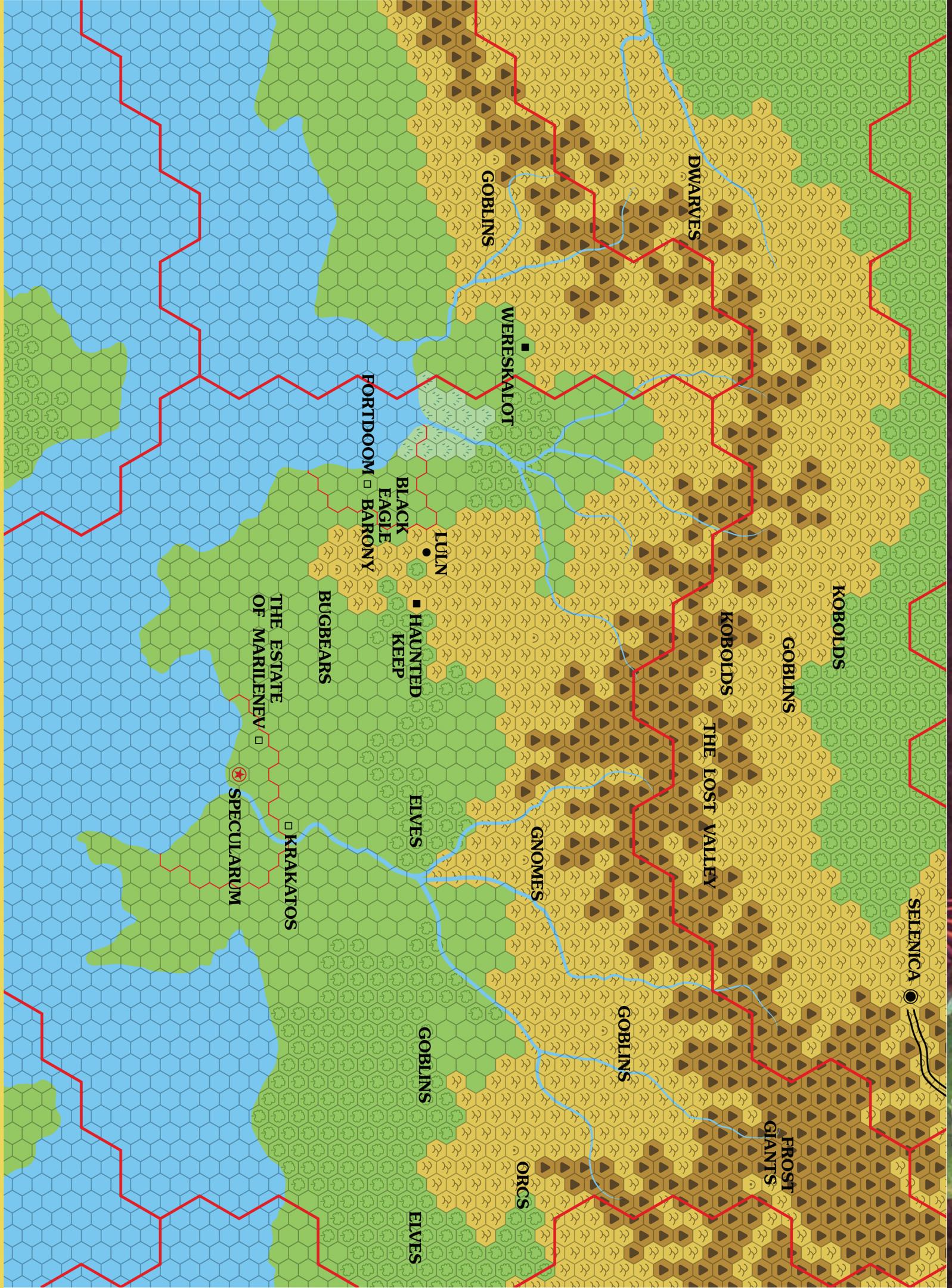


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TSR™ DUNGEONS & DRAGONS® FANTASY ADVENTURE GAME



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DUNGEONS & DRAGONS®

FANTASY ADVENTURE GAME



The Original Fantasy
Role Playing Game
For 3 or More Adults,
Ages 10 and Up

DUNGEONS & DRAGONS®

FANTASY ADVENTURE GAME



By Gary Gygax and Dave Arneson
Edited by Tom Moldvay and Chris Perkins

A compiled volume of information for players and referees of Dungeons & Dragons, including character classes, equipment costs and descriptions, information on adventuring and combat, spell lists and descriptions, monstrous adversaries, and both mundane and magical treasure.

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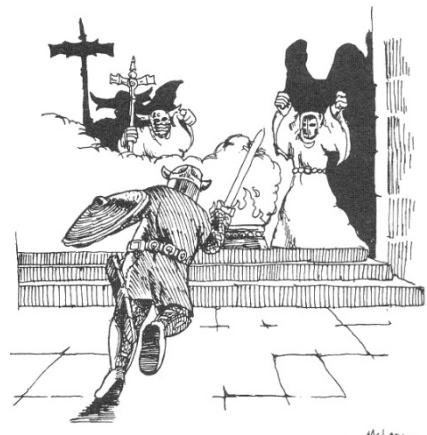
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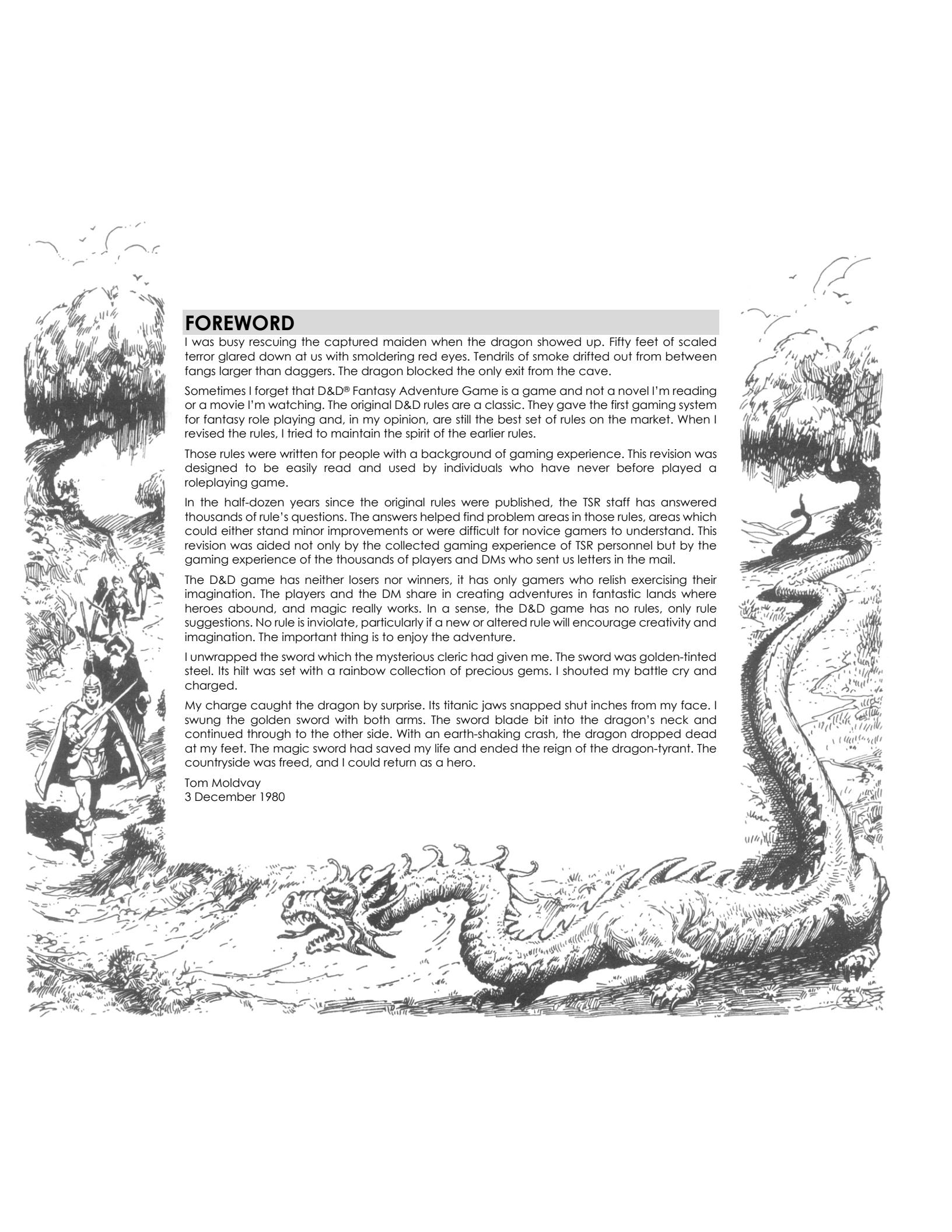


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McLean



FOREWORD

I was busy rescuing the captured maiden when the dragon showed up. Fifty feet of scaled terror glared down at us with smoldering red eyes. Tendrils of smoke drifted out from between fangs larger than daggers. The dragon blocked the only exit from the cave.

Sometimes I forget that D&D® Fantasy Adventure Game is a game and not a novel I'm reading or a movie I'm watching. The original D&D rules are a classic. They gave the first gaming system for fantasy role playing and, in my opinion, are still the best set of rules on the market. When I revised the rules, I tried to maintain the spirit of the earlier rules.

Those rules were written for people with a background of gaming experience. This revision was designed to be easily read and used by individuals who have never before played a roleplaying game.

In the half-dozen years since the original rules were published, the TSR staff has answered thousands of rule's questions. The answers helped find problem areas in those rules, areas which could either stand minor improvements or were difficult for novice gamers to understand. This revision was aided not only by the collected gaming experience of TSR personnel but by the gaming experience of the thousands of players and DMs who sent us letters in the mail.

The D&D game has neither losers nor winners, it has only gamers who relish exercising their imagination. The players and the DM share in creating adventures in fantastic lands where heroes abound, and magic really works. In a sense, the D&D game has no rules, only rule suggestions. No rule is inviolate, particularly if a new or altered rule will encourage creativity and imagination. The important thing is to enjoy the adventure.

I unwrapped the sword which the mysterious cleric had given me. The sword was golden-tinted steel. Its hilt was set with a rainbow collection of precious gems. I shouted my battle cry and charged.

My charge caught the dragon by surprise. Its titanic jaws snapped shut inches from my face. I swung the golden sword with both arms. The sword blade bit into the dragon's neck and continued through to the other side. With an earth-shaking crash, the dragon dropped dead at my feet. The magic sword had saved my life and ended the reign of the dragon-tyrant. The countryside was freed, and I could return as a hero.

Tom Moldvay
3 December 1980

CHAPTER 1: INTRODUCTION

DUNGEONS & DRAGONS® Fantasy Adventure Game ("D&D® Game" for short) is a roleplaying adventure game for persons 10 years and older. In the D&D rules, individuals play the role of characters in a fantasy world where magic is real, and heroes venture out on dangerous quests in search of fame and fortune. Characters gain experience by overcoming perils and recovering treasures. As characters gain experience, they grow in power and ability.

At least two persons are needed to play this game, though the game is most enjoyable when played by a group of four to eight people. This game, unlike others, does not use a playing board or actual playing pieces. All that is needed to play are these rules, a set of polyhedral dice, pencil and paper, graph paper, and imagination. The game may be more exciting if miniature figures of the characters and monsters are used, but the game can be played without such aids.

How to Use this Book

This book contains all the rules necessary to play the DUNGEONS & DRAGONS® Fantasy Adventure Game. It has been organized into eight parts plus three appendices.

CHAPTER 1: INTRODUCTION, explains general background information and defines many of the terms used. These and other terms are collected and defined in **APPENDIX B**.

CHAPTER 2: PLAYER CHARACTER INFORMATION, explains how to create a player character and is arranged in numbered, easy-to-follow steps.

CHAPTER 3: SPELLS, lists magic-user, elf, and clerical spells along with a description and notes on the use of each spell.

CHAPTER 4: THE ADVENTURE, is filled with general information useful to all the players.

CHAPTER 5: THE ENCOUNTER, deals with interactions with both monsters and other people. Most of the action in D&D games take place during encounters, so this section includes rules for social interaction, combat, **ability checks**, and Saving Throws.

CHAPTER 6: MONSTERS, contains descriptions and explanations of over 100 monsters, arranged alphabetically.

CHAPTER 7: REWARDS, explains Experience Point awards and the different types of treasure and many magical items which the player characters may find during their adventures.

CHAPTER 8: DUNGEON MASTER INFORMATION, gives a step-by-step design of a sample dungeon level plus tips to help the referee. This section also gives rules for adventuring in the wilderness outside of the dungeons.

APPENDIX A: ADVANCED OPTIONS, gives entirely optional rules to add added classes and other options from the Advanced Dungeons and Dragons® game to your D&D game.

APPENDIX B: GLOSSARY, explains commonly used game terms.

APPENDIX C: INSPIRATIONAL READING lists works of fiction and nonfiction that serve for the imagination of D&D players.

These rules explain the different player character classes (professions) from the 1st to the 20th level of experience. (These and other terms will be explained later in this book.)

Read the whole book through (though players, other than the Dungeon Master, should refrain from reading past CHAPTER 5). D&D rules all fit together, and rules that seem confusing at first will become more understandable when used with the rest of the game. This is not like any other game you have ever played before: it is more important that you understand the ideas in the rules than that you know every detail about the game. When you understand how they work, the rules will become more understandable.

While the material in this book is referred to as rules, that is not really correct. Anything in this book (and other D&D books) should be thought of as changeable - anything, that is, that the Dungeon Master or referee thinks should be changed. This is not to say that everything in this book should be discarded!

All of this material has been carefully thought out and playtested. However, if, after playing the rules as written for a while, you or your referee (the Dungeon Master) think that something should be changed, first think about how the changes will affect the game, and then go ahead. The purpose of these "rules" is to provide guidelines that enable you to play and have fun, so don't feel absolutely bound to them.

Definitions of Standard D&D® Terms

These terms will be used throughout the rest of this book; they are also in the **GLOSSARY** at the end of this book. When a group plays a D&D game, one person acts as a referee and is known as the **Dungeon Master (DM)**. Others play the roles of fantasy characters and are called the **players**. Each player's character is called a **player character (PC)**. Other characters met in the game, who are controlled by the DM, are called **non-player characters (NPCs)**. A group of characters (PC and NPC) who travel together is called a **party**.

It is the DM's job to prepare the setting for each adventure before the game begins. This setting is called a **dungeon** since many adventures take place in underground caverns or stone rooms beneath old ruins or castles. The dungeon is carefully mapped on paper (usually graph paper). A dungeon may be designed by the DM or may be a purchased dungeon (called a **module**). Whether creating a new dungeon or carefully studying a module, the DM must be willing to spend more time in preparation than the players. The DM's job takes the most time, but it is also the most creative and rewarding.

The players will create characters by following the instructions given in **CHAPTER 2: PLAYER CHARACTER INFORMATION**. Each player will choose a **class** (profession) for their characters. The classes are chosen by looking carefully at the abilities of each character. When the DM has prepared a dungeon and the players have created their characters, the game is ready to begin.

Each game session is called an **adventure**. An adventure lasts for as long as the players and the DM agree to play. An adventure begins when the party enters a dungeon and ends when the party has left the dungeon and divided up treasure. An adventure may run for only an hour, or it might fill an entire weekend! The amount of playing time depends on the desires of the players and the DM. Several related adventures (one adventure leading to another, often with the same player characters) is called a **campaign**.

At the start of the game, the players enter the dungeon, and the DM describes what the characters can see. One player should draw a map from the DM's descriptions; that player is called the **mapper**. As the player characters move further into the dungeon, more and more of the dungeon is mapped. Eventually, the DM's map and the players' map will look more or less alike.

To avoid confusion, the players should select one player to speak for the entire group or **party**. That player is named the **caller**. When unusual situations occur, each player may want to say what his or her character is doing. The caller should make sure that he or she is accurately representing all the player characters' wishes. The caller is a mediator between the players and the DM and should not judge what the player characters should do.

As details of the dungeon are revealed, the player characters will meet "monsters" which they will have to avoid, talk to, or fight. A **monster** is any animal, person, or supernatural creature that is not a player character. A monster may be a ferocious dragon or a humble merchant. For game purposes, any creature that is not a player character is a monster. Human monsters are typically called **non-player characters (or NPCs)** to separate them from other monsters.

A meeting between player characters and monsters is called an **encounter**. During an adventure the player characters will also discover treasure and try to avoid dangerous traps as well as encounter monsters. Sometimes, of course, the player characters will have to fight monsters. Such a fight is referred to as a **melee**.

In D&D rules, player characters try to gain experience, which is earned as **experience points (or XP)**. Experience points are given out by the DM at the end of each adventure. Player characters continue to gain experience points for each adventure they participate in.

Use of the Word "Level"

The word "level" has several different meanings in D&D® Adventure Game.

EXPERIENCE: A "level of experience" is a general term meaning an amount of experience points. When a character earns a given amount of experience points (XP), that character gains one level of experience. All player characters usually begin the game at the first level of experience and will gain levels of experience through adventures.

MONSTERS: A "monster level" indicates how tough and ferocious a type of monster is. A monster's level is equal to the number of **Hit Dice** (a measure of how much damage a monster can take and still survive; see **CHAPTER 6: MONSTERS** on page 87) it has. Some monsters have special powers, and the DM may consider them one "monster level" (or Hit Die) higher than the number of their Hit Dice.

SPELLS: The term "spell level" indicates the difficulty of a magic spell. For example, Light is a first level spell, but Continual Light (a more difficult version of Light) is a third level spell.

DUNGEONS: "Dungeon level" is used to refer to the depth of one floor of a dungeon and gives an idea of how difficult the dungeon area is. For example, the 3rd level of a dungeon would mostly contain monsters with 3 Hit Dice, but the 1st level of a dungeon would mostly contain easier (1 Hit Die) monsters.

These uses of the word "level" will become quite familiar to the players once they have played a few games.

How To Use the Dice

In D&D rules, many different kinds of dice are used to give a variety of results. Though these dice appear strange at first, they will quickly become a familiar part of the game. Polyhedral dice sets include a 4-sided die, a 6-sided die, an 8-sided die, one or two 10-sided dice, a 12-sided die, and a 20-sided die. For easy reading, all dice are marked with numbers instead of pips (dots).

When referring to dice, an abbreviation is often used. The first number in the abbreviation is the number of dice to be rolled, followed by the letter "d" (short for die or dice), and then a number for the type of dice used. For example, 5d8 means 8-sided die thrown 5 times and would generate a total from 5 to 40.

The d4 looks like a pyramid. The best way to "throw" or roll a 4-sided die is to spin it and toss it straight up. It will land on one face (side) with three faces showing. The bottom number on each of the three faces is the same; this number is the result of the throw.

The other dice are rolled normally, and the top face gives the result. The 0 on the d10 is read as "10". The d10 can also be used to generate a percentage (a number from 1 to 100). To do so, roll the d10 twice: the first roll gives the "tens" number, and the second roll gives the "ones" number. For example, a roll of 5 followed by a roll of 3 would be read as 53. A roll of 0 followed by another roll of 0 equals 100. Generating a number from 1 to 100 will be referred to as rolling **percentage dice** (or **d%**).

How To "Win"

"Winning" and "losing", things important to most games, do not apply to D&D games! The DM and the players do not play against each other, even though the DM often plays the role of various monsters which threaten the player characters. The DM must not take sides. He or she is a guide and a referee, the person who keeps the action flowing and creates an exciting adventure. Player characters have fun by overcoming fantastic obstacles and winning treasure, but this does not end the game. Nor is the game "lost" when an unlucky player's character dies, since the player may simply "roll up" a new character and continue playing. A good D&D campaign is similar to the creation of a fantasy novel, written by the DM and the players.



CHAPTER 2: CHARACTER CREATION



With the exception of the Dungeon Master, each person playing Dungeons & Dragons creates a character to use during the game. To create this character the player begins by simply imagining the type of character he or she desires to play, be it a barbaric fighter, reclusive magic-user, traveling dwarf, noble elf, dastardly thief, or virtuous knight.

Decide, in a general manner, the type of character desired. Literature, film, theater, and comic books are rife with examples of heroes and villains that players can draw upon for inspiration for their characters. Yet, as the creator of your own character, you can build upon these examples to create complex villainous or noble characters. Stretch your imagination! Create the character as you imagine him to be. In the end, imagination is the only limit when creating a persona.

The player begins by generating ability scores with dice rolls. Ability scores define the character's physical and mental traits. Next the player chooses a class, or profession, for the character that best fits how the character is imagined. In the same manner the player chooses a race which best fits both the persona and class desired. Lastly the player fills in the details: examples include technical game-related aspects of the character, such as combat bonuses, as well as the character's persona and history. These steps are outlined below and detailed in their appropriate sections.

How To Create A Player Character

1. On a blank sheet of paper, write down the names of the six player character abilities: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma (in that order). If a **Dungeons & Dragons Character Record Sheet** is being used, the six names will already be printed on the sheet. It may be useful to glance at the example character record sheet hereafter (page 23) to see the form that such a sheet takes.
2. Read the sections on **Character Abilities** (page 5) and **Character Classes** (pages 7-14) and choose a class which best suits your character.
3. Roll four six-sided dice (4d6). Discard the lowest die and total the remaining three (for a result of 3 to 18). Repeat this five more times, and then assign the six numbers to the character's abilities based on your chosen class and how you envision your character.
4. Read the section on **Ability Score Adjustments** (page 5), and then adjust your character's ability scores, if so desired.
5. Write down any abilities your character possesses because of the class, for future reference (keeping in mind that your character is 1st level). Magic-users and elves should choose their starting spells, consulting the section on **Magic-user and Elf Spells** (pages 39-63).

6. Consult the table of **Ability Modifiers** (page 6) and make a note of the resulting modifiers next to exceptional ability scores.
7. Set aside a section of the paper for **Experience Points** or **XP**. As a new character, mark down "0" for the number of starting XP. For future reference, make a note of the number of XP needed to advance to second level (2,500 XP).
8. Determine the number of **Hit Points** your character. At 1st level, your character has 1 **Hit Die**, and the die type is determined by your class. You add your Constitution modifier to this die roll to determine your Hit Point maximum. Record the number in a special area marked **Hit Points** or **hp**.
9. Read the section on **Character Alignment** (page 15) and choose an alignment for your character. Record the alignment next to your character's name.
10. Roll to determine your starting wealth. The **Equipment Section** (page 16) shows how to determine starting wealth (in **gold pieces**) for each class. Roll for the number of gold pieces (abbreviated **gp**) that your character starts with and record this. Record this amount in a section marked **Money** or **gp**. This will be used to purchase equipment for your adventures.
11. Consult the tables with the costs of **Armor, Weapons, and Equipment** (pages 16-20) and "buy" whatever equipment your character desires, within the limits of his or her starting amount of gp and class restrictions (for example, magic-users may not wear armor). Write down the equipment you have purchased on the back of the paper.
12. Now that you know what type of armor your character will be wearing, check the **Armor** section (page 16), and write down the number of your character's Armor Class in a section marked **Armor Class** or **AC**.
13. Determine your character's **Attack Modifiers** for melee (hand-to-hand) and missile (ranged) attacks by adding together your class's **Attack Bonus** and Strength modifier, for melee attacks, or Dexterity modifier, for missile attacks. The fighter, elf, dwarf, and halfling classes all start with an **Attack Bonus** of 1 at 1st level. **CHAPTER 5: THE ENCOUNTER** contains an explanation of these numbers and how they are used.
14. Note the **Class Bonuses** granted by your class next to the ability scores indicated in the class description. Each class grants a +2 bonus to all **ability checks**, including **Saving Throws**, made with these two abilities. **CHAPTER 5: THE ENCOUNTER** contains an explanation of ability checks, including Saving Throws, and how they are used.
15. If you have not already done so, name your character. If any problems have come up while creating your character, double-check with the example of character creation on page 22.

Summary:

1. Choose a class; note class abilities and spells
2. Roll for ability scores.
3. Adjust scores as desired; note modifiers for high and low scores.
4. Roll for Hit Point and add your Constitution modifier.
5. Roll for money and equip your character.
6. Find Armor Class, as well as modifiers to attack rolls, damage rolls, and Saving Throws
7. Name your character.

NAME: MORGAN IRONWOLF

CLASS: FIGHTER

LEVEL: 1

ALIGNMENT: LAWFUL

XP 0

NEEDED FOR NEXT LEVEL 2,500

ABILITY SCORE	MODIFIER	CLASS BONUS	SAVING THROW MODIFIERS
STR: 16	+2	+2	PARALYSIS & CONSTRICKTION: +4
INT: 7	-1		MAGIC-USER SPELLS & ILLUSIONS: -1
WIS: 9	0		CLERIC SPELLS, CONFUSION, GAZE ATTACKS, PETRIFICATION & POLYMORPH: ±0
DEX: 13	+1		BREATH WEAPONS & TRAPS: +1
CON: 16	+2	+2	LIFE DRAIN, DISEASE, & POISON: +4
CHA: 9	0		DEATH ATTACK, CHARM, & FEAR: ±0

CLASS ABILITIES: COMBAT MASTERY (+2 TO STR CHECKS WHEN MAKING COMBAT MANEUVERS), WEAPON MASTERY (+2 TO ATTACK AND DAMAGE ROLLS WITH LONGSWORD ATTACKS)

ARMOR CLASS: 17

HIT POINTS: 7

MOVEMENT: 20'/ROUND

CHAINMAIL AND SHIELD

WEAPONS	ATTACK MODIFIERS	DAMAGE	NOTES
SWORD	+5 TO HIT	1d8+4	
SHORTBOW	+2 TO HIT	1d6 DAMAGE	60' RANGE
20 ARROWS			

EQUIPMENT

50' ROPE	10' POLE
QUIVER	12 IRON SPIKES
BACKPACK	6 TORCHES
WINE SKIN	CLOAK
1 QUART OF WINE	BEDROLL
1 WEEK'S STANDARD RATIONS	LARGE SACK
BELT AND SCABBARD	
BOOTS	

MONEY: 1GP



Character Ability Scores

After choosing a **class** - that type of adventurer which the player would most like the character to be - the player should roll the six ability scores for a character. One or two abilities are the most important to each character class. The abilities most important to a class are called the **prime requisites** for that class. The higher the prime requisite score, the more successful that character will generally be in that class.

When assigning ability scores, the player should assign his or her highest ability scores to those that are the prime requisite(s) for their chosen class. The six ability scores, and their use as prime requisites, are explained hereafter:

STRENGTH (STR): "Strength," abbreviated as STR, is a measure of muscle power and the ability to use that power. Any character with a Strength score of 13 or above should consider one of the following classes: fighter or dwarf. Strength is the prime requisite for the classes of fighter, and one of the two prime requisites for the dwarf class.

INTELLIGENCE (INT): "Intelligence," abbreviated as INT, is the ability to learn and remember knowledge, and the ability to solve problems. Characters with an Intelligence score of 13 or above should consider the classes of magic-user or elf. Intelligence is the prime requisite for magic-users, and one of the prime requisites for elves.

WISDOM (WIS): "Wisdom," abbreviated as WIS, refers to inspiration, intuition, common sense, and shrewdness. Wisdom aids in solving problems when Intelligence is not enough. A character with a Wisdom score of 13 or greater should consider the class of cleric since Wisdom is the prime requisite of that class.

DEXTERITY (DEX): "Dexterity," abbreviated as DEX, is a measure of speed and agility. A character with a high Dexterity score is "good with his hands" and has a good sense of balance. A character with a Dexterity score of 13 or greater should consider the classes of thief, elf, and halfling. Dexterity is the prime requisite of thieves and one of the prime requisites of the elf and halfling classes.

CONSTITUTION (CON): "Constitution," abbreviated as CON, is a combination of health and endurance (the ability to hold up under pressure). It directly influences every class, possibly changing the number of Hit Points a character has. Constitution is one of the prime requisites for dwarves and halflings.

CHARISMA (CHA): "Charisma," abbreviated as CHA, is a combination of appearance, personal charm, and leadership ability. It helps the DM decide exactly how a monster will react to a player character. It also affects the number of retainers a character can hire and the morale of these retainers (see page 75). Charisma is not a prime requisite for the classes presented herein.

Ability Score Adjustments

It is possible to raise one's score in a prime requisite by lowering the scores of some of the other abilities. This adjustment shows that a character may practice hard and learn how to fight or reason well, but at the cost of not developing another ability.

When adjusting abilities, no score may be lowered below 9 or above a 17. When an adjustment is made, a prime requisite ability will be raised 1 point for every 2 points that the adjusted ability is lowered.

STRENGTH (STR) may be lowered by clerics, elves, halflings, magic-users, and thieves in order to raise a prime requisite of their class.

INTELLIGENCE (INT) may be lowered by clerics, dwarves, fighters, halflings, and thieves in order to raise a prime requisite of their class.

WISDOM (WIS) may be lowered by dwarves, elves, fighters, halflings, magic-users, and thieves in order to raise a prime requisite of their class.

DEXTERITY (DEX) may be lowered by clerics, dwarves, fighters, and magic-users in order to raise a prime requisite of their class.

CONSTITUTION (CON) may not be lowered, though it may be raised by dwarf and halfling characters.

CHARISMA (CHA) may not be raised or lowered.

Example: A magic-user may lower a Strength score of 15 to 9 (a drop of 6 points) in order to raise an Intelligence score of 14 to 17 (a raise of 3 points).

Hit Points and Hit Dice

Hit Points represent the number of "points" of damage a character or monster can take during battle before dying. Any creature reduced to 0 Hit Points (or less) is dying. The combat process is explained in **CHAPTER 5: THE ENCOUNTER** (on pages 77-86). For now, it is enough to realize that the more Hit Points a character has, the better the chance he or she has to survive a battle.

On the average, fighters, dwarves, and halflings will have the most Hit Points; clerics, elves, and thieves will have average Hit Points; and magic-users will have the least Hit Points.

ROLLING HIT POINTS: When starting out, each character rolls one Hit Die, using the type of die given for the character class. If the player prefers, he or she may choose to take the average number of Hit Points for that level (shown beside each Hit Die on their character class table) rather than roll for Hit Points.

Example: A 1st level fighter may either roll a d8 when they roll for Hit Points or may take 5 Hit Points.

Upon reaching second level, the character rolls the same type of die (or chooses the average number of Hit Points) a second time and adds the result to the first roll. This process is repeated at each new level. The result of each new Hit Die roll is always added to the total of the other Hit Die rolls.

At each level after 9th, characters get a set number of Hit Points added to their total Hit Points and no longer roll a Hit Die.

CONSTITUTION MODIFIERS TO HIT POINTS: Your Constitution modifier contributes to your Hit Points. At levels 1 through 9 you add your Constitution modifier to each Hit Die you have, whether you roll for Hit Points or choose to take the average Hit Point result for that Hit Die type. In either case, a character with a negative Constitution modifier may never gain less than 1 Hit Point per Hit Die when advancing in level.

At each level after 9th, characters get a set number of Hit Points added to their total Hit Points and no longer add their Constitution Modifier to their Hit Point total.

Ability Modifiers

Ability scores range from 3 to 18. The table below shows the **ability modifiers** for all ability scores, ranging from -3 to +3. The **ability modifier** is the number you apply to the d20 die roll made when your character tries to do something related to that ability (this is called an **ability check**). You also use the modifier with some numbers that aren't die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

The **Class Bonuses** granted by each class also modify **ability checks**, including **Saving Throws**, made with the listed ability scores. These bonuses do not modify the ability scores that you rolled (see page 3), only d20 die rolls made when performing tasks or making Saving Throws that use these abilities. Ability checks are explained in more detail on page 69-72.

STRENGTH (STR)

Score	Ability Modifier
3	-3 to melee attack and damage rolls, and to STR checks
4-5	-2 to melee attack and damage rolls, and to STR checks
6-8	-1 to melee attack and damage rolls, and to STR checks
9-12	No adjustment due to STR
13-15	+1 to melee attack and damage rolls, and to STR checks
16-17	+2 to melee attack and damage rolls, and to STR checks
18	+3 to melee attack and damage rolls, and to STR checks

Regardless of modifiers, any successful hit will always do at least 1 point of damage. Strength modifiers apply to melee (hand-to-hand) combat attack and damage rolls, including unarmed strikes (see pages 81-82). When attacking with a thrown weapon characters add their Strength ability modifier to the damage roll but use their Dexterity modifier to the missile combat attack roll.

Strength modifiers to Strength ability checks (page 70) include those to Strength Saving Throws (pages 73-74) against Paralysis and Constriction.

INTELLIGENCE (INT)

Score	Ability Modifier
3	-3 to INT checks. Can barely speak 1 language
4-5	-2 to INT checks. Speaks 1 language. Illiterate
6-8	-1 to INT checks. Literate in 1 language
9-12	No adjustment due to INT. Literate in starting languages
13-15	+1 to INT checks. Literate in starting languages plus 1 extra
16-17	+2 to INT checks. Literate in starting languages plus 2 extra
18	+3 to INT checks. Literate in starting languages plus 3 extra

Intelligence modifiers to Intelligence ability checks (page 70) include those to Intelligence Saving Throws (pages 73-74) against magic-user Spells and Illusions.

Starting Languages: Humans typically know two native languages: Common and their alignment language (see **Languages**, page 21). Demi-humans know several languages, as explained in the class descriptions (pages 9-12). Characters with exceptional Intelligence scores (13 or higher) gain additional starting languages and are literate in all starting languages.

WISDOM (WIS)

Score	Ability Modifier
3	-3 to WIS checks
4-5	-2 to WIS checks
6-8	-1 to INT checks
9-12	No adjustment due to WIS
13-15	+1 to WIS checks
16-17	+2 to WIS checks
18	+3 to WIS checks

Wisdom modifiers to Wisdom ability checks (page 71) include those to Wisdom Saving Throws (pages 73-74) against Cleric Spells, Confusion, Gaze Attacks, Petrification, and Polymorph.

DEXTERITY (DEX)

Score	Ability Modifier
3	-3 to missile attacks rolls, Armor Class, and DEX checks
4-5	-2 to missile attacks rolls, Armor Class, and DEX checks
6-8	-1 to missile attacks rolls, Armor Class, and DEX checks
9-12	No adjustment due to DEX
13-15	+1 to missile attacks rolls, Armor Class, and DEX checks
16-17	+2 to missile attacks rolls, Armor Class, and DEX checks
18	+3 to missile attacks rolls, Armor Class, and DEX checks

Dexterity modifiers apply only to missile combat attack rolls (see page 81-82). Dexterity modifiers are also applied to a character's Armor Class (page 16) and **Initiative** checks (page 80).

Dexterity modifiers to Dexterity ability checks (page 71) include those to Dexterity Saving Throws (pages 73-74) against Breath Weapons and Traps.

CONSTITUTION (CON)

Score	Ability Modifier
3	-3 point per Hit Die. -3 to CON checks
4-5	-2 point per Hit Die. -2 to CON checks
6-8	-1 point per Hit Die. -1 to CON checks
9-12	No adjustment due to CON
13-15	+1 point per Hit Die. +1 to CON checks
16-17	+2 point per Hit Die. +2 to CON checks
18	+3 point per Hit Die. +3 to CON checks

Hit Die adjustments are used whenever a player rolls to determine a character's Hit Points. No Hit Die roll may be adjusted below 1, regardless of the adjustments. The character no longer rolls a Hit Die nor adds their Constitution Modifier to Hit Die Rolls after 9th level.

Constitution modifiers to Constitution ability checks (page 72) include those to Constitution Saving Throws (pages 73-74) against Energy Drain, Disease, and Poison.

CHARISMA (CHA)

Score	Ability Modifier	Maximum # of Retainers
3	-3 to CHA checks.	1
4-5	-2 to CHA checks.	2
6-8	-1 to CHA checks.	3
9-12	No adjustment due to CHA.	4
13-15	+1 to CHA checks.	5
16-17	+2 to CHA checks.	6
18	+3 to CHA checks.	7

Charisma modifiers to Charisma ability checks (page 72), including those made during **Social Interactions** (page 79) and when making Charisma Saving Throws (pages 73-74) against Death Attacks, Charm, and Fear.

Charisma also determines the maximum number of hirelings a character may employ. It also affects the Morale Score (page 75) of these hirelings.





Character Class Overview

Most D&D characters, including the non-player characters (NPCs) that your characters will meet over the course of their adventures, will be humans. A human may be a **cleric**, **fighter**, **magic-user**, or **thief**. Humans are the most widespread of all races. The human traits of curiosity, courage, and resourcefulness have helped them to adapt, survive, and prosper everywhere they have gone.

Some players may wish to have demi-human characters (**elves**, **dwarves**, or **halflings**). Each type of demi-human is a class in itself. The demi-human races are cousin species to humans.

Each character class is further explained hereafter, in the pages that follow. Each class writeup includes both a **Class Table** and a **Class Description**. The Class Tables give the official name of each level in each character class or profession. They also give the type and number of Hit Dice used to determine the Hit Points for each class.

Descriptions of abilities for each class follow each character class table. The classes are listed in alphabetical order. Each class has one or more ability score listed as that class's prime requisite(s). A character must meet or exceed these ability score requirements in order to qualify for that class.

The following chart shows the number of Experience Point (XP) needed for characters to advance in level in any of the listed character classes.

