though any character of a class unable to cast spells will function at one level lower while in possession of the artifact. The book of infinite spells contains 2d6+20 pages (22-32 pages) and the nature of the spell scribed on each page is determined randomly using 1d10, with a die roll of 1-5 indicating an arcane magic spell and a roll of 6-10 indicating divine magic. GMs may use the following table to assist with random selection of spells.

d%	Spell level	d%	Spell level
01–05	4th	71–85	7th
06–50	5th	86–95	8th
51–70	6th	95–00	9th

This artifact book has a rather curious property—the pages may only be turned from front to back. Once a page has been turned, it may never be unturned, and book always opens to the page it was on when last used. When the last page is turned the book vanishes and if the player lost a level when first opening the book that level is restored to the player. The owner can cast the spell scribed upon the active page once per day and if the spell is one usable by the user's class it can be cast up to four times per day. The book's owner need not have the book on his or her person to use its power. The spells inscribed therein may not be copied into a spellbook, for the magic is bound up within the artifact itself, nor may a page be ripped from the book without destroying it.

Any casting of a spell from the book creates an energy feedback which has a chance of causing the page to magically turn. This turning of the page will occur in spite of any precautions taken to prevent from it doing so. Of course, due to the random nature of the book's content, the turning of the page to a new spell may actually benefit the owner. The owner knows the newly-available spell as soon as this occurs. The *book of infinite spells* is treated as a scroll in terms of actual casting time, effects, saving throws, material components and so on.

Condition and Chance of Page Turning

Caster employing a spell usable by class and level:	10%
Caster employing a spell not usable by class and level:	20%
Non-spellcaster employing a divine or druidic spell:	25%
Non-spellcaster employing an arcane or phantasmal spell:	30%

Deck of Many Things (any): This artifact is the ultimate two-edged sword, conferring effects both beneficial and baneful. It consists of a deck of 22 finely-carved ivory plaques in an intricately-carved box of polished ebony. There have also been reports of versions of the deck consisting of fine vellum cards in a leather bag. The individual carvings on the plaques or cards are composed mainly of an archetypal character derived from ancient human lore and a variety of runes of power. The owner of the deck draws as many plaques as he or she wishes from the deck and whatever effect is bestowed takes place instantly, whether for weal or woe.

The following conditions apply to using this artifact. First, the owner must declare beforehand exactly how many cards he or she wishes to draw from the deck before he or she begins; otherwise he or she will be unable to draw from the deck. Once the number of cards is declared they must be drawn from the deck within an hour of each other. If the character does not draw the declared number of cards from the deck, either willingly or unwillingly, at the end of one hour the specified number of cards will flip out of the deck automatically at the rate of one per turn. Each time a card is drawn it is returned to the deck before drawing again, making it possible to draw the same card multiple times.

The table on the following page is a listing of the various plaques and their effects, following the table is more complete description. Included is a corresponding card, both Tarot and common playing card, so the GM can have the player actually draw from a deck. Dice may also be used to generate a random result.

- **Balance:** The character must immediately change to a radically different alignment. Failure to act in accordance with this new outlook on life will result in the player losing a level.
- **Comet:** To gain the xp and level raise benefit, the character must defeat the next monster or monsters encountered with no aid or assistance of any kind. If successful, the character gains enough xp to gain the next level of advancement.
- **Donjon:** The character is imprisoned, either by some powerful being or as the ninth level magic user spell. The character appears in a cell or holding area with absolutely nothing except his or her skin. All additional card draws are forfeit if this card is drawn.
- **Euryale:** The -1 penalty is immediate and permanent, save by the intervention of a deity or by The Fates card in this same deck.
- **Fates:** The skein of reality, the actual fabric of space-time will be rewoven by the Fates on behalf of the player drawing this plaque. This card will prevent something from happening or undo a past event but the Fates cannot cause an event to happen. Note well this alteration of fate only applies to the player actually drawing the card. The remainder of his or her party may or may not reap the benefit with him or her.
- **Flames:** The flames of wrath are kindled between the player and an outsider. The slight may be real or imagined on the part of the outsider but the enmity will burn brightly until either the player or the outsider is slain. Determine the exact nature of the foe randomly; roll 1d20 for number of days until it attacks or otherwise begins to vex the player.
- **Fool:** Both the redraw and the xp penalty are immediate and mandatory. Discard this plaque before redrawing.
- **Gem:** The jewellery is exquisitely made and set with dazzling gems; each piece is worth 2,000 gp. The gems are flawless and worth 1,000 gp apiece.
- **Idiot:** Roll 1d4+1 to generate the total number of points deducted from intelligence ability, imposed on the spot. The redraw is optional, but once the player declares a decision out loud it cannot be changed.
- **Jester:** The redraw is optional, but once the player declares a decision out loud it cannot be changed. This card is discarded before any redraws take place.
- **Key:** A powerful magic weapon of a type the player can use materializes in his or her hand.
- **Knight:** The fighter is equipped with non-magical armour, equipment and weapons and is of the same sex and race as the character. This henchman appears from nowhere and offers his or her sword to the character, serving loyally until death.
- **Moon:** The wishes expire in a number of minutes equal to the number of wishes. Any wishes remaining unused at the end of this time period will be lost forever.
- **Rogue:** The traitor is preferably an NPC in the player's employ, and will forever after be completely hostile to him or her. If the player has no cohorts in his employ, the enmity of an NPC at player's home base area, a powerful political or religious figure, can be substituted. The traitorous former friend will do all in his or her power to ruin the player financially, socially, and politically.
- **Ruin:** As stated, all nonmagical items possessed (not just carried) by the player immediately and irrevocably vanish.

Plaque	Tarot Card	Playing Card	Summary of Effect
Balance	XI. Justice	Two of Spades	Change alignment.
Comet	Two of Swords	Two of Diamonds	Defeat the next monster you encounter to gain one level.
Donjon	Four of Swords	Ace of Spades	You are imprisoned.
Euryale	Ten of Swords	Queen of Spades	Permanent -1 to all saving throws.
The Fates	Three of Cups	Ace of Hearts	Avoid, one time, any situation of your choosing.
Flames	XV. The Devil	Queen of Clubs	Enmity between you and an outsider.
Fool	0. The Fool	Joker (with tm)	Lose 10,000 xp and you must draw again.
Gem	Seven of Cups	Two of Hearts	Gain your choice of 25 pieces of jewellery or 50 gems.
Idiot	Two of Pentacles	Two of Clubs	Lose Intelligence permanently, you may draw again.
Jester	XII. The Hanged Man	Joker (no tm)	Gain 10,000 xp, or, two more draws from the deck.
Key	V. The Hierophant	Queen of Hearts	Gain a major magic weapon.
Knight	Page of Swords	Jack of Hearts	Gain the service of a 4th level fighter.
Moon	XVIII. The Moon	Queen of Diamonds	You are granted 1d4 wishes.
Rogue	Five of Swords	Jack of Spades	One of your friends turns against you.
Ruin	XVI. The Tower	King of Spades	Immediately lose all wealth and real property.
Skull	XIII. Death	Jack of Clubs	Defeat dread wraith or forever be destroyed.
Star	XVII. The Star	Jack of Diamonds	Immediately gain a +2 permanent bonus to one ability score.
Sun	XIX. The Sun	King of Diamonds	Gain beneficial magic item and 50,000 xp.
Talons	Queen of Pentacles	Ace of Clubs	All magic items you possess disappear.
Throne	Four of Staves	King of Hearts	Gain a +1 charisma.
Vizier	IX. The Hermit	Ace of Diamonds	Know the answer to your next dilemma.
The Void	Eight of Swords	King of Clubs	Body functions but soul is trapped elsewhere.

- **Skull:** An unturnable dread wraith appears and attacks the character. The wraith warns any companions not to interfere, the only time it will speak, and anyone helping the victim will find themselves facing their own dread wraith in a fight to the death. If the player is slain he cannot be revived, even by means of a wish or miracle. Stats for the dread wraith are included on the next page (and not in the monster section—because this is the only situation in which such a beast can appear.)

Dread Wraith

Frequency:	Very rare
No. Encountered:	2d6
Size:	Large
Move:	120 ft, 240 ft flying
Armour Class:	1
Hit Dice:	16
Attacks:	1
Damage:	2d6
Special Attacks:	Level drain
Special Defences:	Only hit by silver or magic weapons; immune to certain spells
Magic Resistance:	Standard
Lair Probability:	25%
Intelligence:	Very
Alignment:	Lawful evil
Level/XP:	9/ 5,900 +23/hp

Dread wraiths are insubstantial undead creatures that exist partially in the negative material plane, giving them the power to drain one level of experience when they score a hit upon an opponent. In sunlight, the dread wraith cannot drain levels.

Wraiths are shadowy, man-like shapes, dark and indistinct. Silver weapons inflict only half damage upon a dread wraith; magical weapons of at least +2 inflict full damage. They are immune to cold damage, *charm*, *sleep* and *hold* spells.