Level of Experience	Experience Points Needed
1	0
2	2,500
3	5,000
4	10,000
5	20,000
6	40,000
7	80,000
8	150,000
9	240,000
10	360,000
11	450,000
12	600,000
13	800,000
14	1,000,000
15	1,250,000
16	1,500,000
17	1,750,000
18	2,000,000
19	2,250,000
20	2,500,000



Clerics

Prime Requisite:	Wisdom 9
Hit Die Type:	d6 (4)
Class Abilities:	Spell Use, Turn Undead, Stronghold
Class Bonuses:	+2 to Wisdom and Charisma ability checks
Movement Rate:	40' per round
Permitted Armor:	All armor and shields
Permitted Weapons:	Club, heavy mace, mace, quarterstaff, sling, throwing hammer, and war hammer



CLERIC CLASS TABLE

Level	Title	Hit Dice	Attack Bonus
1	Acolyte	1d6	+0
2	Adept	2d6	+1
3	Priestess/Priest	3d6	+2
4	Vicar	4d6	+2
5	Curate	5d6	+3
6	Elder	6d6	+4
7	Bishop	7d6	+4
8	Lama	8d6	+5
9	Matriarch/Patriarch	9d6	+6
10	Matriarch/Patriarch	9d6+2*	+6
11	Matriarch/Patriarch	9d6+4*	+7
12	Matriarch/Patriarch	9d6+6*	+8
13	Matriarch/Patriarch	9d6+8*	+8
14	Matriarch/Patriarch	9d6+10*	+9
15	Matriarch/Patriarch	9d6+12*	+10
16	Matriarch/Patriarch	9d6+14*	+10
17	Matriarch/Patriarch	9d6+16*	+11
18	Matriarch/Patriarch	9d6+18*	+12
19	Matriarch/Patriarch	9d6+20*	+12
20	Matriarch/Patriarch	9d6+22*	+13

* Constitution modifiers no longer apply

CLERIC CLASS DESCRIPTION

Clerics are humans who have dedicated themselves to the service of a god or goddess. They are trained in fighting and casting spells. As a cleric advances in level, he or she is granted the use of more and more spells. Clerics are forbidden by their religious codes from using edged weapons, such as swords and arrows. They may wear any armor and may use shields.

Should a cleric behave in a manner that is not pleasing to his or her deity, the deity may become angered and punish the offender. This

punishment could take many forms; some examples are a -1 penalty on attack rolls, sending the cleric on a dangerous quest, or refusing to give the cleric any spells at all! The DM may decide what the punishment might be in such a case. To regain the favor of the deity, a cleric might find it wise to donate money and magic items to the religion, build a church or temple, gain large numbers of converts, or defeat some great foe of the religion. Again, the exact details are left to the DM.

SPELL USE: A cleric casts spells. The spells available are listed on the cleric spell list (page 26). A cleric is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may prepare. Clerics prepare spells each day through prayer to his or her deity or deities. This process is covered in greater detail on page 24 of **CHAPTER 3: SPELLS**.

A cleric's spell **Saving Throw Difficulty Class** (or DC) equals 10 plus the cleric's Experience Bonus (see page 69).

CLERIC SPELL TABLE

Level	Spell Level								
	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	2								
2	3								
3	3	1							
4	3	2							
5	4	2	1						
6	4	3	2						
7	4	3	2	1					
8	4	3	3	2					
9	5	4	3	2	1				
10	5	4	3	3	2				
11	5	4	4	3	2	1			
12	5	4	4	3	3	2			
13	5	5	4	4	3	2	1		
14	5	5	4	4	3	3	2		
15	5	5	4	4	3	2	1		
16	5	5	5	4	4	3	3	1	
17	5	5	5	5	4	4	3	2	1
18	5	5	5	5	4	4	4	2	1
19	5	5	5	5	4	4	4	3	1
20	5	5	5	5	4	4	3	2	

TURN UNDEAD: Clerics are very helpful when undead monsters (such as skeletons, zombies, and ghouls) are encountered. When a cleric encounters an undead monster, the cleric may attempt to "Turn" (scare) the monster instead of fighting it.

As an action, the cleric presents his or her holy symbol and recites a prayer censuring the undead. Each undead within 30' that can see or hear the cleric must make a Wisdom Saving Throw (see page 73). The **Difficulty Class** (or DC) of this Saving Throw is equal to 10 + the cleric's Experience Bonus (see page 69). Those that fail their Saving Throw are turned for 10 rounds.

Turned undead flee from the cleric by the best and fastest means available to them. If they cannot flee, they cower, unable to attack but able to defend themselves. The turning cleric cannot attack turned creatures without breaking the turning effect. Other characters can attack them without breaking the turning effect.

Undead with Hit Dice equal to or less than the cleric's Experience Bonus may be destroyed rather than turned.

This ability may be used 5 times per day.

STRONGHOLD: When clerics reach 9th level (Matriarch/Patriarch), they may choose to construct a castle or stronghold (see page 160). If they have not lost the favor of their deity, the cost of building the castle will be half the normal amount due to miraculous assistance from the deity. For example, if a cleric spends 50,000 gold pieces on a castle, the cleric would actually be able to build a structure that normally costs 100,000 gold pieces.

Furthermore, once the castle is completed, fanatically loyal troops (the "faithful", who never need to check morale) will come to defend the cleric. There will be from 50-300 soldiers (5d6x10), from 1st - 2nd level, armed with various weapons. It is up to the DM to determine their exact composition (how many archers, how many cavalry, etc.).

Dwarves

Prime Requisites:	Strength 9 and Constitution 9
Hit Die Type:	d8 (5)
Class Abilities:	Ancient Foes, Darkvision, Masters of Stone and the Forge, Resistant to Magic and Poison, Extra Attacks, Stronghold
Class Bonuses:	+2 to Strength and Constitution ability checks
Movement Rate:	30' per round
Permitted Armor:	All armor and shields
Permitted Weapons:	All small- and medium-sized weapons

DWARF CLASS TABLE

Level	Title	Hit Dice	Attack Bonus
1	Dwarven Veteran	1d8	+1
2	Dwarven Warrior	2d8	+2
3	Dwarven Weapon Master	3d8	+3
4	Dwarven Hero	4d8	+4
5	Dwarven Swashbuckler	5d8	+5
6	Dwarven Myrmidon	6d8	+6
7	Dwarven Champion	7d8	+7
8	Dwarven Superhero	8d8	+8
9	Dwarven Lady/Lord	9d8	+9
10	Dwarven Lady/Lord	9d8+4*	+10
11	Dwarven Lady/Lord	9d8+8*	+11
12	Dwarven Lady/Lord	9d8+12*	+12
13	Dwarven Lady/Lord	9d8+16*	+13
14	Dwarven Lady/Lord	9d8+20*	+14
15	Dwarven Lady/Lord	9d8+24*	+15
16	Dwarven Lady/Lord	9d8+28*	+16
17	Dwarven Lady/Lord	9d8+32*	+17
18	Dwarven Lady/Lord	9d8+36*	+18
19	Dwarven Lady/Lord	9d8+40*	+19
20	Dwarven Lady/Lord	9d8+44*	+20

* Constitution modifiers no longer apply

DWARF CLASS DESCRIPTION

Dwarves are short and stocky, easily identified by their size and shape. Dwarves average 4 to 4½ feet tall but are so broad and compact that they are, on average, almost as heavy as humans. They have ruddy cheeks, dark eyes and dark hair that greys at an early age. Dwarves generally live for 350 years.

Dwarves tend to be dour and taciturn. Though dwarves are suspicious and avaricious, their courage and tenacity more than compensate for these shortcomings. They are given to hard work and care little for most humor. They are strong and brave. They enjoy beer, ale, mead, and even stronger drink. Their chief love, however, is precious metal, particularly gold. They prize gems, of course, especially diamonds and opaque gems (except pearls, which they do not like). Dwarves like the earth and dislike the sea. Not overly fond of elves, they have a fierce hatred of orcs and goblins. Their short, stocky builds make them ill-suited for riding horses or other large mounts (although ponies present no difficulty), so they tend to be a trifle dubious and wary of these creatures.

They are ill-disposed toward



magic and have little talent for it, but revel in fighting, war-craft, and scientific arts such as engineering.

Dwarves typically dwell in subterranean cities and strongholds beneath hilly or mountainous regions. They have several special abilities that relate to their subterranean life, and they are noted for being particularly resistant to magic and poisons.

Dwarves may use any type of armor and may use shields. They may use any type of weapon of Medium or Small size but may not use Large-sized weapons.

All dwarves speak Common, Dwarvish, and the alignment tongue of the character, plus Gnomish, Orc, and Goblin.



ANCIENT FOES: The ages-old hatred that exists between dwarves and both orcs and goblinoids affords them a +1 bonus to attack and damage rolls against orcs, goblins, hobgoblins, and bugbears.

Years of battling giantkind has trained dwarves how to use their height to their advantage against such foes. They gain a +2 bonus to Armor Class when attacked by giants, ogres, ettins, and trolls.

DARKVISION: Dwarves can see in complete darkness to a distance of 60'. Darkvision is black and white only but otherwise like normal sight. Brightly lit areas, such as areas lit by a torch or lantern, spoil their Darkvision.

MASTERS OF STONE AND THE FORGE: Dwarves' expertise at mining and working stone allows them to spot unusual or unique stonework construction. Dwarves gain a +2 bonus to all Intelligence and Wisdom ability checks, also known as Perception checks (see page 71), made to examine stonework construction, including finding secret doors and stonework traps. As natural miners, dwarves can automatically determine how far below ground they are and can automatically determine which direction they are traveling in when beneath the surface. When passing within 10' of a secret or concealed door, dwarves may automatically make a Wisdom (Perception) check to notice it.

They are excellent miners, masons, and blacksmiths, gaining a +2 bonus to all Intelligence ability checks made to work with stone, and forged metal.

RESISTANT TO MAGIC AND POISON: Dwarves are highly resistant to magic, gaining a +2 bonus to all Saving Throws versus magic.

The dwarven race is also extremely hardy and dwarves gain a +2 bonus to all Saving Throws versus poison. This bonus is in addition to their Class Bonus to Constitution ability checks (including Saving Throws).

EXTRA ATTACKS: At 8th level dwarven characters gain an additional attack each round, for a total of 2 attacks per round. At 16th level this increases to 3 attacks per round.

STRONGHOLD: When dwarves reach 9th level (Dwarven Lord), they may build strongholds (see page 160) and attempt to establish clans. The strongholds will be underground caverns and complexes located in either mountains or hills. There will be many different clans of dwarves, each gathered under the protection of a Dwarven Lord, but usually only members of the same clan will live together. Dwarven clans are generally friendly with each other and may join forces in times of need, such as when there is a war of natural disaster. Dwarven Lords may hire only dwarven mercenaries, but specialists and retainers of other races may be offered other positions.

Elves

Prime Requisites:	Intelligence 9 and Dexterity 9
Hit Die Type:	d6 (4)
Class Abilities:	Combat Bonuses, Elven Immunities, Keen Senses, Spell Use, Stealthy, Twilight Vision, Stronghold
Class Bonuses:	+2 to Intelligence and Dexterity ability checks
Movement Rate:	40' per round
Permitted Armor:	All armor and shields
Permitted Weapons:	All weapons

ELF CLASS TABLE

Level	Title	Hit Dice	Attack Bonus
1	Elven Veteran-Medium	1d6	+1
2	Elven Warrior-Medium	2d6	+2
3	Elven Weapon Master-Seer	3d6	+3
4	Elven Hero-Seer	4d6	+4
5	Elven Swashbuckler-Conjurer	5d6	+5
6	Elven Myrmidon-Magician	6d6	+6
7	Elven Champion-Magician	7d6	+7
8	Elven Superhero-Enchantress/Enchanter	8d6	+8
9	Elven Lady/Lord-Enchantress/Enchanter	9d6	+9
10	Elven Lady/Lord-Witch/Warlock	9d6+2*	+10
11	Elven Lady/Lord-Sorceress/Sorcerer	9d6+4*	+11
12	Elven Lady/Lord-Sorceress/Sorcerer	9d6+6*	+12
13	Elven Lady/Lord-Necromancer	9d6+8*	+13
14	Elven Lady/Lord-Necromancer	9d6+10*	+14
15	Elven Lady/Lord-Wizard	9d6+12*	+15
16	Elven Lady/Lord-Wizard	9d6+14*	+16
17	Elven Lady/Lord-Wizard	9d6+16*	+17
18	Elven Lady/Lord-Wizard	9d6+18*	+18
19	Elven Lady/Lord-Wizard	9d6+20*	+19
20	Elven Lady/Lord-Wizard	9d6+22*	+20

* Constitution modifiers no longer apply

ELF CLASS DESCRIPTION

Elves tend to be somewhat shorter and slimmer than normal humans, averaging just over 5' in height and weighing between 90 and 100 pounds.

Their features are finely chiseled and delicate, and they speak in melodic tones. They tend to be pale-skinned and dark-haired with green eyes. Elves often live to be over 1,000 years old.

Elves are often considered frivolous and aloof. In fact, they are not, although humans often find their personalities difficult to fathom. They concern themselves with natural beauty, and enjoy growing things and gazing at the open sky.

Even though elves tend toward haughtiness and arrogance at times, they regard their friends and associates as equals. They do not make friends easily, but a friend (or enemy) is never forgotten. They prefer to distance themselves from humans, have little love for dwarves, and hate the evil denizens of the forests that they call home.

Their humor is clever, as are their songs and poetry. Elves are brave but never foolhardy. They eat sparingly; they drink mead and wine, but seldom to excess. While they find well-wrought jewelry a pleasure to behold, they are not overly interested in money or gain. They find magic and swordplay fascinating, and able to fight with any weapon and use magic spells as well, even while armored.

All elves speak Common, Elvish, and the alignment tongue of the character, plus the languages of Orc, Goblin, and Hobgoblin.



COMBAT BONUSES: Elves get a +1 bonus to all attack rolls made with short bows, long bows, short swords, and swords.

ELVEN IMMUNITIES: Elves are immune to ghoul's paralysis, as well as magical sleep effects and all Charm spells.

KEEN SENSES: The keen senses of elves grant them a +2 bonus to Intelligence and Wisdom ability checks made to examine their surroundings (see Perception Checks on page 71), including Surprise checks. This bonus is in addition to their Class Bonus to Intelligence ability checks made to search an area (see Perception checks on page 71).

When passing within 10' of a secret or concealed door, elves may automatically make a Wisdom ability check (Perception check) to notice it.

SPELL USE: Elves cast spells like magic-users but, unlike human magic-users, may cast spells while in armor. The spells available are listed on the magic-user spell list (page 39). Elves begin play with two 1st level spells in their spell book but may add more spells to their spell books through spell research (see page 161 for more details).

The table below shows the number of spells per day a character of the class may prepare each day through quiet meditation and study. This process is covered in greater detail on page 24 of **CHAPTER 3: SPELLS**.

An elf's spell **Saving Throw Difficulty Class** (or DC) equals 10 plus the elf's Experience Bonus (see page 69).

ELF SPELL TABLE

Level	Spell Level					
	1 st	2 nd	3 rd	4 th	5 th	6 th
1	1					
2	2					
3	3					
4	3	1				
5	3	1				
6	3	2				
7	4	2	1			
8	4	3	1			
9	4	3	2			
10	4	3	2	1		
11	4	3	3	1		
12	4	3	3	2		
13	5	4	3	2	1	
14	5	4	3	3	1	
15	5	4	3	3	2	
16	5	4	4	3	2	1
17	5	4	4	3	3	1
18	5	4	4	3	3	2
19	5	4	4	3	3	2
20	5	5	4	4	3	2

STEALTHY: The natural grace of their race gives elves the ability to move about noiselessly and conceal themselves. Elves gain a +2 bonus to all Dexterity (Stealth) checks (page 71) that they make. This bonus is in addition to their Class Bonus to Dexterity ability checks.

TWILIGHT VISION: Elves suffer no penalties to attack rolls or Perception Checks due to dim lighting conditions (see page 68).

STRONGHOLD: When elves reach 9th level, they may build a special kind of stronghold (see page 160) deep in the forest. This stronghold must blend harmoniously and pleasingly with its surroundings, usually a natural site of great beauty. Typical locations are in the tops of great trees, on the edges of quiet vales, or behind rushing waterfalls. Because of the effort to beautify the work, the structure will cost as much as similar work made of stone, even if it is not.

When the stronghold is completed, the Elven Lord will develop a friendship with the animals of the forest (birds, hares, squirrels, foxes, bears, etc.). All normal animals within 5 miles of the stronghold will be friendly towards the elves dwelling there.

Animals will be able to warn of approaching strangers, carry news of events, deliver short messages to nearby places, etc. In return for these services, the animals will expect help and protection from the elves.

Elven Ladies or Lords may only hire elven mercenaries, although specialists and retainers of any race may be employed.

Fighters

Prime Requisite:	Strength 9
Hit Die Type:	d8 (5)
Class Abilities:	Combat Mastery, Weapon Mastery, Extra Attacks, Stronghold
Class Bonuses:	+2 to Strength and Constitution ability checks
Movement Rate:	40' per round
Permitted Armor:	All armor and shields
Permitted Weapons:	All weapons

FIGHTER CLASS TABLE

Level	Title	Hit Dice	Attack Bonus
1	Veteran	1d8	+1
2	Warrior	2d8	+2
3	Weapon Master	3d8	+3
4	Hero	4d8	+4
5	Swashbuckler	5d8	+5
6	Myrmidon	6d8	+6
7	Champion	7d8	+7
8	Superhero	8d8	+8
9	Lady/Lord	9d8	+9
10	Lady/Lord	9d8+4*	+10
11	Lady/Lord	9d8+8*	+11
12	Lady/Lord	9d8+12*	+12
13	Lady/Lord	9d8+16*	+13
14	Lady/Lord	9d8+20*	+14
15	Lady/Lord	9d8+24*	+15
16	Lady/Lord	9d8+28*	+16
17	Lady/Lord	9d8+32*	+17
18	Lady/Lord	9d8+36*	+18
19	Lady/Lord	9d8+40*	+19
20	Lady/Lord	9d8+44*	+20

* Constitution modifiers no longer apply



FIGHTER CLASS DESCRIPTION

Fighters learn the basics of all combat styles. Every fighter can swing an axe, duel with a short sword, wield a two-handed sword, use a bow, and even grapple foes with some degree of skill. Likewise, a fighter is adept with shields and every form of armor. Beyond that basic degree of familiarity, each fighter specializes in the use of favored weapons and at various combat maneuvers, such as disarming opponents or cleaving through lesser foes.

This combination of broad general ability and extensive specialization makes fighters superior combatants on battlefields and in dungeons alike.

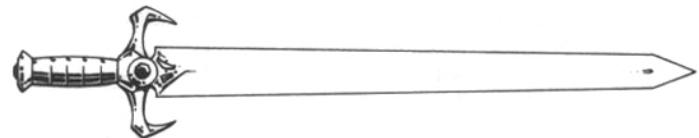
Not every member of the city watch, the village militia, or the queen's army is a fighter. Most of these troops are relatively untrained soldiers with only the most basic combat knowledge. Veteran soldiers, military officers, trained bodyguards, dedicated knights, and similar figures are fighters.

Fighters may use any weapon and any type of armor.

COMBAT MASTERY: Fighters gain a +2 bonus to all Strength ability checks to make or resist Combat Ability Checks, such as Grapple, Disarm, and Shove attempts (see page 83).

In addition, fighters double their usual number of attacks per round against opponents with Hit Dice equal to or less than their fighter level divided by 4 (1 HD at level 4, 2 HD at level 8, 3 HD at level 12, and so on).

Example: Morgan Ironwolf, at 4th level, is fighting 8 goblins with 1-1 Hit Die. She may make 2 attacks per round against the goblins.



WEAPON MASTERY: All fighters may choose one type of weapon (such as sword, spear, war hammer, or short sword, for example) that they have mastered the use of.

Whenever using that weapon type, the fighter gains a +2 bonus to their attack and damage rolls. At levels 4, 8, 12, 16, and 20, the fighter may choose another weapon to master.

EXTRA ATTACKS: At 6th level fighters gain an additional attack each round, for a total of 2 attacks per round. At 11th level this increases to 3 attacks per round and, at 16th level, this increases to 4 attacks per round.

STRONGHOLD: Fighters' combat ability and tactical acumen make them natural leaders for normal human settlements. High level fighters usually spend their time training and leading men-at-arms, clearing the wilderness of monsters, and expanding human settlements.

Fighters with enough money may build a castle (see page 160). When a fighter reaches 9th level (Lord/Lady), the character may become a Baron or Baroness and the land cleared and controlled by that character will be called a Barony.



Halflings

Prime Requisites:	Dexterity 9 and Constitution 9
Hit Die Type:	d8 (5)
Class Abilities:	Combat Bonuses, Keen Senses, Resistant to Magic and Poison, Stealthy, Twilight Vision, Extra Attacks, Stronghold
Class Bonuses:	+2 to Dexterity and Constitution ability checks
Movement Rate:	30' per round
Permitted Armor:	All armor and shields
Permitted Weapons:	All small- and medium-sized weapons

HALFLING CLASS TABLE

Level	Title	Hit Dice	Attack Bonus
1	Halfling Veteran	1d8	+1
2	Halfling Warrior	2d8	+2
3	Halfling Weapon Master	3d8	+3
4	Halfling Hero	4d8	+4
5	Halfling Swashbuckler	5d8	+5
6	Halfling Myrmidon	6d8	+6
7	Halfling Champion	7d8	+7
8	Halfling Superhero	8d8	+8
9	Halfling Sheriff	9d8	+9
10	Halfling Sheriff	9d8+4*	+10
11	Halfling Sheriff	9d8+8*	+11
12	Halfling Sheriff	9d8+12*	+12
13	Halfling Sheriff	9d8+16*	+13
14	Halfling Sheriff	9d8+20*	+14
15	Halfling Sheriff	9d8+24*	+15
16	Halfling Sheriff	9d8+28*	+16
17	Halfling Sheriff	9d8+32*	+17
18	Halfling Sheriff	9d8+36*	+18
19	Halfling Sheriff	9d8+40*	+19
20	Halfling Sheriff	9d8+44*	+20

* Constitution modifiers no longer apply



HALFLING CLASS DESCRIPTION

Halflings are a short, averaging 3' to 3½' in height, generally plump people, weighing between 45 and 70 pounds. Their faces are round, broad, and often quite florid. Their brown to sandy hair is typically curly and the tops of their feet are covered with coarse hair. Their eyes are usually brown or hazel. They prefer not to wear shoes whenever possible. Their typical life expectancy is approximately 150 years.

Halflings are sturdy and industrious, generally quiet and peaceful. Overall, they prefer the comforts of home to dangerous adventuring. They enjoy good living, rough humor, and homespun stories. In fact, they can be a trifle boring at times. Halflings are not forward, but they are observant and conversational if in friendly company.

Halflings see wealth only as a means of gaining creature comforts, which they love. Though they are not overly brave or ambitious, they are generally honest and hard-working when there is need.

Halfling homes are well-furnished burrows, although most of their work is done on the surface. Elves generally like them in a patronizing sort of

way. Dwarves cheerfully tolerate them, thinking halflings somewhat soft and harmless. Halflings are more open and outgoing than either race and, as a result, get along with other races far better than either dwarves or elves.

Halflings can use any type of armor or shield which has been "cut down" to their size. They may use Medium-sized weapons with two hands but may not use Large-sized weapons.

All halflings speak Common, Halfling, and the alignment tongue of the character, plus the languages of Elvish, Dwarvish, and Gnome.



COMBAT BONUSES: Halflings practice at pitching rocks and playing games of darts throughout their childhood and, as a result, are very accurate with all missile weapons. Halflings gain a +1 bonus to all ranged attack rolls.

KEEN SENSES: The keen senses of halflings grant them a +2 bonus to Intelligence and Wisdom ability checks made to examine their surroundings (see Perception Checks on page 71), including Surprise checks.

RESISTANT TO MAGIC AND POISON: Halflings are highly resistant to magic, gaining a +2 bonus to all Saving Throws versus magic.

Halflings are extremely hardy and gain a +2 bonus to all Saving Throws versus poison. This bonus is in addition to their Class Bonus to Constitution ability checks (including Saving Throws).

STEALTHY: Halflings excel at avoiding unwanted attention. Their small size and natural ability to escape the notice of others grant them +2 bonus to all Dexterity (Stealth) checks (page 71), as well as to all sleight of hand attempts made to palm objects or pick pockets. This bonus is in addition to their Class Bonus to Dexterity ability checks.

TWILIGHT VISION: Halflings suffer no penalties to attack rolls or Perception Checks due to dim lighting conditions (see page 68).

EXTRA ATTACKS: At 8th level halfling characters gain an additional attack each round, for a total of 2 attacks per round. At 16th level this increases to 3 attacks per round.

STRONGHOLD: At 9th level, a halfling with enough money may choose to build a stronghold (page 160), that may attract a whole community of halflings. Halflings prefer to live in pleasant communities in fair countrysides of rolling hills and gentle streams. When not working or adventuring, halflings will spend most of their time eating, drinking, talking with friends, and relaxing. Their communities are often called Shires, and their recognized spokesman is called a Sheriff.

Magic-users

Prime Requisite:	Intelligence 9
Hit Die Type:	d4 (3)
Class Abilities:	Familiar, Spell Use, Spellcasting Focus, Wizard's Tower
Class Bonuses:	+2 to Intelligence and Wisdom ability checks
Base Movement Rate:	40' per round
Permitted Armor:	None
Permitted Weapons:	Dagger, dart, crossbow, and quarterstaff

MAGIC-USER CLASS TABLE

Level	Title	Hit Dice	Attack Bonus
1	Medium	1d4	+0
2	Seer	2d4	+1
3	Conjurer	3d4	+1
4	Magician	4d4	+1
5	Enchantress/Enchanter	5d4	+2
6	Witch/Warlock	6d4	+2
7	Sorceress/Sorcerer	7d4	+2
8	Necromancer	8d4	+3
9	Wizard	9d4	+3
10	Wizard	9d4+1*	+3
11	Wizard	9d4+2*	+4
12	Wizard	9d4+3*	+4
13	Wizard	9d4+4*	+4
14	Wizard	9d4+5*	+5
15	Wizard	9d4+6*	+5
16	Wizard	9d4+7*	+5
17	Wizard	9d4+8*	+6
18	Wizard	9d4+9*	+6
19	Wizard	9d4+10*	+6
20	Wizard	9d4+11*	+7

* Constitution modifiers no longer apply



MAGIC-USER CLASS DESCRIPTION

Magic-users are humans who, through study and practice, have learned how to cast spells. Though they are weak at first, magic-users can eventually become very powerful.

Magic-users live and die by their spells. They learn new spells as they experiment and grow in experience. They can also learn them from other magic-users, from ancient tomes or inscriptions, and from ancient creatures (such as dragons) that are steeped in magic. Though the casting of a typical spell requires merely the utterance of a few strange words, fleeting gestures, and, sometimes, exotic materials, these surface components barely hint at the expertise attained after years of apprenticeship and countless hours of study.

Magic-users may not wear armor nor use shields and may only use daggers, darts, crossbows, or quarterstaffs as weapons.

FAMILIAR: A magic-user begins play with an exceptionally intelligent companion animal, called a familiar, that serves him loyally. This creature may be a cat, crow, hawk, owl, rat, toad, or weasel. See the Find Familiar spell on pages 40 and 41 for more details on the benefits granted by a familiar, their game statistics, and for information on how a familiar acts towards its master. A slain familiar may be replaced through use of the Find Familiar spell.

SPELL USE: A magic-user casts spells listed on the magic-user spell list (page 39). A magic-user is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may prepare.

Magic-users begin play with Comprehend Languages, Detect Magic, Find Familiar, and Read Magic, as well as four other 1st level spells in their spell book. They may add more spells to their spell books by advancing in level and through spell research (see pages 24 and 161).

Magic-users prepare spells each day through study and practice. This process is covered in greater detail on page 24 of **CHAPTER 3: SPELLS**. A magic-user's spell **Saving Throw Difficulty Class** (or DC) equals 10 plus the magic-user's Experience Bonus (see page 69).

Unlike other spellcasters, magic-users are able to cast some spells at will. A magic-user may cast any the following spells, with their usual casting time, after a 10-minute ritual, so long as his spellbook is at hand and he is not disturbed during the ritual: Comprehend Languages, Detect Magic, Find Familiar, and Read Magic.

MAGIC-USER SPELL TABLE

Level	Spell Level								
	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	2								
2	3								
3	3	1							
4	3	2							
5	4	2	1						
6	4	3	2						
7	4	3	2	1					
8	4	3	3	2					
9	5	4	3	2	1				
10	5	4	3	3	2				
11	5	4	4	3	2	1			
12	5	4	4	3	3	2			
13	5	4	4	3	2	1			
14	5	4	4	3	3	2			
15	5	5	4	4	3	2	1		
16	5	5	5	4	4	3	2	1	
17	5	5	5	5	4	4	3	2	1
18	5	5	5	5	4	4	4	2	1
19	5	5	5	5	5	4	4	3	1
20	5	5	5	5	5	4	4	3	2

SPELLCASTING FOCUS: A magic-user starts play with a spellcasting focus. A spellcasting focus is a special item, such as an orb, crystal, rod, staff, or wand, designed to channel the power of his magic-user spells.

Any spell cast through a spellcasting focus, that is held by the magic-user, gets a +2 bonus to its Saving Throw Difficulty Class (DC).

If this focus is lost or destroyed, the magic-user may create another one with 5 gold pieces' worth of raw materials, a day's work with appropriate tools, and a DC 14 Intelligence ability check (see page 71).

WIZARD'S TOWER: Upon reaching 9th level, a magic-user may choose to build a tower (see page 160), provided that money to pay for the construction is available. A magic-user who constructs a tower will gain 1d6 apprentices of levels 1-3.

Thieves

Prime Requisite:	Dexterity 9
Hit Die Type:	d6 (4)
Class Abilities:	Backstab, Climb Walls, Disable Device, Find Traps, Stealthy, Read Languages, Guild Master
Class Bonuses:	+2 to Intelligence and Dexterity ability checks
Base Movement Rate:	40' per round
Permitted Armor:	Leather armor
Permitted Weapons:	All small- and medium-sized weapons

THIEF CLASS TABLE

Level	Title	Hit Dice	Attack Bonus
1	Apprentice	1d6	+0
2	Footpad	2d6	+1
3	Robber	3d6	+2
4	Burglar	4d6	+2
5	Cutpurse	5d6	+3
6	Sharper	6d6	+4
7	Pilferer	7d6	+4
8	Thief	8d6	+5
9	Master Thief	9d6	+6
10	Master Thief	9d6+2*	+6
11	Master Thief	9d6+4*	+7
12	Master Thief	9d6+6*	+8
13	Master Thief	9d6+8*	+8
14	Master Thief	9d6+10*	+9
15	Master Thief	9d6+12*	+10
16	Master Thief	9d6+14*	+10
17	Master Thief	9d6+16*	+11
18	Master Thief	9d6+18*	+12
19	Master Thief	9d6+20*	+12
20	Master Thief	9d6+22*	+13

* Constitution modifiers no longer apply

THIEF CLASS DESCRIPTION

Thieves are humans who are trained in the arts of stealing and sneaking. They are the only characters who can open locks and find traps without using magic to do so. Due to these abilities, a thief is often found in a normal group of adventurers.

Thieves fall on both sides of the law. Some are hardened criminals who decide to seek their fortune in treasure hoards, while others take up a life of adventure to escape from the law. Some have learned and perfected their skills with the explicit purpose of infiltrating ancient ruins and hidden crypts in search of treasure. As their name indicates, however, they do steal - sometimes from members of their own party!

They may wear nothing more protective than leather armor and may not use a shield. They may, however, use any Small or Medium-sized weapon.

BACKSTAB: Thieves are opportunistic attackers, striking vulnerable foes more effectively than others. When making a melee or missile attack against a blinded, stunned, or surprised opponent, or when making an attack against a foe who is fighting more than 1 opponent, thieves gain a +2 bonus to their attack and damage rolls. The damage bonus increases to +3 at level 8 and +4 at level 16.

A thief may only Backstab living creatures that have a discernible anatomy. If making ranged Backstab attacks, the thief must be within close range (see page 81) for the weapon used.

CLIMB WALLS: Thieves gain a +2 bonus to all Dexterity ability checks (see page 71) made to climb walls and other surfaces. This is in addition to their Class Bonus to Dexterity checks.

DISABLE DEVICE: Thieves may make a Dexterity check (page 71) to disable mundane and magical traps or open a lock.

FIND TRAPS: Thieves may make an Intelligence ability check (page 70) to search for traps, including magical traps within 5'.

To find a trap, the thief spends time intently studying and searching an area to deduce possible trap locations. It takes one round (see page 64) to locate a trap on a specific object such as a lock or a doorknob, and one minute to locate traps in a 5' by 5' foot area.

A successful check indicates that the thief finds a trap if one is present. If multiple traps are in an area, the result of this Intelligence check is applied against all traps in the area.

STEALTHY: Thieves get a +2 bonus to all Dexterity (Stealth) checks (page 71), as well as to sleight of hand attempts made to palm objects and pick pockets. This is in addition to their Class Bonus to Dexterity checks. Unlike other characters, thieves may move at full Movement Rate (page 65) when moving quietly.

READ LANGUAGES: At 4th level thieves gains the ability to decipher unknown languages (including simple codes, dead languages, treasure maps, and so on, but not magical writings) by making an Intelligence ability check. The Difficulty Class (see page 70) of this ability check is determined by the DM. If the attempt to read a given piece of writing fails, the thief must gain at least one level before another attempt to read it is allowed.

At 10th level, the thief gains the ability to read magic-user or elf scrolls with an Intelligence ability check. The Difficulty Class of this check is usually 10 plus the spell level on the scroll. If the check fails, there is a 10% chance the spell will backfire, creating an unexpected result, due to the thief's imperfect understanding of magical writings. If the spell does not backfire, then a failed check indicates that the spell is not cast and remains on the scroll. This ability only allows the thief to cast spells from existing magic scrolls.

GUILD MASTER: Thieves may not build castles or strongholds like other characters. However, upon reaching 9th level (Master Thief), a thief may construct a hideout, such as a fortified house in a city, a cave network, and so forth (page 160). A thief who has constructed a hideout will attract 2d6 1st level thieves who have come to learn under a master. These will generally (though not always) be loyal and will not be replaced by others if they die or leave. At this point, a player character thief may want to consider setting up a Thieves' Guild (the details of this are left to the DM).



Alignment



Three basic ways of life guide the acts of both player characters and monsters. Each way of life is called an alignment. The three alignments are named Law, Chaos, and Neutrality. Each alignment has an alignment language which intelligent creatures use to inform other intelligent creatures of the same alignment of their fellowship and common ethos (see **ALIGNMENT LANGUAGES** below).

Each player chooses the alignment he or she feels best fits their character. A player does not have to tell other players what alignment he or she has picked, but must tell the DM. Most Lawful characters will reveal their alignment if asked. When picking alignments, the characters should know that Chaotics cannot be trusted, even by other Chaotics. A Chaotic character tends not to work well with other player characters. Note that playing an alignment does not mean a character must do stupid things. A character should always act as intelligently as their Intelligence score shows unless there is a reason to act otherwise (such as a magical curse).

The alignments give guidelines for characters to live by. The characters will try to follow these guidelines but may not always be successful. If a DM feels that a player is not keeping to a character's chosen alignment, the DM may suggest a change of alignment or give the character a punishment or penalty if the character is part of an organization, such as a church or knightly order.

LAW (OR LAWFUL) is the belief that everything should follow an order, and that obeying rules is the natural way of life. Lawful creatures will try to tell the truth, obey laws, and care about all living things. Lawful characters always try to keep their promises. They will try to obey laws as long as such laws are fair and just.

If a choice must be made between the benefit of a group or an individual, a Lawful character will usually choose the group. Sometimes individual freedoms must be given up for the good of the group. Lawful characters and monsters often act in predictable ways. Lawful behavior is usually the same as behavior that could be called "good".

CHAOS (OR CHAOTIC) is the opposite of Law. It is the belief that life is random, and that chance and luck rule the world. Everything happens by accident, and nothing can be predicted. Laws are made to be broken, as long as a person can get away with it. It is not important to keep promises, and both lying and telling the truth are useful at times.

To a Chaotic creature, the individual is the most important of all things. Selfishness is the normal way of life, and the group is not important. Chaotics often act on sudden desires and whims. They cannot be trusted, and their behavior is hard to predict. They have a strong belief in the power of luck. Chaotic behavior is usually the same as behavior that could be called "evil".

NEUTRALITY (OR NEUTRAL) is the belief that the world is a balance between Law and Chaos. It is important that neither side get too much power nor upset this balance. The individual is important, but so is the group; the two sides must work together.

A Neutral character is most interested in personal survival. Such characters believe in their own wits and abilities rather than luck. They tend to return the treatment they receive from others. Neutral characters will join a party if they think it is in their own best interest but will not be overly helpful unless there is some sort of profit in it. Neutral behavior may be considered "good" or "evil" (or neither!), depending on the situation.

Example of Alignment Behavior: A group of player characters is attacked by a large number of monsters. Escape is not possible unless the monsters are slowed down.

A Lawful character will fight to protect the group, whatever the danger. The character will not run away unless the whole group does.

A Neutral character will fight to protect the group as long as it is reasonably safe to do so. If the danger gets too great, the character will try to save himself (or herself), even at the expense of the party.

A Chaotic character might fight the monsters or might run away. The character will not care what happens to the rest of the party.

ALIGNMENT LANGUAGES: Each alignment has a secret language of passwords, cryptic phrases, hand signals, and other gestures. Player characters always know how to speak their alignment language in addition to any others they may know. Alignment languages are not written down, nor may they be learned unless a character changes alignment. When this happens, the character forgets the old alignment language and starts using the new one immediately. Alignment languages are never flaunted in public.

If a monster can speak, it will also be able to use its alignment language. They will also recognize when another alignment language is being spoken but will not understand it.



Equipment

Although your character has some impressive abilities and skills, he or she really isn't going to be effective without the equipment necessary for adventuring. To get this equipment, your character needs money.

COINS: Although there are many different types of coins and currencies in the world, all prices and treasures in the D&D rules are given in standard coinage. Your DM may have specific names for different coins and may have different rates of exchange, but this is material particular to his campaign. Your DM will tell you if there are differences from the coins listed here. The standard rate of exchange for each coin is given below.



Coin	CP	SP	EP	GP	PP
Copper Piece (CP) =	1	1/10	1/50	1/100	1/500
Silver Piece (SP) =	10	1	1/5	1/10	1/50
Electrum Piece (EP) =	50	5	1	1/2	1/10
Gold Piece (GP) =	100	10	2	1	1/5
Platinum Piece (PP) =	500	50	10	5	1

Circumstances can affect the value of any coin. If your characters start flashing about a lot of gold, pumping it into the local economy, merchants will quickly raise prices. As another example, the local lord may commandeer most of the region's horses for his knights, making those left all that much more expensive.

Silver pieces are about the size and weight of a modern-day quarter, which roughly equates to 50 silver pieces weighing one pound. All other coins, for the sake of simplicity, use this weight ratio. Gold, electrum, and platinum pieces are smaller than silver pieces while copper pieces are slightly larger than silver pieces.

INITIAL CHARACTER FUNDS: All player characters begin with some amount of cash. This nest egg may be your character's life savings. How your character came by his or her money is not important (although it may be fun to create any explanation that suits your character).

To determine your character's starting funds, roll the dice indicated for that character's class on the table below. This is the number of gold pieces your character may spend on equipment.

Class	Initial Funds (Die Range)
Cleric	30 - 180 gold pieces (3d6 x 10)
Dwarf	30 - 180 gold pieces (3d6 x 10)
Elf	30 - 180 gold pieces (3d6 x 10)
Fighter	30 - 180 gold pieces (3d6 x 10)
Halfling	30 - 180 gold pieces (3d6 x 10)
Magic-user	20 - 120 gold pieces (2d6 x 10)
Thief	20 - 120 gold pieces (2d6 x 10)

EQUIPPING CHARACTERS: Careful selection of equipment and supplies for characters is very important. Often there will not be sufficient funds to purchase everything desired, so intelligent choices will have to be made. Also, the choice of equipment should always be done with respect to **encumbrance** restrictions (see page 67).

Equipping Small-Sized Characters: The weight of most equipment remains unchanged for small characters, though worn items, such as backpacks, clothing, armor, and shields, weigh $\frac{1}{2}$ of the listed weight.

Halflings must wield Medium-sized weapons with two hands, while dwarves may use Medium-sized weapons with one hand. Neither may use Large-sized weapons due to their small size.

EQUIPMENT LISTS: The following lists include much of the equipment your character needs for adventuring. The most basic of these are armor, weapons, clothing, and outfitting gear. The other lists provide goods and services your character may need during the course of his or her many adventures.

All listed costs are in gold pieces and all weights are in pounds.

ARMOR: The Armor Class given for each type of armor is a measure of how well it protects a character from physical attacks. As the Armor Class number gets higher, the character becomes harder to hit. Armor class is modified by Dexterity and magical bonuses. A fighter with a Dexterity score of 16 (a +2 adjustment), plate mail +1 (Armor Class 18), and a shield +1 (+2 to Armor Class) would have a total Armor Class of 22. Magical protection pluses are always added to the Armor Class.

An unarmored character has an Armor Class of 10, modified by Dexterity and magical bonuses.

Item	Cost	Weight	Armor Class
Chain Mail Armor	50	30	15
Leather Armor	20	15	13
Plate Mail Armor	100	45	17
Shield	10	10	*
Barding (horse armor)	x6	x4	See below

* Adds 1 to Armor Class value if a shield is used

Chain Mail Armor: This armor is made of interlocking metal rings. It is always worn with a layer of quilted fabric padding underneath. Chain mail is comparable to ring mail, in which metal rings are sewn directly onto a leather backing, and scale mail, in which a coat and leggings of leather is covered with overlapping pieces of metal.

Leather Armor: This armor is made of leather hardened in boiling oil and then shaped into breastplate and shoulder protectors. The remainder of the suit is fashioned from more flexible materials.

Plate Mail: This armor is a combination of chain mail with metal plates covering vital areas. It is synonymous with split mail, made of narrow vertical strips riveted to a backing of leather and cloth padding, and banded mail, with overlapping strips of metal sewn to a backing of leather and chain mail.

Barding: Barding, or horse armor, provides the same Armor Class as the standard armor that it is based on. It costs 6 times the cost of standard armor and weighs 4 times the listed weight given above.

WEAPONS: Most of the weapons listed are common enough that no description is given below. Some weapons have additional qualities that warrant a brief description in the section that follows:

Small Weapons	Cost	Weight	Damage	Range
Axe, Hand	4	2	1d6	10'
Dagger	3	1	1d4	10'
Dagger, Silver	30	1	1d4	10'
Dart	1	$\frac{1}{2}$	1d4	30'
Hammer, Throwing*	2	2	1d4	10'
Javelin	1	2	1d4	30'
Sling*	-	$\frac{1}{2}$	-	-
Sling Stones (20)	2	4	1d4	30'
Sword, Short	7	2	1d6	-

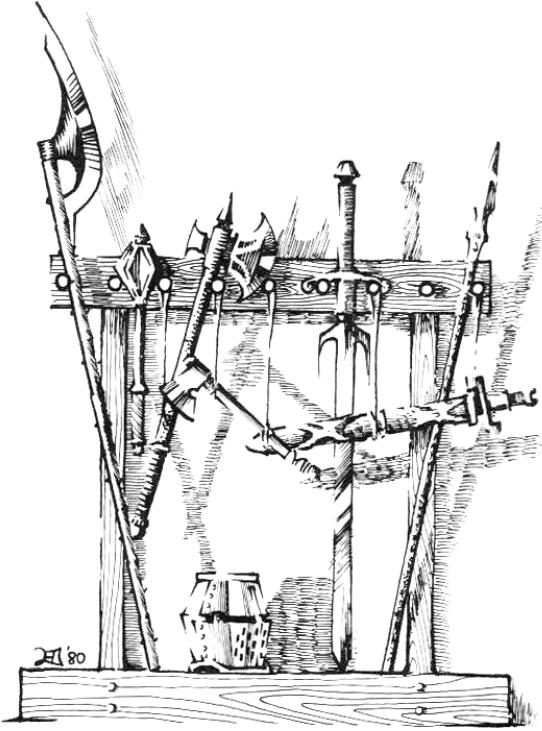
* These weapons may be used by a cleric.

Medium Weapons	Cost	Weight	Damage	Range
Axe, Battle	7	6	1d8	-
Bow, Short	25	2	-	-
Arrows (20)	2	2	1d6	60'
Club*	1	3	1d6	-
Crossbow	30	15	-	-
Quarrels (20)	2	2	1d6	60'
Mace*	5	4	1d8	-
Hammer, War*	5	5	1d8	-
Pick, Military	5	5	1d8	-
Quarterstaff*	2	3	1d6	-
Spear	3	3	1d6	30'
Sword	10	4	1d8	-
Trident	15	4	1d8	10'

* These weapons may be used by a cleric.

Large Weapons	Cost	Weight	Damage	Range
Bow, Long	40	2	-	-
Arrows (20)	5	2	1d6	90'
Arrows, Silvered (20)	50	2	1d6	90'
Mace, Heavy*	7	10	1d10	-
Pole Arm	7	10	1d10	-
Sword, Two-handed	15	8	1d10	-

* These weapons may be used by a cleric.



Maces: A mace typically consists of a strong, heavy, wooden or metal shaft, often reinforced with metal, topped with a knobbed or flanged head or iron or steel. It is similar to both the morning star, which has a spiked or flanged head, and the flail, which consists of a striking head attached to a handle by a chain or hinge. For the purposes of these rules, all three weapons are interchangeable.

Swords: In Dungeon & Dragons, swords are divided into three broad types, the short sword, sword, and two-handed sword, with each type encompassing a number of different weapons:

The short sword represents short stabbing and slashing blades like the seax, wakizashi, gladius, small sword, cutlass, scimitar, saber, and arming sword.

The sword represents various slashing blades like the longsword, bastard sword, and broadsword.

The two-handed sword represents large slashing blades like the claymore, zweihänder, flamberge, katana, and no-dachi.

Polearms: Polearms are a group of weapons that may be used to strike foes that are up to 10 feet away. The following weapons are polearms: awl pikes, bardiches, crow's beaks, glaives, guisarmes, halberds, military forks, ransiers, scythes, great spears, and all weapons based upon or similar in design to these weapons. Spears are shorter polearms that may only strike adjacent foes but may be thrown. Lances are synonymous with spears but may not be thrown.

MISSILE WEAPONS: All missile or ranged weapons may be used to attack foes at a distance up to their listed range (close range) without penalty. For each range increment beyond the first a cumulative, -2 penalty is applied to the missile attack roll.

Thrown weapons may be thrown up to 5 range increments away (the initial range increment plus 4 increments beyond that) while other missile weapons, such as bows, crossbows, and slings, may be fired up to 10 range increments away.

All bows require two hands to use properly. Crossbows require two hands while loading, though they may be fired one-handed. 50% of all arrows or bolts fired may be recovered and re-used.

Crossbows: The crossbow, also called a latch, must be braced against an object to be cocked with a lever mounted on the stock. They may only be fired once per round, even by characters with the Extra Attacks class ability.

SILVERED WEAPONS: A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it can harm creatures such as lycanthropes. Bladed weapons, such as arrows, quarrels, and daggers that are silvered cost 10 times their listed cost.

EQUIPMENT

The following table lists standard adventuring equipment that players commonly purchase. Sometimes the characters may wish to buy an item not on this list. In this case, the DM must carefully consider whether such an item could be found for sale and, if so, how much it would cost. The item should then be added to this list. Brief descriptions of some of these items are provided below.

Item	Cost	Weight
Backpack	5	2
Bedroll	1	3
Belt	½	-
Belt Pouch		
Small	½	-
Large	1	½
Boots	2	2
Cap	½	-
Chalk (20 large sticks)	½	1
Cloak	1	1
Crowbar	3	2
Flask of Oil (1 pint)	1	1
Garlic (20 bulbs)	1	1
Gloves	5	-
Grappling Hook	1	2
Hammer, Small	2	2
Holy Symbol	25	-
Holy Water (1 vial)	25	-
Ink (1 vial)	8	-
Iron Spikes (12)	4	6
Lantern	10	3
Map or Scroll Case	½	½
Mirror (hand-sized, steel)	5	-
Iron Pot	½	2
Paper (10 sheets)	2	½
Quiver (holds 20 arrow or quarrels)	1	1
Rations:		
Iron Rations, 1 Week	15	5
Standard Rations 1 Week	5	5
Rope (50')	1	10
Sacks:		
Small	1	½
Large	2	1
Scabbard		
Short Sword or Dagger	½	½
Sword	1	1
Two-Handed Sword	2	3
Spell Book (blank)	25	5
Tent (2-person capacity)	5	10
Thieves' Tools	25	½
Tinder Box (flint & steel)	3	½
Torches (6)	1	6
Water/Wine Skin	1	½
Weapon Belt	½	½
Whetstone	½	1
Wine (1 quart)	½	2
Wolfsbane (1 bunch)	10	2
Wooden Pole (10' long)	1	4
Wooden Stakes (10)	1	5
Writing Quills (20)	½	-

Backpack: A backpack can hold up to 30 pounds. The shoulder straps of the pack leave the character's hands free for other actions.

Crowbar: A 1-inch thick, specially hardened, iron bar used for prying open such objects as chests or windows (+2 to Strength ability checks to open locked or stuck doors, chests, etc.). A crowbar is 2-3 feet long.

Flask of Oil: Oil is burned in a lantern to give light. It may also be thrown at monsters or poured on the floor and lit to delay pursuit.

Grappling Hook: A large 3 or 4-pronged hook, made of specially hardened iron, used to anchor a rope.

Hammer, Small: A hammer is useful to pound iron spikes into the wall or floor. It can be used as a weapon, dealing 1d4 damage.

Holy Symbol: The sign or symbol of a given deity that is worn by a cleric. Each cleric must have a holy symbol.

Holy Water: This water is made holy by a high-level cleric. It will cause damage to undead monsters when thrown at them and may be used in certain clerical rituals.

Iron Spikes: Iron spikes are used to wedge doors open or shut, or to provide an anchoring point for a rope.

Lantern: A lantern burns one flask of oil in 6 hours, giving light in a 30' radius. Lanterns can be shuttered to prevent the light from being seen and to protect the flame from strong winds.

Mirror: A mirror may be used to reflect the petrifying gaze of a medusa or similar creature, or to look at things indirectly.

Pole, Wooden (10' long): A thick (2" diameter) pole that is useful for probing pools, piles of rags, etc.

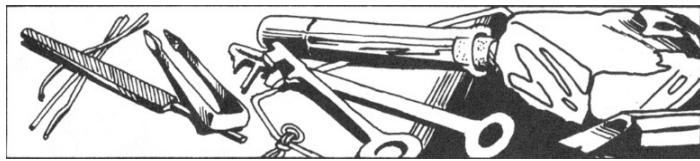
Pouches: A large pouch holds about 10 pounds, a small one holds 5.

Rations, Iron: Preserved food for one person for one week. They will not spoil for months.

Rations, Standard: Unpreserved food for one person for one week. They spoil after 2 weeks. Rations are sometimes thrown to monsters to delay pursuit.

Rope (50' length): A heavy climbing rope that can support about three fully encumbered characters. Using rope to climb grants a +4 bonus to Dexterity ability checks made to climb.

Sacks: A large sack holds about 40 pounds; a small sack holds 20.



Thieves' Tools: A thief must have this small case of picks, tiny blades, and pincers to use the Disable Device ability.

Tinderbox: A tinderbox holds flint, steel, and tinder. It is used to start fires, light torches, etc. It takes 1d3 rounds to use a tinderbox.

Torch: A torch casts light in a 30' radius for two hours.

Water/Wineskin: A wineskin holds one quart of liquid.

Whetstone: A whetstone is used for sharpening blades.

Wolfsbane: A dried bundle of wolfsbane may drive off werewolves and other lycanthropes.

Wooden Stakes: These large (18") wooden stakes are useful when setting up tents (and are helpful against vampires).



LAND TRANSPORT

Item	Cost
Camel	100
Cart (2 wheels)	100
Horse	
Draft	75
Riding	75
War	250
Mule	20
Pony	40
Saddle and Bridle	25
Saddle Bags	5
Wagon (4 wheels)	200

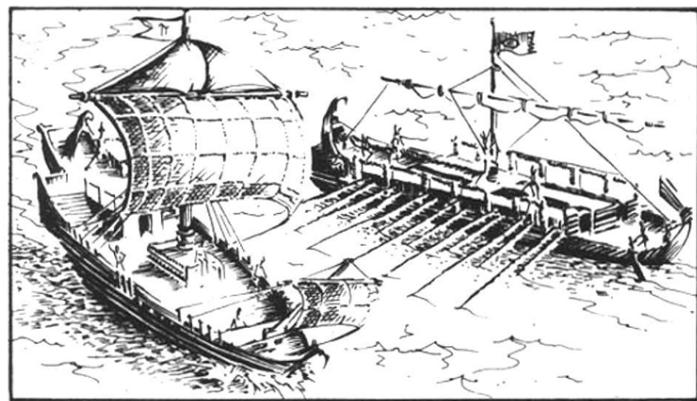
Cart: This may be pulled by up to two draft horses (or 4 mules) at a rate of 20' per round. A cart will carry 500 lbs. when drawn by a single horse and 1,000 lbs. with two. A cart may move through deserts, mountains, forests, or swamps only on a road.

Saddle Bag: A saddle bag holds 50 pounds.

Wagon: A wagon may be pulled by up to 4 draft horses (or 8 mules) at the same speed as a cart. Two creatures will be able to pull a load of 1,500 lbs. while 4 creatures may pull a load of 2,500 lbs. The same terrain restrictions for a cart apply to a wagon.

WATER TRANSPORT

Item	Cost
Boat, River	4,000
Boat, Sailing	2,000
Canoe	50
Galleys	
Large	30,000
Small	10,000
War	60,000
Lifeboat	1,000
Longship	15,000
Raft	1/2 per square foot
Sailing Ship	
Large	20,000
Small	5,000
Troop Transport	40,000



Boat, River: This is a boat specially designed for river travel (length 20'-30', beam 10', draft 2'-3'; "beam" is the boat's width and "draft" is how deeply it rides in the water). It can be either rowed or poled and may have a wooden roof to keep the cargo and passengers dry (1,000 gp extra). The standard crew is 8 rowers. A river boat carries up to 3,000 pounds.

Boat, Sailing: This is a small boat with a single mast (length 20'-40', beam 10'-15', draft 2'-3'). Sailing boats are mainly used for fishing on lake or coastal waters. There must be at least one sailor as crew, although a captain and additional crew may be hired. A sailing boat can carry up to 3,000 pounds.

Canoe: A canoe is a boat consisting of a light wooden frame covered with waterproofed bark, hides, or canvas. It is about 15' long, weighs 50 pounds and can be carried overland by two people. Canoes are used mainly on rivers or in swamps. A canoe can carry up to 600 lbs.

Galley, Large: A large galley is a long ship with a shallow draft (length 120'-150', beam 15'-20', draft 3'). It will have a single mast, with one large square sail. The standard crew is 180 rowers, 20 sailors, 50 marines, and a captain. Besides the crew the large galley can carry up to 300,000 pounds of cargo. If desired, the galley can be built with a ram (increase cost by 1/3) and up to two light catapults (one for the bow and one for the stern). An historical example is the Mediterranean trireme.

Galley, Small: This ship is similar to a large galley, but smaller and lighter (length 60'-100', beam 10'-15', draft 2'-3'). The standard crew is 60 rowers, 10 sailors, 20 marines, and a captain. Besides the crew, the small galley can carry up to 100,000 pounds of cargo. A small galley may also be fitted with a ram and up to two light catapults. Historical examples include the bireme and the pentaconter (no ram).

Galley, War. This is a specially constructed large galley that often serves as a flagship of a fleet (length 120'-150', beam 20'-30', draft 4'-6'). The standard crew is 300 rowers, 30 sailors, 75 marines, and a captain. It is always built with a ram and a full deck over the rowers. It will have two masts. A war galley has light wooden towers in the bow and stern. These are platforms about 10'-20' square, rising 15'-20' above the deck. A war galley can be fitted with up to 3 light catapults and can carry 150,000 pounds in addition to the crew. An historical example is the Mediterranean quinquereme.

Lifeboat: A typical lifeboat has a 20' length, 4'-5' beam, and 1'-2' draft.

It has a collapsible mast and carries a week's provisions for 10 men. In addition, it will hold 1,500 pounds in weight. Small ships normally carry 1 or 2 lifeboats; large ships carry 3 or 4. Lifeboats must be purchased separately from larger vessels. Each lifeboat carried will reduce the capacity of larger vessels by 500 pounds.

Longship: The longship is a long, narrow ship that can be either sailed or rowed by the crew (length 60'-80', beam 10'-15', draft 2'-3'). It operates equally well on rivers, coastal waters, or ocean. The standard crew is 75 sailors (who double as rowers and marines) and a captain. It only takes 60 crew to row the longship at full speed. A longship can carry up to 20,000 pounds of cargo. A historical example is the Viking drakkar.

Raft: A raft is a floating platform or barge. They are awkward and hard to maneuver but can be poled along in gentle currents. Professionally built rafts have raised edges to keep water from washing over the side, a tent or small wooden hut for shelter, and a crude steering oar. Their maximum size is 30' x 40'. Such rafts are often dismantled and sold for the value of the wood (1/4 price) once their cargo reaches a downstream port. Rafts may also be found as ferries at river crossings. Each 10' x 10' section will support 500 pounds of weight.



Characters can build their own rafts if wood is available. Such rafts will be nothing more than crude platforms. This will take 1-3 days per 10' square section (maximum size 20' x 30') and each section will support only 400 pounds of weight.

Sailing Ship, Large: A large sailing ship is a deep, broad ship with up to three masts (length 100'-150', beam 25'-30', draft 10'-12'). It usually has one or more decks, and the bow and stern are raised "castles" to give archers a better field of fire.

The standard crew is 20 sailors and a captain. Up to two light catapults can be mounted on a large sailing ship. In addition to the crew, up to 450,000 pounds of cargo can be carried. A historical example is the medieval great cog.

Sailing Ship, Small: This is similar to a large sailing ship but smaller, often having only one mast (length 60'-80', beam 20'-30', draft 5'-8').

The standard crew is 10 sailors and a captain. In addition to the crew, up to 200,000 pounds of cargo can be carried. An historical example is the medieval cog.

Troop Transport: These are large sailing vessels specially adapted to carry troops. They can carry twice as many men and horses as a large sailing ship.

Troop transports often have special modifications. For example, when horses are transported, special hatches are cut into the side of the ship, then the horses are loaded on and sealed in for the voyage!

Ship	Miles/Day	Feet/Round	Crew			Hull Points	Armor Class	Cargo (lbs.)
			Rowers	Sailors	Marines			
Canoe	18	60'	-	-	-	5-10	11	600
Galley, Large	18/72	90'/120'	180	20	50	100-120	13	300,000
Galley, Small	18/90	90'/150'	60	10	20	80-100	14	100,000
Galley, War	12/72	60'/120'	300	30	75	120-150	15	150,000
Lifeboat, Ship's	18	30'	2	-	-	10-20	11	1,500
Longship	18/90	90'/150'	-	75*	-	60-80	13	20,000
Raft	12	30'	-	-	-	5 per 10 sq. ft.	10	500/10 sq. ft.
River Boat	36	60'	8	2	-	20-40	13	4,000
Sailing Boat	72	120'	-	1	-	20-40	14	3,000
Sailing Ship, Large	72	120'	-	20	50**	120-180	13	450,000
Sailing Ship, Small	90	150'	-	10	25**	60-90	14	200,000

*These also act as rowers and marines.

**Warships only; costs an additional 1/3 of original.

Miles/Day: In general, galleys are used for travel along the coast. River boats and rafts are used for travel on rivers and will almost surely be destroyed if they venture too far from shore. Above is given the average movement rates, in miles travelled per day, for the different types of crafts. Where two rates are given, the first is for rowing movement and the second is for sailing. Rowing during an encounter is much faster than when used for long voyages.

Hull Points: A ship's ability to remain afloat after taking in water or sustaining damage is given in a value called hull points. Hull points for a ship are very similar to Hit Points for a character; when a ship reaches zero or less hull points, it will sink in 1d10 rounds. Unless otherwise specified, most giant sea creatures and certain magic attacks deal 1 hull point of damage for every 5 Hit Points of damage the attack does. Damage dealt by ramming and by siege weapons, including flaming pitch, is discussed on the following page. When a ship is reduced to zero or less hull points, it may no longer move under its own power or attack with ship-mounted weapons (catapult, etc.), although crew may use personal weapons normally.

Attempts to put out fires and repair hull damage take place after damage for the round is scored on the ship. Crew working at these tasks cannot do anything else. Each 10% of hull damage reduces speed by 10%. Each 10% loss of rowers reduces rowed speed by 10%.

Damage from any type of attack on a ship can be repaired at the rate of 1 hull point of damage per turn. This requires that at least 5 crew be assigned to repair duty during the entire turn. Because repairs at sea were makeshift, no more than 1/2 the damage sustained by a vessel can be repaired until the vessel returns to a port facility.

Ship Modifications: Some ships can be modified for transport or combat. The costs and effects of these are listed below:

Adding a Ram: Large and small galleys can add a ram for an additional 1/3 of the original ship's cost. War galleys already have a ram (included in their cost). The ram is fitted on the bow and is only useful for striking large targets such as other ships or giant sea creatures.

In order to strike a ship or sea creature, the ship's pilot must make a Dexterity check with a DC equal to either the ship's or creature's Armor Class, though this can be modified due to high winds, choppy seas, foul weather, or fog.

Rams that hit other vessels will do 50-80 (1d4+4) x 10 points of damage (small galley ram) or 60-110 (1d6 + 5) x 10 points of damage (large or war galley ram); giant sea creatures will suffer 3-24 (3d8) points (small galley) or 6-36 (6d6) points (large or war galley) from rams.

Mounting a Weapon: Longships, any type of galley, and either type of sailed warship can add a light catapult or ballista (combat with siege weapons is discussed on the following page). A light catapult or ballista and 20 rounds of ammunition weigh 1,000 pounds.

Troop Transport: Large and small sailing ships can be converted into troop transports by paying an additional 1/3 of the original ship's cost. Troop transports have 1/3 more hull points than normal sailing ships and carry twice as many troops (marines) as the normal vessel.

SIEGE WEAPONS

The following section gives details on the cost, crew requirements, and use of ranged siege weapons.

RoF refers to the Rate of Fire for each weapon. Unlike most weapon attacks, siege weapons are slow to arm and may once every three rounds (1/3), four (1/4), or six (1/6) melee rounds, as shown on the following table:

Siege Weapons	Cost	Crew	RoF	Damage	Range
Ballista	150	2	1/3	3d6	120'
Catapult, Heavy	400	6	1/4	4d6	180'
Catapult, Light	300	4	1/4	3d6	150'
Trebuchet	500	8	1/6	5d6	240'

Ballista: A war engine, also known as a mangonel or scorpion, which fires a heavy, spear-like missile. The cost of missiles for a ballista is comparable to javelins. Loading a ballista takes 3 rounds.

Catapult: A catapult is a massive engine capable of throwing rocks or heavy objects with great force. Because the catapult throws its payload in a high arc, it can hit areas out of its line of sight but cannot hit targets closer than 100' away.

If the attack roll succeeds, the catapult stone hits the 5' square the catapult was aimed at, dealing the indicated damage to any object or character in the square.

Once a catapult stone hits a square, subsequent shots hit the same square unless the catapult is re-aimed or the wind changes direction or speed.

If a catapult stone misses, roll 1d8 to determine where it lands. This determines the misdirection of the throw, with 1 being back toward the catapult and 2 through 8 counting clockwise around the target square. Then, count 3 squares away from the target square for every range increment of the attack.

Loading a catapult takes 4 rounds, while re-aiming the weapon takes 3 rounds.

Trebuchet: A large siege engine which fires very heavy missile loads a great distance by means of lever and counterpoise. It functions as a heavy catapult.

Attacking with Siege Weapons: When firing any siege engine, the crew chief makes an attack against an AC of 15, or 20 if there is no line of sight to the targeted 5' square. This attack roll is not modified by any crew member's Dexterity bonuses but is modified for range.

Siege Weapons in Naval Combat: Light catapults and ballistae can be mounted on some ships. See page 20 for more information on siege weapon attacks. Note that siege weapons deal 1 point of hull damage per Hit Point of damage dealt. The Armor Class of the ship is used in place of Armor Class 15 for attacks on ships, though this can be modified due to high winds, choppy seas, foul weather, or fog.

Catapults may launch flaming pitch in place of its normal ammunition. When used in naval warfare, this will set a 10' x 10' area on fire, doing 1d6 hull points of damage per turn of burning. The flames will spread if not fought by several crew: 5 crew can put the fire out in 3 turns; 10 crew can extinguish the flames in 2 turns; and 15 crew can put the flames out after 1 turn of burning. Pitch will always burn at least one turn regardless of the number of crew assigned to fight the blaze.



ACCOMMODATIONS

The following table gives some standard prices for victuals commonly found in inns, taverns, and public houses. Please note that the prices given are in gold, silver, and copper pieces (unlike the listed prices on every other equipment list, which solely give prices in gold pieces).

Item	Cost
Ale (1 gallon)	2 sp
Banquet (per person)	10 gp
Bread (1 loaf)	1 sp
Cheese (1/2 pound)	4 sp
Eggs (1 dozen)	2 cp
Honey (1 pint)	5 sp
Lodging	
Fine	1 gp
Common	5 sp
Poor	1 sp
Meals	
Fine	1 gp
Common	5 sp
Poor	2 sp
Small Beer (1 gallon)	1 sp
Soup	2 sp
Wine, common (1 quart)	5 sp



Character Details

LANGUAGES: When player characters wish to speak with monsters, it is often useful to be able to speak several languages. All characters and monsters capable of speech speak the language of their alignment (Lawful, Neutral, or Chaotic). The "common tongue" (or more simply "Common") is spoken by most humans, dwarves, elves, and halflings. Many monsters speak their own language, named after the monster.

Any monster with its own language has a 20% chance of also speaking Common (except dragons, who always speak Dragon and Common if able to speak at all).

A character with an above-average Intelligence score (13-18) may learn additional languages. Note that dwarves, elves, and halflings begin play speaking additional languages. Some suggested languages besides Common and the alignment languages are:

1. Bugbear	8. Goblin	15. Minotaur
2. Dragon	9. Halfling	16. Ogre
3. Dwarfish	10. Harpy	17. Orc
4. Elvish	11. Hobgoblin	18. Pixie
5. Giant	12. Kobold	19. Sprite
6. Gnoll	13. Lizard Man	20. Troll
7. Gnome	14. Medusa	

The DM may wish to use more than one human language or dialect for his or her campaign world. The choice of the name of the language (if any) is left up to each DM. Note also that "human-type" monsters such as Bandits, Berserkers, and Lycanthropes will either speak Common or a human dialect of the DM's invention.



RELIGION: In fleshing out your character, it helps to choose a deity or pantheon of deities whom your character calls upon (or even curses) in times of need. A deity adds a depth to a character that cannot be captured in any other way.

You should consult with your Dungeon Master when choosing a deity for your character. You should not feel restricted to the mantra of having one deity, or even a named deity. Polytheistic societies tend to be open in their religious devotion, with gods rising and waning in power. In monotheistic societies, one deity reigns supreme. Animistic societies turn to a host of spirits for their explanations of the world. In short, take into consideration the kind of religious society your character comes from.

Consult with the Dungeon Master to work out what is best for the theme of the game and the idea of your character and choose accordingly.

Clerics draw their power from the deity, pantheon of deities, or whatever supernatural forces they have allegiance to. In choosing a deity, consultation with the DM is necessary to learn more about a particular deity or pantheon and what boons they bestow upon their faithful priests and defenders.

PHYSICAL DESCRIPTION: After you have selected your character's race, class, alignment, and religious affiliations you may want to fill in the finer details of your character. You are not required to do so, but there are many situations in which this information is vital or useful to roleplaying.

The sex and name of your character are up to you. Your character can be of the same sex as yourself or of the opposite sex. Some people feel it is important to know whether their character is right- or left-handed. This has no bearing on the play of the game, since all characters are assumed to be reasonably competent with either hand.

Age: At the onset of each character's creation, you should establish his or her age. Keep the following table in mind when choosing a starting age. It shows the age at which each race reaches adulthood, middle-age, and old age.

Race	Adulthood	Middle-Age	Old Age
Dwarf	50	150	300
Elf	100	400	800
Halfling	30	60	120
Human	20	40	60

Middle-aged characters lose 1 point of Strength and Dexterity, but gain 1 point of Wisdom. Old characters lose an additional point of Strength and Dexterity, as well as 1 point of Constitution. They gain an additional point of Wisdom. Characters who unnaturally age, such as those who have been touched by a ghost, do not improve their Wisdom score when aging.

Height and Weight: You can decide your character's height and weight, using the information provided below as a guide. Think about what your character's ability scores might say about his or her height and weight. A weak but agile character might be thin. A strong and tough character might be tall or just heavy. The average height and weight for female characters tends to be lower than that for male characters.

Race	Average Height	Average Weight
Dwarf	4' to 4'6"	140 to 180 lbs.
Elf	5' to 5'6"	80 to 100 lbs.
Halfling	3' to 3'6"	40 to 60 lbs.
Human	5' to 6'	90 to 180 lbs.

Other Physical Characteristics: You choose the color of your character's hair, eyes, and skin. To add a touch of distinctiveness, you might want to give your character an unusual or memorable physical characteristic, such as a scar, a limp, or a tattoo.



PERSONALITY TRAITS: Fleshing out your character's personality - the array of traits, mannerisms, habits, beliefs, and flaws that give a person a unique identity - will help you bring him to life as you play the game. Think about your character's favorite words or phrases, tics, habitual gestures, vices, pet peeves, and whatever else you can imagine.





SOCIAL CLASS: The player and Dungeon Master should discuss the social class of each character in the campaign. For player characters, initial social status has no effect on starting money and equipment, but helps establish a background for the character.

Example: An upper class character might be an outcast from a noble family who has taken up as a sword-for-hire or might be a member of an exiled noble family who is looking to restore his family's good name. A lower class character might be quick-witted street urchin who, by chance, took up as a wizard's apprentice, or might have fallen in with a local thieves' guild after years of picking pockets on the street.

Social Class	Typical Members of Society
Lower Class	Freed slaves, peasants, tinkers, vagabonds, beggars, criminals, thieves, herdsmen, laborers, peddlers, actors, jugglers, miners, men-at-arms, travelling minstrels, and fences
Middle Class	Freemen, tradesmen, money-changers, guards, craftsmen, military officers, bankers, landless knights, tutors, clerks, lesser clergy, petty nobles, academics, merchants, minor officials, magic-users
Upper Class	Guild masters, wealthy merchants, military commanders, officials, landed gentry, greater officials, knights, high-ranking clerics, wizards, and royalty

INHERITANCE: If the DM wishes, a player may name an heir to inherit his or her worldly possessions upon the death of the character. The local authorities will, of course, take 10% in taxes, before giving the inheritance to the heir. This heir should be a newly rolled-up first level character. This "inheritance" should only occur once per player.

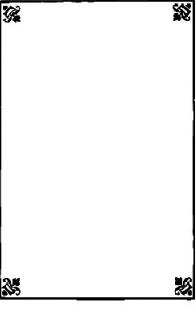
EXAMPLE OF CREATING A PLAYER CHARACTER

- 1] A printed character sheet is being used for this example, so it is not necessary to write down the ability names.
- 2] 4d6 are rolled six times, with the lowest die result dropped from each die roll. The results (from highest to lowest) were: 16, 15, 13, 11, 9, and 7. These numbers are recorded in pencil next to (not in) the box provided for each ability score.
- 3] Since the player wants to create a fighter, the highest ability scores rolled were written next to Strength (15), Dexterity (13), and Constitution (16). As a new character, the character is, of course, 1st level. The lowest roll (7) is written next to Intelligence, with an 11 written beside Wisdom, and a 9 next to Charisma.
- 4] A fighter has the following class abilities: **Combat Mastery** (+2 to all STR ability checks made for Combat Maneuvers) and **Weapon Mastery** with swords (+2 to all attack and damage roll with sword attacks).
- 5] The player realizes that the character would get a +2 to melee attack and damage rolls if the character's prime requisite (Strength) were 16 instead of 15. So, the player lowers the character's Wisdom score from 11 to 9 in order to raise the Strength score from 15 to 16. The character's Intelligence is already below average, so no further adjustments can be made. The final scores of 16, 7, 9, 13, 16, and 9 are recorded in the appropriate boxes.
- 6] The player notes the modifiers due to the character's ability scores:
 - A **Strength** score of 16 gives the character a bonus of + 2 on melee attack and damage rolls, and to all STR ability checks.
 - An **Intelligence** score of 7 means that the fighter can write simple Common words and gets a -1 penalty to all INT ability checks.
 - A **Wisdom** score of 9 gives the fighter no WIS ability check modifiers.
 - A **Dexterity** score of 13 gives the fighter a + 1 on missile attack rolls, Armor Class, and to all DEX ability checks.
 - A **Constitution** score of 16 gives the character a +2 bonus when rolling a die (d8) to determine Hit Points and a +2 to all CON ability checks.
 - A **Charisma** score of 9 gives the fighter no CHA ability check modifiers and maximum of 4 retainers.
- 7] Current experience is marked as "0", and 2,500 is marked as the total necessary to become a 2nd level fighter.
- 8] The player rolls 1d8 to determine the number of Hit Points the character has as a 1st level fighter **or** chooses to take the average result of 5. The player takes the average (5) and adds 2 due to the Constitution bonus, for a total of 7 Hit Points.
- 9] The player decides to make the character Neutral, so Neutral is marked for Alignment.
- 10] For gold, the player rolls a 12 on 3d6, then multiplies by 10, which gives the character 120 gold pieces (gp) with which to buy equipment. 110 gp is recorded under MONEY on the back of the character sheet.
- 11] The player decides on purchasing the following equipment:
 - Chain Mail (50 gp), Shield (10 gp), Sword (10 gp), Short Bow (25 gp), Sword Scabbard (1 gp), Quiver (1 gp), Boots (2 gp), Belt (½ gp), 20 Arrows (2 gp), 1 Silvered Arrow (2 gp), 50' Rope (1 gp), 10' Pole (1 gp), 12 Iron Spikes (4 gp), 6 Torches (1 gp), 1 Week's Standard Rations (5 gp), Large Sack (2 gp), 1 Quart of Wine (½ gp), Wine Skin (1 gp).

The player would have liked to have purchased Plate Mail armor, but could not afford it.