Treasure: (in lair only) 5% chance of 1d10x1,000cp; 25% chance of 1d12x1,000sp; 25% chance of 1d6x1,000ep; 25% chance of 1d8x1,000gp; 15% chance of 1d12 gems; 10% chance of 1d8 items of jewellery; 25% chance of 3 magic items plus 1 scroll

- **Star:** The player may choose the ability increased by this card but the points may not be divided between two abilities.
- **Sun:** Roll on the magic items table until an item usable by the player is generated.
- **Talons:** Immediately upon drawing this plaque, all magical items owned by the character (not just those carried) disappear. They cannot be recovered by any means.
- **Throne:** The character becomes a charismatic and powerful leader of the people. The castle will appear in any open area of the player's choosing but the decision must be made within an hour of drawing the card.
- **Vizier:** The player acquires the ability to query a deity and receive a truthful answer once, within one year of drawing the card. The information received will be useful for solving the player's dilemma in question but the player may not always be able to act upon what he or she learns.
- **The Void:** When this completely black card is drawn, an intangible something visibly passes from the player's face into the card. The character's comatose body will continue to function at a minimal level but the psyche will be trapped in a prison in another plane or other impossibly remote location. The player cannot be restored with a wish, though this spell will reveal the plane of entrapment. A player drawing this card forfeits all further draws.

Hammer of Thunderbolts (CFPR): This powerful weapon appears as a square-headed, 15 lb war hammer with a shorter than normal haft. The *hammer of thunderbolts* strikes as a +3 weapon and deals 4d6 damage, and can also be hurled as missile weapon (30 ft range bands) which will return to the wielder after the attack is resolved. Note that this is the maximum power the item can attain if wielded by a cleric; only one who can wear the *belt of giant strength* can unlock its full potential.

If the wielder is wearing both *gauntlets of ogre power* and a *belt of giant strength* the slumbering power of the *hammer of thunderbolts* is revealed the wearer. First, the owner knows the weapon for what it is. Second, the weapon gains a full +5 attack bonus, all damage bonuses from the hammer, gauntlets, and belt stack, and the weapon will strike dead any giant on a successful hit. The giant is allowed a saving throw vs death magic to avoid the instant death but not the damage.

Further, when hurled the weapon gains a new power. On a successful attack the hurled weapons emits a clap of thunder which stuns all living creatures within 90 ft (saving throw vs petrifaction to avoid).

Chiselled into the base of the stone hammerhead are the words "Æsir Hammers, Ltd."

Philosopher's Stone (any): Produced by an alchemist of some long-forgotten civilisation, the philosopher's stone appears as an unremarkable, dull black rock of irregular shape and about the size of a clenched fist. Upon inspection the stone seems heavy for its size and, if spun on a flat surface the stone wobbles about its axis as if the centre were liquid. Breaking the stone open will reveal the hollow centre is filled with *alchemist's quicksilver*, a wonderful substance able to transmute base metals such as lead or iron into pure gold or silver. The amount of *alchemist's quicksilver* in the *philosopher's stone* is sufficient to convert 5,000 lbs of iron into pure silver, or 1,000 lbs of lead into gleaming, pure gold. The potent magic of the stone also has another use. The quicksilver can be mixed with a curative potion to create *oil of life*. When applied to a corpse the oil acts as a *resurrection* spell.

The quicksilver is sealed into the stone because it breaks down rapidly when exposed to air. The quicksilver must be used within 24 hours of breaking the stone or it loses its potency forever. Any use of the quicksilver uses all the contents of the stone, so one must decided beforehand whether to produce silver, gold, or the *oil of life*.

Sphere of Annihilation (IM): This "object" is not so much something as pure nothing, a spherical wound in reality consisting of a malignant absence of matter. Any matter from the Prime Material Plane coming into contact with the sphere is sucked into its utter blackness, instantly and irrevocably destroyed. A *wish* cannot restore the unfortunate victim; only the direct intervention of a deity may do so.

A *sphere of annihilation* can be moved without touching it, using only the power of the mind. The character must roll a save vs death magic, modified by +1 for each point of intelligence over 15, to move the sphere 10 ft per round plus 5 ft for each point he or she exceeded his or her save. Initial control of the sphere can be attempted from as far away as 40 ft and once control is gained the distance the sphere can be controlled increases to 40 ft + 10 ft per controlling character's level. If a control check fails the sphere slides 10 ft in the direction of the controller who was attempting to move it. Controlling a sphere uses all of a character's actions for that round.

Control of the sphere can be challenged. All creatures attempting to gain control of the sphere roll their saves as above, and the rolls are compared. If all fail their saving throws the sphere moves 10 ft toward the one who rolled the lowest number. If only one saves, he or she gains control of the sphere for one round. If more than one (or all) vying for control of the *sphere of annihilation* make their saving throws, the person exceeding their saving throw by the most number of points gains control. Should the contest for control of the sphere come out exactly equal, control should pass to the person with the highest intelligence score or, failing that, have the players roll d% and give control to the random winner.

The *sphere of annihilation* cancels most magic in the same way it absorbs matter. Therefore spells such as *dispel magic* and the various protections from magic have no effect on the sphere. There are, however, two exceptions. First, if a *rod of cancellation* touches the sphere, the incompatibility of the respective connections to the Negative Material Plane will cancel each other with great vigour. The resulting explosion will inflict 2d6 x 10 damage on everything within a 60 ft radius, no saving throw allowed. Second, a *gate* spell has a 50% chance of destroying the sphere (roll 01-50 on d%), a 35% chance of having no effect at all (51-85), or a 15% chance (86-100) of ripping a hole into the very fabric of reality and sucking everything within 180 ft of the now-destroyed sphere into the tear and depositing it on an alternate plane of existence.

See also: *Talisman of the Sphere*.

Talisman of Pure Good (CP): Any cleric or paladin of good alignment (LG, NG, CG) can use this artifact to damn an evil cleric (LE, NE, CE) up to 100 ft away to a fiery judgment. When the talisman is activated, the ground cracks open at the cleric's feet, flames shooting upward as the victim is sent hurtling down to the very centre of the earth. The following round the ground closes and forever after, nothing will grow on that spot.

The wielder of the talisman must be exceptionally pure of thought and deed, or else the target of the talisman's effect gains a saving throw vs death magic to leap aside as the crack forms. It should be also noted the target must be standing on solid ground for the talisman to function. None but a good paladin or cleric may use the *talisman of pure good*, and none but an evil cleric may be damned by it. Any neutral cleric (LN, N, CN) touching the talisman takes 6d6 damage, no saving throw allowed. An evil cleric touching the talisman takes 8d6 points of damage, no saving throw allowed. The talisman is inert to any other character.

Talisman of the Sphere (IM): This item is only usable by arcane or phantasmal spellcasters. Any character unable to cast arcane or phantasmal spells cannot use the talisman and, in fact, will take 5d6 points of damage if they attempt to pick it up. The talisman, consisting of a braided gold and adamantine cable forming a loop closed by an adamantine handle, allows a magic user to exert greater control over a *sphere of annihilation* (see above) by increasing the character's modifier on the control check (double intelligence bonus and character level). A character using the talisman to exert influence on a *sphere of annihilation* need only check for maintaining control every other round after initial control is established. If the wielder fails to establish initial control or subsequently loses control, the sphere will move toward him or her at a rate of 10 ft per round. Though spells such as *dispel magic* are ineffective against a *sphere of annihilation*, these spells function normally when used on the talisman of the sphere—which counts as 20th level for the purposes of *dispel magic* attempts.

Talisman of Reluctant Wishes (any): This nondescript artifact causes any character touching it to try to roll his or her charisma or less on 1d20.

If he or she fails the roll by exceeding his or her charisma score, the talisman acts as a *stone of weight* (detailed in the Cursed Magic Items section). Discarding or destroying the talisman results in 5d6 damage, no save allowed, and the talisman disappears.

Success means the talisman will remain with the character for 5d6 hours or until he or she makes a wish with it. When one or the other event occurs, the talisman disappears.

If he or she rolls a natural 20 the character and talisman become bound together for a number of months equal to his or her charisma score and he or she will be unable to rid him- or herself of the talisman during that time. The artifact will grant the owner one wish for every six points of charisma during this time, but as above all wishes must be used before the time expires. During this time the talisman, if held, will grow warm and vibrate whenever the owner comes within 20 ft of a magical or mechanical trap. The talisman must be held in order to receive this benefit.

No matter which result is rolled, when the talisman of reluctant wishes disappears, a flawless white diamond worth 10,000 gp is left in its place.

Talisman of Pure Evil (C): Any cleric of evil alignment (LE, NE, CE) can use this artifact to banish a good cleric or paladin (LG, NG, CG) up to 100 ft away to an icy prison. When the talisman is activated, the ground cracks open at the victim's feet, chunks of ice flying upward as the victim is sent hurtling down to the very centre of the earth. The following round the ground closes and forever after, only white roses will grow on that spot.

The wielder of the talisman must be relentlessly and irredeemably evil of thought and deed, or else the target of the talisman's effect gains a saving throw vs death magic to leap aside as the crack forms. It should be also noted the target must be standing on solid ground for the talisman to function. None but an evil cleric may use the *talisman of pure evil*, and none but a good cleric or paladin may be banished by it. Any neutral cleric (LN, N, CN) touching the talisman takes 6d6 damage, no saving throw allowed. A good cleric touching the talisman takes 8d6 points of damage, no saving throw allowed. The talisman is inert to any other character.

MAJOR ARTIFACTS

Unlike minor artifacts, major artifacts are unique (meaning each is one of a kind). These are the most potent magic items known to mortals. The power contained in a major artifact is capable of completely altering the balance of power in a campaign. Major artifacts are not easily unmade and each has a single and very specific means of destruction.

A detailed description of major artifacts is not a fit subject for the OSRIC core rules. As with certain other parts of the First Edition system—planar travel, encounter statistics for major demons and devils, and the like—major artifacts will be dealt with in separate and subsequent volumes, on the grounds that such things are not suitable for play at the more usual character levels.

WELCOME
Matt 06

APPENDIX A:
COMPILED TABLES

Strength Table

Strength	Bonus to Hit	Bonus to Damage	Encumbrance Adjustment (in lbs)	Minor Tests, e.g. forcing doors (chance on d6)	Major Tests, e.g. bending bars and lifting portcullis (chance on d%)
3	-3	-1	-35	1	0
4-5	-2	-1	-25	1	0
6-7	-1	0	-15	1	0
8-9	0	0	0	1-2	1
10-11	0	0	0	1-2	2
12-13	0	0	+10	1-2	4
14-15	0	0	+20	1-2	7
16	0	+1	+35	1-3	10
17	+1	+1	+50	1-3	13
18	+1	+2	+75	1-3	16
18.01-18.50	+1	+3	+100	1-3	20
18.51-18.75	+2	+3	+125	1-4	25
18.76-18.90	+2	+4	+150	1-4	30
18.91-18.99	+2	+5	+200	1-4 (1 in 6 extraordinary success)	35
19	+3	+6	+300	1-5 (1 in 6 extraordinary success)	40

Dexterity Table

Dexterity Score	Surprise Bonus	Missile Bonus to Hit	AC Adjustment
3	-3	-3	+4
4	-2	-2	+3
5	-1	-1	+2
6	0	0	+1
7	0	0	0
8	0	0	0
9	0	0	0
10	0	0	0
11	0	0	0
12	0	0	0
13	0	0	0
14	0	0	0
15	0	0	-1
16	+1	+1	-2
17	+2	+2	-3
18	+3	+3	-4
19	+3	+3	-4

Constitution Table

Constitution Score	Hit Point Bonus per Die	Survive Resurrection/ Raise Dead (d%)	Survive System Shock (Minor Test) (d%)
3	-2	40	35
4	-1	45	40
5	-1	50	45
6	-1	55	50
7	0	60	55
8	0	65	60
9	0	70	65
10	0	75	70
11	0	80	75
12	0	85	80
13	0	90	85
14	0	92	88
15	+1	94	91
16	+2	96	95
17	+2 (+3 for Fighters, Paladins, and Rangers)	98	97
18	+2 (+4 for Fighters, Paladins, and Rangers)	100	99
19	+2 (+5 for Fighters, Paladins and Rangers)	100	99

Intelligence Table

Intelligence Score	Maximum Additional Languages
3	0
4	0
5	0
6	0
7	0
8	1
9	1
10	2
11	2
12	3
13	3
14	4
15	4
16	5
17	6
18	7
19	8

Wisdom Table

Wisdom Score	Mental Saving Throw Bonus
3	-3
4	-2
5	-1
6	-1
7	-1
8	0
9	0
10	0
11	0
12	0
13	0
14	0
15	+1
16	+2
17	+3
18	+4
19	+5

Charisma Table

Charisma Score	Maximum Henchmen	Loyalty Bonus (d%)	Reaction Bonus (d%)
3	1	-30	-25
4	1	-25	-20
5	2	-20	-15
6	2	-15	-10
7	3	-10	-5
8	3	-5	0
9	4	0	0
10	4	0	0
11	4	0	0
12	5	0	0
13	5	0	+5
14	6	+5	+10
15	7	+15	+15
16	8	+20	+25
17	10	+30	+30
18	15	+40	+35
19	20	+50	+40

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Assassin Saving Throw Table

	Type of Saving Throw				
Level	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells for unlisted categories
1-4	14	16	13	12	15
5-8	12	15	12	11	13
9-12	10	14	11	10	11
13-15	8	13	10	9	9

Assassin To Hit Table

	Roll required to hit Armour Class																			
Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-4	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
5-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
9-12	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
13-15	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4

Cleric Saving Throw Table

	Type of Saving Throw				
Level	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells for unlisted categories
1-3	14	16	10	13	15
4-6	13	15	9	12	14
7-9	11	13	7	10	12
10-12	10	12	6	9	11
13-15	9	11	5	8	10
16-18	8	10	4	7	9
19+	6	8	2	5	7

Cleric To Hit Table

	Roll required to hit Armour Class																				
Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-3	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
7-9	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
10-12	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
13-15	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
16-18	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
19+	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1

Cleric Spells by Level

Level One		Level Two		Level Three	
1	Bless	1	Augury	1	Animate Dead
2	Command	2	Chant	2	Continual Light
3	Create Water	3	Detect Charm	3	Create Food and Water
4	Cure Light Wounds	4	Find Traps	4	Cure Blindness
5	Detect Evil	5	Hold Person	5	Cure Disease
6	Detect Magic	6	Know Alignment	6	Dispel Magic
7	Light	7	Resist Fire	7	Feign Death
8	Protection From Evil	8	Silence 15′ Radius	8	Glyph of Warding
9	Purify Food and Drink	9	Slow Poison	9	Locate Object
10	Remove Fear	10	Snake Charm	10	Prayer
11	Resist Cold	11	Speak With Animals	11	Remove Curse
12	Sanctuary	12	Spiritual Weapon	12	Speak with Dead

Level Four		Level Five		Level Six		Level Seven	
1	Cure Serious Wounds	1	Atonement	1	Aerial Servant	1	Astral Spell
2	Detect Lie	2	Commune	2	Animate Object	2	Control Weather
3	Divination	3	Cure Critical Wounds	3	Blade Barrier	3	Earthquake
4	Exorcise	4	Dispel Evil	4	Conjure Animals	4	Gate
5	Lower Water	5	Flame Strike	5	Find the Path	5	Holy Word
6	Neutralise Poison	6	Insect Plague	6	Heal	6	Regenerate
7	Protection From Evil 10 ft Radius	7	Plane Shift	7	Part Water	7	Restoration
8	Speak With Plants	8	Quest	8	Speak With Monsters	8	Resurrection
9	Sticks to Snakes	9	Raise Dead	9	Stone Tell	9	Symbol
10	Tongues	10	True Seeing	10	Word of Recall	10	Wind Walk

Druid Saving Throw Table

	Type of Saving Throw				
Level	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells for unlisted categories
1-3	14	16	10	13	15
4-6	13	15	9	12	14
7-9	11	13	7	10	12
10-12	10	12	6	9	11
13-14	9	11	5	8	10

Druid To Hit Table

	Roll required to hit Armour Class																				
Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-3	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
7-9	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
10-12	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
13-14	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2

Druid Spells by Level

Level One		Level Two		Level Three		Level Four	
1	Animal Friendship	1	Barkskin	1	Call Lightning	1	Animal Summoning I
2	Detect Magic	2	Charm Person or Mammal	2	Cure Disease	2	Call Woodland Beings
3	Detect Pits and Snares	3	Create Water	3	Hold Animal	3	Control Temperature 100 ft r.
4	Entangle	4	Cure Light Wounds	4	Neutralise Poison	4	Cure Serious Wounds
5	Faerie Fire	5	Feign Death	5	Plant Growth	5	Dispel Magic
6	Invisibility to Animals	6	Fire Trap	6	Protection From Fire	6	Hallucinatory Forest
7	Locate Animals	7	Heat Metal	7	Pyrotechnics	7	Hold Plant
8	Pass Without Trace	8	Locate Plants	8	Snare	8	Plant Door
9	Predict Weather	9	Obscurement	9	Stone Shape	9	Produce Fire
10	Purify Water	10	Produce Flame	10	Summon Insects	10	Protection From Lightning
11	Shillelagh	11	Trip	11	Tree	11	Repel Insects
12	Speak with Animals	12	Warp Wood	12	Water Breathing	12	Speak with Plants