The equipment is listed on the back of the character sheet. Since 119 gold pieces were spent, the "120 gp" is erased from under MONEY, and replaced with the remaining "1 gp".
- 12] Chain Mail & Shield is Armor Class 16. The character's Dexterity bonus improves the Armor Class by 1, so 17 is listed under Armor Class.
- 13] At 1st level, the fighter class gets a +1 attack bonus. In addition, a 16 Strength grants another +2 bonus to all melee attack and damage rolls, while a 13 Dexterity grants a +1 bonus to all missile (ranged) attack rolls. Weapon Mastery also gives the fighter an additional +2 to attack and damage rolls with all sword attacks.
- 14] This player is female and decides that her character will also be female. Inspired by the name of Morgan le Fay from Arthurian legends, the player decides that the name of Morgan Ironwolf would be a good name for a fighter.

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name MORGAN IRONWOLF	Character's Name 	Alignment NEUTRAL	Dungeon Master	
FIGHTER	Level 1st	Character Sketch or Symbol		
Class	Hit Points 17	Movement Rate 20'	ABILITY SCORES	SAVING THROWS
Armor Class	7		16 STRENGTH +2 modifier	+4 PARALYSIS & CONSTRCTION class bonus + exp. bonus
Wisdom	-		7 INTELLIGENCE -1 modifier	-1 MAGIC-USER SPELLS & ILLUSIONS class bonus + exp. bonus
Dexterity	+1 modifier		9 WISDOM - modifier	0 CLERIC SPELLS, GAZE ATTACKS, PETRIFICATION, & POLYMORPH class bonus + exp. bonus
Constitution	+2 modifier		13 DEXTERITY +1 modifier	+1 BREATH WEAPONS & TRAPS class bonus + exp. bonus
Charisma	- modifier		16 CONSTITUTION +2 modifier	+4 LIFE DRAIN, DISEASE, & POISON class bonus + exp. bonus
			9 CHARISMA - modifier	+4 DEATH ATTACKS, CHARM, & FEAR class bonus + exp. bonus
SPECIAL ABILITIES				
COMBAT MANEUVERS: +2 TO STRABILITY CHECKS MADE TO MAKE OR RESIST COMBAT MANEUVERS. WEAPON MASTERY: +2 TO ATTACK & DAMAGE ROLLS WITH SWORDS.				
COMBAT		WEAPON MASTERY 1D8+4	MONEY and TREASURE 1 GP	EXPERIENCE 0 XP
weapon	+5 attack modifiers	damage notes		
SHORTHORN	+2 attack modifiers	1D6 damage notes	60' RANGE, 20 ARROWS	
weapon	attack modifiers	notes		
weapon	attack modifiers	notes		
weapon	attack modifiers	notes		

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EQUIPMENT CARRIED		MAGIC ITEMS	NORMAL ITEMS
			CHAIN MAIL & SHIELD BELT & SCABBARD QUIVER 20 ARROWS 1 SILVERED ARROW BOOTS 50' ROPE 10' POLE IRON SPIKES (12) 6 TORCHES 1 WEEK'S STANDARD RATIONS LARGE SACK WINE SKIN w/ 1 QUART OF WINE
OTHER NOTES Including places explored, people & monsters met			
			

CHAPTER 3: SPELLS

A spell is a formula for collecting and using magical energies. A magic-user or cleric controls these energies with a memorized set of words and hand motions: the spell. Each spell has its own special set of words and gestures. Only magic-users, elves, and clerics can learn these formulas, and thus only they may cast spells.

Spells can be versatile tools, weapons, or protective wards. They can deal damage or undo it, afflict others with or remove sickness, drain life energy away, and restore life to the dead.

Preparing and Casting Spells

SPELL LEVEL: Every spell has a level from 0 to 9. A spell's level is a general indicator of how powerful it is, with the lowly Magic Missile at 1st level and the earth-shaking Wish at 9th. The higher a spell's level, the higher level a spellcaster must be to use that spell.

PREPARING SPELLS: Before a spellcaster can use a spell, he or she must have the spell firmly fixed in mind, or must have access to the spell in a magic item. All spellcasters must undergo a process of preparing spells.

A character needs to complete 8 hours of rest before preparing spells. It then takes 1 hour of uninterrupted "game time" of study for magic-users or elves, or prayer, for clerics, to prepare their full allotment of spells for the day. Magic-users and elves must have their spell book on hand in order to study their spells.

If a character still has spells prepared from the previous day, he or she may abandon some or all of them to make room for new spells. If a spell is reversible, the character must choose which version to prepare while studying or praying.

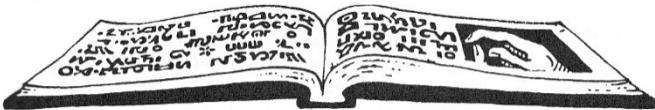
Once prepared, a spell remains in the character's memory unless he or she wishes to purge it from memory (typically to make room for new spells after 8 hours of rest).

Example: A 3rd level magic-user has three 1st level spell slots and one 2nd level slot. As such he or she may prepare three 1st level spells and one 2nd level spell. The magic-user prepares the following:

1st level: Comprehend Languages, Magic-Missile, Shield

2nd level: Web

If a character dies, all spells stored in the character's mind are wiped away. Spells may not be prepared more than once per day, even if the caster rests for more than 8 hours during that day.



SPELL SLOTS: Regardless of how many spells a caster prepares, he or she can cast only a limited number of spells before resting. Manipulating the fabric of magic and channeling its energy into even a simple spell is physically and mentally taxing. Thus, each spellcasting class's description includes a table showing how many spell slots of each spell level a character can use at each character level.

Example: A 3rd level magic-user has three 1st level spell slots and one 2nd level slot, and has prepared the following spells:

1st level: Comprehend Languages, Magic-Missile, Shield

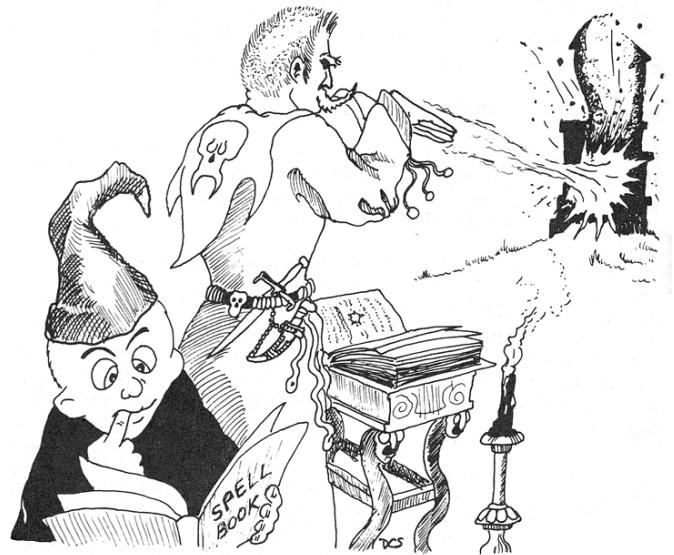
2nd level: Web

Over the course of the adventuring day, the magic-user may choose to cast Comprehend Languages, Magic Missile, or Shield each time a 1st level spell slot is expended. The magic-user may only cast Web when expending the 2nd level spell slot, as it was the only 2nd level spell that was prepared that day.

When your character casts a spell, a spell slot of that spell level is expended, effectively "filling" a slot with the spell. Some monsters have special abilities that let them cast spells without using spell slots.

Finishing 8 hours of rest restores any expended spell slots. Spells slots may not be restored more than once per day, even if the caster rests for more than 8 hours during that day.

Acquiring New Spells



Clerics, elves, and magic-users seek to add new spells to their repertoire, but the process for adding new spells is different for each group.

ELVES AND MAGIC-USERS: Elves and magic-users rely on spell books when preparing their daily spell allotment. The spells that are added to their spell books as they advance in level reflect the research they conduct while resting, as well as the magical discoveries they make while adventuring.

Each spell book is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume received as a gift from the elf's or magic-user's master, a finely bound gilt-edged tome found in an ancient library, or even a loose collection of notes scrounged together after years of study.

Most elves and magic-users desire, beyond all other treasure, the acquisition of new spells for their spell books. Elves and magic-users learn and add new spells through several methods.

Gaining a Level: An elf or magic-user may add 2 spells to his or her spell book when advancing in level. The spells chosen must be of a level that the character can cast.

Scrolls and Spell Books: To decipher spells in another spell book or a scribed in a scroll, a character must first cast Read Magic on the spell to be deciphered. Once the character successfully casts Read Magic, the character can copy it to his or her spell book.

Spells on scrolls that are deciphered with Read Magic may also be cast from the scroll, so long as the spells appears on the magic-user or elf spell list and the magic-user or elf has access to spells of that spell level. If cast from a scroll, the spell disappears and may not be copied into a spell book.

Copying a spell takes up 1 page per spell level and costs 100 gp per page. A normal spell book has 100 pages.

Replacing Spell Books: A lost spell book may be replaced through two methods.

If the character already has a particular spell prepared, the character can write it directly into a new book at a cost of 100 gp per page. The process wipes the prepared spell from the character's mind, just as casting it would.

If a known spell is not prepared the character can copy it from a borrowed spell book. Spells transcribed from a borrowed spell book must first be deciphered with a Read Magic spell. Transcribing spells costs 100 gp per page of the spell.

CLERICS: Clerics undertake a certain amount of study of religious treatises and theories between adventures. When a cleric gains spell slots for spells of a new spell level, the character automatically knows and can prepare all spells of that spell level.

Casting Spells

A character must make all pertinent decisions about a spell (target, effect, etc.) when the character begins casting, unless the spell specifies otherwise. The Dungeon Master applies whatever result a spell entails using the spell's description.

SPELL COMPONENTS: To cast a spell, the character must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components (if any). The spell descriptions indicate which components are necessary. If the necessary components are not used, the casting fails.

The spell component line includes abbreviations for the components required to cast the spell:

Verbal (V): To provide a verbal component, the caster must be able to speak in a strong voice.

Somatic (S): Somatic components are precise movements of the hand or some other part of the body. The caster must have at least one hand free to provide a somatic component.

Material (M): A spell's material component is a substance or object that focuses the caster's energies during the process of spellcasting. The component is not destroyed in the process of casting a spell unless the spell description states otherwise.

A holy symbol is the only material component for cleric spells, unless stated otherwise in the spell description.

CASTING TIME: Nearly all spells require a single action to cast. As such, the caster may not make an attack roll on the same round that they are casting a spell. Spells that can be cast instantaneously, such as Feather Fall, take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast instantaneously, the spell description tells you exactly when the caster may do so.

Certain spells require one or more minutes to cast. When casting a spell with a casting time longer than a single action, the caster must spend the entire casting time focused on casting the spell. If disturbed, he or she must make a **Concentration Check** (see below) or lose the spell.

CONCENTRATION CHECKS: To cast a spell, the character must concentrate. If something interrupts the character's concentration while the character is casting, the spell is lost and marked off the character's list of prepared spells.

The Dungeon Master may allow a Concentration Check to see if the spell is disrupted, and lost, or not. For elves and magic-users, the Concentration Check is an Intelligence Saving Throw. For clerics, the Concentration Check is a Wisdom Saving Throw.

Spellcasters who are wounded while casting a spell must make a Difficulty Class (DC) 14 Concentration Check to successfully cast that spell.

The DM might also require the caster to make a DC 14 Concentration Check when casting in distracting circumstances, such as casting during a raging storm, casting while on the pitching deck of a ship, or casting while on horseback or in the back of a bounding wagon.

Spell Descriptions

Each spell listing provides a casting time, range, and duration for that spell. Some spells also have notations for their area of effect and/or the type of Saving Throw that can be made to resist or negate the spell's effect.

If the character ever tries to cast a spell in conditions where the characteristics of the spell (range, area, etc.) cannot be made to conform, the casting fails, and the spell is wasted.

RANGE: A spell's range is the maximum distance from the spellcaster that the spell's effect can occur. If any portion of the spell's area extends beyond the range, that area is wasted.

Sometimes the range of a spell is only personal (the spell effects only the caster or emanates from the caster) or touch (the caster must touch a creature or object to affect it), as noted in the spell description. When targeting an unwilling creature with a touch spell, the caster must make a melee attack to touch that creature with his or her hand. A miss means that the spell is not discharged, and that the caster may make another attempt the next round.

There are three, standard, distance ranges for spells: 30' (Close), 100 feet (Medium), and 400' (Long).

Some spells have no standard range category, just a range expressed in feet. Some spells create or summon things rather than affecting things that are already present. The character must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move without regard to the spell's range.

TARGET: A typical spell requires the caster to pick one or more targets to be affected by the spell's magic. A spell's description tells the caster whether the spell targets creatures, objects, or a point of origin for an area of effect (described below).

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like crackling lightning is obvious, but a subtler effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a spell says otherwise.

If the caster casts a targeted spell on the wrong sort of target, the spell has no effect and is lost.

To target something, the caster must have a clear path to it, so it can't be behind total cover (see **Cover** on page 82). If the caster places an area of effect at a point that he can't see and an obstruction, such as a wall, is between the caster and that point, the point of origin comes into being on the near side of that obstruction.

Targeting Yourself: If a spell targets a creature of the caster's choice, the caster can choose him or herself, unless the creature must be hostile or specifically a creature other than the caster. If the caster is in the area of effect of a spell he or she casts, he or she can be targeted by the spell. If the target of a spell is the caster, the caster does not receive a Saving Throw.

AREA OF EFFECT: Spells such as Burning Hands and Cone of Cold cover an area, allowing them to affect multiple creatures at once. A spell's description specifies its area of effect, which typically has one of five different shapes: circle, cone, cube, line, or sphere/hemisphere.

Some spell effects are affected by obstacles. The character must have a clear line of effect to any target that the character casts a spell upon or to any space in which the character wishes to place the point of origin for an area of effect spell. For circles, cones, and spherical spells, the spell only affects areas, creatures, and objects to which it has line of effect from its origin (a circle's center, a cone's starting point, or a spherical spell's point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect.

Circle: The spell radiates from a chosen point (or from the caster, in some instances) affecting whatever lies within its area of effect. This area lies along a horizontal plane.

Cone: A cone extends in a direction the caster chooses from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

Cube: The cube's size is expressed as the length of each side.

Line: A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

Sphere or Hemisphere: The caster selects a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

A hemisphere is a bisected sphere, usually appearing as a dome over the caster. It otherwise functions as a spherical area of effect.

DURATION: Duration measures how long a spell's effect lasts. Durations are measured in 10 second rounds, minutes, 10 minute turns, hours, or some other increment. When the limit is up, the magic goes away and the spell ends. Some spells have a permanent duration.

A few spells require that the caster maintains concentration for their duration. While maintaining concentration, the caster may not attack, cast other spells, or take actions other than moving at his or her normal Movement Rate and dodging incoming attacks and spells. Anything that could break a caster's concentration while casting a spell (see **Concentration Checks** above) may do so while maintaining a spell through concentration.

A spellcaster can dismiss spells that they have cast before the duration ends unless the spell description states otherwise. Spellcasters can dismiss their spells automatically but only on their turn.

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

If a ray spell has a duration, the duration refers to the effect that the ray causes, not to the length of time the ray itself persists.

COMBINING MAGICAL EFFECTS: The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect - such as the highest bonus - from those castings applies while their durations overlap.

Example: If two clerics cast Bless on the same targets, those characters gain the spell's benefit only once.

Through the use of certain spells, attack and damage rolls, Saving Throws, morale, and other abilities of characters can be increased (or decreased) for a short time. In general, spells that affect the same ability will not combine. However, spells usually combine with magic items.

Examples: Casting two Haste spells on a character does not allow the character to move at four times normal speed.

A Bless spell and a magic sword will both increase the attack roll of the recipient.

SAVING THROWS: Most harmful spells allow an affected creature to make a Saving Throw in order to avoid some or all of the spell's effect. A spell's description details whether that spell allows a Saving Throw, what type of Saving Throw is made, and the effect of a successful save. If a spell does not include a Saving Throw entry, then assume no Saving Throw is allowed. A spell's Saving Throw DC equals 10 plus the caster's Experience Bonus (see page 69). For spells cast by monsters, the DC equals 10 plus $\frac{1}{2}$ of its Hit Dice.

A creature that successfully makes a Saving Throw against a spell without obvious physical effects may feel a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's Saving Throw succeeds against a targeted spell, the caster senses that the spell has failed. The caster does not sense when creatures succeed at Saving Throws against area of effect spells.

A creature can voluntarily forego a Saving Throw and willingly accept a spell's result.

Negates: This term means that the spell has no effect on an affected creature that makes a successful Saving Throw.

Partial: The spell causes an effect on its subject, but a successful Saving Throw means some lesser effect occurs.

Half: The spell deals damage, and a successful Saving Throw halves the damage taken (round down).

None: No Saving Throw is allowed.

REVERSIBLE SPELLS: Some spells are reversible (they can be cast for an effect opposite to that of the standard spell). This is noted after the spell name. Spellcasters with reversible spells must prepare the desired version.

Example: A cleric who desires a Cause Light Wounds spell must petition for this form of the Cure Light Wounds spell when meditating and praying.

Note that severe penalties can result if the spell choice is at variance with a cleric's alignment (possible penalties include denial of specific spells, entire spell levels, or even all spells for a certain period). The exact result (if any) depends on the reaction of the caster's divine patron, as determined by the DM.

When an elf or magic-user learns a reversible spell, both forms are recorded in their spell books. However, the caster must still decide which version of the spell to cast when preparing the spell.

Example: A magic-user who has prepared Stone to Flesh and desires to cast Flesh to Stone must wait until he or she prepares spells the next day.

Cleric Spells

The following lists of cleric spells, sorted by spell level, are followed by descriptions of each spell. Spells listed in *italics* are reversible.



First Level Cleric Spells

- 1] Command
- 2] Cure Light Wounds
- 3] Detect Evil
- 4] Detect Magic
- 5] *Light*
- 6] Protection from Evil
- 7] Purify Food and Water
- 8] Remove Fear
- 9] Remove Paralysis
- 10] Sanctuary

Second Level Cleric Spells

- 1] Bless
- 2] Find Traps
- 3] Hold Person
- 4] Know Alignment
- 5] Resist Fire
- 6] Silence 15' Radius
- 7] Snake Charm
- 8] Speak with Animal
- 9] Spiritual Hammer
- 10] Zone of Truth

Third Level Cleric Spells

- 1] *Continual Light*
- 2] Cure Blindness
- 3] Cure Disease
- 4] Glyph of Warding
- 5] Growth of Animals
- 6] Locate Object
- 7] Remove Curse
- 8] Speak with Dead
- 9] Striking
- 10] Water Walk

Fourth Level Cleric Spells

- 1] Animate Dead
- 2] Create Water
- 3] Cure Serious Wounds
- 4] Dispel Magic
- 5] Neutralize Poison
- 6] Protection from Evil, 10' Radius
- 7] Speak with Plants
- 8] Sticks to Snakes
- 9] Tongues

Fifth Level Cleric Spells

- 1] Commune
- 2] Create Food
- 3] Cure Critical Wounds
- 4] Dispel Evil
- 5] Insect Plague
- 6] Quest
- 7] Raise Dead
- 8] True Seeing

Sixth Level Cleric Spells

- [1] *Aerial Servant*
- [2] *Animate Objects*
- [3] *Barrier*
- [4] *Find the Path*
- [5] *Heal*
- [6] *Restore*
- [7] *Summon Animals*
- [8] *Word of Recall*

Seventh Level Cleric Spells

- [1] *Control Weather*
- [2] *Holy Word*
- [3] *Plane Shift*
- [4] *Regenerate*
- [5] *Stone Tell*
- [6] *Wind Walk*

Eighth Level Cleric Spells

- [1] *Anti-Magic Shell*
- [2] *Discern Location*
- [3] *Earthquake*
- [4] *Survival*
- [5] *Wizardry*

Ninth Level Cleric Spells

- [1] *Astral Spell*
- [2] *Etherealness*
- [3] *Gate*
- [4] *Miracle*
- [5] *Raise Dead Fully*

FIRST LEVEL CLERIC SPELLS

Command

Components: V
Casting Time: 1 action
Range: 30' (Close)
Target: 1 living creature
Duration: 1 round

Saving Throw: None; see text

The cleric gives the target a single command, which it obeys to the best of its ability on its turn. Only living creatures with 5 or more Hit Dice may make a Saving Throw to resist this spell. The cleric may select from the following options:

Approach: The subject moves directly toward the cleric at its normal Movement Rate for 1 round. The creature may do nothing but move during its turn but is not considered helpless.

Drop: The subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: The subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: The subject moves away from the cleric as quickly as possible for 1 round. It may do nothing but take the Run action during its turn.

Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

Cure Light Wounds (reversible)

Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 creature; see text
Duration: Instantaneous

When laying a hand upon a living creature, the cleric channels positive energy that cures $1d6+1$ points of damage. Since undead are powered by negative energy this spell deals damage to them instead of curing their wounds.

The reverse of this spell, Cause Light Wounds, deals $1d6+1$ points of damage to the target. Undead are cured by all Cause Wounds spells.

Detect Evil (reversible)

Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 120' radius sphere
Duration: 1 hour (6 turns)

This spell can be used to detect evil intentions, or evilly enchanted objects within 120 feet, causing the creatures or objects to glow. Actual thoughts are not detected; only the "feeling of evil". The exact definition of "evil" is left to each referee, and players should discuss this point so that all agree; "Chaotic" is not always "evil". Poison and physical traps are neither good nor evil. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

The reverse of this spell, Detect Good, functions just as Detect Evil, except that it detects good intentions and good magic items. Healing potions, antidotes, and similar beneficial items are not good.

Detect Magic

Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 60' radius sphere
Duration: 30 minutes (3 turns)

This spell determines if there has been an enchantment laid upon a person, place, or thing, causing any magic item within 60' to glow. It is useful, for example, to discover if some item is magical, if a door has been magically "held" or "wizard locked" (see **Magic-user and Elf Spells**), and so forth.

The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Light (reversible)

Components: V, M
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 object or creature
Duration: 2 hours (12 turns)
Saving Throw: Wisdom negates

This spell causes bright light, equal to a lantern, to emanate in a 30' sphere from the targeted object or creature. A targeted creature may make a Wisdom Saving Throw to negate the spell. Light negates the Darkness spell (see below) and vice versa.

The reverse of this spell, Darkness, causes darkness to emanate from the targeted object or creature in a 30' radius sphere. A targeted creature may make a Wisdom Saving Throw to negate the spell. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, though a Light spell will negate it.

Protection from Evil

Components: V, S, M
Casting Time: 1 action
Range: Personal
Duration: 2 hours (12 turns)

This spell circles the cleric with a magic barrier. This barrier will move with the caster. The spell serves as some protection from "evil" attacks (attacks by monsters of an alignment other than the cleric's alignment) by adding 2 to the cleric's Saving Throws and adding 2 to the cleric's Armor Class against such foes.

The spell will also keep out melee attacks from summoned monsters, such as elementals, but not missile fire attacks from these creatures. The cleric breaks this protection by attacking the monster in melee combat, but still gains the bonus to Armor Class and Saving Throws.

Purify Food and Water (reversible)

Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 5' cube
Duration: Instantaneous

All nonmagical food and drink within a 5' cube centered on a point of the cleric's choice within range is purified and rendered free of poison and disease. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by Purify Food and Drink, but the spell has no effect on creatures of any type or upon magic potions.

The reverse of this spell, Putrefy Food and Drink, contaminates nonmagical food and drink within a 5' cube centered on a point of the cleric's choice within range. Anyone eating this food is sickened until they rest for 8 hours or are targeted by a Neutralize Poison or Restore spell. Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2

penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half. This spell spoils holy water.

Remove Fear (reversible)

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Target: 1 living creature

Duration: 30 minutes (3 turns)

Saving Throw: Charisma negates

When the cleric casts this spell on a living creature, the spell will calm the creature and remove all fear effects from it. While the spell lasts, the target gets a +4 bonus to all Charisma Saving Throws against fear.

The reverse of the spell, Cause Fear, causes a living creature that fails its Charisma Saving Throw to become frightened. It will flee from the caster as quickly as possible for the spell's duration. Creatures unable to flee cower in fear, unable to attack but able to defend themselves. Creatures with 6 or more Hit Dice are immune to this effect.

Remove Fear counters and dispels the Cause Fear spell.

Remove Paralysis

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Targets: 1 living creature

Duration: Instantaneous

The cleric relieves a creature from the effects of any temporary paralysis or related magic, including a ghoul's touch, a Hold Person spell, or a Slow spell.

Sanctuary

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: 1 minute (6 rounds)

Saving Throw: Wisdom negates

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Wisdom save.

If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack and it can't directly attack the warded creature for the duration of the spell.

Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use non-attack spells or otherwise act.

SECOND LEVEL CLERIC SPELLS

Bless (Reversible)

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 30' radius circle, centered on the caster

Duration: 1 hour (6 turns)

Saving Throw: Charisma negates

This spell raises the Morale score of all friendly creatures in range by 3 and gives them a +1 bonus to all attack and damage rolls.

The reverse of this spell, Blight, decreases enemies' morale by 3 and gives them a -1 penalty to their attack and damage rolls, unless a successful Charisma Saving Throw is made.

Blight counters and dispels Bless and vice versa.

Find Traps

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 30' cone

Duration: 30 minutes (3 turns)

When cast, a Find Traps spell causes magical and mechanical traps within 30' to become apparent to the caster.

A trap is any device or magical ward that meets three criteria: it can inflict a sudden or unexpected result, the spellcaster would view the result as undesirable or harmful, and the harmful or undesirable result was specifically intended as such by the creator. Thus, traps include a Glyphs of Warding and similar spells or devices. The spell does not detect traps that have been disarmed or are otherwise inactive.

The caster learns the general nature of the trap (magical or mechanical) but not its exact effect, nor how to disarm it.

Hold Person

Components: V, S, M

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 living creature

Duration: 1 minute (6 rounds)

Saving Throw: Strength negates; see text

The Hold Person spell will affect any human, demi-human, or human-like creature (bugbears, gnolls, gnomes, hobgoblins, kobolds, lizard men, orcs, pixies, or sprites). It will not affect undead or creatures larger than Medium size.

The victim of this spell must make a Strength Saving Throw or be paralyzed.

Held creatures are aware and breathe normally but cannot take any actions, even speech. A winged creature that is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. Held creatures are considered to be incapacitated (see **Helpless Combatants** on page 82 for more details).

Know Alignment

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 30' radius sphere

Duration: Concentration, up to 1 minute (6 rounds)

This spell will reveal if a creature, object (such as a magic sword), or area (such as a temple) within 30' is Lawful, Neutral, or Chaotic.

The caster may concentrate upon another creature each round in order to learn its alignment.

Resist Fire (reversible)

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 1 hour (6 turns)

For the duration, a willing creature the cleric touches will not be harmed by normal heat or fire. Also, the target gets a +2 bonus to all Saving Throws against magical fire (including dragon's breath) and gains resistance (see page 84) against magical heat and fire attacks.

The reverse of this spell, Resist Cold, protects against mundane and magical cold, in the same way that Resist Fire protects against heat and fire.

Silence 15' Radius

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: 15' radius sphere

Duration: 2 hours (12 turns)

Saving Throw: Wisdom special, see text

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters into, or passes through the area. This spell provides a defense against sound or language-based attacks.

If cast on a person, the victim may make a Wisdom Saving Throw. If the Saving Throw is successful, the spell will remain in the area in which it was cast, and the victim may move out of the area. Otherwise, the spell will move with the target.

Snake Charm

Components: V, S
 Casting Time: 1 action
 Range: 30' (Close)
 Area of Effect: 30' radius sphere
 Duration: 1 hour (6 turns)

When this spell is cast, a hypnotic pattern is set up which allows the cleric to charm 1 Hit Die of snakes for every level of the cleric. Thus, a 5th level cleric could charm one 5 Hit Die snake, five 1 Hit Die snakes, or any combination totaling 5 or less Hit Dice. The snakes will rise up and sway but will not attack for the spell's duration.

When the spell wears off, the snakes will return to normal.

Speak with Animals

Components: V, S
 Casting Time: 1 action
 Range: Personal
 Target: The cleric
 Duration: 1 hour (6 turns)

The cleric can comprehend and verbally communicate with any normal or giant forms of animal life for the spell's duration. It will not affect intelligent animal races or fantastic creatures.

The cleric can ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary or cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward the cleric, it may perform some favor or service.

Spiritual Hammer

Components: V, S, M
 Casting Time: 1 round
 Range: 30' (Close)
 Effect: 1 magical weapon of force

Duration: Concentration, up to 1 minute (6 rounds)
 By calling upon his or her deity, the cleric brings into existence a field of force that is shaped vaguely like a hammer. The cleric may use this Spiritual Hammer to make a melee attack against any single foe within range each round by concentrating on the spell.

The Spiritual Hammer strikes as a +1 war hammer at levels 3-5, gaining a +1 attack bonus and dealing 1d8+1 damage. This magical bonus increases to +2 at 9th level and +3 at 15th level.

Zone of Truth

Components: V, S, M
 Casting Time: 1 action
 Range: 30' (Close)
 Area of Effect: 30' radius circle
 Duration: 20 minutes (2 turns)
 Saving Throw: Wisdom negates

Creatures within the area of effect (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a Wisdom Saving Throw to avoid the effects when the spell is cast or when the creature first enters the area of effect.

Creatures that leave the area are free to speak as they choose. A creature that fails its save can choose not to answer questions or seek to give evasive answers to them (as long as they are not lies).

THIRD LEVEL CLERIC SPELLS

Continual Light (reversible)

Components: V, S, M
 Casting Time: 1 action
 Range: Touch
 Target: 1 object or creature
 Effect: 60' radius sphere of sunlight
 Duration: Permanent until dispelled
 Saving Throws: Wisdom negates

A globe of light, equivalent to daylight, springs forth from an object or creature that the cleric touches. A touched creature may make a Wisdom Saving Throw to negate the spell. An object or creature bearing Continual Light can be covered and hidden, but the magical light will not be smothered or quenched.

Creatures who have penalties when fighting in bright light (goblins, undead, etc.) will suffer the same penalties within the radius of a Continual Light spell.

The reverse of this spell, Continual Darkness, creates a 60' radius globe of total, impenetrable darkness that emanates from an item or creature that the cleric touches. A touched creature may make a Wisdom Saving Throw to negate the spell. An object or creature bearing Continual Darkness can be covered and hidden, but the magical darkness will not be smothered or quenched.

Darkvision is useless within this sphere and normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area. Creatures within the area are blinded unless they can see through magical darkness through the use of True Seeing or similar magic.

Continual Light counters and dispels Darkness and Continual Darkness, while Continual Darkness counters and dispels Light and Continual Light.

Cure Blindness (reversible)

Components: V, S
 Casting Time: 1 action
 Range: Touch
 Target: 1 living creature
 Duration: Instantaneous
 Saving Throw: Constitution negates
 Cure Blindness cures blindness, whether the effect is normal or magical in nature. The spell does not restore eyes that have been lost but repairs them if they are damaged.

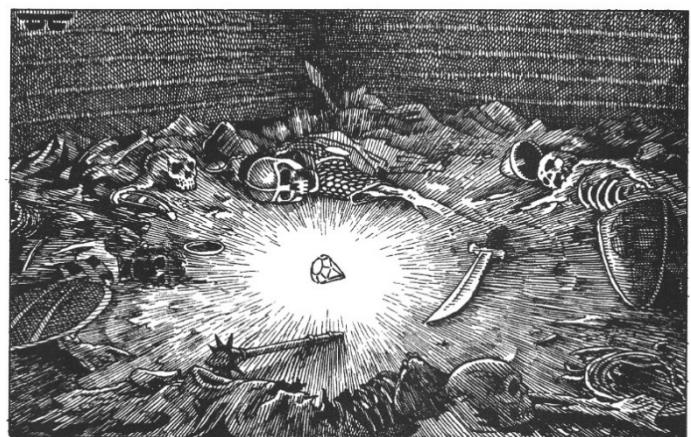
The reverse of this spell (Cause Blindness) magically blinds the victim unless a Constitution Saving Throw is made.

Cure Disease (reversible)

Components: V, S
 Casting Time: 1 action
 Range: Touch
 Target: 1 living creature
 Duration: Instantaneous
 Saving Throw: Constitution negates
 This spell will cure a living creature of any disease. Cure disease will also kill green slime. Some diseases, such as lycanthropy and mummy rot, also require the casting of Remove Curse to prevent the return of the affliction.

The reverse of this spell (Cause Disease) infects the victim with a hideous wasting disease unless a Constitution Saving Throw is made. A failed save indicates that the target is sickened. Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half. The disease lasts until cured.

Cure Disease counters and dispels Cause Disease and vice versa.



Glyph of Warding

Components: V, S, M
 Casting Time: 10 minutes (1 turn)
 Range: Touch
 Area of Effect: 1 object or area up to 25 square feet/caster level
 Duration: Permanent until discharged
 Saving Throw: See text
 When casting the spell, the cleric weaves a tracery of faintly glowing lines around the warding sigil. When the spell is completed, the glyph and tracery become nearly invisible.

This powerful inscription harms those who enter, pass, or open the warded area or object. A Glyph of Warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on. Multiple glyphs cannot be cast on the same area or object.

The cleric sets the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which the cleric sets when casting the spell) is subject to the magic it stores.

Alternatively, or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to Law, Neutrality, or Chaos, or to pass those of the cleric's religion. They cannot be set according to class, Hit Dice, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally or if Polymorphed into a creature not subject to the glyph's effect.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Read Magic allows a magic-user or elf to identify a Glyph of Warding. Identifying the glyph does not discharge it and allows a magic-user or elf to know the basic nature of the glyph (version, type of damage caused, what spell is stored, etc.).

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast glyph deals $1d3$ points of fire or lightning damage per cleric level to the intruder and to all within 5 feet of it. Each creature can make a Dexterity Saving Throw for $\frac{1}{2}$ damage.

Spell Glyph: The cleric can store one of the following spells, so long as he or she can cast it: Cause Blindness, Cause Disease, Curse, or Energy Drain. Saving Throws operate as normal for these spells.

Growth of Animals (reversible)

Components: V, S, M

Casting Time: 1 action

Range: 100 feet (Medium)

Targets: 1 HD of animals per caster level

Duration: 2 hours (12 turns)

Saving Throw: Wisdom negates

This spell doubles the size of one normal or giant animal. The animal's size increases to the next larger category, it deals twice its normal damage in combat, and its carrying capacity is doubled.

The reverse of this spell, Shrink Animal, reduces the animal's size to the next lower category, halves its normal damage, and reduce its carrying capacity to $\frac{1}{4}$ of normal.

Neither spell changes the animal's behavior. This spell will not affect intelligent animal races or fantastic creatures.



Locate Object

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 400' radius sphere, centered on the cleric

Duration: 1 hour (6 turns)

For this spell to be able to locate an object, the spell caster must know exactly what the object looks like (size, shape, color, etc.). A common type of object (such as a flight of stairs) can also be detected by this spell. The spell will not, however, locate a creature. The spell will point toward the nearest desired object if within range, giving the direction to it but not the distance.

The spell is blocked by even a thin sheet of lead.

Remove Curse (reversible)

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 creature or item

Duration: Instantaneous or until dispelled; see text

Saving Throw: Wisdom negates

Remove Curse instantaneously removes all curses on an object or a creature. Remove Curse does not remove the curse from a cursed magical item, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

The reverse of the spell, Curse, afflicts the target with a terrible curse unless it makes its Wisdom Saving Throw. It causes one of the following effects (roll an 8-sided die):

d8 Roll	Result
1-4	Lowers 1 ability of the subject to a 3 (the DM determines which by random selection). For creatures without listed ability scores, reduce all ability checks, including Saving Throws, related to that ability score by 3. This cannot be used to raise an ability score below 3.
5-6	Worsens the subject's attack rolls and Saving Throws by 3.
7-8	Makes the subject 50% likely per round to drop whatever it is holding (or simply do nothing, in the case of creatures not using tools).

It is possible for a caster to devise his own curse, and it should be similar in power to those given (the DM has final say).

Curse counters Remove Curse while Remove Curse counters and dispels Curse.

Speak with Dead

Components: V, S, M

Casting Time: 10 minutes (1 turn)

Range: Touch

Target: 1 corpse

Duration: 10 minutes (1 turn); see text

By means of this spell, a cleric may ask three questions of a spirit if the corpse is touched. The cleric can speak with recently departed spirits (those belonging to someone who died within 1 week) and ask 3 questions of it.

The spirit will always reply in a tongue known to the cleric but can only offer knowledge of things up to the time of its death. If the spirit's alignment is the same as the cleric's, it will provide clear and brief answers; however, if the alignments differ, the spirit may reply in riddles.

At 9th level the cleric can speak with the spirits of those who have died within the past year. At 15th level the cleric can speak with the spirits of those who have died within the past decade.

Striking

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: 1 weapon

Duration: 10 minutes (1 turn)

This spell makes one normal weapon into a +1 magical weapon that deals an additional $1d6$ points of damage per attack (like a staff of striking). The weapon will cause the extra damage for as long as the spell lasts.

Water Walking

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: 1 willing creature/caster level

Duration: 2 hours (12 turns)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can move across the surface as if it were normal ground.

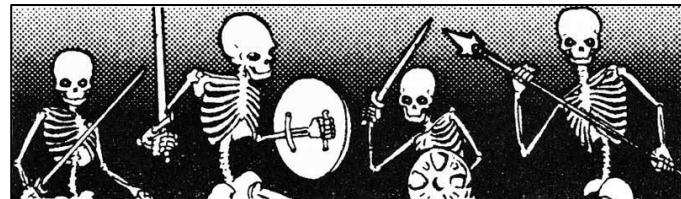
If the spell is cast under water (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60' per round until they can stand on it.