Level Five		Level Six		Level Seven	
1	Animal Growth	1	Animal Summoning III	1	Animate Rock
2	Animal Summoning II	2	Anti-Animal Shell	2	Chariot of Fire
3	Anti-Plant Shell	3	Conjure Fire Elemental	3	Confusion
4	Commune With Nature	4	Cure Critical Wounds	4	Conjure Earth Elemental
5	Control Winds	5	Feeblemind	5	Control Weather
6	Insect Plague	6	Fire Seeds	6	Creeping Doom
7	Pass Plant	7	Transport via Plants	7	Finger of Death
8	Sticks to Snakes	8	Turn Wood	8	Fire Storm
9	Transmute Rock to Mud	9	Wall of Thorns	9	Reincarnate
10	Wall of Fire	10	Weather Summoning	10	Transmute Metal to Wood

Fighter Saving Throw Table

	Type of Saving Throw				
Level	**Aimed Magic Items (e.g., rod, staff, wand)**	**Breath Weapons**	**Death, Paralysis, Poison**	**Petrifaction, Polymorph**	**Spells for unlisted categories**
0	18	20	16	17	19
1-2	16	17	14	15	17
3-4	15	16	13	14	16
5-6	13	13	11	12	14
7-8	12	12	10	11	13
9-10	10	9	8	9	11
11-12	9	8	7	8	10
13-14	7	5	5	6	8
15-16	6	4	4	5	7
17-18	5	4	3	4	6
19+	4	3	2	3	5

Fighter To Hit Table

	Roll required to hit Armour Class																				
Level	**-10**	**-9**	**-8**	**-7**	**-6**	**-5**	**-4**	**-3**	**-2**	**-1**	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
0	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

Optional Rule: Where a fighter of extremely high level or with many bonuses “to hit” actually requires a negative score to hit his or her target, then at the GM’s option, the negative score may be converted to a positive and applied as additional damage to the automatic hit. Thus, for example, a 20th level fighter with 19 strength and a +5 sword attacking an AC 2 dragon would require a roll of -8 to hit it; the character would be allowed to modify her damage roll by +8.

Magic User Saving Throw Table

	Type of Saving Throw				
Level	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Spells for unlisted categories
1-5	11	15	14	13	12
6-10	9	13	13	11	10
11-15	7	11	11	9	8
16-20	5	9	10	7	6
21+	3	7	8	5	4

Magic User To Hit Table

	Roll required to hit Armour Class																			
Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-5	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
6-10	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
11-15	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
16-20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
21+	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3

Magic User Spells by Level

Level One		Level Two		Level Three	
1	Affect Normal Fires	1	Audible Glamour	1	Blink
2	Burning Hands	2	Continual Light	2	Clairaudience
3	Charm Person	3	Darkness 15 ft Radius	3	Clairvoyance
4	Comprehend Languages	4	Detect Evil	4	Dispel Magic
5	Dancing Lights	5	Detect Invisibility	5	Explosive Runes
6	Detect Magic	6	ESP	6	Feign Death
7	Enlarge	7	Fool's Gold	7	Fireball
8	Erase	8	Forget	8	Flame Arrow
9	Feather Fall	9	Invisibility	9	Fly
10	Find Familiar	10	Knock	10	Gust of Wind
11	Floating Disk	11	False Trap	11	Haste
12	Friends	12	Levitate	12	Hold Person
13	Hold Portal	13	Locate Object	13	Infravision
14	Identify	14	Magic Mouth	14	Invisibility 10 ft Radius
15	Jump	15	Mirror Image	15	Lightning Bolt
16	Light	16	Pyrotechnics	16	Monster Summoning I
17	Magic Aura	17	Ray of Enfeeblement	17	Phantasmal Force
18	Magic Missile	18	Rope Trick	18	Protection From Evil 10 ft Radius
19	Mending	19	Scare	19	Protection From Normal Missiles
20	Message	20	Shatter	20	Slow
21	Protection From Evil	21	Stinking Cloud	21	Suggestion
22	Push	22	Strength	22	Tiny Hut
23	Read Magic	23	Web	23	Tongues
24	Shield	24	Wizard Lock	24	Water Breathing
25	Shocking Grasp				
26	Sleep				
27	Spider Climb				
28	Unseen Servant				
29	Ventriloquism				
30	Write				

Level Four		Level Five		Level Six	
1	Charm Monster	1	Airy Water	1	Anti-Magic Shell
2	Confusion	2	Animal Growth	2	Control Weather
3	Dig	3	Animate Dead	3	Death Spell
4	Dimension Door	4	Cloudkill	4	Disintegrate
5	Enchanted Weapon	5	Cone of Cold	5	Enchant an Item
6	Extension I	6	Conjure Elemental	6	Extension III
7	Fear	7	Contact Other Plane	7	Forceful Hand
8	Fire Charm	8	Distance Distortion	8	Freezing Sphere
9	Fire Shield	9	Extension II	9	Geas
10	Fire Trap	10	Feeblemind	10	Glasseye
11	Fumble	11	Hold Monster	11	Globe of Invulnerability
12	Hallucinatory Terrain	12	Interposing Hand	12	Guards and Wards
13	Ice Storm	13	Mage's Faithful Hound	13	Invisible Stalker
14	Massmorph	14	Magic Jar	14	Legend Lore
15	Minor Globe of Invulnerability	15	Monster Summoning III	15	Lower Water
16	Mnemonic Enhancement	16	Passwall	16	Monster Summoning IV
17	Monster Summoning II	17	Secret Chest	17	Move Earth
18	Plant Growth	18	Stone Shape	18	Part Water
19	Polymorph Other	19	Telekinesis	19	Project Image
20	Polymorph Self	20	Teleport	20	Reincarnation
21	Remove Curse	21	Transmute Rock to Mud	21	Repulsion
22	Wall of Fire	22	Wall of Force	22	Spirit-rack
23	Wall of Ice	23	Wall of Iron	23	Stone to Flesh
24	Wizard Eye	24	Wall of Stone	24	Transformation

Level Seven		Level Eight		Level Nine	
1	Cacodemon	1	Antipathy/ Sympathy	1	Astral Spell
2	Charm Plants	2	Clenched Fist	2	Crushing Hand
3	Delayed Blast Fireball	3	Clone	3	Gate
4	Duo-Dimension	4	Glass-steel	4	Imprisonment
5	Grasping Hand	5	Incendiary Cloud	5	Meteor Swarm
6	Instant Summons	6	Irresistible Dance	6	Monster Summoning VII
7	Limited Wish	7	Mass Charm	7	Power Word Kill
8	Mage's Sword	8	Maze	8	Prismatic Sphere
9	Mass Invisibility	9	Mind Blank	9	Shape Change
10	Monster Summoning V	10	Monster Summoning VI	10	Temporal Stasis
11	Phase Door	11	Permanency	11	Time Stop
12	Power Word Stun	12	Polymorph Object	12	Wish
13	Reverse Gravity	13	Power Word Blind		
14	Simulacrum	14	Spell Immunity		
15	Statue	15	Symbol		
16	Vanish	16	Trap the Soul		

Illusionist Saving Throw Table

	Type of Saving Throw				
Level	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells for unlisted categories
1-5	11	15	14	13	12
6-10	9	13	13	11	10
11-15	7	11	11	9	8
16-20	5	9	10	7	6
21+	3	7	8	5	4

Illusionist To Hit Table

	Roll required to hit Armour Class																				
Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-5	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
6-10	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
11-15	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
16-20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
21+	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3

Illusionist Spells by Level

Level One		Level Two		Level Three	
1	Audible Glamour	1	Blindness	1	Continual Darkness
2	Change Self	2	Blur	2	Continual Light
3	Colour Spray	3	Deafness	3	Dispel Illusion
4	Dancing Lights	4	Detect Magic	4	Fear
5	Darkness	5	Fog Cloud	5	Hallucinatory Terrain
6	Detect Illusion	6	Hypnotic Pattern	6	Illusory Script
7	Detect Invisibility	7	Improved Phantasmal Force	7	Invisibility 10 ft Radius
8	Gaze Reflection	8	Invisibility	8	Non-Detection
9	Hypnotism	9	Magic Mouth	9	Paralysation
10	Light	10	Mirror Image	10	Rope Trick
11	Phantasmal Force	11	Misdirection	11	Spectral Force
12	Wall of Fog	12	Ventriloquism	12	Suggestion

Level Four		Level Five		Level Six		Level Seven	
1	Confusion	1	Chaos	1	Conjure Animals	1	Alter Reality
2	Dispel Exhaustion	2	Demi-Shadow Monsters	2	Demi-Shadow Magic	2	Astral Spell
3	Emotion	3	Major Creation	3	Mass Suggestion	3	Prismatic Spray
4	Improved Invisibility	4	Maze	4	Permanent Illusion	4	Prismatic Wall
5	Massmorph	5	Project Image	5	Programmed Illusion	5	Vision
6	Minor Creation	6	Shadow Door	6	Shades	6	Arcane Spells level 1
7	Phantasmal Killer	7	Shadow Magic	7	True Sight		
8	Shadow Monsters	8	Summon Shadow	8	Veil		

Paladin Saving Throw Table

	Type of Saving Throw				
Level	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells for unlisted categories
1-2	14	15	12	13	15
3-4	13	14	11	12	14
5-6	11	11	9	10	12
7-8	10	10	8	9	11
9-10	8	7	6	7	9
11-12	7	6	5	6	8
13-14	5	3	3	4	6
15-16	4	2	2	3	5
17-18	3	2	2	2	4
19+	2	2	2	2	3

Paladin To Hit Table

	Roll required to hit Armour Class																				
Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

Thief Saving Throw Table

	Type of Saving Throw				
Level	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells for unlisted categories
1-4	14	16	13	12	15
5-8	12	15	12	11	13
9-12	10	14	11	10	11
13-16	8	13	10	9	9
17-20	6	12	9	8	7
21	4	11	8	7	5

Thief To Hit Table

	Roll required to hit Armour Class																				
Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1-4	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
5-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
9-12	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
13-16	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
17-20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
21+	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Thief Skills Table—Base chance

Level	Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Quietly	Open Locks	Pick Pockets	Read Languages
1	80%	25%	10%	20%	20%	30%	35%	1%
2	82%	29%	13%	25%	25%	34%	39%	5%
3	84%	33%	16%	30%	30%	38%	43%	10%
4	86%	37%	19%	35%	35%	42%	47%	15%
5	88%	41%	22%	40%	40%	46%	51%	20%
6	90%	45%	25%	45%	45%	50%	55%	25%
7	91%	49%	28%	50%	50%	54%	59%	30%
8	92%	53%	31%	55%	55%	58%	63%	35%
9	93%	57%	34%	60%	60%	62%	67%	40%
10	94%	61%	37%	65%	65%	66%	71%	45%
11	95%	65%	40%	70%	70%	70%	75%	50%
12	96%	69%	43%	75%	75%	74%	79%	55%
13	97%	73%	46%	80%	80%	78%	83%	60%
14	98%	77%	49%	85%	85%	82%	87%	65%
15	99%	81%	52%	90%	90%	86%	90%	70%
16	99%	85%	55%	91%	91%	90%	91%	75%
17	99%	89%	58%	92%	92%	92%	92%	80%
18	99%	91%	61%	93%	93%	93%	93%	85%
19	99%	93%	64%	94%	94%	94%	94%	90%
20	99%	95%	67%	95%	95%	95%	95%	92%
21	99%	97%	70%	96%	96%	96%	96%	94%
22	99%	99%	73%	97%	97%	97%	97%	96%
23	99%	99%	76%	98%	98%	98%	98%	98%
24	99%	99%	79%	99%	99%	99%	99%	99%

Thief Skills Table—Dexterity adjustments

Dexterity	Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Quietly	Open Locks	Pick Pockets	Read Languages
9	-	-15%	-	-10%	-20%	-10%	-15%	-
10	-	-10%	-	-5%	-15%	-5%	-10%	-
11	-	-5%	-	-	-10%	-	-5%	-
12	-	-	-	-	-5%	-	-	-
13	-	-	-	-	-	-	-	-
14	-	-	-	-	-	-	-	-
15	-	-	-	-	-	-	-	-
16	-	-	-	-	-	+5%	-	-
17	-	+5%	-	+5%	+5%	+10%	-	-
18	-	+10%	-	+10%	+10%	+15%	+5%	-
19	-	+15%	-	+15%	+15%	+20%	+15%	-

Thief Skills Table—Racial Adjustments

Race	Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Quietly	Open Locks	Pick Pockets	Read Languages
Dwarf	-10%	+15%	-	-	-5%	+15%	-	-5%
Elf	-5%	+5%	+5%	+10%	+5%	-5%	+5%	+10%
Gnome	-15%	-	+5%	-	-	+10%	-	-
Half-elf	-	-	-	+5%	-	-	+10%	-
Halfling	-15%	-	+5%	+15%	+15%	-	+5%	-5%
Half-orc	+5%	+5%	+5%	-	-	+5%	-5%	-10%
Human	+5%	-	-	-	-	+5%	-	-

Note: Subject to the GM's discretion, no combination of adjustments can reduce a thief's chance of success in a thieving skill below 1% or increase it above 99%. In other words, there is always a small chance of success or risk of failure unless the GM decides the circumstances are exceptional.

Ranger Saving Throw Table

	Type of Saving Throw				
Level	Aimed Magic Items (e.g., rod, staff, wand)	Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells for unlisted categories
1-2	16	17	14	15	17
3-4	15	16	13	14	16
5-6	13	13	11	12	14
7-8	12	12	10	11	13
9-10	10	9	8	9	11
11-12	9	8	7	8	10
13-14	7	5	5	6	8
15-16	6	4	4	5	7
17-18	5	4	3	4	6
19+	4	3	2	3	5

Ranger To Hit Table

	Roll required to hit Armour Class																				
Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

Melee Weapon Table

Weapon type	Damage vs Small or Medium	Damage vs Large	Encumbrance	Cost
Arrows	1d6	1d6	4 (per dozen)	2 gp (per dozen)
Axe, battle	1d8	1d8	7	5 gp
Axe, hand	1d6	1d4	5	1 gp
Bolt, heavy crossbow	1d6+1	1d6+1	4 (per dozen)	4 gp (per dozen)
Bolt, light crossbow	1d4+1	1d4+1	2 (per dozen)	2 gp (per dozen)
Club	1d4	1d3	3	2 cp
Dagger	1d4	1d3	1	2 gp
Dart	1d3	1d2	½	2 sp
Flail, heavy	1d6+1	2d4	10	3 gp
Flail, light	1d4+1	1d4+1	4	6 gp
Halberd	1d10	2d6	18	9 gp
Hammer, war, heavy	1d6+1	1d6	10	7 gp
Hammer, war, light	1d4+1	1d4	5	1 gp
Javelin*	1d6	1d4	4	5 sp
Lance*	2d4+1	3d6	15	6 gp
Mace, heavy	1d6+1	1d6	10	10 gp
Mace, light	1d4+1	1d4+1	5	4 gp
Morning star	2d4	1d6+1	12	5 gp
Pick, heavy	1d6+1	2d4	10	8 gp
Pick, light	1d4+1	1d4	4	5 gp
Pole arm*	1d6+1	1d10	8	6 gp
Sling bullet	1d4+1	1d6+1	4 (per dozen)	1 gp (per dozen)
Sling stone	1d4	1d4	2 (per dozen)	Free
Spear*	1d6	1d8	5	1 gp
Staff	1d6	1d6	5	Free
Sword, claymore/bastard	2d4	2d8	10	25 gp
Sword, broad	2d4	1d6+1	8	10 gp
Sword, long	1d8	1d12	7	15 gp
Sword, scimitar	1d8	1d8	5	15 gp
Sword, short	1d6	1d8	3	8 gp
Sword, two-handed	1d10	3d6	25	30 gp
Trident*	1d6+1	3d4	5	4 gp

*Long-hafted, pointed weapons, such as the spear, lance (when used dismounted), pole arm, or trident, inflict double damage when set to receive a charge and the foe actually charges. The lance inflicts double damage when used by a character riding a charging heavy warhorse or similar animal; if the attacker is mounted on a normal riding or cavalry horse, the damage should be reduced.

Missile Weapon Table

Weapon Type	Damage vs Small or Medium	Damage vs Large	Rate of Fire (in shots per round)	Range (-2 to hit per increment)	Encumbrance	Cost
Axe, hand	1d6	1d4	1	10 ft	5	1 gp
Bow, long †	1d6	1d6	2	70 ft	12	60 gp
Bow, short †	1d6	1d6	2	50 ft	8	15 gp
Club	1d4	1d3	1	10 ft	3	2 cp
Composite bow, long †	1d6	1d6	2	60 ft	13	100 gp
Composite bow, short †	1d6	1d6	2	50 ft	9	75 gp
Crossbow, heavy*	1d6+1	1d6+1	½	60 ft	12	20 gp
Crossbow, light	1d4+1	1d4+1	1	60 ft	4	12 gp
Dagger	1d4	1d4	2	10 ft	1	2 gp
Dart	1d3	1d2	3	15 ft	½	2 sp
Hammer	1d4+1	1d4	1	10 ft	5	1gp
Javelin	1d6	1d4	1	20 ft	2	5 sp
Sling	1d4+1 or 1d4	1d6+1 or 1d4	1	35 ft	½	5 sp
Spear	1d6	1d8	1	15 ft	5	1 gp

* Heavy crossbows may not be used from horseback; only a footman can brace them correctly before firing.

† Some specially-made bows (sold at special cost if at all—GM's discretion) permit the user to add his or her strength bonus to damage inflicted with the weapon. Otherwise the strength damage bonus with missile weapons is restricted to hurled weapons (axes, ham-mers, clubs, darts, javelins and spears).