FOURTH LEVEL CLERICAL SPELLS

Animate Dead

Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 or more corpses
Duration: Instantaneous

This spell allows the caster to make an animated, enchanted skeleton or zombie from a normal skeleton or corpse within range. These animated undead creatures will obey the cleric until they are destroyed. For each experience level of the cleric, he or she may animate and control one Hit Die of undead. Destroyed skeletons and zombies can't be animated again.



Lawful clerics must take care to use this spell only for good purpose. Animating the dead is usually a Chaotic act.

Create Water

Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Effect: 50 gallons of water
Duration: Instantaneous

This spell generates wholesome, drinkable water, just like clean rainwater that fills open containers within range. The cleric may create enough water for 12 men and their mounts (50 gallons). Alternatively, the water falls as rain in a 30-foot sphere within range, extinguishing exposed flames in the area.

At every level beyond 6th, the cleric may double the water created. Thus, a 7th level cleric could create 100 gallons of water with this spell.

Cure Serious Wounds (reversible)

Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 creature; see text
Duration: Instantaneous

When laying hands upon a living creature, the cleric channels positive energy that cures 4d6+4 points of damage. Since undead are powered by negative energy this spell deals damage to them instead of curing their wounds.

The reverse of this spell, Cause Serious Wounds, deals 4d6+4 points of damage to the target. Undead are cured by all Cause Wounds spells.

Dispel Magic

Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Area of Effect: 20' radius sphere
Duration: Instantaneous

This spell will remove spell effects anywhere within a 20' radius sphere. It will not affect magic items but will remove any spell effect created by a magic-user, elf, or cleric of an equal or lower level than the spell caster. Note that instantaneous spells cannot be dispelled.

In order to cancel magical effects from a higher-level caster the cleric must make a Concentration Check with a DC of 10 plus the caster's Experience Bonus (or 1/2 of the Hit Dice for monstrous casters).

Neutralize Poison (reversible)

Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 living creature or object
Duration: Instantaneous
This spell will cancel the ill-effects of poison if cast within 1 minute (6 rounds) of exposure.

It can also be cast on a poison or a poisoned item to make it harmless. It acts only on poison present at the time it is cast.

The reverse of this spell, Poison, may be cast on a creature or on a small container. A targeted victim must make a Constitution Saving Throw or be immediately slain by the poison. If cast on a container, the spell poisons its contents, even for magical containers or contents (such as potions). A living creature that drinks that liquid must make a Saving Throw or die. Using poison is usually a Chaotic act.

Protection from Evil, 10' Radius

Components: V, S, M
Casting Time: 1 action; see text
Range: Personal
Area of Effect: 10' radius sphere centered on the cleric
Duration: 2 hours

This spell circles the caster with a magical barrier that will protect all allies within 10' of the cleric. This barrier moves with the cleric. The spell serves as some protection from "evil" attacks (attacks by monsters of an alignment other than the cleric's alignment) by adding 2 to the Saving Throws and Armor Class of the cleric and his allies within the sphere.

The spell will also keep out melee attacks from summoned monsters, such as elementals, but not missile fire attacks from these creatures. Summoned monsters can engage any protected creatures that engage them in melee. Those who are attacked still gain the bonus to Armor Class and Saving Throws.

Speak with Plants

Components: V, S
Casting Time: 1 action
Range: Personal
Target: The cleric
Duration: 30 minutes (3 turns)

This spell gives the cleric the power to talk to plants and request simple favors of them. A request may be granted if it is within the plants' power to perform.

The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks. This spell can cause the plants affected by the Entangle spell (see page 43) to release a restrained creature. This spell may also be used to allow the cleric and party to pass through otherwise impenetrable undergrowth. Plants might be able to perform other tasks on the cleric's behalf, at the DM's discretion.

This spell will also allow communication with plant-like monsters (treants, for example) but doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while most will make inane or cryptic comments.

Sticks to Snakes

Components: V, S, M
Casting Time: 1 action
Range: 30' (Short)
Target: 2d8 sticks within range
Duration: 1 hour (6 turns)
By means of this spell the cleric can change 2d8 sticks into pit vipers. See page 134 for the game information on snakes.

The snakes obey the cleric's commands and will turn back into sticks when the spell ends or when "killed".

Tongues (reversible)

Components: V, M
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: 2 hours (12 turns)
Saving Throw: Wisdom negates

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect.

The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

The reverse of this spell, Babble, cancels the effects of a Tongues spell or confounds the target's ability to understand verbal communication of any sort if it fails its Wisdom Saving Throw. On a failed save the target's speech is also rendered incomprehensible for the spell's duration.

FIFTH LEVEL CLERICAL SPELLS

Commune

Components: V, S, M

Casting Time: 10 minutes (1 turn)

Range: Personal

Target: The cleric

Duration: 30 minutes (3 turns)

This spell allows the cleric to ask questions of the greater powers (the DM). The cleric may ask three questions that can be answered with a "yes" or "no." In a case where a one-word answer could be misleading or contrary, the DM might offer a short phrase as an answer instead.

The cleric may only cast Commune once per day. If this spell is being used too often in the game, the DM may wish to limit the cleric's use of this spell to once a week.

Create Food

Components: V, S

Casting Time: 10 minutes (1 turn)

Range: 30' (Close)

Effect: Food and water created

Duration: Instantaneous; see text

With this spell, the cleric may create enough food and water (50 gallons) to feed 12 men and their mounts for one day.

At every level beyond 9th, the cleric may double the food and water created. Thus, a 10th level cleric could create enough food to sustain 24 men and their mounts for one day.

Cure Critical Wounds (reversible)

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 creature; see text

Duration: Instantaneous

When laying hands upon a living creature, the cleric channels positive energy that cures 5d6+5 points of damage. Since undead are powered by negative energy this spell deals damage to them instead of curing their wounds.

The reverse of this spell, Cause Critical Wounds, deals 5d6+5 points of damage to the target. Undead are cured by all Cure Wounds spells.

Dispel Evil

Components: V, S, M

Casting Time: 1 action

Range: Personal; see text

Area of Effect: 30' radius sphere, centered on the cleric; see text

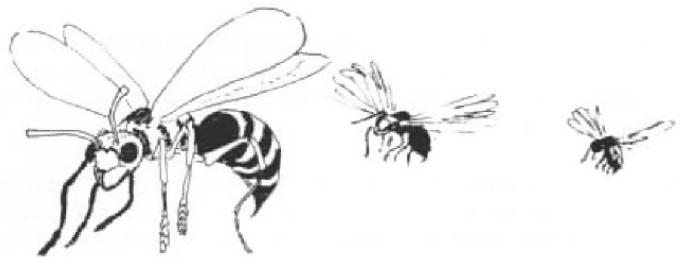
Duration: 10 minutes (1 turn) or until dispelled; see text

Saving Throw: Wisdom negates; see text

This spell will banish an enchanted (summoned) creature or destroy an animated or undead creature that comes into the spell's area of effect if it fails its Wisdom Saving Throw. The spell ends once a creature is banished or destroyed.

On a successful save the creature remains and may attack the caster but takes a -4 penalty to its attack rolls for the remainder of that encounter, even if the spell ends or is discharged.

This spell can also be used to free a creature within range from a cursed item or to automatically dispel a Charm or Curse upon a creature. This use discharges and ends the spell.



Insect Plague

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Effect: 30' radius cloud, 10' in height

Duration: Concentration, up to 2 hours (12 turns)

When this spell is cast, a horde of creeping, hopping, and flying insects swarm in a thick cloud. These insects obscure vision, granting concealment (see page 82) to those within the cloud.

Living creatures within the Insect Plague sustain 2d6 Hit Point of damage each round they remain in it due to the bites and stings of the insects, regardless of Armor Class.

Most attacks do not harm the cloud of insects. Heavy smoke will drive off insects within its bounds. Fire, lightning, or extreme cold will also drive away insects within its area of effect (torches clear a 5' cube of insects, if the torchbearer spends their action clearing that square, while a Fire Ball cast into the center of the insect swarm destroys it).

The swarm will move at 20' per round. The cleric may direct the swarm while it is within the range. The caster must concentrate to maintain the spell (see **Concentration** on page 25).

Spellcasting within the confines of an Insect Plague requires a DC 18 Concentration Check.

Quest (reversible)

Casting Time: 10 minutes (1 turn)

Target: 1 living creature

Duration: See text

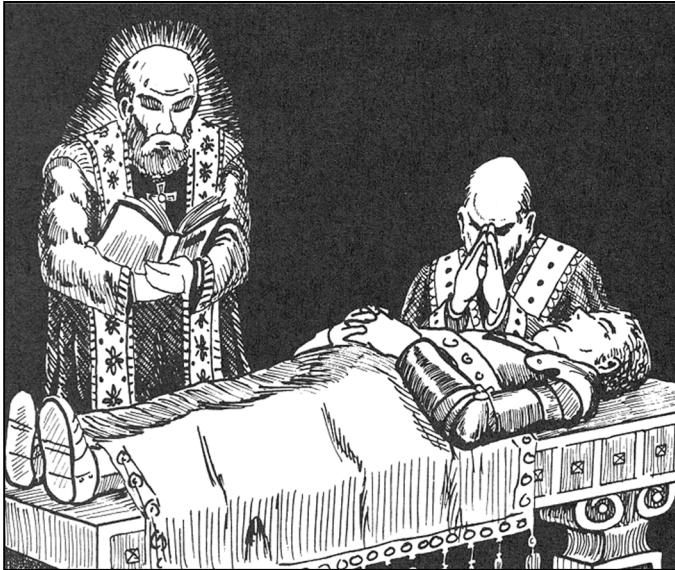
Saving Throw: Wisdom negates

This spell forces the target to perform some special task or quest as commanded by the cleric at the time the spell is cast. A successful Wisdom Saving Throw negates this spell.

A typical task might include slaying a certain monster, rescuing a maiden, obtaining a magic item for the caster, or going on a pilgrimage. Such tasks will not be suicidal. If the instructions involve some open-ended task that the recipient cannot complete through his or her own actions the spell remains in effect for a maximum of 1 month. Once the task is completed, the spell ends.

If the character refuses to go on the quest, he or she will be cursed until the quest is continued. This curse sickens the target. Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half. These effects end 8 hours after the creature attempts to resume the Quest.

The reverse of this spell, Remove Quest, may be used to dispel an unwanted Quest. If the Quest to be dispelled was cast by a higher level cleric, the cleric casting Remove Quest must make a Concentration Check with a DC of 10 plus the caster's Experience Bonus (or 1/2 of the Hit Dice for monstrous casters).



Raise Dead (reversible)

Components: V, S, M
Casting Time: 1 minute (6 rounds)
Range: 100' (Medium)

Target: 1 corpse
Duration: Instantaneous
Saving Throw: Charisma negates

By means of this spell the cleric can raise any human, demi-human, or humanoid creature from the dead. The cleric can raise a creature that has been dead for no longer than 1 week at 9th level. 1 week is added to this for every 2 levels above 9th level (levels 11, 13, 15, 17, and 19).

While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work. The cleric cannot raise someone who has died of old age.

A raised character has 1 Hit Point and cannot fight, cast spells, use abilities, carry heavy loads, or move at more than half speed. These effects will be healed after two full weeks of complete bedrest and this healing cannot be affected by magic short of a Heal spell. A Raise Dead cast against an undead creature will destroy it unless it makes its Charisma Saving Throw.

The reverse of this spell, Finger of Death, creates a death ray that will kill one living creature. There is no effect if the creature makes a Charisma Saving Throw. Lawful clerics will only use Finger of Death in life-or-death situations.

True Seeing

Components: V, S, M
Casting Time: 1 action
Range: Personal

Area of Effect: 120' radius sphere centered on the caster
Duration: 10 minutes (1 turn)

When he or she casts this spell, the cleric is able to see all things within 120' as they truly are. The spell is quite powerful; the cleric can clearly see all concealed, hidden, invisible, and ethereal objects and creatures. In addition, any secret doors as well as things or creatures not in their true form - whether polymorphed, disguised, or transmuted - are seen as they truly are, with no possibility of deception.

The cleric sees through normal and magical darkness, and sees the exact locations of creatures or objects under Blur or Displacement effects.

True Seeing, however, does not penetrate solid objects and, in no way, confers x-ray vision or its equivalent.

In addition, the spell effects cannot be further enhanced with known magic, so one cannot use True Seeing through a crystal ball or in conjunction with Clairvoyance.

SIXTH LEVEL CLERIC SPELLS

Aerial Servant

Components: V, S
Casting Time: 10 minutes (1 turn)
Range: 30' (Close)

Effect: 1 summoned creature
Duration: 1 day/caster level; see text

With this spell, the cleric summons an aerial servant, which appears immediately. The cleric must then describe one creature or item and its location to the servant, or else it will depart.

The creature does not fight directly, but obeys the command of the cleric with respect to finding and returning with whatever object or creature that is described to it. If summoned to retrieve an object it will attempt to take that object from its holder and, if summoned to retrieve a creature against that creature's will, will attempt to subdue that creature before carrying it back to the summoning cleric.

If the spell's duration lapses before the task is completed, even if the aerial servant is already bringing the target back to the caster, the aerial servant has failed to accomplish its task. If it cannot perform its duty within the duration of the spell, the servant becomes insane and returns to attack the caster.

The aerial servant returns to its own plane when its duty is fulfilled, or the cleric is slain.

Animate Objects

Components: V, S
Casting Time: 1 action
Range: 30' (Close)

Area of Effect: 1 Small object per 2 caster levels; see text
Duration: 1 hour (6 turns)

The cleric imbues inanimate, mundane objects with mobility and a semblance of life. Each animated object immediately attacks whomever or whatever the cleric initially designates.

An animated object can be of any non-magical material. The animated objects attack whomever or whatever the caster first designates. The object can be of any material whatsoever - wood, metal, stone, fabric, leather, ceramic, glass, etc.

The speed of movement of the object is dependent upon its means of propulsion and its weight. Thus, a large stone pedestal would rock forward at 15' per round while a slithering object could move at 20' per round. Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a 30' Movement Rate. Objects with multiple legs (tables, chairs) have a Movement Rate of 40' per round. Wheeled objects have a Movement Rate of 50'. Objects might have additional modes of movement as well. A wooden object can float and has a Movement Rate on water equal to half its land speed. A rope or similar sinuous object can climb at half of its normal speed. A sheet-like object can fly at half its normal Movement Rate.

The damage caused by the attack of an animated object is dependent upon its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard objects can fall upon or otherwise strike at their targets, or possibly wrap around and trip as do light, supple objects. Hard objects can crush or strike, with larger objects dealing more damage.

As a general guideline, assume that all animated objects have an Armor Class of 15. Small objects will have 15 Hit Points, Medium objects will have 30 Hit Points, and Large objects will have 45 Hit Points. All attack as if their Hit Dice equaled the caster level of the spell's caster. Animated objects deal 1d4 points of damage per size category (Small objects deal 1-4, Medium objects deal 2d4 and Large objects deal 3d4 points of damage).

The cleric may animate one Small object or an equivalent number of larger objects per 2 caster levels. A Medium object counts as two Small objects, while a Large object counts as four Small objects. As such, a 12th level cleric may animate either 6 Small objects or its equivalent in larger objects. This spell cannot animate objects carried or worn by a creature.

Barrier (reversible)

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Effect: 15' radius circular barrier

Duration: 2 hours (12 turns)

This spell creates a magical barrier in an area up to 30' in diameter. The barrier is a wall of whirling and dancing hammers, obviously dangerous to any who come in contact with it. Any creature passing through the barrier takes 6d10 points of damage from the whirling hammers (no saving throw allowed).

This spell is often used to block an entrance or passage.

The reverse of this spell, Remove Barrier, will destroy any one Barrier created by a cleric. It can also be used to destroy a magic-user's Wall of Ice, Wall of Fire, or Wall of Force spell effect.

A Blade Barrier provides cover against attacks made through it.

Find the Path

Components: V, S, M

Casting Time: 1 action

Range: Personal

Effect: See text

Duration: 2 hours (12 turns)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, under ground, or even inside a Maze spell. Find the Path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the cleric is at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take.

For example, the spell enables the subject to sense secret doors, traps, and the proper word to bypass a Glyph of Warding. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the Path can be used to remove the cleric and his or her companions from the effect of a Maze spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

When the spell's duration runs out, the caster only remembers the general direction to the place. All other special information is forgotten.

The spell is instantly negated if the caster attempts to write down, record, or disclose that special knowledge to others. This spell is often used to find a fast escape route.

Heal

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 living or undead creature

Duration: Instantaneous

Saving Throw: Constitution negates; see text

Heal enables the cleric to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: blinded, cursed, confused, deafened, diseased, Feebleminded, sickened, stunned, paralyzed, and poisoned. It also removes insanity.

When used to cure wounds, it cures nearly all damage, leaving the recipient with only 1d6 points of damage. Restore the victim to full starting Hit Points, then roll 1d6 and subtract that amount from the victim's Hit Point total.

If cast on the recipient of a Raise Dead spell, Heal eliminates the need for two weeks of bed rest; the recipient can immediately function normally. This is the only form of magical curing that will work on a newly-raised creature.

If used on an undead creature, Heal reduces the creature to 1d6 Hit Points unless it makes a Constitution Saving Throw.

Restore (reversible)

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 living creature

Duration: Instantaneous

Saving Throw: Constitution negates; see text

This spell restores one full level of experience, or one point of a drained ability score, to a victim who has lost either due to an undead creature's energy drain ability. It does not restore more than one level or ability score point per casting.

The cleric casting this spell loses one level of experience, as if struck by a wight, when the spell is cast. This loss, however, is not permanent, and the cleric need only rest for 1 week to regain the lost experience.

The reverse of this spell, Energy Drain, drains one level of experience from the target unless it makes a Constitution Saving Throw. Casting the reversed spell causes no experience level loss to the cleric, nor does it require any rest afterward, but it is a Chaotic act, avoided by Lawful clerics.

Summon Animals

Components: V, S, M

Casting Time: 1 action

Range: 30' (Close)

Effect: Summons 1 or more animals

Duration: 2 hours (12 turns)

This spell summons up to 24 Hit Dice worth of animals, with no more than 4 Hit Dice each. They appear where the cleric designates (within 30') and act immediately, on the cleric's turn. They may be sent (by command) up to 240' away, if desired. They attack the cleric's opponents to the best of their ability. The cleric can communicate with the creatures and can direct them not to attack, or to attack certain enemies or to take other actions.

Creatures cannot be summoned into an environment that cannot support them. Other than various sorts of giant animals; fantastic animals or monsters cannot be summoned by this spell, i.e., no chimeras, dragons, gorgons, manticores, etc.

The animals disappear when slain or when the spell duration ends.

Word of Recall

Components: V

Casting Time: 1 action; see text

Range: Personal

Target: The cleric

Duration: Instantaneous

Word of Recall teleports the cleric instantly back to his or her sanctuary when the word is uttered. The cleric must designate the sanctuary when preparing the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10' by 10'. The cleric can be transported any distance within a plane but cannot travel between planes.

During the round in which this spell is cast, the cleric automatically gains initiative unless surprised.

SEVENTH LEVEL CLERIC SPELLS**Control Weather**

Components: V, S

Casting Time: 10 minutes (1 turn); see text

Range: Personal

Area of Effect: 2 mile radius circle, centered on the cleric; see text

Duration: Concentration, up to 12 hours (72 turns)

This spell allows the cleric to create one special weather condition in the area within the spell's area of effect. The spell only works outdoors, and the weather will affect all creatures in the area (including the caster). The effects will last as long as the cleric concentrates.

The effects of the weather conditions will vary, but the following are typical:

Clear: This cancels bad weather (rain, snow, fog) but not secondary effects (like mud).

Fog: Vision range is reduced to 20 feet. Creatures in the area have concealment (+1 to Armor Class). Creatures beyond the range of vision have total concealment (+4 to Armor Class). Movement is also reduced by half while the fog lasts. The DM may want to give creatures in the fog a chance of moving in the wrong direction.

Intense Heat: This reduces movement by half while in effect, but will dry out mud caused by rain, snow, transmute rock to mud, and other conditions. Those caught in such heat take 1 point of damage each hour.

Rain: Creatures make ranged attacks with a -2 penalty to their attack rolls. After 30 minutes, the ground will be muddy, reducing movement by half.

Snow: Creatures in the area have concealment (+1 to Armor Class), movement is reduced by half, and vision range is reduced to 40 feet. Creatures beyond the range of vision have total concealment (+4 to Armor Class). When the snow thaws, mud will still reduce movement. Rivers and streams may freeze over.

Windy: This prevents missile fire and flying, and reduces movement by half. At sea, ships sailing with the wind move 50% faster. In the desert, high winds will create a sandstorm that reduces movement by half and cuts vision to 20'. Creatures in the sandstorm have concealment (+1 to Armor Class). Creatures beyond the range of vision have total concealment (+4 to Armor Class).

Tornado: This creates a 30' radius whirlwind under the caster's control. It moves 60' per round and deals 2d6 damage to all creatures in the area (doubled against flying creatures). At sea, ships caught by a tornado take 2d6 points of hull damage (see pages 18-19) per round.

Holy Word

Components: V

Casting Time: 1 action

Range: Personal

Area of Effect: 40' radius circle centered on the cleric

Duration: Instantaneous

Saving Throw: None or Wisdom negates; see text

All creatures within a 40' radius circle, centered on the cleric, are affected by this spell. Friends and foes alike are affected as follows:

Hit Dice	Effect
Up to 4 Hit Dice:	Killed*
5-8 Hit Dice:	Stunned for 2d10 minutes*
9-12 Hit Dice:	Deafened for 1d6x10 minutes*
13+ Hit Dice:	Wisdom Saving Throw or blinded for 1d10 rounds

* Only creatures of the cleric's alignment or with 13 or more Hit Dice (or levels) may make a Wisdom Saving Throw to avoid the listed effects.

The effects are cumulative and concurrent. As such, a creature with 5 Hit Dice is blinded for 1d10 rounds, deafened for 1d6x10 minutes, and stunned for 2d10 minutes. Undead creatures with 4 or less Hit Dice are destroyed, while living creatures with 4 or less Hit Dice are slain.

Furthermore, if the cleric is on its home plane when casting this spell, summoned creatures within the area are instantly banished back to their home planes. The banishment effect allows a Wisdom save to negate. Creatures whose Hit Dice exceed the cleric's level are not subject to banishment.

This powerful spell cannot be blocked by stone, nor by any other solid material except lead. It can, however, be blocked by an Anti-Magic Shell or countered with within the confines of a Silence 15' Radius spell.

Plane Shift

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: The cleric and up to 6 willing creatures; or 1 creature; see text

Duration: Instantaneous

Saving Throw: None or Wisdom negates; see text

The cleric and up to six willing creatures who link hands are transported to a different plane of existence. The cleric can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispater on the second level of the Nine Hells, and the cleric appears in or near that destination.

The cleric can use this spell to banish an unwilling creature to another plane. The cleric chooses a creature within reach and makes a melee attack against it. On a hit, the creature must make a Wisdom Saving

Throw. If the creature fails this save, it is transported to a random location on the plane of existence that the cleric specifies.

Note: Plane Shift transports creatures instantaneously and then ends. Transported creatures need to find other means if they wish to leave their destination.

Material Component: A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures. It is not consumed by the casting of this spell.

Regenerate (reversible)

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 living creature

Duration: Instantaneous

Saving Throw: See text

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones, and ruined organs grow back. After the spell is cast the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. Regenerate also cures 6d8 points of damage.

The reverse of the spell, Wither, deals 6d8 points of damage and causes the limb, appendage, or bodily member touched to shrivel and cease functioning immediately. The target must be touched and is entitled to a Constitution save to negate this damage. Creatures without discernible limbs or appendages suffer the damage but no other ill effect. While the damage inflicted by this spell heals normally, the withered limb can only be restored with a Restore, Heal, or Regenerate spell.

Stone Tell

Components: V, S, M

Casting Time: 10 minutes (1 turn)

Range: Personal

Target: The cleric

Duration: 30 minutes (3 turns)

The cleric gains the ability to speak with stones, which relate who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details the cleric is looking for. The cleric can speak with natural or worked stone for the spell's duration.

Wind Walk

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: The cleric and 6 willing creatures

Duration: 12 hours (72 turns)

The cleric alters the substance of his or her body to a cloudlike vapor (as the Gaseous Form spell) and moves through the air, possibly at great speed. The cleric can also alter up to 6 willing creatures, each of whom may act independently.

Normally, a wind walker floats at a Movement Rate of 20'. If desired by the subject, a magical wind wafts a wind walker along at up to 600' per round, though such travel may only be a single direction.

Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are likely to be mistaken for clouds, fog, vapors, or the like, gaining a +4 bonus to Dexterity (Stealth) checks made to conceal themselves.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 1 minute, which counts toward the duration of the spell (as does any time spent in physical form). The cleric may dismiss the spell at will, and may even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 120' per round (for a total of 720'), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

EIGHT LEVEL CLERIC SPELLS

Anti-Magic Shell

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area of Effect: 10' radius sphere, centered on the cleric

Duration: 2 hours (12 turns)

Saving Throw: Wisdom negates; see text

An invisible, spherical barrier surrounds and moves with the cleric. The space within this barrier is impervious to most magical effects, including spells and spell-like powers. Likewise, it prevents the functioning of any magic items or spells within its confines.

An Anti-Magic Shell suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an Anti-Magic Shell counts against the suppressed spell's duration.

Summoned creatures of any type are dispelled if they enter an Anti-Magic Shell. If the cleric casts Anti-Magic Shell in an area occupied by a summoned creature, it must make a Wisdom Saving Throw or be banished.

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword. The spell has no effect on golems and other animated creatures that are imbued with magic during their creation process and are thereafter self-supporting. Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Dispel Magic does not remove the field.

Two or more Anti-Magic Shells sharing any of the same space have no effect on each other. Certain spells, such as Wall of Force, Prismatic Sphere, and Prismatic Wall, remain unaffected by Anti-Magic Shell (see the individual spell descriptions). Artifacts and deities are unaffected by mortal magic such as this.

Discern Location

Components: V, S

Casting Time: 10 minutes (1 turn)

Range: Personal

Target: The cleric; see text

Duration: Instantaneous

A Discern Location spell is among the most powerful means of locating creatures or objects. Nothing short of a Mind Blank spell or the direct intervention of a deity keeps the cleric from learning the exact location of a single individual or object.

The spell reveals the name of the creature's or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell the cleric must have seen the creature or have some item that once belonged to it. To find an object the cleric must have touched it at least once.

Earthquake

Components: V, S, M

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: 80' radius circle

Duration: Instantaneous; see text

Saving Throw: See text

When the cleric casts Earthquake, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 minute (6 rounds), during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a DC 18 Concentration Check or lose any spell he tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 6d6 points of damage to any creature caught under the cave-in and pinning that creature beneath the rubble, requiring a DC 16 Strength ability check as an action to escape. On a successful Dexterity save, the creature takes half as much damage and is not buried.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 6d6 points of damage and is buried in the rubble, requiring a DC 16 Strength ability check as an action to escape. On a successful Dexterity save, the creature takes half damage and is not buried.

Open Ground: Each creature standing in the area must make a Dexterity save or fall prone. A total of 1d6 fissures open in locations chosen by the DM. Each is 1d10x10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side.

A creature standing on a spot where a fissure opens must succeed on a Dexterity Saving Throw or fall in and perish. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a small structure, such as an inn or cottage, causes it to automatically collapse, while larger constructions are damaged and cracked open. Creatures within collapsed structures take 4d6 damage.

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand (see page 68), sucking down creatures and structures. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Survival

Components: V, S

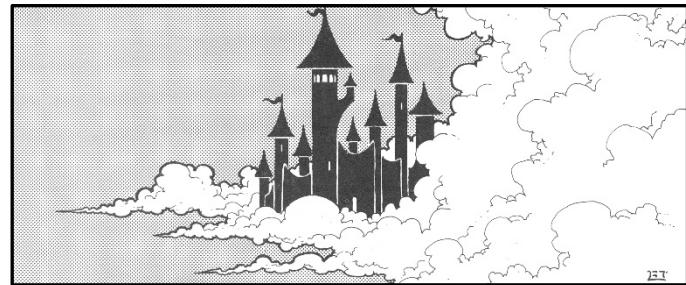
Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 12 hours (72 turns)

This spell protects one creature against all damage caused by natural conditions on any plane of existence. This spell protects the recipient from adverse conditions of all types, including normal heat or cold, lack of air, toxic fumes, and so forth. While the spell is in effect, the caster needs no air, food, water, or sleep.



The spell does not protect against magical damage of any type, nor does it protect against physical attacks, poison, or breath weapons.

Example: A cleric might use this spell: in a desert or blizzard to prevent damage from the natural conditions; underground or underwater, enabling survival without air; in space, to magically survive in vacuum; or on the elemental plane of fire, to protect against conditional fire damage.

Wizardry

Components: V, S

Casting Time: 10 minutes (1 turn)

Range: Personal

Target: The cleric

Duration: 10 minutes (1 turn)

The cleric using this spell gains the power to use items normally restricted to magic-users, such as a wands or scrolls.

Clerics using this spell may automatically read any magic-user scroll, as if using Read Magic, but may not cast spells above 6th level.



NINTH LEVEL CLERIC SPELLS

Astral Spell

Components: V, S, M

Casting Time: 10 minutes (1 turn)

Range: Touch

Targets: The cleric and up to 8 willing creatures

Duration: See text

The cleric projects his or her astral self onto the Astral Plane, leaving his or her physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of the cleric onto the Astral Plane.

Since the Astral Plane touches upon other planes, the cleric can travel astrally to any of these other planes at will. To enter one of the outer planes, the cleric leaves the Astral Plane, forming a new physical body (and equipment) on the plane of existence the cleric has chosen to enter.

Up to 8 willing creatures, linked in a circle at the time of casting, can travel with the cleric in this manner. These fellow travelers are dependent upon the cleric and must accompany the cleric at all times. If separated from the cleric during the journey, his or her companions are stranded at their destination.

While on the Astral Plane the astral body is connected at all times to the physical body by a silvery cord. If the cord is broken the traveler is killed, both astrally and physically. Luckily very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or astral form is slain the cord simply returns to the body where it rests on the Material Plane, thereby reviving it from its state of suspended animation.

Although astral bodies can function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

The cleric and his or her companions may travel through the Astral Plane indefinitely. Their bodies simply wait behind in a state of suspended animation until the cleric chooses to return. The spell lasts until the cleric desires to end it or until it is terminated by some outside means, such as a Dispel Magic cast upon either the physical body or the astral form (which ends the spell), the severing of a silver cord (which kills that person), or the destruction of a body back on the Material Plane (which also kills that person).

Material Component: A silver cord worth 5 gp for each person to be affected. These are not consumed when the spell is cast.

Etherealness

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: The cleric and up to 6 willing creatures

Duration: 30 minutes (3 turns)

The cleric and up to 6 willing creatures joined by linked hands become ethereal. For the duration of the spell the spell's targets are in a place called the Ethereal Plane which overlaps the physical, Material Plane. Once ethereal, the subjects need not stay together. When the spell expires the targets return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half its normal Movement

Rate. An insubstantial creature can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

An ethereal creature can't attack material creatures and vice versa. Treat other ethereal creatures and ethereal objects as if they were material.

If the spell ends while a target is inside a material object, such as a solid wall, that target takes 1d6 damage and is shunted off to the nearest open space.



Gate

Components: V, S; see text

Casting Time: 1 action; see text

Range: 100' (Medium)

Effect: See text

Duration: See text

Casting a Gate spell has two effects. First, it creates an inter-dimensional connection between the cleric's plane of existence and a plane the cleric specifies, allowing travel between those two planes in either direction. Second, the cleric may then call a particular individual or kind of being through the gate.

The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (cleric's choice), oriented in the direction the cleric desires when it comes into existence (typically vertical and facing the cleric). It is a two-dimensional window looking into the plane the cleric specified when casting the spell and anyone or anything that moves through is shunted instantly to the other side. A gate has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, a Gate spell functions much like a Plane Shift spell except that the gate opens precisely at the point the cleric desires. Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with the cleric; anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for inter-planar travel.

The cleric may hold the gate open only for a brief time (no more than 1 minute) and must concentrate on doing so or else the inter-planar connection closes on the round after the cleric stops concentrating upon the gate.

Calling Creatures: The second effect of the Gate spell is to call one or more extraplanar creatures through the gate. By naming a particular being or kind of being as the spell is cast, the cleric causes the gate to

open in the immediate vicinity of the desired creature or creatures and pull them through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creature or creatures.

If the cleric chooses to call a kind of creature instead of a known individual, the cleric may call either a single creature (of any Hit Dice) or several creatures. The cleric can call and control several creatures as long as their Hit Dice total does not exceed his or her level.

In the case of a single creature, the cleric can control it if its Hit Dice do not exceed twice his or her level. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service. Such services fall into two categories: immediate tasks and contractual service. Fighting for the cleric in a single battle or taking any other actions that can be accomplished within 1 round per level of the cleric counts as an immediate task; the cleric need not make any agreement or pay any reward for the creature's help. Few if any creatures will accept a task that seems suicidal. The creature departs at the end of the spell.

A task taking up to 1 minute per cleric level requires a payment of 250 gp per Hit Die of the creature called. For a task taking up to 1 hour per cleric level, the creature requires a payment of 500 gp per Hit Die. A long-term task, one requiring up to one day per cleric level, requires a payment of 1,000 gp per Hit Die. Note that payment need not be made directly to the gated creature and can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on the cleric's part that matches the creature's alignment and goals.

If the cleric chooses to exact a longer or more involved form of service from a called creature, he or she must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

Immediately upon completion of the service, the being is transported to the cleric's vicinity and the cleric must then and there turn over the promised reward. After this is done the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in the cleric being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack the cleric.

Miracle

Components: V, S, M; see text

Casting Time: 1 action

Range: See text

Effect: See text

Duration: See text

Saving Throw: See text

The cleric doesn't so much cast a Miracle as request one. The cleric states what he or she would like to have happen and requests that or his or her deity intercede. A miracle can do any of the following things:

Duplicate any cleric spell of 8th level or lower.

Duplicate any other spell of 7th level or lower.

Undo the harmful effects of certain spells, such as Feeblemind.

Have any effect whose power level is in line with the above effects.

Alternatively, a cleric can make a very powerful request. Casting such a Miracle costs the cleric 5,000 gold pieces in powdered diamonds because of the powerful divine energies involved. Examples of especially powerful Miracles of this sort could include the following:

Swinging the tide of a battle in the cleric's favor by raising fallen allies to continue fighting.

Moving the cleric and all allies from one plane to another through planar barriers to a specific locale with no chance of error.

Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

A duplicated spell allows Saving Throws as normal. In any event, a request that is out of line with the deity's (or power's) nature is refused.

Raise Dead Fully (reversible)

Components: V, S, M

Casting Time: 1 minute (6 rounds)

Range: 100' (Medium)

Target: 1 corpse

Duration: Instantaneous

Saving Throw: Charisma negates

This spell functions like Raise Dead, except that the cleric is able to restore life and complete strength to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be raised, but the portion receiving the spell must have been part of the creature's body at the time of death. The remains of a creature hit by a Disintegrate or Obliterate spell count as a small portion of its body. The creature can have been dead no longer than 1 month per caster level. The cleric cannot raise someone who has died of old age.

Upon completion of the spell, the creature is immediately restored to full Hit Points, vigor, and health.

The spell is fatal to undead. Cast on an undead creature, the spell immediately destroys the creature unless it makes a Charisma Saving Throw.

The reverse of this spell, Obliterate, destroys a living creature unless it makes a Charisma Saving Throw. A destroyed creature is reduced to ash.



Magic-user and Elf Spells

The following lists of magic-user and elf spells, sorted by spell level, are followed descriptions of each spell. Elves do not have access to 7th, 8th, and 9th level spells. Spells listed in *italics* are reversible.