Armour Table 1

Armour Type	Encumbrance*	Max Move Rate	Effect on AC (base AC 10)	Cost
Banded	35 lbs	90 ft	-6	90 gp
Mail hauberk or byrnie (chain)	30 lbs	90 ft	-5	75 gp
Mail, elfin (chain)	15 lbs	120 ft	-5	Not sold
Leather	15 lbs	120 ft	-2	5 gp
Padded gambeson	10 lbs	90 ft	-2	4 gp
Plate	45 lbs	60 ft	-7	400 gp
Ring	35 lbs	90 ft	-3	30 gp
Scale or lamellar	40 lbs	60 ft	-4	45 gp
Shield, large	10 lbs	N/A	-1	15 gp
Shield, medium	8 lbs	N/A	-1	12 gp
Shield, small	5 lbs	N/A	-1	10 gp
Splint	40 lbs	60 ft	-6	80 gp
Studded	20 lbs	90 ft	-3	15 gp

* For non-magic armour. Magic armour is un-encumbering, and allows a maximum move rate 30 ft faster than normal (up to 120 ft). Magic shields weigh as much as normal shields of the same type.

Item Saving Throw Table

Item Type	Acid	Blow, Crushing	Blow, Normal	Cold, Magical	Disintegrate	Electric Shock	Fall (5ft)	Fireball	Fire, Magical	Fire, Normal	Lightning
Bone/Ivory	11	16	10	2	20	1	6	17	9	3	8
Ceramic	4	18	12	4	19	1	11	5	3	2	2
Cloth	12	6	3	1	20	1	2	20	16	13	18
Crystal	6	19	14	7	20	5	13	10	6	3	15
Glass	5	20	15	6	20	1	14	11	7	4	17
Leather or book	10	4	2	3	20	1	1	13	6	4	13
Liquid	15	0	0	12	20	15	0	15	14	13	18
Metal, hard	7	6	2	1	17	1	2	6	2	1	11
Metal, soft	13	14	9	1	19	1	4	18	13	5	16
Paper	16	11	6	2	20	1	0	25	21	18	20
Stone or gem	3	17	7	1	18	2	4	7	3	2	14
Wood/rope (thick)	8	10	3	1	19	1	1	11	7	5	12
Wood/rope (thin)	9	13	6	1	20	1	2	15	11	9	10

Monster Equivalent Level Table

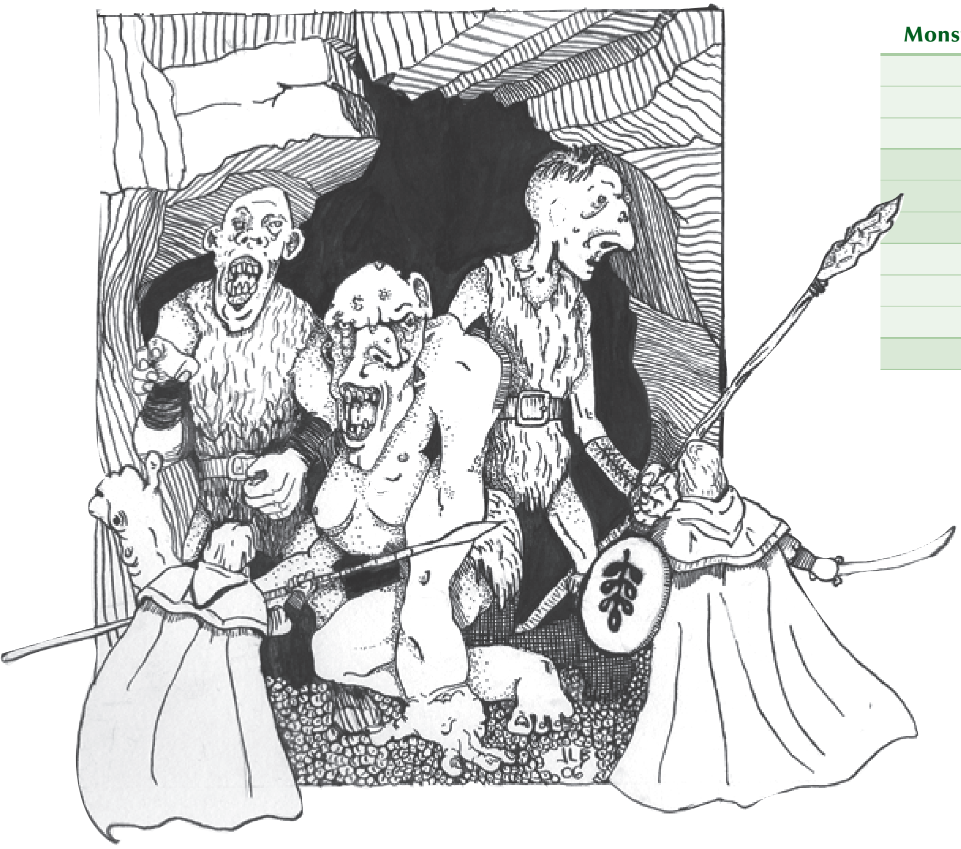
Monster HD	Equivalent Level	Monster HD	Equivalent Level
Up to 1-1	0	9+1 to 10	11
1-1	1	10+1 to 11	12
1	2	11+1 to 12	13
1+1 to 2	3	12+1 to 13	14
2+1 to 3	4	13+1 to 14	15
3+1 to 4	5	14+1 to 15	16
4+1 to 5	6	15+1 to 16	17
5+1 to 6	7	16+1 to 17	18
6+1 to 7	8	17+1 to 18	19
7+1 to 8	9	18+1 to 19	20
8+1 to 9	10	19+1 or higher	21

Experience point awards for monsters slain

HD	Base	Per hp	Special	Exceptional	HD	Base	Per hp	Special	Exceptional
Less than 1-1	5	1	3	25	11+1 to 12	1,200	16	700	850
1-1 to 1	10	1	5	35	12+1 to 13	1,500	17	800	1,000
1+1 to 2	30	1	10	50	13+1 to 14	1,800	18	950	1,200
2+1 to 3	50	2	15	60	14+1 to 15	2,100	19	1,100	1,400
3+1 to 4	75	3	30	70	15+1 to 16	2,400	20	1,250	1,600
4+1 to 5	110	4	45	80	16+1 to 17	2,700	23	1,400	1,800
5+1 to 6	160	6	70	120	17+1 to 18	3,000	25	1,550	2,000
6+1 to 7	225	8	120	200	18+1 to 19	3,500	28	1,800	2,250
7+1 to 8	350	10	200	300	19+1 to 20	4,000	30	2,100	2,500
8+1 to 9	600	12	300	400	20+1 to 21	4,500	33	2,350	2,750
9+1 to 10	700	13	400	500	21+1 and up	5,000	35	2,600	3,000
10+1 to 11	900	14	500	600					

Experience Points—Monster Level Conversion Chart

Monster Level	Experience Value
1	20 xp or below
2	21-60
3	61-150
4	151-275
5	276-500
6	501-1,100
7	1,101-3,000
8	3,001-5,250
9	5,251-10,000
10	10,001 or higher



OSRIC™

OLD SCHOOL REFERENCE AND INDEX COMPILATION

PLAYER CHARACTER REFERENCE SHEET

PERSONAL ATTRIBUTES:

Name:	**XP[†]:**	**Age:**
Class(es*):	**HP:**	**Height:**
Alignment:	**AC:**	**Weight:**
Race:	**Lvl[‡]:**	**Sex:**
*Multiple Classes:	[†]Multiple Classes:	[‡]Multiple Classes:

ABILITIES:

Str:	To Hit:	Damage:	Encumbrance:	Minor Test:	Major Test:
Dex:	Surprise:	Missile To Hit:	AC:		
Con:	HP:	Major Test:	Minor Test:		
Int:	Add. Languages:				
Wis:	Mental Save:				
Cha:	Max. Henchmen:	Loyalty:	Reaction:		

SAVE VS ...:

Aimed Magic Items	Breath Weapons	Death, Paralysis, Poison	Petrifaction, Polymorph	Spells

WEAPONS & ARMOUR:

Weapons	Damage vs S-M	Damage vs L	Rate of Fire	Range (-2 to hit per)	Encumbrance
Weapon in Hand					
Secondary Weapon					
Missile Weapon					
Other					
Other					

Roll required to hit Armour Class

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10

Armour/Protection	AC	Armour/Protection	AC	Armour/Protection	AC
Armour		Gloves/Rings		Boots/Footwear	
Shield		Bracers		Capes/Cloaks	
Other		Other		Other	

EQUIPMENT:

WEALTH:

Coin/Monetary:	Gems/Jewellery:	Other:
C.P		
S.P.		
E.P.		
G.P.		
P.P.		