First Level Magic-user & Elf Spells

- [1] Change Self
- [2] Charm Person
- [3] Color Spray
- [4] Comprehend Languages
- [5] Detect Magic
- [6] Feather Fall
- [7] Find Familiar
- [8] Floating Disk
- [9] Hold Portal
- [10] *Light*
- [11] Magic Missile
- [12] Mending
- [13] Prestidigitation
- [14] Protection from Evil
- [15] Read Magic
- [16] Shield
- [17] Shocking Grasp
- [18] Sleep

Second Level Magic-user & Elf Spells

- [1] Blur
- [2] Continual Light
- [3] *Detect Evil*
- [4] Detect Invisible
- [5] Entangle
- [6] ESP
- [7] Gust of Wind
- [8] Invisibility
- [9] Knock
- [10] Levitate
- [11] Locate Object
- [12] Magic Mouth
- [13] Mirror Image
- [14] Phantasmal Force
- [15] Spider Climb
- [16] Strength
- [17] Web
- [18] Wizard Lock

Third Level Magic-user & Elf Spells

- [1] Blink
- [2] Clairvoyance
- [3] Darkvision
- [4] Dispel Magic
- [5] Fire Ball
- [6] Fly
- [7] Gaseous Form
- [8] *Haste*
- [9] Hold Person
- [10] Invisibility 10' Radius
- [11] Lightning Bolt
- [12] Protection from Evil, 10' Radius
- [13] Protection from Normal Missiles
- [14] Stinking Cloud
- [15] Water Breathing

Fourth Level Magic-user & Elf Spells

- [1] Charm Monster
- [2] Confusion
- [3] Dimension Door
- [4] Growth of Plants
- [5] Hallucinatory Terrain
- [6] Ice Storm
- [7] Massmorph
- [8] Phantasmal Killer
- [9] Polymorph Others
- [10] Polymorph Self
- [11] Remove Curse
- [12] Scrying
- [13] Wall of Fire
- [14] Wall of Ice
- [15] Wizard Eye

Fifth Level Magic-user & Elf Spells

- [1] Airy Water
- [2] Animate Dead
- [3] Cloudkill
- [4] Cone of Cold
- [5] Conjure Elemental
- [6] Contact Higher Plane
- [7] Feeblemind
- [8] Growth of Animals
- [9] Hold Monster
- [10] Magic Jar
- [11] Passwall
- [12] Telekinesis
- [13] Teleport
- [14] Transmute Rock to Mud
- [15] Wall of Stone

Sixth Level Magic-user & Elf Spells

- [1] Anti-Magic Shell
- [2] Control Weather
- [3] Death Spell
- [4] Disintegrate
- [5] Geas
- [6] Globe of Invulnerability
- [7] Invisible Stalker
- [8] Move Earth
- [9] Part Water
- [10] Projected Image
- [11] Reincarnation
- [12] Stone to Flesh
- [13] True Seeing
- [14] Wall of Force
- [15] Wall of Iron

Seventh Level Magic-user Spells

- [1] Charm Plant
- [2] Delayed Blast Fire Ball
- [3] Find the Path
- [4] Legend Lore
- [5] *Mass Invisibility*
- [6] Plane Shift
- [7] Power Word, Stun
- [8] Prismatic Spray
- [9] Reverse Gravity
- [10] Statue
- [11] Summon Monsters I
- [12] Summon Object
- [13] Sword
- [14] Teleport any Object

Eighth Level Magic-user Spells

- [1] Binding
- [2] Clone
- [3] Irresistible Dance
- [4] Mass Charm
- [5] Maze
- [6] Mind Blank
- [7] Permanence
- [8] Polymorph any Object
- [9] Power Word, Blind
- [10] Prismatic Wall
- [11] Summon Monsters II
- [12] Symbol

Ninth Level Magic-user Spells

- [1] Astral Spell
- [2] Contingency
- [3] Etherealness
- [4] Gate
- [5] Meteor Swarm
- [6] Power Word, Kill
- [7] Prismatic Sphere
- [8] Shapechange
- [9] Summon Monsters III
- [10] Survival
- [11] Timestop
- [12] Wish

FIRST LEVEL MAGIC-USER AND ELF SPELLS

Change Self

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The caster

Duration: 1 hour (6 turns)

Saving Throw: Intelligence negates; see text

The caster makes him or herself - including clothing, armor, weapons, and equipment - look different. The caster can seem 1 foot shorter or taller, thin, fat, or of medium build. The caster cannot change body type (a humanoid caster must retain a humanoid form). Otherwise, the extent of the apparent change is up to the caster. The caster could add or obscure a minor feature or look like an entirely different person.

A creature using Change Self gains a +4 bonus to Charisma checks made to impersonate another person, so long as the illusion goes unnoticed (see below).

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of the caster or his or her equipment. A creature that interacts with the glamor gets an Intelligence Saving Throw to recognize it as an illusion.

Charm Person

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 living creature; see text

Duration: See text

Saving Throw: Charisma negates

This charm makes a human, demi-human, or humanoid creature (such as a bugbear, gnoll, gnome, goblin, hobgoblin, kobold, lizard man, pixie, or sprite) that fails its Charisma Saving Throw regard the caster as its trusted friend and ally. If the creature is being threatened or attacked by the caster or his or her allies, however, it gets a +4 bonus on its Saving Throw. It will not affect Large-sized or undead creatures.

The spell does not enable the caster to control the charmed person as if he or she were an automaton, but the target perceives the caster's words and actions in the most favorable way. The caster can try to give the subject orders, but must succeed at a Charisma ability check in order to convince him or her to do anything he wouldn't ordinarily do.

An affected creature never obeys suicidal or obviously harmful orders but might be convinced that something very dangerous is worth doing. Any act by the caster, or his or her allies, that threatens the charmed person automatically breaks the spell. The caster must speak the person's language to communicate commands, or else be good at pantomiming.

Creatures with above average intelligence (a score of 13-18) may make a new saving throw each day. Creatures with average intelligence (a score of 9-12) may save again once per week, and creatures with below average intelligence (a score of 3-8) may save again once each month.

Charm Person may be removed with a Dispel Magic spell.

Color Spray

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 15' cone

Duration: Instantaneous; see text

Saving Throw: Wisdom negates

A vivid cone of clashing colors springs forth from the caster's hand, causing living creatures to become stunned, perhaps also blinded, and possibly knocked unconscious. Each creature within the cone is affected according to its Hit Dice. Sightless creatures are not affected by Color Spray.

2 HD or less: The creature is knocked unconscious for 2d4 rounds and then blinded and stunned for 1d6 rounds.

3 or 4 HD: The creature is blinded and stunned for 1d6 rounds.

5 or more HD: The creature is stunned for 1 round.

Comprehend Languages

Components: V, S

Casting Time: 1 action

Range: Personal

Target: 1 creature or object

Duration: 20 minutes (2 turns)

The caster can understand the spoken words of a creature or read otherwise incomprehensible written messages. In either case, the caster must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of 1 page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. It deciphers codes and reveals the meaning of secret symbols on treasure maps and so forth.

Detect Magic

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 60' radius sphere

Duration: 30 minutes (3 turns)

This spell determines if there has been an enchantment laid upon a person, place, or thing, causing any magic item within 60' to glow. It is useful, for example, to discover if some item is magical, if a door has been magically "Held" or "Wizard Locked," and so forth.

The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Feather Fall

Components: V

Casting Time: Instantaneous; when the caster or another target falls

Range: 30' (Close)

Targets: Up to 6 creatures

Duration: 1 minute (6 rounds)

The targeted creatures or objects fall slowly. Feather Fall instantly changes the rate at which the targets fall to a mere 120 feet per round (equivalent to the end of a fall from a few feet) and the subjects take no damage upon landing while the spell is in effect. Should the target of the spell fail to land by the end of Feather Fall's duration, the normal rate of falling resumes.

The spell affects one or more creatures (including gear and carried objects up to each creature's maximum load) or objects within 30' of the caster.

This spell is cast with an instant utterance, quickly enough to save the caster or an ally from an unexpected fall. Casting the spell is instantaneous and it may even be cast when it isn't the casters turn, or if the caster has already acted that round.

Find Familiar

Components: V, S, M

Casting Time: 8 hours

Range: 30' (Close)

Target: 1 summoned familiar

Duration: Instantaneous

This spell enables the caster to attempt to summon a familiar to act as his or her aide and companion. Familiars are typically small creatures, such as cats, frogs, ferrets, crows, hawks, snakes, owls, ravens, toads, weasels, or even mice. A creature acting as a familiar can benefit a magic-user or elf, conveying its sensory powers to its master, conversing with him or her, and serving as a guard/scout/spy as well. A magic-user or elf can have only one familiar at a time, however, and has no control over what sort of creature answers the summoning, if any at all come. The power of the conjuration is such that it can be attempted but once per year.



A familiar is of certain benefit to a caster, as the creature conveys its sensory powers to its master and can converse with its master. The caster has an empathetic link with the familiar and can issue it mental commands at a distance of up to 1 mile. Note that empathetic responses from the familiar are generally fairly basic - while able to communicate simple thoughts, these are often overwhelmed by instinctual responses. The caster cannot see through the familiar's eyes.

When the Find Familiar spell is cast, the caster stokes up a brass brazier with charcoal and, when this is burning well, adds 100 gold pieces worth of incense, herbs (basil, savory, and catnip for sure) and fat. When these items are burning, the spellcaster begins the incantation and it must be continued for at least 8 hours.

The familiar summoned is determined by rolling a d20 and consulting the following table. The DM will secretly determine the result:

d20 Roll*	Familiar	Sensory Powers
1-4	None	
5-8	Cat	+2 to Wisdom (Perception) ability checks
9-10	Crow	+2 to Wisdom (Perception) ability checks
11-12	Hawk	+2 to Wisdom (Perception) ability checks
13-14	Owl	Darkvision 60'
15-16	Rat	+2 to Wisdom (Perception) ability checks
17-18	Toad	+2 to Wisdom (Perception) ability checks
19-20	Weasel	+2 to Wisdom (Perception) ability checks

*Add 1 to the die roll at caster levels 6, 12, and 18.

A typical familiar has 4 Hit Points plus 2 additional Hit Points per level of its master, an Armor Class of 14, and makes Saving Throws as its master does. Each is abnormally intelligent, with an Intelligence of 8 + their master's Experience Bonus, and totally is faithful to its master.

Deliberate mistreatment, failure to feed and care for the familiar, or continuous unreasonable demands have adverse effects on the familiar's relationship with its master. Purposely arranging the death of one's own familiar incurs great disfavor from certain powerful entities, with dire results. Most familiars will fight and risk their lives to defend their master.

Floating Disk

Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Effect: 3' diameter disk of force
Duration: 3 hours

The caster creates a slightly concave, circular plane of force. The disk is 3' in diameter and 1" deep at its center. It can hold 500 pounds of weight. If used to transport a liquid, its capacity is 2 gallons.

The disk floats approximately 3' above the ground at all times and remains level. It floats along horizontally within spell range and accompanies the caster at his or her Movement Rate. If not otherwise directed, it maintains a constant interval of 5' between itself and the caster.

The disk winks out of existence when the spell duration expires. The disk also winks out if the caster moves beyond range or tries to take the disk more than 3' away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Hold Portal

Component: V
Casting Time: 1 action
Range: 30' (Close)
Target: 1 portal with an area of up to 20 square feet/caster level
Duration: 2 hours (12 turns)

This spell magically holds shut a door, portcullis, gate, window or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A Knock spell or a successful Dispel Magic spell can negate a Hold Portal spell.

A Held portal takes half damage from all non-magical attacks and is only forced open with a DC 22 Strength ability check.

Light (reversible)

Components: V
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 object or creature
Duration: 2 hours (12 turns)
Saving Throw: Wisdom negates

This spell causes bright light, equal to a lantern, to emanate in a 30' sphere from the targeted object or creature. A targeted creature may make a Wisdom Saving Throw to negate the spell. Light negates the Darkness spell (see below) and vice versa.

The reverse of this spell, Darkness, causes darkness to emanate from the targeted object or creature in a 30' radius sphere. A targeted creature may make a Wisdom Saving Throw to negate the spell. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, though a Light spell will negate it.

Magic Missile

Components: V, S
Casting Time: 1 action
Range: 100 feet (Medium)
Effects: Creates 1 or more magical arrows that strike foes

Duration: Instantaneous

A magic missile is a glowing arrow, created and shot by magic, which does 1d6+1 points of damage to any creature it strikes. It will automatically hit any visible target.

For every 2 levels the caster has gained beyond 1st, he or she may shoot one more missile when casting the spell, to a maximum of 7 missiles at level 13 and beyond. These may be shot at one target, or the caster may choose to cast the missiles at different targets.

Example: A 7th level magic-user may cast four missiles. These may strike up to 4 different targets.

Mending

Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 object of up to 1 lb.
Duration: Instantaneous

Mending repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by Mending. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staves, or wands, nor does it affect creatures (including animated creatures).

Prestidigitation

Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Effect: See text
Duration: 20 minutes (2 turns)
Saving Throw: Intelligence negates; see text

Prestidigitation allows the caster to create minor illusory effects. These may be auditory or visual illusions, depending on which aspect of the spell is chosen upon casting:

Audible Glamer: Audible Glamer allows the caster to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The caster chooses what type of sound Audible Glamer creates when casting it and cannot thereafter change the sound's basic character. The caster can also use this aspect of Prestidigitation make the sound of his or her voice come from someplace else within range, such as from a statue, animal, and so forth.

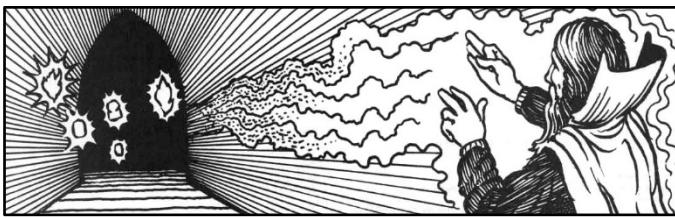
The volume of sound created depends on the caster's level. Audible Glamer can produce as much noise as 4 normal humans per caster level (to the maximum equivalent of 20 humans at caster level 5 and beyond). Thus talking, singing, shouting, walking, marching, or running sounds can be created.

Examples: A horde of rats running and squeaking is about the same volume as eight humans running and shouting, while a roaring lion is equal to the noise from sixteen humans.

Dancing Lights: Depending on the version selected, the caster creates up to four lights that resemble lanterns or torches, four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape.

The dancing lights must stay within a 10' radius area in relation to each other but otherwise move as the caster desires: forward or back, up or down, straight or turning corners, or the like.

The lights can move up to 30' per round. A light winks out if the distance between the caster and it exceeds the spell's range.



Protection from Evil

Components: V, S
Casting Time: 1 action
Range: Personal
Duration: 2 hours (12 turns)

This spell circles the caster with a magic barrier. This barrier will move with the caster. The spell serves as some protection from "evil" attacks (attacks by monsters an alignment other than the caster's alignment) by adding 2 to the caster's Saving Throws and adding 2 to the caster's Armor Class against such foes.

The spell will also keep out melee attacks from summoned monsters, such as elementals, but not missile fire attacks from these creatures. The caster breaks this protection by attacking the monster in melee combat, but still gains the bonus to Armor Class and Saving Throws.

Read Magic

Components: V, S
Casting Time: 1 action
Range: Personal
Target: The caster
Duration: 1 hour (6 turns)

By means of Read Magic, the caster can decipher magical inscriptions on objects – spell books, scrolls, weapons, and the like – that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll.

Once the spell is cast and the caster has read a magical inscription, the caster is able to read that particular writing without recourse to further use of Read Magic.

The caster can read at the rate of 1 page (250 words) per minute. The spell allows the caster to identify a Glyph of Warding or any Symbol spell.

Shield

Components: V, S
Casting Time: 1 action
Range: Personal
Target: The caster
Duration: 20 minutes (2 turns)

This spell circles the spell caster with a magical barrier between the caster and his or her enemies. It moves with the spell caster. It gives the caster an Armor Class of 18 against missile attacks and AC 16 against other attacks.

It negates Magic Missile attacks directed at the caster.

Shocking Grasp

Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 creature or object
Duration: 1 minute (6 rounds) or until discharged; see text
The caster's successful melee attack deals 1d8 points of lightning damage +1 point per level. When delivering the jolt, the caster gains a +4 bonus on his or her attack roll if the opponent is wearing metal armor, made out of metal, or carrying a lot of metal.

The spell remains in effect for 1 minute (6 rounds) or until it is discharged when the caster makes a Shocking Grasp melee attack.

Sleep

Components: V, S
Casting Time: 1 action
Range: 100 feet (Medium)
Area of Effect: 1 or more living creatures within a 15' radius sphere

Duration: 4d4x10 minutes (4-16 turns)

Saving Throw: Wisdom negates

A Sleep spell causes 2d8 Hit Dice of creatures to fall into a magical slumber. Only creatures with 4 or fewer Hit Dice are affected by this spell. Creatures with the fewest HD are affected first. Creatures with a Hit Point bonus to their Hit Dice are considered to be 1 Hit Die higher.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature requires an action. Sleep does not target unconscious, animated, or undead creatures.

SECOND LEVEL MAGIC-USER AND ELF SPELLS

Blur

Components: V
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 20 minutes (2 turns)

The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject total concealment (+4 to Armor Class) for the spell's duration. A Detect Invisibility spell does not counteract the Blur effect though a True Seeing spell does.

Continual Light (reversible)

Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 object or creature
Effect: 60' radius sphere of sunlight
Duration: Permanent until dispelled
Saving Throws: Intelligence negates

A globe of light, equivalent to daylight, springs forth from an object or creature that the caster touches. A touched creature may make an Intelligence Saving Throw to negate the spell. An object or creature bearing Continual Light can be covered and hidden, but the magical light will not be smothered or quenched.

Creatures who suffer penalties in bright light (goblins, undead, etc.) will suffer these penalties within the radius of a Continual Light spell.

The reverse of this spell, Continual Darkness, creates a 60' radius globe of total, impenetrable darkness that emanates from an item or creature that the caster touches. A touched creature may make an Intelligence Saving Throw to negate the spell. An object or creature bearing Continual Darkness can be covered and hidden, but the magical darkness will not be smothered or quenched.

Darkvision is useless within this sphere and normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area. Creatures within the area are blinded unless they can see through magical darkness through the use of True Seeing or similar magic.

Continual Light counters and dispels Darkness and Continual Darkness, while Continual Darkness counters and dispels Light and Continual Light.

Detect Evil (reversible)

Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 60' radius sphere, centered on the caster
Duration: 30 minutes (3 turns)

This spell can be used to detect evil intentions, or evilly enchanted objects within 60 feet, causing the creatures or objects to glow. Actual thoughts are not detected; only the "feeling of evil". The exact definition of "evil" is left to each referee, and players should discuss this point so that all agree; "Chaotic" is not always "evil". Poison and physical traps are neither good nor evil. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

The reverse of this spell, Detect Good, functions just as Detect Evil, except that it detects good intentions and good magic items. Healing potions, antidotes, and similar beneficial items are not good.

Detect Invisibility

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 60' radius sphere, caster on the caster

Duration: 1 hour (6 turns)

The caster can see any objects or beings that are invisible within a 60' sphere, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to the caster as translucent shapes, allowing the caster to easily discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable the caster to see through opaque objects. It does not reveal creatures that are simply hiding, concealed, or otherwise hard to see.

Entangle

Components: V, S

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: Plants in a 40' radius circle

Duration: 1 round/caster level

Saving Throw: Dexterity partial; see text

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled.

Creatures who fail their initial Dexterity save versus this spell are entangled. While entangled, a creature loses its Dexterity and shield bonus to Armor Class. Entangled creatures can attempt to break free by making a Strength ability check with a DC equal to the spell's Saving Throw DC. This attempt, whether it succeeds or fails, uses the creature's action for the round.

A creature that succeeds on its initial Saving Throw, or who later breaks free, is not entangled and can move at 5 feet per round through the area. Each round, on the caster's turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement, requiring all in the spell's radius to roll another Saving Throw.

All creatures within the Entangle spell's radius have cover (+2 to Armor Class).

ESP

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 60' cone

Duration: 2 hours (12 turns)

Saving Throw: Intelligence partial; see text

The caster detects surface thoughts. The amount of information revealed depends on how long the caster studies a particular area or target.

1st Round: Presence or absence of thoughts (from living creatures with Intelligence scores of 3 or higher).

6th Round (1 minute): Number of thinking minds and the Intelligence score of each.

12th Round (2 minutes): Surface thoughts of one mind in the area. A target's successful save prevents the caster from reading its thoughts, and the caster must cast ESP again to have another chance against that creature. Creatures of animal Intelligence have simple, instinctual thoughts that the caster can pick up. The thoughts of the undead (if any) cannot be "heard" by means of this spell.

Each round, the caster can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Gust of Wind

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: 60' long by 10' wide line of wind emanating from the caster

Duration: 1 round

Saving Throw: None; see text

This spell creates a blast of hurricane-force winds that originates from the caster. It has the following effects:

All flames are extinguished within the 10' wide path of the spell.

Those within the path of the Gust of Wind may not make missile attacks and must make a DC 18 Concentration Check to cast spells.

Creatures in the area must succeed at a DC 18 Strength ability check or be knocked back 1d3x5 feet, fall prone, and take 1d3 points of damage. Flying creatures that fail their Strength ability check take 1d6 points of damage and are blown back 1d6x10 feet.

Creatures that make their Strength check to remain standing move at 1/2 of their Movement Rate. Flying creatures must immediately land or get blown back (see above).

In addition to the effects noted, a Gust of Wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Invisibility

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 willing, Medium-sized or smaller, creature

Duration: Until discharged; see text

The creature or object touched becomes invisible, vanishing from sight, even from Darkvision. If the recipient is a creature carrying gear, that vanishes, too. Invisible creatures have total concealment (+4 to Armor Class) against those who cannot see invisible creatures.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area of effect includes a foe. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as Bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Knock

Components: V

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 door, box, or chest with an area of up to 10 sq. ft./caster level

Duration: Instantaneous; see text

The Knock spell opens a stuck, barred, locked, Held, or Wizard Locked door. It will open a known secret door, as well as a locked or trick-opening box or chest. It also loosens welds, shackles, or chains (provided they serve to hold closures shut).

If used to open a Wizard Locked door, the spell does not remove the Wizard Lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own.

Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area.

Levitate

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The caster

Duration: 2 hours

When this spell is cast, the caster may move up or down in the air without any support. This spell does not enable the caster to move from side-to-side. The caster could, however, levitate to a ceiling and move sideways by using his or her hands. Motion up or down is at a rate of 30' per round.

The caster may carry a normal amount of weight (possibly including another person; see Encumbrance, page 67).

Locate Object

Components: V, S

Casting Time: 1 action

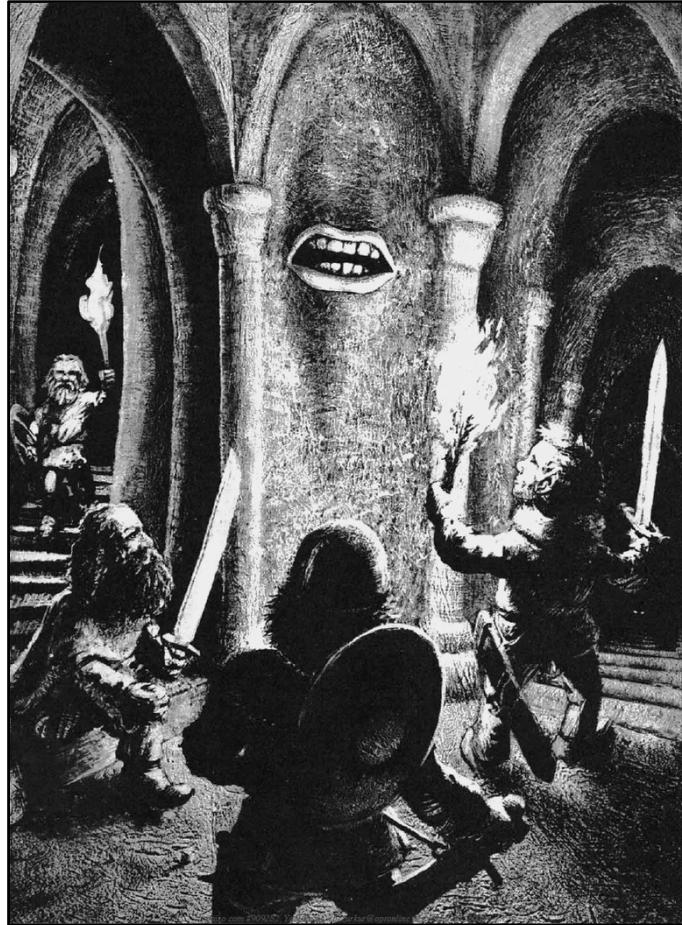
Range: Personal

Area of Effect: 200' radius sphere, centered on the caster

Duration: 30 minutes (3 turns)

For this spell to be able to locate an object, the spell caster must know exactly what the object looks like (size, shape, color, etc.). A common type of object (such as a flight of stairs) can also be detected by this spell. The spell will not, however, locate a creature. The spell will point toward the nearest desired object if within range, giving the direction to it but not the distance.

The spell is blocked by even a thin sheet of lead.



Magic Mouth

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 object

Duration: Permanent until discharged

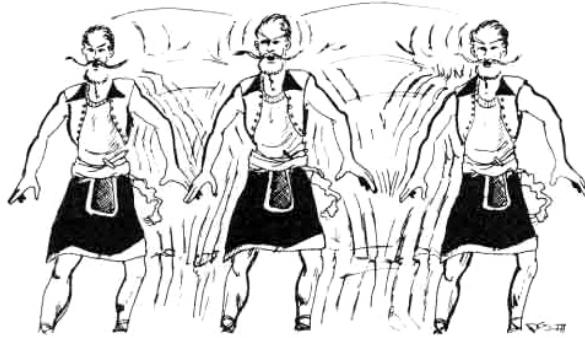
This spell imbues the chosen object with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs.

The message, which must be 25 or fewer words long, can be in any language known by the caster and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, Magic Mouth can be placed upon a tree, rock, or any other object.

The spell functions when specific conditions are fulfilled according to the caster's command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent

movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A Magic Mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 100 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.



Mirror Image

Casting Time: 1 action

Range: Personal

Effect: 1d4 illusory doubles of the caster appear within 5'

Duration: 1 hour (6 turns)

With this spell, the caster creates 1d4 additional images of himself or herself which look exactly the same as the caster and do exactly what he or she does. Any attack on the spell caster will strike an image instead. An attack on an image will destroy it, whether or not that attack actually "hits". The attack will be "used up", but one image will disappear and will not return (until the spell is cast again).

An attacker must be able to see the images to be fooled. If the caster is invisible or an attacker shuts his or her eyes, the spell has no effect. Note that being unable to see carries the same penalties as being blinded.

The spell ends once all doubles are destroyed, or its duration expires.

Phantasmal Force

Components: V, S

Casting Time: 1 action

Range: 400' (Long)

Effect: Illusion that cannot extend beyond a 20' cube

Duration: Concentration; up to 1 hour (6 turns); see text

Saving Throw: Intelligence negates (if interacted with)

This spell creates or changes appearances within the area of the spell effect: up to a 20' cube. The illusion does not create smell, texture, or temperature. Phantasmal Force includes some minor sounds but not understandable speech. The caster should create an illusion of something he or she has seen. If not, the DM should give a bonus to Saving Throws against this spell's attacks.

If the caster does not use the spell to attack, the illusion will disappear if it is touched. If the spell is used to "create" a monster, it will have an Armor Class of 10 and will disappear if hit. If the spell is used as an attack (a false Magic Missile, a collapsing wall, etc.), the attack will not affect a victim who makes his or her Saving Throw. Otherwise, the those attacked by the illusory creature, object, or spell believe that they have taken damage. This spell never inflicts any real damage. Those "killed" will pass out, those "turned to stone" will be paralyzed, and so forth. These effects will wear off in 1d4 turns.

If the caster's concentration is broken (see page 25), the illusion will disappear and not return.

Spider Climb

Alteration

Level: Magic-user 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 20 minutes (2 turns)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its

hands free to climb in this manner. The subject moves at ½ of its normal Movement Rate and does not need to make Dexterity ability checks to traverse a vertical or horizontal surface (even while upside down).

Strength

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 2 hours (12 turns)

Application of this spell increases the Strength of the character to an 18 for the duration of the spell.

Web

Components: V, S

Casting Time: 1 action

Range: 100 feet (Medium)

Area of Effect: 20' radius cylinder, 20' in height

Duration: 8 hours (48 turns)

Saving Throw: Dexterity negates; see text

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears.

Anyone in the area of effect when the spell is cast must make a Dexterity Saving Throw. If this save succeeds, the creature has avoided entanglement and may attempt to move through the web's area of effect (see below).

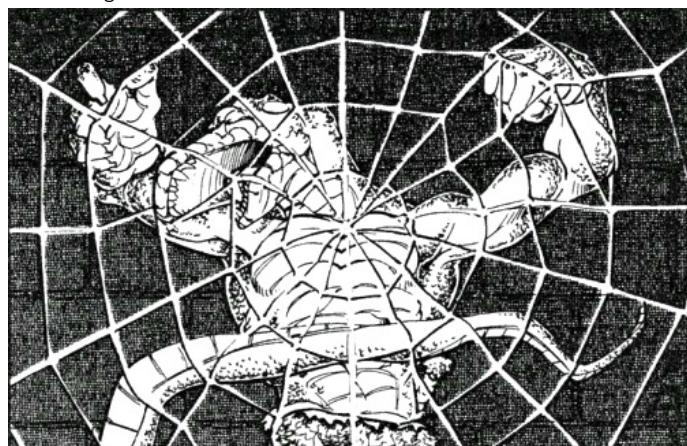
Creatures who fail their save are entangled, cannot move or attack, lose any Dexterity bonus they might have to Armor Class, and may not employ a shield to defend themselves. Entangled creatures may try to break free of the web on their turn.

Each round, entangled creatures can make a Strength ability check to disentangle itself from the web. The DC of this check is equal to the spell's Saving Throw DC. Those who fail this check are still entangled.

Those in the web but unentangled, either by making the initial Dexterity Saving Throw or a later Strength ability check, may move through the web at a rate of 5' per round.

The web offers cover (+2 to Armor Class) to those within it. Attacking a creature in a web won't cause the attacker to become entangled unless it enters the web.

The strands of a Web spell are flammable. Fire sets it alight, burning it away in 1 round. All creatures within flaming webs take 1d6 points of fire damage from the flames.



Wizard Lock

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 door, chest, or portal, up to 30 sq. ft./caster level in size

Duration: Permanent

A Wizard Lock spell cast upon a door, chest, or portal magically locks it. The caster can freely pass his or her own Wizard Lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful Dispel Magic or Knock spell.

A Wizard Locked portal takes half damage from all non-magical attacks and is only forced open with a DC 22 Strength ability check.

THIRD LEVEL MAGIC-USER AND ELF SPELLS

Blink

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The caster

Duration: 1 minute (6 rounds)

The caster "blinks" back and forth between the Material Plane and the Ethereal Plane. It looks as though the caster is winking in and out of reality very quickly and at random. Blinking has several effects, as follows:

Physical attacks, including spells, against the caster have a 50% chance of automatically missing. If the attacker is capable of striking ethereal creatures, the caster only gains a +2 bonus to Armor Class due to the partial invisibility provided by the spell. The caster gains no Armor Class bonus when attacked by opponents who can see invisible creatures and strike ethereal foes.

Likewise, the caster's attacks and spells also have a 50% chance of automatically missing their target, since the caster sometimes goes ethereal just as he or she is about to strike or cast a spell. While blinking the caster strikes as a partially invisible creature, with a +2 bonus on attack rolls, unless his or her opponent can see invisible creatures.

While blinking the caster takes only ½ damage from area attacks (but full damage from those that extend onto the Ethereal Plane) and environmental effects (such as cold, fire, or falling damage).

Since the caster spends about the half of time on the Ethereal Plane, he or she can see and even attack ethereal creatures. The caster interacts with ethereal creatures roughly the same way he or she interacts with material ones. An ethereal creature can't attack material creatures and spells cast while ethereal only affect other ethereal things.

Clairvoyance

Components: V, S

Casting Time: 10 minutes (1 turn)

Range: 400' (long)

Target: 1 creature within range

Duration: 2 hours (12 turns)

Saving Throw: Intelligence negates; see text

This spell allows the user to see an area through the eyes of any single creature within the area of effect. The creature must be in the general direction chosen by the caster and in range. If unwilling, a target creature may make a Saving Throw to block the caster from seeing through its eyes. This ends the spell. Otherwise, the caster may change targets once per turn (10 minutes).

The spell can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Darkvision

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 12 hours (72 turns)

This spell grants the touched creature Darkvision for the spell's duration. It functions exactly like the Darkvision class ability of dwarven characters.

Dispel Magic

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: 20' radius sphere

Duration: Instantaneous

This spell will remove spell effects anywhere within a 20' radius sphere. It will not affect magic items, but will remove any spell effect created by a magic-user, elf, or cleric of an equal or lower level than the spell caster. Note that instantaneous spells cannot be dispelled.

In order to cancel magical effects from a higher level caster, the magic-user or elf must make a Concentration Check with a DC of 10

plus the caster's Experience Bonus (or $\frac{1}{2}$ of the Hit Dice for monstrous casters).

Fire Ball

Components: V, S
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: 20' radius sphere
Duration: Instantaneous
Saving Throw: Dexterity for half damage

The caster points his or her finger and determines the range (distance and height) at which the Fire Ball is to burst. A glowing, pea-sized bead streaks from the pointing digit and explodes into a ball of fire, 40' in diameter, when it reaches the point in space designated by the caster. If it impacts upon a material body or solid barrier prior to attaining the prescribed range, it blossoms into a Fire Ball at that point instead.

The Fire Ball will cause 1d6 points of fire damage per level of the caster to all creatures within this area. A victim of a Fire Ball that makes a Dexterity Saving Throw, however, only takes $\frac{1}{2}$ damage.



Fly

Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 10 minutes (1 turn) per caster level, plus 1d6x10 minutes
The subject can fly at a Movement Rate of 120' per round. It can ascend at half its Movement Rate and descend at double its Movement Rate, and can hover in place.

Moving while under the effects of a Fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally.

Gaseous Form

Components: V, S
Casting Time: 1 action
Range: Touch
Target: 1 willing creature
Duration: 10 minutes (1 turn) per caster level, plus 1d6x10 minutes
The target of this spell is transformed into a cloud of gas. Anything the user is carrying or wearing will fall through the gaseous body to land on the floor.

The target cannot be harmed, except by magical fire, cold, or lightning, in which case damage is normal. The creature is subject to the effects of wind and can't enter water or other liquids. A Gust of Wind spell or strong wind will blow the target backwards 1d4 x 5 feet each round.

A gaseous creature can fly at a Movement Rate of 20' per round. When in gaseous form the individual is able to enter any space which is not airtight, i.e., a small crack or hole which allows air to penetrate also allows entry by a creature in gaseous form.

A creature in gaseous form cannot attack, use spells, or interact with objects.

Haste (reversible)

Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Targets: 1 creature/caster level
Duration: 3 minutes (18 rounds)
Saving Throw: Intelligence negates

The caster chooses 1 willing creature per caster level that is within range. Until the spell ends, target creatures double their usual Movement Rate and double number of attacks that they normally make each round. This spell does not affect the rate at which magic works, so the casting of spells and the use of devices, such as wands, cannot be sped up.

The reverse of this spell, Slow, causes affected creatures to move and attack at a drastically slowed rate. Affected targets move at $\frac{1}{2}$ of their usual Movement Rate and at halve the number of attacks that they normally may make each round. A successful Intelligence Saving Throw negates these effects.

Slow counters and dispels Haste and vice versa.

Hold Person

Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 living creature
Duration: 1 minute (6 rounds)
Saving Throw: Strength negates; see text
The Hold Person spell will affect any human, demi-human, or human-like creature (bugbears, gnolls, gnomes, hobgoblins, kobolds, lizard men, orcs, pixies, or sprites). It will not affect creatures larger than Medium size.

The victim of this spell must make a Strength Saving Throw or be paralyzed.

Held creatures are aware and breathe normally but cannot take any actions, even speech. A winged creature that is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. Held creatures are considered to be helpless (see **Helpless Combatants** on page 82 for more details).

Invisibility 10' Radius

Components: V, S
Casting Time: 1 action
Range: Touch
Area of Effect: 10' radius sphere, centered on a point or creature
Duration: Until discharged; see text
This spell makes the creature it is cast on and all creatures within 10' at the time of the casting invisible. This area will move with the person it is cast upon.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible.

Affected creatures (other than the recipient) that attack negate the invisibility only for themselves. If the spell recipient attacks, the Invisibility 10' Radius spell ends. For purposes of this spell, an attack includes any spell targeting a foe or whose area of effect includes a foe.

Lightning Bolt

Components: V, S
Casting Time: 1 action
Range: 100' (Special)
Area of Effect: 100' by 5' wide line of lightning
Duration: Instantaneous
Saving Throw: Dexterity for half damage
The caster releases a powerful stroke of electrical energy from his or her fingertips that deals 1d6 points of lightning damage per caster level to each creature within its 5' wide and 100' long line of effect. Creatures struck by the bolt are allowed a Dexterity Saving Throw for half damage.

If the lightning bolt strikes a solid surface before reaching its 100' length, it will ricochet off of that surface and continue until it reaches its full length. A lightning bolt that hits a surface that is straight ahead of the caster will ricochet back towards him or her.

Protection from Evil, 10' Radius

Components: V, S
 Casting Time: 1 action; see text
 Range: Personal
 Area of Effect: 10' radius sphere centered on the caster
 Duration: 2 hours
 This spell circles the caster with a magical barrier that will protect all allies within 10' of the caster. This barrier moves with the caster. The spell serves as some protection from "evil" attacks (attacks by monsters an alignment other than the caster's alignment) by adding 2 to the Saving Throws and Armor Class of the caster and his allies within the sphere.

The spell will also keep out melee attacks from summoned monsters, such as elementals, but not missile fire attacks from these creatures. Summoned monsters can engage any protected creatures that engage them in melee. Those who are attacked still gain the bonus to Armor Class and Saving Throws.

Protection from Normal Missiles

Components: V, S
 Casting Time: 1 action
 Range: 30'; (Close)
 Target: 1 willing creature
 Duration: 2 hours (12 turns)
 This spell gives complete protection from all small non-magical missiles (thus a catapult stone or a magic arrow would not be stopped by this spell). It will protect only the creature it is cast on.

Stinking Cloud

Components: V, S
 Casting Time: 1 action
 Range: 100 feet (Medium)
 Effect: 20' radius cloud, 10' in height
 Duration: 1 round/caster level; see text
 Saving Throw: Constitution negates; see text
 Stinking Cloud creates a bank of fog with nauseating vapors. Living creatures in the cloud become sickened if they fail their Constitution Saving Throws. The spell also obscures vision, providing concealment (+1 to Armor Class) to those within the spell's radius.

Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and suffer a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half. This condition lasts as long as the creature is in the cloud and for 1d6 rounds after it leaves. Roll separately for each nauseated creature. Any creature that succeeds on its save but remains in the cloud must continue to save each round on its turn.

Water Breathing (reversible)

Components: V, S
 Casting Time: 1 action
 Range: Touch
 Target: 1 willing creature
 Duration: 12 hours
 The transmuted creature can breathe water freely. The spell does not make creatures unable to breathe air and can be reversed to allow water-breathing creatures to breathe air.

FOURTH LEVEL MAGIC-USER AND ELF SPELLS

Charm Monster

Components: V, S
 Casting Time: 1 action
 Range: 100' (Medium)
 Target: 1 living creature; see text
 Duration: See text
 Saving Throw: Charisma negates; see text
 This charm makes any living creature regard the caster as its trusted friend and ally if it fails its Charisma Saving Throw. If the creature is being threatened or attacked by the caster or his or her allies, however, it gets a +4 bonus on its Saving Throw.

The spell does not enable the caster to control the charmed creature as if it were an automaton, but the target perceives the caster's words and actions in the most favorable way. The caster can try to give the subject orders, but must succeed at a Charisma ability check in order to convince it to do anything it wouldn't ordinarily do.

An affected creature never obeys suicidal or obviously harmful orders but might be convinced that something very dangerous is worth doing. Any act by the caster, or his or her allies, that threatens the charmed creature automatically breaks the spell. The caster must speak the creature's language to communicate commands, or else be good at pantomiming.

Creatures with above average intelligence (a score of 13-18) may make a new saving throw each day. Creatures with average intelligence (a score of 9-12) may save again once per week, and creatures with below average intelligence (a score of 3-8) may save again once each month.

Charm Monster may be removed with a Dispel Magic spell.

Confusion

Components: V, S
 Casting Time: 1 action
 Range: 100' (Medium)
 Area of Effect: 3d6 creatures in a 30' radius circle
 Duration: 1 minute (6 rounds)
 Saving Throw: Wisdom negates; see text
 This spell causes the 3d6 targets within the spell's area of effect to become confused, making them unable to independently determine what they will do.

Creatures with 2 or less Hit Dice get no Saving Throw to resist this spell, while those with 2+1 or more Hit Dice must make a Wisdom Saving Throw each round or be confused for the round. A confused creature rolls 2d6 each round to determine its action:

2d6 Roll	Action
2-5	Attack the spell caster's party
6-8	Do nothing
9-12	Attack its allies, if any

Dimension Door

Components: V
 Casting Time: 1 action
 Range: 30' (Short); see text
 Target: 1 creature
 Duration: Instantaneous
 Saving Throw: Intelligence negates
 This spell will transport the caster or creature it is cast upon to any place within 400' of its starting location. The caster may pick the desired location or direction. An unwilling creature gets an Intelligence Saving Throw to resist this spell.

If the location is not known, distances not exceeding 400' total may be given (for example, 200' west, 60' south, 100' down). If this would cause the transported creature to end up in a solid object, the spell automatically fails.

Growth of Plants

Components: V, S
 Casting Time: 1 action
 Range: 400' (Long); see text
 Area of Effect: 150' radius circular area
 Duration: Instantaneous
 This spell causes normal brush or woods within the area of effect to become thickly overgrown with creepers, vines, thorns, briars, and so on, making the area impassable to all but the largest creatures. Small and Medium-sized creatures must hack their way through the area at a rate of 5' per minute.

The area affected must be within the spell's range. There must be plants in the area for this spell to work.

Hallucinatory Terrain

Components: V, S
 Casting Time: 1 action
 Range: 400' (Long)
 Area of Effect: 100' radius circular area
 Duration: 12 hours (72 turns)
 Saving Throw: Intelligence negates; see text
 The caster makes natural terrain look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and

smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence Saving Throw to disbelieve it. A creature who discerns the illusion for what it sees it as a vague image superimposed on the terrain.

Ice Storm

Components: V, S

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: 30' radius by 40' high cylinder

Duration: 1 round

Saving Throw: Dexterity half

Great magical hailstones pound down for 1 round, dealing 4d6 points of bashing damage plus 3d6 points of cold damage to every creature in the area.

A -4 penalty applies to all Wisdom (Perception) checks made within the Ice Storm's area of effect, and all land movement within its area is at half Movement Rate. At the end of the duration, the hail disappears, leaving no after-effects (other than the damage dealt).

Hailstones turn the ground in the storm's area of effect into rough terrain (see page 80) for 6 rounds (1 minute).

Massmorph

Components: V, S

Casting Time: 1 minute (6 rounds)

Range: Personal

Area of Effect: 100' radius circle, centered on the caster

Duration: Special

Saving Throw: Intelligence negates (if interacted with)

This spell will make up to 100 Medium or Small-sized creatures in a 100' radius circle appear as the trees of an orchard or dense woods. Unwilling creatures are not affected.

Thus, a company of creatures can be made to appear as a copse, grove, or orchard. Furthermore, these Massmorphed creatures can be passed through - and even touched - by other creatures without revealing the illusion, unless the creature interacting with the Massmorphed targets succeeds at an Intelligence Saving Throw.

The spell lasts until a Dispel Magic is cast on it or the caster wills it away. The appearance of a disguised creature will return to normal if it moves away from the area where the spell was cast.

Phantasmal Killer

Components: V, S

Casting Time: 1 action

Range: 100 feet (Medium)

Target: 1 living creature

Duration: Instantaneous

Saving Throw: See text

The caster creates a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize. Only the spell's subject can see the Phantasmal Killer clearly. The caster only sees a vague shape.

The target gets an Intelligence save to recognize the image as unreal. If that save fails, the target believes that the phantasm is real and must succeed on a Charisma Saving Throw or die of fright.

Polymorph Others

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Target: 1 creature

Duration: See text

Saving Throw: Permanent until dispelled

This spell will change one living creature into another living creature. The new form must have no more than twice as many Hit Dice as the old, or the spell fails. The number of Hit Points the polymorphed creature had remains the same. All equipment worn by the target falls away from the body as the spell takes effect.

Unlike Polymorph Self, the creature this spell is cast on will become the new creature, gaining all the special abilities of the new form, plus its tendencies and behavior. A player character changed with this spell usually becomes a creature run by the Dungeon Master.

Example: A fighter polymorphed into a black pudding loses its ability scores and class abilities and become, in all ways, a black pudding.

Unwilling targets of this spell are allowed a Wisdom Saving Throw to resist being polymorphed. If the new form would prove fatal to the creature (for example, if the caster tries to polymorph a landbound target into a fish or an airborne target into a toad) the subject gets a +4 bonus to its Saving Throw.

This spell cannot create a duplicate of a specific individual. The spell lasts until dispelled, or until the creature dies.

Polymorph Self

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The caster

Duration: 12 hours (72 turns)

This spell gives the caster the physical form of any living creature with Hit Dice equal to or less than the caster's own. The transformation does not change the caster's Hit Points, class-based Attack Bonus, or Saving Throws.

Special abilities or special immunities of the new form are not gained by the caster, although physical abilities are.

Examples: A caster polymorphed into a frost giant would have the strength of a frost giant and the ability to hurl boulders, but would not gain immunity from cold. A caster polymorphed into a dragon could fly but would not be able to use the breath weapon or spells.

Spell casters cannot use their own spells when polymorphed into a different form. The spell lasts for the given duration, or until dispelled, or until the caster is killed. This spell will not allow the caster to take the form of a specified individual.

Remove Curse (reversible)

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 creature or item

Duration: Instantaneous or until dispelled; see text

Saving Throw: Wisdom negates

Remove Curse instantaneously removes all curses on an object or a creature. Remove Curse does not remove the curse from a cursed magical item, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

The reverse of the spell, Curse, afflicts the target with a terrible curse unless it makes its Wisdom Saving Throw. It causes one of the following effects (roll an 8-sided die):

d8 Roll	Result
1-4	Lowers 1 ability of the subject to a 3 (the DM determines which by random selection). For creatures without listed ability scores, reduce all ability checks, including Saving Throws, related to that ability score by 3. This cannot be used to raise an ability score below 3.
5-6	Worsens the subject's attack rolls and Saving Throws by -3.
7-8	Makes the subject 50% likely per round to drop whatever it is holding (or simply do nothing, in the case of creatures not using tools).

It is possible for a caster to devise his own curse, and it should be similar in power to those given (the DM has final say).

Curse counters Remove Curse while Remove Curse counters and dispels Curse.

Scrying

Components: V, S, M

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 10 minutes (1 turn)

Saving Throw: Wisdom negates

The caster attempts to see and hear some creature, which may be at any distance, but must be on the same plane of existence. If the subject succeeds at its Saving Throw, the scrying attempt fails, and the caster can't attempt to scry on that subject again for at least 24 hours.

In order to scry on a creature, the caster must have met it, have an item that is valued by the creature, or must have a lock of hair or similar token from that creature.

If the save fails, the caster can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions from the subject).

If the subject moves, Scrying follows at a Movement Rate of up to 60' per round. The sensor has the caster's full visual acuity, including any magical effects. In addition, the following spells can operate through Scrying: Detect Evil, Detect Magic, and ESP.

Material Components: The caster must have a mirror or other highly reflective surface to gaze into.

Wall of Fire

Components: V, S

Casting Time: 1 action

Range: 100 feet (Medium)

Effect: Wall of flame up to 60' long or with a 20' radius; 20' in height

Duration: Concentration

Saving Throw: Dexterity for half damage; see text

This spell creates a thin wall of fire of up to 1,200 square feet. The wall can be in any shape the caster desires (a straight wall 60' long and 20' high, a circle 20' diameter and 20' high, etc.). The wall is opaque and blocks sight.

The wall deals 5d6 points of fire damage to any creature passing through it (Dexterity Saving Throw for half damage). The wall deals double damage to undead or cold-using creatures, such as white dragons or frost giants.

The wall cannot be cast in a space occupied by another object or creature. The wall lasts for as long as the caster concentrates on it.

Wall of Ice

Components: V, S

Casting Time: 1 action

Range: 100 feet (Medium)

Effect: Wall of ice up to 60' long or with a 20' radius; 20' in height

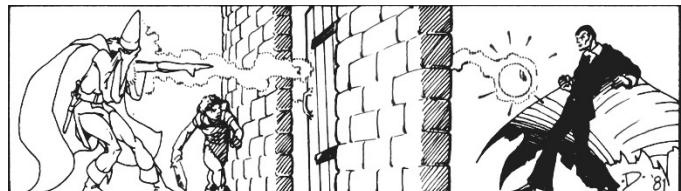
Duration: 2 hours (12 turns)

Saving Throw: Dexterity for half damage; see text

This spell creates a 1" thick, translucent wall of ice of up to 1,200 square feet. The wall can be in any shape the caster desires (a straight wall 20' tall and 60' long, a circle 20' diameter and 20' high, etc.).

The wall deals 5d6 points of cold damage to any creature passing through it (Dexterity Saving Throw for half damage). The wall deals double damage to fire-using creatures, such as red dragons, salamanders, hell hounds, fire giants, etc.

The wall cannot be cast in a space occupied by another object or creature.



Wizard Eye

Components: V, S

Casting Time: 10 minutes (1 turn)

Range: 400' (Long)

Effect: Magical eye

Duration: 1 hour (6 turns)

This spell creates an invisible eye through which the caster can see. It is the size of a real eye and has Darkvision to 60'. The eye will float through the air up to 60' per round. It will not go through solid objects but can pass through a hole or space as small as 1 inch in diameter.

The caster must concentrate to look through the eye.

FIFTH LEVEL MAGIC-USER AND ELF SPELLS

Airy Water

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 20' hemisphere, centered on the caster

Duration: 12 hours (72 turns)

The Airy Water spell turns normal liquid such as water or water-based infusions or solutions to a less dense, breathable substance. Thus, if the caster wished to enter an underwater place, he or she would step into the water, cast the spell and sink downwards in a hemisphere of bubbling water that he or she and any companions in the spell's area of effect could move freely in and breathe just as if it were air rather than water.

The hemisphere moves with the spellcaster. Note that water-breathing creatures will avoid a hemisphere of airy water, although intelligent ones can enter it if they are able to move by means other than swimming. No water-breathers will be able to breathe in an area affected by this spell. There is only one word that needs to be spoken to actuate the magic; thus, it can be cast under water.

Animate Dead

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 or more corpses

Duration: Instantaneous

This spell allows the caster to make an animated, enchanted skeleton or zombie from a normal skeleton or corpse within range. Animated undead creatures will obey the caster until they are destroyed. For each experience level of the caster, he or she may animate and control one Hit Die of undead. Destroyed skeletons and zombies can't be animated again.

Cloudkill

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Area of Effect: 15' radius cloud, 10' in height

Duration: 1 hour (6 turns)

Saving Throw: Constitution partial; see text

This spell creates a cloud of poisonous vapor 30' in diameter that spreads out from the caster's fingertips. It moves 20' per round in the direction the wind blows, or away from the caster if there is no wind. This cloud is heavier than air and will sink when possible (going down holes, sliding downhill, etc.), and is broken up by trees or other thick vegetation. It cannot penetrate liquids; nor can it be cast underwater.

Living creatures with 5 or less Hit Dice must make a Constitution Saving Throw or die, taking 1 point of damage if the save is successful. Creatures with more than 5 Hit Dice take 1 point of damage. These effects are suffered each round the creature is still in contact with the cloud. Creatures immune to poison are unaffected by the spell.

The spell also obscures vision, providing concealment (+1 to Armor Class) to those within the spell's radius.

Cone of Cold

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 60' cone

Duration: Instantaneous

Saving Throw: Dexterity for half damage

Cone of Cold creates an area of extreme cold, originating at the caster's hand and extending outward in a cone. It deals 1d6 points of cold damage per caster level.

Conjure Elemental

Components: V, S

Casting Time: 1 action

Range: 100' (Medium); see text

Target: 1 summoned elemental

Duration: Concentration; see text

This spell allows the magic-user or elf to summon one elemental (see **CHAPTER 6: MONSTERS**) of his or her choice (air, earth, fire, or water). A caster can only conjure one of each type of elemental in any one day. The elemental will perform tasks for the caster, but the caster must

continually concentrate to enforce his or her commands. If the caster does not, the elemental will turn upon its conjuror and attack.

Thus, a caster commanding an elemental cannot engage in combat, cast other spells, or take actions other than normal movement. If control is lost it cannot be regained - the elemental will return to the caster by the most direct route, slaying all in its path. The conjured elemental will serve until slain in combat, or until the magic-user orders it to its plane of origin while it is under control. The elemental can be dispelled by the Dispel Magic or Dispel Evil spells.



Special protection from uncontrolled elementals is available by means of a Protection from Evil spell.

Contact Higher Plane

Components: V
Casting Time: 10 minutes (1 turn)
Range: Personal
Target: The caster
Duration: Concentration, up to 1 round/2 caster levels
Saving Throw: See text

This spell allows the caster to contact a higher plane and seek knowledge from strange and powerful creatures (played by the DM).

The chart below lists the planes the caster can contact, how many yes or no questions a creature of it will answer, what its chance of knowing the answer is, how often the creature will lie, and what risk of insanity the caster takes contacting the plane (i.e., the DC of the Intelligence Saving Throw needed to avoid insanity). There is no way of knowing if the creature is lying.

Plane Contacted	Questions	Truth	Lie	DC
Elemental plane	4	30%	40%	10
Positive or negative energy plane	5	40%	35%	12
Astral plane	6	50%	30%	14
Outer plane, demigod	7	60%	25%	16
Outer plane, lesser god	8	70%	20%	18
Outer plane, intermediate god	9	80%	15%	20
Outer plane, greater god	10	90%	10%	22

This spell can be used once a week (or less often at the DM's option). Characters going insane recover after a number of weeks of game

time equal to the number of the questions asked. Thus, a person contacting a greater god on an Outer Plane and asking 10 questions would be insane, and out of the campaign, for 10 weeks. The caster selects the plane and power to be contacted.

Feeblemind

Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 creature
Duration: Permanent until dispelled
Saving Throw: Intelligence negates; see text
This spell makes a magic-user or elf unable to think or cast spells, becoming a helpless idiot (3 Intelligence). The victim is allowed an Intelligence Saving Throw with a -4 penalty. A successful save negates the effect of the spell. The spell effect lasts until negated by a Dispel Magic or Heal spell. This spell has no effect on creatures or character classes other than magic-users or elves.

Growth of Animals (reversible)

Components: V, S
Casting Time: 1 action
Range: 100 feet (Medium)
Targets: 1 HD of animals per caster level
Duration: 2 hours (12 turns)
Saving Throw: Wisdom negates
This spell doubles the size of one normal or giant animal. The animal's size increases to the next larger category, it deals twice its normal damage in combat, and its carrying capacity is doubled.

The reverse of this spell, Shrink Animal, reduces the animal's size to the next lower category, halves its normal damage, and reduce its carrying capacity to $\frac{1}{4}$ of normal.

Neither spell changes the animal's behavior. This spell will not affect intelligent animal races or fantastic creatures.

Hold Monster

Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 living creature
Duration: 1 minute (6 rounds)
Saving Throw: Strength negates; see text
The Hold Monster spell will affect any living creature. It will not affect undead or animated creatures.

The victim of this spell must make a Strength Saving Throw or be paralyzed.

Held creatures are aware and breathe normally but cannot take any actions, even speech. A winged creature that is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. Held creatures are considered to be incapacitated (see **Helpless Combatants** on page 82 for more details).

Magic Jar

Components: V, S, M
Casting Time: 1 action
Range: 100 feet (Medium)
Target: See text
Duration: See text
Saving Throw: Intelligence negates; see text
With this spell, the caster puts his or her body in a trance and transfers his or her life-force to an inanimate object (the magic jar) within range. From this object, the spell caster may attempt to possess (take over) any one creature within 100' of the magic jar.

If the victim makes an Intelligence Saving Throw, the possession has failed, and the caster may not try to possess that victim again for 10 minutes (1 turn). If the victim fails the Saving Throw, the creature is possessed, and its body will do as the caster wills. The spells of a possessed spellcaster, however, may not be cast.

If the possessed body is destroyed, the magic-user or elf must return to the magic jar. From there the caster may try to possess another body or return to his or her own. The caster can be forced out of the possessed body by a Dispel Evil spell.

Destroying the magic jar while the caster's life force is in it kills the caster. Destroying the magic jar while the caster's life-force is in

another body strands the life-force in the possessed body. Killing the caster's real body strands the life-force in the magic jar until the caster can possess another body! Once the caster returns to his or her real body the spell is over.

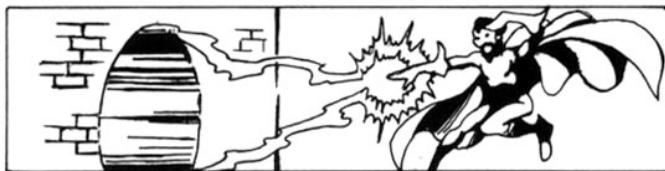


Material Component: A gem or crystal worth at least 100 gp.

Passwall

Components: V, S
Casting Time: 1 action
Range: 30' (Close)

Effect: 1 cylindrical passage through a wood, plaster, or stone surface
This spell opens up an 8' diameter hole up to 10' deep in wood, plaster, solid rock, or worked stone. When the spell ends, the hole closes. The passage creates no instability in a structure surrounding it.



Telekinesis

Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Target or Targets: See text

Duration: 1 minute (6 rounds); see text

Saving Throw: Strength negates or none; see text

The caster may levitate and slowly move weights of up to 20 pounds per level. Thus, a 10th level elf could move up to 200 pounds.

The entire weight may be moved up to 20' per round in any direction the caster desires. Unwilling creatures get a Strength Saving Throw to resist this spell. A successful save results in the spell having no effect.

The caster must concentrate while moving objects and, if disturbed, the telekinetic objects will fall.

Teleport

Components: V
Casting Time: 1 action
Range: 30' (Close)
Target: 1 creature
Duration: Instantaneous
Saving Throw: Intelligence negates

This spell instantly transports the targeted creature to any known place, that the caster can visualize, on that plane of existence. The transported creature will arrive at "ground level" in any suitable open place.

The chance of arriving safely at the aiming point depends on how carefully the caster has studied the area. Casual knowledge means the caster has been there once or twice, or is visualizing the aiming point from descriptions or magical scanning. General knowledge means the caster has been to the area often, or has spent several weeks studying the area magically (via *crystal ball*, etc.). Exact knowledge means the caster has made a highly detailed personal study of the aiming point. The chances of success are:

Knowledge	Success	Too High	Too Low
Casual	01-50	51-75	76-00
General	01-80	81-90	91-00
Exact	01-95	96-99	00

A creature arriving too high rolls 1d10 for the distance, in tens of feet, that the creature is above the aiming point. If this area is occupied by a solid object, the creature dies instantly. Otherwise, each 10' a creature falls will do 1d6 points of damage on impact.

A creature arriving too low has teleported into the ground or other solid object and dies instantly.

A creature can never be deliberately teleported too high, too low, or into a solid object. An unwilling creature is allowed an Intelligence Saving Throw to resist the spell.

Transmute Rock to Mud (reversible)

Components: V, S

Casting Time: 1 action

Range: 100 feet (Medium)

Area of Effect: 30' radius cylindrical area, no more than 10' deep

Duration: Instantaneous

Saving Throw: See text

This spell turns natural, uncut, or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10'.

If cast upon a stone floor, creatures standing in the area of effect begin to sink. A creature unable to Levitate, Fly, or otherwise free itself from the mud sinks as if in quicksand (see page 68). Brush, planks, or similar debris thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at 1/4 of its normal Movement Rate.

If Transmute Rock to Mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool with a depth of 5 feet. The falling mud and the ensuing cave-in deal 4d6 points of damage to anyone caught directly beneath the area. Those who succeed on Dexterity Saving Throws take 1/2 damage.

Castles and large stone buildings are generally immune to the effect of the spell, since Transmute Rock to Mud can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a Transmute Mud to Rock spell restores its substance - but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

The reverse of this spell, Transmute Mud to Rock, transforms normal mud, dirt, or quicksand into soft stone (sandstone or a similar mineral) permanently. Any creature in the mud is allowed a Dexterity save to escape before the area is hardened to stone.

Transmute Mud to Rock counters and dispels Transmute Rock to Mud and vice versa.

Wall of Stone

Components: V, S

Casting Time: 1 action

Range: 100 feet (Medium)

Effect: 2000' cubic foot stone wall

Duration: Instantaneous

Saving Throw: See text

This spell creates a 2,000 cubic foot wall of stone with a minimum depth of 1 foot. The wall's dimension and shape are up to the caster.

Examples: A 2' thick wall of stone could be 20' high and 50' long, while the same wall, at 1' thick could be 20' high and 100' long.

A circular wall that is 2' thick and 20' high would have a diameter of 8 feet, while the same wall, at 1' thick and 20' high would have a diameter of 11 feet.

The wall will last until broken through. The spell must be cast to rest on the ground or similar support and cannot be cast in a space occupied by another object or creature.

SIXTH LEVEL MAGIC-USER AND ELF SPELLS

Anti-Magic Shell

Components: V, S

Casting Time: 1 action

Range: Personal

Area of Effect: 10' radius sphere, centered on the caster

Duration: 2 hours (12 turns)

An invisible, spherical barrier surrounds and moves with the caster. The space within this barrier is impervious to most magical effects, including spells and spell-like powers. Likewise, it prevents the functioning of any magic items or spells within its confines.

An Anti-Magic Shell suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an Anti-Magic Shell counts against the suppressed spell's duration. Dispel Magic does not remove the field.

Summoned creatures of any type are dispelled if they enter an Anti-Magic Shell. If the caster casts Anti-Magic Shell in an area occupied by a summoned creature, it must make an Intelligence Saving Throw or be banished.

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword. The spell has no effect on golems and other animated creatures that are imbued with magic during their creation process and are thereafter self-supporting. Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Two or more Anti-Magic Shells sharing any of the same space have no effect on each other. Certain spells, such as Wall of Force, Prismatic Sphere, and Prismatic Wall, remain unaffected by Anti-Magic Shell (see the individual spell descriptions). Artifacts and deities are unaffected by mortal magic such as this.

Control Weather

Components: V, S

Casting Time: 10 minutes (1 turn); see text

Range: Personal

Area of Effect: 2 mile radius circle, centered on the caster; see text

Duration: Concentration, up to 12 hours (72 turns)

This spell allows the caster to create one special weather condition in the area within the spell's area of effect. The spell only works outdoors, and the weather will affect all creatures in the area (including the caster). The effects will last as long as the caster concentrates.

The effects of the weather conditions will vary, but the following are typical:

Clear: This cancels bad weather (rain, snow, fog) but not secondary effects (like mud).

Fog: Vision range is reduced to 20 feet. Creatures in the area have concealment (+1 to Armor Class). Creatures beyond the range of vision have total concealment (+4 to Armor Class). Movement is also reduced by half while the fog lasts. The DM may want to give creatures in the fog a chance of moving in the wrong direction.

Intense Heat: This reduces movement by half while in effect, but will dry out mud caused by rain, snow, transmute rock to mud, and other conditions. Those caught in such heat take 1 point of damage each hour.

Rain: Creatures make ranged attacks with a -2 penalty to their attack rolls. After 30 minutes, the ground will be muddy, reducing movement by half.

Snow: Creatures in the area have concealment (+1 to Armor Class), movement is reduced by half, and vision range is reduced to 40 feet. Creatures beyond the range of vision have total concealment (+4 to Armor Class). When the snow thaws, mud will still reduce movement. Rivers and streams may freeze over.

Windy: This prevents missile fire and flying, and reduces movement by half. At sea, ships sailing with the wind move 50% faster. In the desert, high winds will create a sandstorm that reduces movement by half and cuts vision to 20'. Creatures in the sandstorm have concealment (+1 to Armor Class). Creatures beyond the range of vision have total concealment (+4 to Armor Class).

Tornado: This creates a 30' radius whirlwind under the caster's control. It moves 60' per round and deals 2d6 damage to all creatures in the area (doubled against flying creatures). At sea, ships caught by a tornado take 2d6 points of hull damage (see pages 18-19) per round.



Death Spell

Components: V, S
 Casting Time: 1 action
 Range: 100' (Medium)
 Area of Effect: 60' cube
 Duration: Instantaneous
 Saving Throw: Charisma negates

This spell affects a cube 60' on a side. It will kill 4d8 Hit Dice of creatures in the cube. Creatures with the fewest Hit Dice are affected first; among creatures with equal Hit Dice, those who are closest to the spell's point of origin are affected first.

No creature of 8 or more Hit Dice can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.

Each affected creature is allowed a Charisma Saving Throw. A successful save results in no effect. The spell will not affect undead or animated creatures.

Disintegrate

Components: V, S
 Casting Time: 1 action
 Range: 60' (Medium)
 Target: 1 creature or object
 Duration: Instantaneous
 Saving Throw: Dexterity negates

A thin, green ray springs from the caster's pointing finger. Any creature struck by the ray is disintegrated unless it makes a Dexterity Saving Throw to dodge the ray. A disintegrated creature is reduced to a pile of fine gray dust.



When used against an object, the ray simply disintegrates up to 30 cubic feet of non-living matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray even affects a Wall of Force, but not magical effects such as a Globe of Invulnerability or an Anti-Magic Shell.

Geas (reversible)

Casting Time: 10 minutes (1 turn)

Target: 1 living creature

Duration: See text

Saving Throw: Intelligence negates

This spell forces the target to perform some special task, or geas, as commanded by the caster at the time the spell is cast. A successful Intelligence Saving Throw negates this spell.

A typical task might include slaying a certain monster, rescuing a maiden, obtaining a magic item for the caster, or going on a pilgrimage. Such tasks will not be suicidal. If the instructions involve some open-ended task that the recipient cannot complete through his or her own actions the spell remains in effect for a maximum of 1 month. Once the task is completed, the spell ends.

If the character refuses to go on the geas, he or she will be cursed until the geas is continued. This curse sickens the target. Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half. These effects end 8 hours after the creature attempts to resume the Geas.

The reverse of this spell, Remove Geas, may be used to dispel an unwanted Geas. If the Geas to be dispelled was cast by a higher level caster, the caster casting Remove Geas must make a Concentration Check with a DC of 10 plus the caster's Experience Bonus (or 1/2 of the Hit Dice for monstrous casters).

Globe of Invulnerability

Components: V, S
 Casting Time: 1 action
 Range: Personal
 Area of Effect: 10' radius sphere, centered on the caster
 Duration: 1 minute (6 rounds)

An immobile, faintly shimmering magical sphere surrounds the caster and excludes all spell effects of 4th level or lower. The area of effect of any such spells does not include the area of the Globe of Invulnerability. Such spells fail to affect any target located within the globe. Excluded effects include spell-like powers, spells, and spell-like effects from items. However, any type of spell can be cast through or out of the magical globe.

Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a Dispel Magic spell.

Invisible Stalker

Components: V, S
 Casting Time: 1 action
 Range: 30' (Close)
 Effect: 1 summoned creature
 Duration: 1 day/caster level

This spell summons an invisible stalker from the Elemental Plane of Air. This monster will obey and serve the spellcaster in performance of whatever tasks are set before it. Though the creature is bound to serve it does not do so from loyalty or desire.

Therefore, it will resent prolonged missions or complex tasks, and will attempt to pervert instructions accordingly. The invisible stalker follows instructions even at hundreds or thousands of miles distance. It is a faultless tracker within one day of a given quarry's passing.

Move Earth

Components: V, S
 Casting Time: 1 action
 Range: 400' (Long)
 Area of Effect: Dirt in an area up to 750' square and up to 10' deep
 Duration: Concentration, up to 4 hours (24 turns)
 Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. In no event, however, can rock formations be collapsed or moved.

Every 50' by 50' square depression of 10' depth takes 1 minute to move. The maximum square depression that can be moved is 750' by 750' by 10' and takes 4 hours of concentration to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats, or for adjusting terrain contours before a battle. This spell has no effect on earth creatures.

Part Water

Components: V, S
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: See below
Duration: Concentration, up to 4 hours (24 turns)
This spell creates a path through a body of water, enabling creatures to walk on the bottom. The path may be up to 30,000 cubic feet, with a minimum width of 5', and all water displaced through use of the spell must be within range.

Example: The caster can part water in a path that is 100' long, 10' wide, and 30' deep. Likewise, the caster could create a path that is 100' long, 5' wide, and 60' deep.

Projected Image

Components: V, S
Casting Time: 1 action
Range: 100 feet (Medium)
Effect: 1 illusory duplicate
Duration: 1 hour (6 turns)
Saving Throw: Intelligence negates (if interacted with)

This spell creates an image of the magic-user or elf that cannot be distinguished from the original except by touch.

All spells cast by the magic-user will seem to come from the image. However, the caster must still be able to see the target. If touched or struck by a melee weapon, the image will disappear. Spells and missile attacks will seem to have no effect on the image.

Reincarnation

Components: V, S
Casting Time: 10 minutes (1 turn)
Range: Touch
Target: 1 corpse
Duration: Instantaneous
This spell brings a dead character back to life in a new body, which magically appears in front of the caster. The DM should roll on the Reincarnation Table below to determine if the character returns as a character class or as a monster.

If the character is reincarnated as a character class (as opposed to a monster), the level of the reincarnated character is equal to the slain character's level minus 0 to 3 levels (1d4-1).

If the character returns as a monster, the kind of monster must be rolled on the table that matches the character's alignment. A monster does not usually advance in experience: the character must play as reincarnated unless the DM allows for character class advancement.

Animated and undead creatures can't be reincarnated. The spell cannot bring back a creature who has died of old age.

Reincarnation Table

2d6 Roll	Result
2	Monster (see the table below)
3	Dwarf
4	Elf
5	Halfling
6-7	Original Class
8	Cleric
9	Fighter
10	Magic-user
11	Thief
12	Monster (see the table below)

Reincarnation Monster Result

1d6 Roll	Lawful	Neutral	Chaotic
1	Blink Dog	Centaur	Bugbear
2	Brownie	Displacer Beast	Gargoyle
3	Gnome	Griffon	Hellhound
4	Pegasus	Lizard Man	Minotaur
5	Roc, Small	Pixie	Ogre
6	Unicorn	Werebear	Troll

Stone to Flesh (reversible)

Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 creature (see text)

Duration: Instantaneous

Saving Throw: Wisdom negates; see text

This spell converts a mass of stone into a fleshy substance. It is usually used to restore characters who have been turned to stone (by gorgon breath, for example). Stone to Flesh restores a petrified creature to its normal state, restoring life and goods.

The caster can affect stone that fits within a cylinder up to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone. Any petrified creature, regardless of size, can be restored.

The reverse of this spell, Flesh to Stone, will turn one living creature's flesh to stone. All clothing and equipment will also turn to stone. The victim is allowed a Wisdom Saving Throw to negate this effect.

True Seeing

Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 120' radius sphere centered on the caster
Duration: 10 minutes (1 turn)
When he or she casts this spell, the caster is able to see all things within 120' as they truly are. The spell is quite powerful; the caster can clearly see all concealed, hidden, invisible, and ethereal objects and creatures. In addition, any secret doors as well as things or creatures not in their true form - whether polymorphed, disguised, or transmuted - are seen as they truly are, with no possibility of deception.

The caster sees through normal and magical darkness, and sees the exact locations of creatures or objects under Blur or Displacement effects.

True Seeing, however, does not penetrate solid objects and, in no way, confers x-ray vision or its equivalent.

In addition, the spell effects cannot be further enhanced with known magic, so one cannot use True Seeing through a crystal ball or in conjunction with Clairvoyance or Scrying.

Wall of Force

Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Effect: 1,200 square foot plane of force
Duration: Concentration, up to 1 round /caster level
A Wall of Force spell creates an invisible wall of force. The wall cannot move, is immune to damage of all kinds, and is unaffected by most spells, including Dispel Magic. A Disintegrate spell, however, immediately destroys it.

Breath weapons and spells cannot pass through the wall in either direction, although Dimension Door, Teleport, and similar effects can bypass the barrier. It blocks corporeal and ethereal creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks operate through a Wall of Force.

The caster can form the wall into a flat, vertical plane whose area is up 1,200 square feet (120' long by 10' high, 60' long by 20 high, etc.). The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of Iron

Components: V, S
Casting Time: 1 action
Range: 100 feet (Medium)
Effect: 500 square foot iron wall; see text
Duration: Instantaneous
Saving Throw: See text
This spell creates a vertical wall of iron exactly 2' thick. The magic-user or elf may choose any length and width, but the total area must be 500 square feet or less (10' by 50', 20' by 25', etc.), and the entire wall must be within 100' of the caster. If the wall is made to topple, it causes 10d6 points of damage to whatever it hits, and shatters. Creatures in the area get to make a Dexterity Saving Throw for half damage.

In order to remain standing, the wall must rest on the ground or have a similar support. It cannot be cast in a space occupied by another object or creature, and lasts until destroyed. A rust monster can destroy a wall of iron with a single touch.

SEVENTH LEVEL MAGIC-USER SPELLS

Charm Plant

Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 or more plants
Duration: 6 months; see text
Saving Throw: Charisma negates; see text

Similar to a Charm Monster spell, this effect causes one tree, six medium-sized bushes, 12 small shrubs, or 24 small plants to become friends of the magic-user (no saving throw).

However, a plant-like monster (treant, shrieker, etc.) may make a Charisma Saving Throw to resist the effect.

The charmed plants will understand and obey all commands of the caster, as long as the tasks are within their ability (including the entangling of passers-by within range, as the Entangle spell, but not including movement, sensing alignment, etc.). An affected plant or creature never obeys suicidal or obviously harmful orders but might be convinced that something very dangerous is worth doing. Any act by the caster, or his or her allies, that threatens a charmed plant automatically breaks the spell.

The plants will remain charmed for six months, until the charm is dispelled, or until winter (when they sleep). (This spell is quite useful around a stronghold, both inside and out, especially when used after a Growth of Plants spell.)

Delayed Blast Fire Ball

Components: V, S
Casting Time: 1 action
Range: 400' (Long)
Area of Effect: 20' radius sphere (radius of the Fire Ball)
Duration: Up to 10 minutes (60 rounds)
Saving Throw: Dexterity for half damage

As the name implies, this is a Fire Ball spell whose blast can be delayed; it behaves like a time bomb. When he casts the spell, the magic-user states the exact number of rounds of delay (from 0 to 60) until the spell detonates. A small bead, very similar in appearance to a valuable gem, then shoots out toward the desired location, and remains at that location until the stated delay elapses. The "gem" may be picked up, carried, and so forth.

When the stated duration ends, it explodes in an effect identical to a normal Fire Ball - a sudden instantaneous explosion inflicting 1d6 points of damage per level of the caster to all within the area of effect (a sphere of 20' radius).

Each victim may make a Dexterity Saving Throw to take half damage.

Once the spell has been cast, the explosion cannot be hurried nor further delayed. The "gem" created is pure magic, not an actual object, and cannot be moved magically (by Telekinesis, Teleport, etc.); however, it can be dispelled.

Find the Path

Components: V, S
Casting Time: 1 action
Range: Personal
Effect: See text
Duration: 2 hours (12 turns)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, under ground, or even inside a Maze spell. Find the Path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the caster is at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take.

For example, the spell enables the subject to sense secret doors, traps, and the proper word to bypass a Glyph of Warding. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the Path can be used to remove the caster and his or her companions from the effect of a Maze spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

When the spell's duration runs out, the caster only remembers the general direction to the place. All other special information is forgotten.