SPECIAL ABILITIES (RACE):

SPECIAL ABILITIES (CLASS):

NOTES:

AFTERWORD

As is traditional with RPGs, I suppose I should finish the OSRIC rules with a few words of advice for the newer player and, particularly, for the newer GM. At this point, it's traditional to remind players that the GM can change or ignore any rule whatsoever, as he or she sees fit or on a whim, with or without giving a reason—please consider yourself reminded. And the traditional advice to GMs is the same here too: Never follow a rule over a cliff.

Please do follow this advice, it'll improve your game.

Having said that, I can go on to say the things I really wanted to say in the afterword. They are: First, play OSRIC fast. Part of the beauty of this system is, with a little knowledge and practice, you can run a battle between ten player characters with a dozen hirelings and henchmen and a handful of summoned monsters on one side, and thirty ogres with a shaman and two dozen worgs on the other, and you can resolve it in thirty minutes flat. It helps to roll dice in handfuls, but the big things that make that possible are the simplicity of the combat rules and morale. Don't forget morale, it's important—it's for skipping over the boring bits. The moment it becomes obvious to intelligent monsters that they'll lose a fight, they will run or surrender.

And this brings me to the second thing, which is, please do skip over the boring bits. Fudge things to make them faster. And if they can't be fudged, then the GM and players should share jobs fairly—if the party's using detailed encumbrance rules, then the GM shouldn't have to do all the bean-counting. After all, the GM is busy doing GM-like things, such as drinking the beer that's so vital to his or her concentration or laughing cruelly at the players' latest mistake, and so has no time to do math.

The third thing is, in OSRIC generating a player character is fast. If you die, it's a quick and easy job to roll a new character and get straight back into the action. Which means that dying isn't so much of a pain in the neck as it might be with other systems.

Assume you will lose some player characters from time to time and plan accordingly. Once you're past the first few levels, most players should accumulate a few henchmen who can replace their main character if the main character dies (or is petrified, disintegrated, converted to green slime, swallowed whole by some huge monster, falls into a sphere of annihilation, or… well, OSRIC's a dangerous world, lots of things can happen).

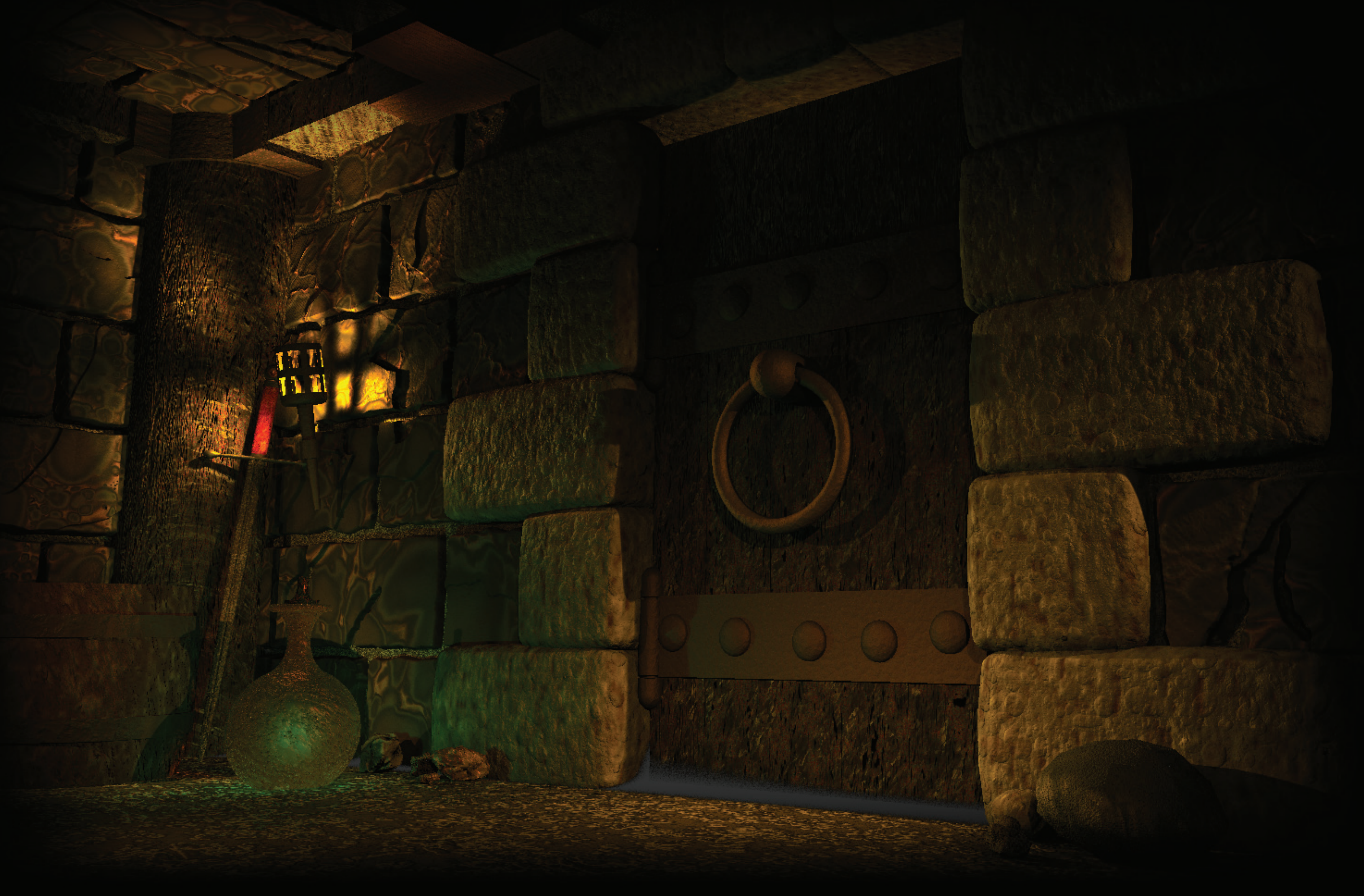
If you die and fail your resurrection chance, deal with it with good grace. Sure—nobody likes to lose a character, but don't take it too seriously. This is a game. In OSRIC, you aren't entitled to be the hero. You might just get to be the hero, but don't expect it as a right.

And there's a fourth thing: Make sure everyone round the table gets a chance to have their say, but don't tolerate dithering. If your GM asks you, "What do you do now?" then you'd better answer at once or expect to lose your opportunity.

The fifth and last thing is, your GM isn't called a "storyteller" for a reason. He or she isn't telling you a story with you cast as the protagonist. (If you want that, try one of White Wolf's games.) The GM creates a world—you create a character who wants something. It's up to you to go out and get it. Story is the result of the game, not a process within it.

Have fun!

— Stuart Marshall



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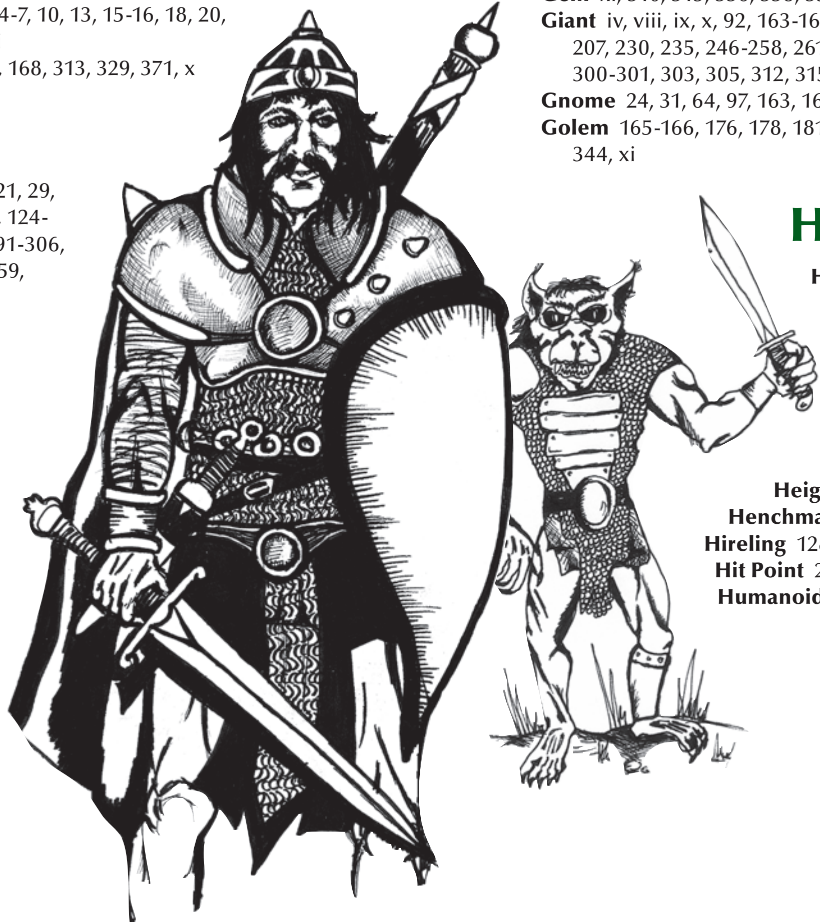

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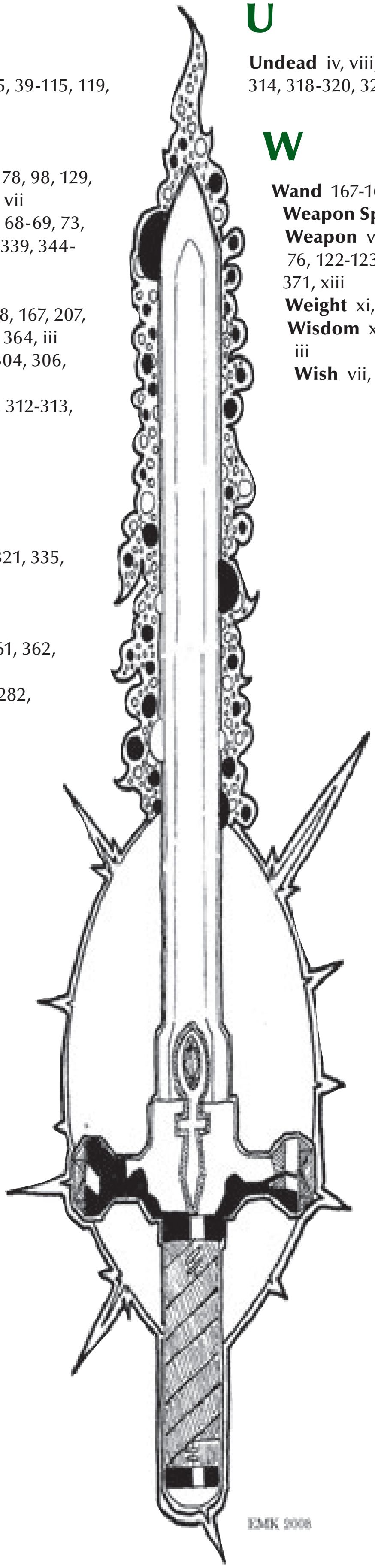

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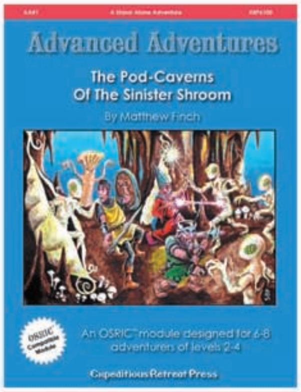
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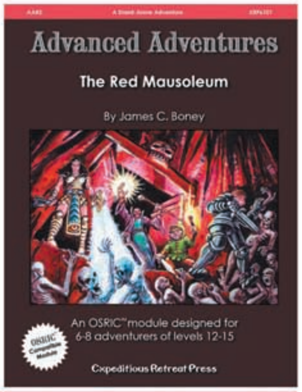
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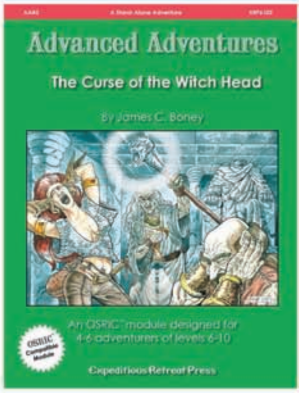
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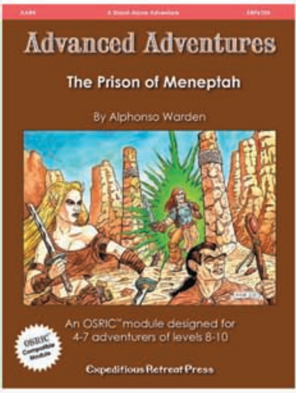
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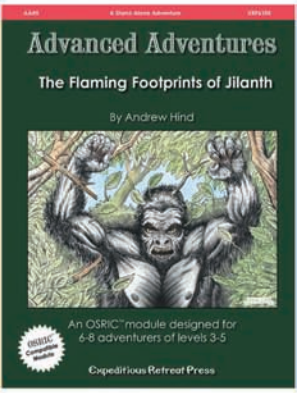
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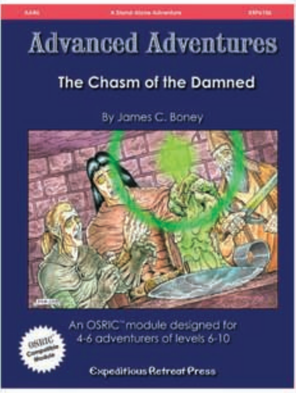
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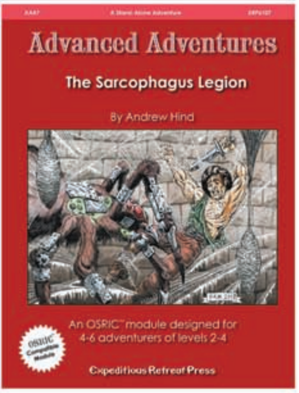
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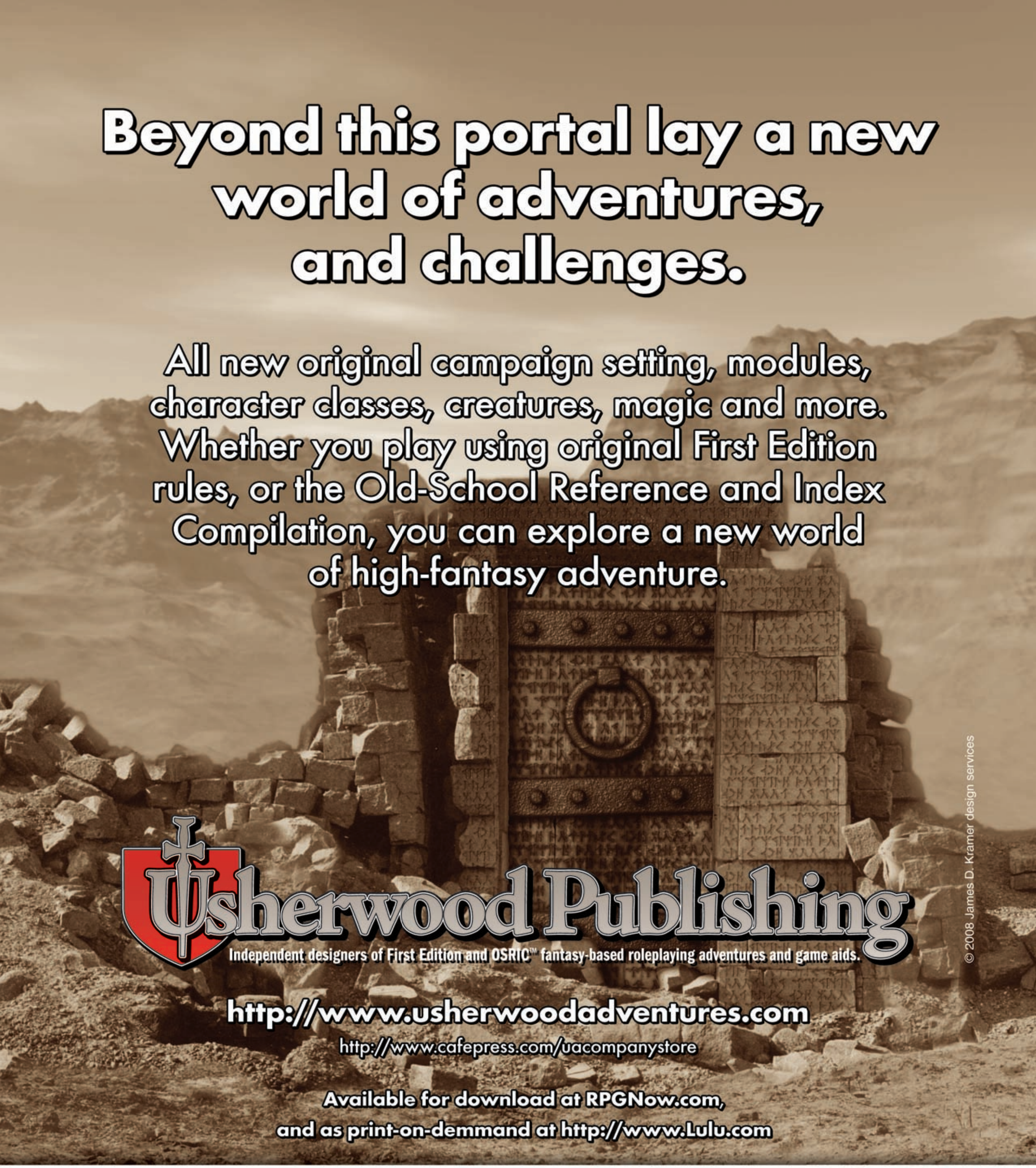

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