The spell is instantly negated if the caster attempts to write down, record, or disclose that special knowledge to others. This spell is often used to find a fast escape route.

Legend Lore

Components: V, S
Casting Time: See text
Range: Personal
Target: See text
Duration: Instantaneous
By means of this spell, the magic-user gains knowledge of one legendary item, place, or person.

If the caster is examining an item that is at hand, the spell takes 3d6x10 minutes (3-18 turns) to cast. This casting time would also be used if the caster were at the location that he or she wished to know more about or were near the corpse of the person of legend targeted by the spell. Otherwise, the spell takes 3d6 days to complete.

During the casting, the caster cannot engage in other than routine activities, such as eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or thing to the caster's mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, the caster gains no information.

As a rule of thumb, characters who are 9th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds. The information gained may be in the form of a riddle or poem. The Dungeon Master should reveal only general details if the place is large, or if the person is of great power.

Mass Invisibility (reversible)

Components: V, S
Casting Time: 1 action
Range: 100' (Medium)
Area of Effect: 30' radius sphere, centered on a point or creature
Duration: Until discharged or instantaneous; see text
This bestows invisibility (as the 2nd level spell) on several creatures. All the recipients must be within a 30' radius sphere that is within 100' of the magic-user.

After the spell is cast, each creature becomes invisible, along with all equipment it carries (as per the Invisibility spell). An invisible creature will remain invisible until he or she attacks. For purposes of this spell, an attack includes any spell targeting a foe or whose area of effect includes a foe.

The reverse of this spell, Appear, will cause all invisible creatures and objects in the area of effect to become visible. Creatures on the astral and ethereal planes are not within the area of effect; the spell cannot reach across planar boundaries. All other forms of invisibility are affected, both magical and natural, and all targets of this spell cannot become invisible again for one full turn.

Plane Shift

Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: The caster and up to 6 willing creatures; or 1 creature; see text
Duration: Instantaneous
Saving Throw: None or Intelligence negates; see text
The caster and up to six willing creatures who link hands are transported to a different plane of existence. The caster can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Disperter on the second level of the Nine Hells, and the caster appears in or near that destination.

The caster can use this spell to banish an unwilling creature to another plane. The caster chooses a creature within reach and makes a melee attack against it. On a hit, the creature must make an Intelligence Saving Throw. If the creature fails this save, it is transported to a random location on the plane of existence that the caster specifies.

Note: Plane Shift transports creatures instantaneously and then ends. Transported creatures need to find other means if they wish to leave their destination.

Material Component: A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures. It is not consumed by the casting of this spell.

Power Word Stun

Components: V
Casting Time: 1 action
Range: 100' (Medium)
Target: 1 living creature
Duration: See text
Saving Throw: None

The caster utters a single word of power that instantly causes one living creature to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current Hit Point total. A creature that currently has 81 or greater Hit Points is unaffected by Power Word Stun.

Hit Points	Duration
1-40	2d6x10 minutes (2-12 turns)
41-80	1d6x10 minutes (1-6 turns)

Prismatic Spray

Components: V, S
Casting Time: 1 action
Range: Personal
Area of Effect: 60' cone
Duration: Instantaneous
Saving Throw: See text

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from the caster's hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d6 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

d8 Roll	Color	Effect
1	Red	Heat for 10 Hit Points damage
2	Orange	Magical blast for 20 Hit Points of damage
3	Yellow	Disintegration ray for 40 Hit Points of damage
4	Green	Poison, kills living creatures (Constitution negates)
5	Blue	Flesh to Stone (Wisdom negates)
6	Indigo	Insane, as a Confusion spell (Wisdom negates)
7	Violet	Plane Shift to another plane (Intelligence negates)
8		Struck by 2 rays; roll twice more, ignoring any "8" results.

Reverse Gravity

Components: V, S
Casting Time: 1 action
Range: 100 feet (Medium)
Area of Effect: 20' radius circular area; see text
Duration: 1 minute (6 rounds)
Saving Throw: See text

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward. Any creature in the area of effect "falls" upward. If some solid object (such as a ceiling) is in the path of this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. Otherwise, the creatures and objects continue falling until they reach a height of 1,000 feet at the end of the round.

An object or creature reaching the 1,000, without striking anything, remains there, oscillating slightly, as per the Levitate spell, until the spell ends.

At the end of the spell's duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Dexterity Saving Throw to secure itself when the spell strikes. Creatures who can Fly or Levitate can keep themselves from falling.

Statue

Components: V, S
Casting Time: 1 action
Range: Personal
Target: The caster
Duration: 20 minutes (2 turns) per caster level
This allows the magic-user to change into a statue, along with all equipment he or she carries.

The caster can concentrate on other spells while in statue form, but can cast no new spells nor take any other actions (other than reverting to his or her normal form) while in this form.

While in statue form, the caster is Armor Class 24 but cannot move. He or she cannot be harmed by cold or fire (whether normal or magical), poison, or by normal weapons. He or she does not breathe and is immune to all gas attacks, drowning, etc. In addition, the caster is immune to paralysis, petrification, energy drain, death attacks, and most spells.

Magical weapons and offensive spells that do not deal fire or cold damage, like Lightning Bolt, Magic Missile, and Spiritual Hammer, inflict normal damage on the caster.

The caster may shift form up to once per round. Shifting forms does not count against the character's actions for the round but must be done during the character's turn.

Summon Monsters I

Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Effect: 1 or more monsters
Duration: 2 hours (12 turns)

This spell summons up to 30 Hit Dice worth of living creature, with no more than 5 Hit Dice each. They appear where the caster designates, within range, and act immediately, on the caster's turn.

Each monster will appear carrying its normal weapons and wearing its normal armor (if any), but arrives otherwise unequipped. When slain, or when the spell expires or is dispelled, monsters and their equipment vanish.

They may be sent, by command, up to 240' away, if desired. They attack the caster's opponents to the best of their ability. The caster can communicate with the creatures and can direct them not to attack, or to attack certain enemies or to take other actions.

Monsters cannot be summoned into an environment that cannot support them.

Summon Object

Components: V, S, M
Casting Time: 1 action
Range: Infinite
Duration: Instantaneous

By means of this spell, the caster can cause one nonliving object to leave his or her home and appear in his or her hand. The object must weigh no more than 50 pounds and may be no bigger than a staff or small chest.

The spellcaster must be very familiar with the item and its exact location, or the spell will not work. The caster must also have prepared the item beforehand by sprinkling it with a special powder that costs 250 gold pieces per item prepared; the powder becomes invisible and does not interfere with the item in any way. The spell cannot summon items that have not been prepared in this fashion.

If the caster prepares a chest for use with this spell, fills the chest with weapons and magical items, and then later tries to summon it to him, the chest appears - empty. All of its contents are left behind, where the chest originally stood, since they were not magically prepared for use with the spell, and since the spell can summon only one prepared object at a time.

If another being possesses the summoned item, it will not appear, but the caster will know who and where the possessor is.

The magic-user may use this spell from any location, even if the item summoned is on another plane of existence.



Sword

Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Effect: 1 sword of force
Duration: 1 round/caster level
Saving Throw: None

When this spell is cast, a glowing sword made of magic, rather than metal, appears next to the caster. The magic-user may cause it to attack any creature within 30' simply by concentrating on the spell; the sword flies to the target and attacks. If the caster's concentration is broken, the sword merely stops attacking. It remains in existence for one round per level of the spellcaster.

The sword moves very quickly, attacking twice per round and making its attack rolls with an attack bonus equal to the caster's level. Damage is the same as a two-handed sword (1d10) and it is capable of hitting any target, even those hit only by powerful magical weapons.

The sword cannot be destroyed before the duration ends, except by a Dispel Magic spell (at normal chances of success) or a Wish.

Teleport Any Object

Components: V
Casting Time: 1 action
Range: Touch
Target: 1 creature or object
Duration: Instantaneous
Saving Throw: See text

After casting this spell, the spellcaster may touch one creature or object and cause it to teleport. This spell is similar to the 5th level Teleport spell, but nonliving objects may also be targeted. The maximum weight affected is 50 pounds per level of the caster. If an object is a solid part of a greater whole (such as a section of wall), the spell will teleport a maximum of one 10' x 10' x 10' cube of material. If the caster is trying to teleport a creature that weighs more than the spell allows, the spell fails.

If another creature holds or carries the item which the caster is trying to teleport, the creature may make an Intelligence Saving Throw. If the Saving Throw is successful, the teleport fails.

If the caster touches another creature, the target creature may make an Intelligence Saving Throw to avoid being teleported.

If the spellcaster uses this spell to teleport him or herself, there is no chance for error. Otherwise, the normal chances of error apply (see below).

Knowledge	Success	Too High	Too Low
Casual	01-50	51-75	76-00
General	01-80	81-90	91-00
Exact	01-95	96-99	00

A creature arriving too high rolls 1d10 for the distance, in tens of feet, that the creature is above the aiming point. If this area is occupied by a solid object, the creature dies instantly. Otherwise, each 10' a creature falls will do 1d6 points of damage on impact. A creature arriving too low has teleported into the ground or other solid object and dies instantly.

An object appearing too high will fall and probably break, while one appearing too low will be destroyed instantly.

A creature or object can never be deliberately teleported too high, too low, or into a solid object.

EIGHTH LEVEL MAGIC-USER SPELLS

Binding

Components: V, S, M
Casting Time: 1 minute (6 rounds)
Range: 30' (Close)
Target: 1 creature
Duration: Permanent until dispelled or dismissed; see text

Saving Throw: Intelligence negates; see text

A Binding spell creates a magical restraint to hold a creature. Regardless of the version of Binding cast, the caster may specify triggering conditions that end the spell and release the creature whenever a trigger occurs. These triggers can be as simple or elaborate as the caster desires, but the condition must be reasonable and have a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or alignment but, otherwise, must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or Hit Points don't qualify. Once the spell is cast its triggering conditions cannot be changed.

The Binding spell has five versions. Choose one of the following versions when the spell is cast. Regardless of which version is chosen the subject does not need to breathe, eat, or drink while bound, nor does it age.

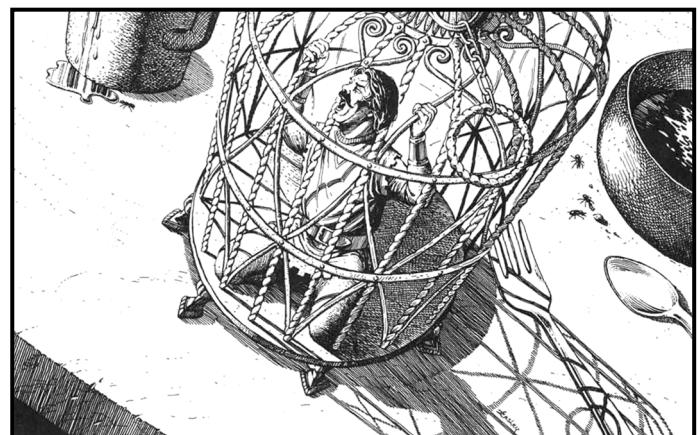
Chaining: The subject is confined by restraints. All creatures who approach the subject, except for the caster, must make a Charisma Saving Throw or be held back and unable to get within 30 feet. The subject of this form of Binding is confined to the spot it occupied when it received the spell.

Slumber: This version causes the subject to become comatose for the spell's duration.

Hedged Prison: The subject is transported to, or otherwise brought within, a confined area from which it cannot wander by any means.

Metamorphosis: The subject assumes Gaseous Form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if the caster so chooses. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities.

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object.



Another caster can attempt to dispel a Binding spell with Dispel Magic and an Anti-Magic Shell affects it normally. A bound extraplanar creature cannot be sent back to its home plane through Plane Shift or similar effects.

The components for a Binding spell include such items as miniature chains of special metals, soporific herbs of the rarest sort (for slumber Bindings), a bell jar of the finest crystal, and the like. These components cost 250 gp per Hit Die of the creature captured.

Clone

Components: V, S, M
Casting Time: 10 minutes (1 turn)
Range: Special; see text
Effect: 1 clone
Duration: Instantaneous

This spell makes an inert duplicate of a living creature. If the original individual has been slain its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate the caster must have a piece of flesh (not hair, nails, scales, or the like) that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept

from rotting. Once the spell is cast the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed the original's soul enters it immediately if that creature is already dead. The clone is physically identical to the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead.

The spell duplicates only the original's body and mind, not its equipment. A duplicate can be grown while the original still lives or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh which rots if not preserved.

The spell requires a piece of flesh, which is used in the creation of the clone, and special laboratory equipment (cost 500 gp) that is necessary for the spell's functioning but is not consumed during its casting.

Irresistible Dance

Components: V
Casting Time: 1 action
Range: Touch
Target: 1 living creature
Duration: 1d4+2 rounds



This spell causes one living creature to prance madly about, performing a jig or other dance, for 3 or more rounds. The caster must touch the target for the spell to take effect (a normal attack roll). If struck, the target gets no Saving Throw to resist this spell's effects.

The target cannot attack, use spells, or take any action other than dancing. While dancing, the victim suffers a -4 penalty to Dexterity Saving Throws and Armor Class.

Mass Charm (reversible)

Components: V
Casting Time: 1 action
Range: 100' (Medium)
Targets: 1 or more living creatures in a 20' radius sphere
Duration: See text
Saving Throw: Charisma negates

This spell functions like Charm Monster, except that Mass Charm affects a number of creatures whose combined Hit Dice do not exceed twice the caster's level or at least one creature regardless of Hit Dice.

If there are more potential targets than the spell can affect, the caster chooses them one at a time until a creature with too many Hit Dice is chosen.

An affected creature never obeys suicidal or obviously harmful orders but might be convinced that something very dangerous is worth doing. The caster must speak the creature's language to communicate commands, or else be good at pantomiming.

Any act by the caster, or his or her allies, that threatens a charmed creature automatically breaks the spell for that creature. Other creatures under the effects of Mass Charm get to make another Saving Throw as well.

Creatures with above average intelligence (a score of 13-18) may make a new saving throw each day. Creatures with average intelligence (a score of 9-12) may save again once per week, and creatures with below average intelligence (a score of 3-8) may save again once each month. Mass Charm may be dispelled with a Dispel Magic spell.

The reverse of this spell, Remove Charm, unfailingly removes all charm effects within a 20' radius sphere. It will also prevent any object in that area from creating charm effects for 10 minutes (1 turn).

Maze

Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 1 creature
Duration: See text
Saving Throw: None

An extradimensional space is brought into being upon utterance of a Maze spell. The recipient will wander in the shifting labyrinth of force planes for a period of time which is totally dependent upon its intelligence. (Note: Minotaurs are not affected by this spell.)

Intelligence of Target

	Duration
Under 3	2d4x10 minutes (2 to 8 turns)
3-5	1d4x10 minutes (1 to 4 turns)
6-8	5d4 rounds
9-12	4d4 rounds
13-15	3d4 rounds
16-17	2d4 rounds
18+	1d4 rounds

Mind Blank

Components: V, S
Casting Time: 1 action
Range: 30' (Close)
Target: 1 willing creature
Duration: 1 day

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all charm spells and mind-affecting spells (including Phantasmal Killer, Magic Jar, Cause Fear, Feeblemind, etc.), as well as information gathering by divination spells or effects, such as ESP.

Mind Blank even foils Miracle and Wish spells when they are used in such a way as to affect the subject's mind or to gain information about it.

In the case of scrying that scans an area the creature is in, such as Wizard Eye, the spell works but the creature simply isn't detected. Scrying attempts that specifically target the subject do not work at all.

Permanence

Components: V, S
Casting Time: 2 rounds
Range: See text

Targets: 1 spell effect; see text
Duration: Permanent until dispelled

This spell affects the duration of certain other spells, making the duration permanent. The spells upon which a personal Permanence will be effective are:

Comprehend Languages

Darkvision

Detect Evil

Detect Invisibility

Detect Magic

Protection from Evil

Protection from Normal Missiles

Read Magic

The caster casts the desired spell and then follows with the Permanence spell. Each Permanence spell lowers the caster's Constitution by 1 point. The caster cannot cast these spells upon other creatures. In addition to personal use, the Permanence spell can be used to make the following object/creature or area of effect spells lasting:

Gust of Wind

Invisibility

Magic Mouth

Prismatic Sphere

Stinking Cloud

Wall of Ice

Wall of Fire

Wall of Force

Web

The former application of Permanence can be dispelled only by a caster of greater level than the spell caster was when he or she initially cast it. The Permanence application to other spells allows it to be cast simultaneously with any of the latter when no living creature is the target, but the Permanence can be dispelled normally, and thus the entire spell negated.

Polymorph Any Object

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Target: 1 creature, or normal object

Duration: See text

Saving Throw: Wisdom negates; see text

This spell functions like Polymorph, except that it can change both objects and creatures into other objects or creatures and the form assumed has a 20 Hit Die maximum.

Like Polymorph Others, Polymorph Any Object grants the creature the average Intelligence score of its new form.

The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines. The base Duration Factor is 0.

Changed Subject Is:	Duration Factor ¹
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

¹ Add all that apply. Look up the total on the next table.

Duration Factor	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to manticore
6	2 days	Sheep to wool coat
7	1 week	Shrew to manticore
9+	Permanent	Manticore to shrew

Damage taken by the new form can result in the injury or death of the polymorphed creature. If the new form would prove fatal to the creature (for example, if the caster Polymorphs a landbound target into a fish, or an airborne target into a toad), the subject gets a +4 bonus to its Saving Throw.

A mundane object cannot be made into a magic item with this spell. Magic items aren't affected by this spell. Items held by a creature use that creature's Wisdom Saving Throw to resist the Polymorph Any Object spell. This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, or platinum.

This spell can also be used to duplicate the effects of Polymorph, Flesh to Stone, Stone to Flesh, Transmute Mud to Rock, or Transmute Rock to Mud.

Power Word Blind

Components: V

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 living creature

Duration: See text

Saving Throw: None

The caster utters a single word of power that causes one living creature to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current Hit Point total. A creature that currently has 81 or greater Hit Points is unaffected by Power Word Blind. This blindness may only be removed with a Heal, Miracle, or Wish spell.

Hit Points	Duration
1-40	1d4 days
41-80	2d4 hours

Prismatic Wall

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Effect: Shimmering wall

Duration: 1 hour (6 turns)

Saving Throw: See text

Prismatic Wall creates a vertical, opaque wall - a shimmering, multicolored plane of light that protects the caster from all forms of attack. This wall, which may be vertical or horizontal, is 2" thick and up to 500 square feet in area. A Prismatic Wall spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile though the caster can pass through and remain near the wall without harm. Any other creature with less than 8 Hit Dice that is within 20' of the wall is blinded for 2d4 rounds by the colors if it looks at the wall.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack the caster in melee or pass through the wall, and the magic needed to negate each color.

Color	Effect	Negated By
Red	Stops all magical missile weapons. Inflicts 12 Hit Points of fire damage.	Magical cold
Orange	Stops normal missile weapons. Inflicts 24 points of damage.	Magical lightning
Yellow	Stops breath weapons. Inflicts 48 Hit Points of damage.	Magic missile spell
Green	Blocks detection spells (ESP, crystal balls, etc.). Those touching the wall must make a Constitution Saving Throw against poison or die.	Passwall
Blue	Blocks poison, gas, and gaze attacks. Those touching the wall must make a Strength Saving Throw or be turned to stone.	Disintegrate spell
Indigo	Blocks all matter. Those touching the wall must make an Intelligence Saving Throw or be gated to a random outer plane, and possibly (50%) lost forever.	Dispel Magic
Violet	Blocks all magic. Those touching the wall must make a Wisdom Saving Throw or be permanently insane (barring a Restore, Miracle, or Wish spell).	Continual Light

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on.

A rod of cancellation destroys a Prismatic Wall, but an Anti-Magic Shell fails to penetrate it. Dispel Magic cannot dispel the wall or anything beyond it.

Summon Monsters II

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Effect: 1 or more monsters

Duration: 2 hours (12 turns)

This spell summons up to 36 Hit Dice worth of living monsters, with no more than 6 Hit Dice each. They appear where the caster designates, within range, and act immediately on the caster's turn.

Each monster will appear carrying its normal weapons and wearing its normal armor (if any), but arrives otherwise unequipped. When slain, or when the spell expires or is dispelled, monsters and their equipment vanish.

They may be sent, by command, up to 240' away, if desired. They attack the caster's opponents to the best of their ability. The caster can communicate with the creatures and can direct them not to attack, or to attack certain enemies or to take other actions.

Monsters cannot be summoned into an environment that cannot support them.

Symbol

Components: V, S

Casting Time: 1 action

Range: Touch

Area of Effect: 30' radius sphere; see text

Duration: See text

Saving Throw: See text

A Symbol spell causes the creation of magical runes which affect creatures which pass over, touch, read, or pass through a portal upon which the symbol is inscribed. Once triggered, all creatures within 30' are targeted by the spell.

Upon casting the spell, the caster inscribes the symbol upon whatever surface he or she desires. Likewise, the spell caster can place the symbol of his or her choice, using any one of the following:

Death: One or more creatures whose total Hit Points do not exceed 80 are slain. A Charisma Saving Throw negates this effect.

Discord: All creatures are affected and immediately fall to loudly bickering and arguing; furthermore, there is a 50% probability that creatures of different alignment will attack each other. The bickering lasts for 5d4 rounds; the fighting for 2d4 rounds. A Wisdom Saving Throw negates these effects.

Fear: This symbol operates as an extra-strong Cause Fear spell, causing all creatures to make a Charisma Saving Throw or panic and flee the area.

Hopelessness: All creatures are affected and must turn back in dejection unless they make a Charisma Saving Throw. Affected creatures suffer a -4 penalty to Morale checks and, if attacked, will not attack 25% of the time, will flee 25% of the time, or will attack with a -4 penalty to all attack rolls 50% of the time.

Insanity: One or more creatures whose total Hit Points do not exceed 120 will become insane and remain so, acting as if a Confusion spell had been placed upon them until a Heal, Restore, Miracle, or Wish spell is used to remove the madness. A Wisdom Saving throw negates this.

Pain: All creatures are affected, having wracking pains shooting through their bodies for 2d10 minutes. They suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of pain-wracked creatures is reduced by half. A Constitution Saving Throw negates this effect.

Sleep: All creatures under 8+1 Hit Dice will immediately fall into a catatonic slumber and cannot be awakened for 4d4x10 minutes (4 to 16 turns). An Intelligence Saving Throw negates this effect.

Stunning: One or more creatures whose total Hit Points do not exceed 160 will be stunned and reeling for 3d4 rounds, dropping anything that is held. A Strength Saving Throw negates this effect.

The type of symbol cannot be recognized without it being read and, thus, activating its effects.

NINTH LEVEL MAGIC-USER SPELLS

Astral Spell

Components: V, S, M

Casting Time: 10 minutes (1 turn)

Range: Touch

Targets: The caster and up to 8 willing creatures

Duration: See text

The caster projects his or her astral self onto the Astral Plane, leaving his or her physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of the caster onto the Astral Plane.

Since the Astral Plane touches upon other planes, the caster can travel astrally to any of these other planes at will. To enter one of the outer planes, the caster leaves the Astral Plane, forming a new physical body (and equipment) on the plane of existence the caster has chosen to enter.

Up to 8 willing creatures, linked in a circle at the time of casting, can travel with the caster in this manner. These fellow travelers are dependent upon the caster and must accompany the caster at all times. If separated from the caster during the journey, his or her companions are stranded at their destination.

While on the Astral Plane the astral body is connected at all times to the physical body by a silvery cord. If the cord is broken the traveler is killed, both astrally and physically. Luckily very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or astral form is slain the cord simply returns to the

body where it rests on the Material Plane, thereby reviving it from its state of suspended animation.

Although astral bodies can function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.



The caster and his or her companions may travel through the Astral Plane indefinitely. Their bodies simply wait behind in a state of suspended animation until the caster chooses to return. The spell lasts until the caster desires to end it or until it is terminated by some outside means, such as a Dispel Magic cast upon either the physical body or the astral form (which ends the spell), the severing of a silver cord (which kills that person), or the destruction of a body back on the Material Plane (which also kills that person).

Material Component: A silver cord worth 5 gp for each person to be affected. These are not consumed when the spell is cast.

Contingency

Components: V, S

Casting Time: At least 10 minutes; see text

Range: Personal

Target: The caster

Duration: Until discharged

The caster can place another spell upon him or herself so that it comes into effect under some condition dictated when Contingency is cast. The Contingency spell and the companion spell are cast at the same time. The 10 minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead.

The spell to be brought into effect by the Contingency must be one that affects the caster and have a spell level no higher than 6th level.

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases Contingency immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (Contingency and the companion magic) may fail when called on. The Companion spell occurs based solely on the stated conditions, regardless of whether the caster wants it or not.

The caster can use only one Contingency spell at a time; if a second is cast, the first one (if still active) is dispelled.

Etherealness

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: The caster and up to 6 willing creatures

Duration: 30 minutes (3 turns)

The caster and up to 6 willing creatures joined by linked hands become ethereal. For the duration of the spell the spell's targets are in a place called the Ethereal Plane which overlaps the physical, Material Plane. Once ethereal, the subjects need not stay together. When the spell expires the targets return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half its normal Movement Rate. An insubstantial creature can move through solid objects, including living creatures. An ethereal creature can see and hear on

the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

An ethereal creature can't attack material creatures and vice versa. Treat other ethereal creatures and ethereal objects as if they were material.

If the spell ends while a target is inside a material object, such as a solid wall, that target takes 1d6 damage and is shunted off to the nearest open space.

Gate

Components: V, S; see text

Casting Time: 1 action; see text

Range: 100' (Medium)

Effect: See text

Duration: See text

Casting a Gate spell has two effects. First, it creates an inter-dimensional connection between the caster's plane of existence and a plane the caster specifies, allowing travel between those two planes in either direction. Second, the caster may then call a particular individual or kind of being through the gate.

The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction the caster desires when it comes into existence (typically vertical and facing the caster). It is a two-dimensional window looking into the plane the caster specified when casting the spell and anyone or anything that moves through is shunted instantly to the other side. A gate has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, a Gate spell functions much like a Plane Shift spell except that the gate opens precisely at the point the caster desires. Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with the caster; anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for inter-planar travel.

The caster may hold the gate open only for a brief time (no more than 1 minute) and must concentrate on doing so or else the inter-planar connection closes on the round after the caster stops concentrating upon the gate.

Calling Creatures: The second effect of the Gate spell is to call one or more extraplanar creatures through the gate. By naming a particular being or kind of being as the spell is cast, the caster causes the gate to open in the immediate vicinity of the desired creature or creatures and pull them through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creature or creatures.

If the caster chooses to call a kind of creature instead of a known individual, the caster may call either a single creature (of any Hit Dice) or several creatures. The caster can call and control several creatures as long as their Hit Dice total does not exceed his or her level.

In the case of a single creature, the caster can control it if its Hit Dice do not exceed twice his or her level. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service. Such services fall into two categories: immediate tasks and contractual service. Fighting for the caster in a single battle or taking any other actions that can be accomplished within 1 round per level of the caster counts as an immediate task; the caster need not make any agreement or pay any reward for the creature's help. Few if any creatures will accept a task that seems suicidal. The creature departs at the end of the spell.

A task taking up to 1 minute per caster level requires a payment of 250 gp per Hit Die of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per Hit Die. A long-term task, one requiring up to one day per caster level, requires a payment of 1,000 gp per Hit Die. Note that payment need not be made directly to the gated creature and can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given

directly to the creature, to some other action on the caster's part that matches the creature's alignment and goals.

If the caster chooses to exact a longer or more involved form of service from a called creature, he or she must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

Immediately upon completion of the service, the being is transported to the caster's vicinity and the caster must then and there turn over the promised reward. After this is done the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in the caster being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack the caster.



Meteor Swarm

Components: V, S

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: Four, 40' radius circles; see text

Duration: Instantaneous

Saving Throw: None or Dexterity half; see text

Meteor Swarm is a very powerful and spectacular spell, similar to Fire Ball in many aspects. When cast, four 2' diameter spheres spring from the caster's outstretched hand and streak in straight lines to the spots selected by the caster. The meteor spheres leave a fiery trail of sparks.

If aimed at a specific creature, the caster makes a missile attack roll to strike the target with the meteor. Any creature struck by one of these spheres takes 3d6 points of bludgeoning damage and 6d6 points of fire damage (no save). The caster may aim more than one meteor at the same target.

Regardless of whether it strikes or misses its target, each sphere explodes in a 40' radius circle when it reaches its destination, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each.

The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

Power Word Kill

Components: V

Casting Time: 1 action

Range: 100' (Medium)

Target: 1 or more living creatures in a 10' radius circle; see text

Duration: Instantaneous

Saving Throw: None

When a Power Word Kill spell is uttered, one or more creatures of any type within the spell range and area of effect are slain. The spell kills either one creature with up to 60 Hit Points, or up to 5 creatures with 20 or fewer Hit Points each, to a maximum of 100 Hit Points total.

The option to attack a single creature or multiple creatures must be stated along with the spell range and center of the area of effect. The current Hit Points of the creatures are used.

Prismatic Sphere

Components: V

Range: Personal

Effect: 10' radius sphere centered on the caster

Duration: 1 hour (6 turns)

Saving Throw: See text

This spell functions like Prismatic Wall, except it conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds and protects the caster from all forms of attack. The sphere flashes in all colors of the visible spectrum.

The caster can pass into and out of the Prismatic Sphere and remain near it without harm. However, when inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack the caster in melee or pass through suffer the effects of every color, resolved in order, from red to violet.

Color	Effect	Negated By
Red	Stops all magical missile weapons. Inflicts 12 Hit Points of fire damage.	Magical cold
Orange	Stops normal missile weapons. Inflicts 24 points of damage.	Magical lightning
Yellow	Stops breath weapons. Inflicts 48 Hit Points of damage.	Magic missile spell
Green	Blocks detection spells (ESP, crystal balls, etc.). Those touching the sphere must make a Constitution Saving Throw against poison or die.	Passwall
Blue	Blocks poison, gas, and gaze attacks. Those touching the sphere must make a Strength Saving Throw or be turned to stone.	Disintegrate spell
Indigo	Blocks all matter. Those touching the sphere must make an Intelligence Saving Throw or be gated to a random outer plane, and possibly (50%) lost forever.	Dispel Magic
Violet	Blocks all magic. Those touching the sphere must make a Wisdom Saving Throw or be permanently insane (barring a Restore, Miracle, or Wish spell).	Continual Light

Any creature with less than 8 HD that is within 20' of the sphere is blinded for 2d4 minutes by the colors if it looks at the sphere.

Typically, only the upper hemisphere of the globe will exist, since the caster is at the center of the sphere, so the lower half is usually excluded by the floor surface he or she is standing on.

Shapechange

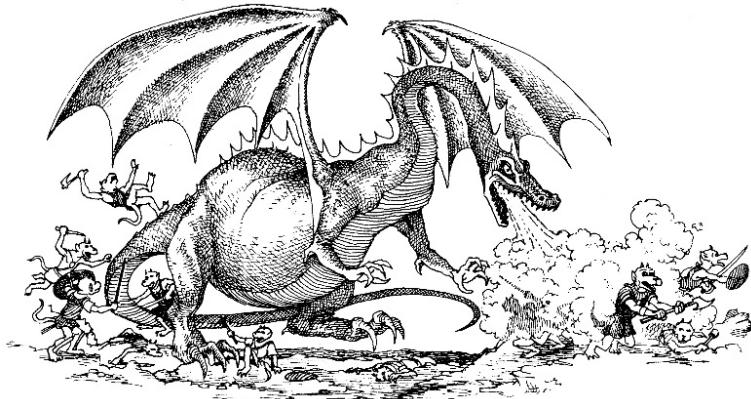
Components: V, S

Casting Time: 1 action

Range: Personal

Target: The caster

Duration: 10 minutes (1 turn)/caster level



This spell functions like Polymorph Self, except that it enables the caster to assume the form of any single, non-unique, creature of any type or size. The assumed form cannot have more Hit Dice than the caster's level (to a maximum of 20 Hit Dice). Unlike Polymorph Self, this spell allows incorporeal or gaseous forms to be assumed.

The caster gains all the special attacks, defenses, and spell-like powers of the assumed form, but loses his or her own special attacks, defenses, and spell-like powers.

The caster can become just about anything he or she is familiar with. The caster can change form once each round on his or her turn, either before or after acting. If used to create a disguise, the caster gets a +4 bonus on his or her Charisma ability check.

This spell is subject to Dispel Magic. During the spell duration, the caster cannot pass through Anti-Magic Shell spell effect.

Summon Monsters III

Components: V, S

Casting Time: 1 action

Range: 400' (Long)

Effect: 1 or more monsters

Duration: 2 hours (12 turns)

This spell summons up to 42 Hit Dice worth of living monsters, with no more than 7 Hit Dice each. They appear where the caster designates, within range, and act immediately, on the caster's turn.

Each monster will appear carrying its normal weapons and wearing its normal armor (if any), but arrives otherwise unequipped. When slain, or when the spell expires or is dispelled, monsters and their equipment vanish.

They may be sent, by command, up to 240' away, if desired. They attack the caster's opponents to the best of their ability. The caster can communicate with the creatures and can direct them not to attack, or to attack certain enemies or to take other actions.

Monsters cannot be summoned into an environment that cannot support them.

Survival

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 willing creature

Duration: 12 hours (72 turns)

This spell protects one creature against all damage caused by natural conditions on any plane of existence. This spell protects the recipient from adverse conditions of all types, including normal heat or cold, lack of air, toxic fumes, and so forth. While the spell is in effect, the caster needs no air, food, water, or sleep.

The spell does not protect against magical damage of any type, nor does it protect against physical attacks, poison, or breath weapons.

Example: A caster might use this spell: in a desert or blizzard to prevent damage from the natural conditions; underground or underwater, enabling survival without air; in space, to magically survive in vacuum; or on the elemental plane of Fire, to protect against conditional fire damage.

Time Stop

Components: V

Casting Time: 1 action

Range: Personal

Target: The caster

Duration: 1d4 + 1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but the caster. In fact, the caster speeds up so greatly that all other creatures seem frozen, though they are actually still moving and taking actions. The caster is free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm the caster.

While the Time Stop is in effect, other creatures are invulnerable to the caster's attacks and spells, who cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the Time Stop has its normal effects on other creatures once the Time Stop ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

The caster cannot move or harm items held, carried, or worn by a creature stuck in normal time, but can affect any item that is not in another creature's possession.

The caster is undetectable while Time Stop lasts. The caster cannot enter an area protected by an Anti-Magic Shell while under the effect of Time Stop.

Wish

Components: V

Casting Time: 1 action

Range: See text

Target, Effect, or Area of Effect: See text

Duration: See text

Saving Throw: See text

Wish is the mightiest spell a magic-user can cast. By simply speaking aloud, the caster can alter reality to better suit his or her wishes. Even Wish, however, has its limits. A Wish can produce any one of the following effects.

Duplicate any magic-user spell of 8th level or lower.

Duplicate a cleric of 7th level or lower.

Undo the harmful effects of many other spells, such as Geas or Insanity.

Grant a creature a +1 bonus to an ability score. Note: Bonuses granted through Wish spells may not exceed +3 for a single ability score, nor can ability scores be raised beyond 18 through the use of Wish spells (or any other mortal means).

Remove injuries and afflictions: A single Wish can aid one creature per caster level, and all subjects are cured of the same kind of affliction.

Example: The caster could heal all the damage the caster and his or her allies have taken or remove all poison effects from everyone in the party, but not do both with the same Wish.

Revive the Dead: A Wish can bring a dead creature back to life by duplicating a Raise Dead Fully spell. A Wish can revive a dead creature whose body has been destroyed, but the task takes two Wishes, one to recreate the body and another to infuse the body with life again.

Transport Travelers: A Wish can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets an Intelligence Saving Throw to negate the effect.

Undo Misfortune: A Wish can undo a single recent event. The Wish forces a reroll of any roll made within the last round (including the caster's last turn). The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets an Intelligence save to negate the effect. Reality reshapes itself to accommodate the new result.

Example: A Wish could undo an opponent's successful Saving Throw, a foe's successful hit, a friend's failed save, and so on.

The caster may try to use a Wish to produce greater effects than these but doing so is dangerous. The Wish may pervert the caster's intent into a literal but undesirable fulfillment or only a partial fulfillment.

Duplicated spells allow Saving Throws as normal.



CHAPTER 4: THE ADVENTURE

Beginning the Adventure

When the players have rolled up their characters and bought their equipment, the DM will describe the background of the adventure.

This might include information about the place the characters start from, the names of any NPC companions or retainers they will have, and some rumors about the dungeon or wilderness locale that the party is going to explore.

BASES OF OPERATION: When preparing for their journeys into dank dungeons or the uncharted wilderness, the players will start from a base, such as a keep, town, village, stronghold, or manor.

Bases provide a place where a party can buy or otherwise obtain equipment, hire mercenaries or call upon retainers, sell or store treasure, examine maps and magical items, and seek out clerical healing that may be available for a suitable "contribution" or service.

Rumors that can lead to adventure can be overheard in inns or taverns or gathered from mercenaries, town guards, locals, guilds members, itinerant priests, or even traveling merchants.

When establishing a base of operations, the DM should say a few words about the general area. This will include a brief description of the settlement or stronghold, notable NPCs living in the area, a description of the local churches for the clerics, and some rumors about local points of interest.

Party Size and Composition

It is not wise to adventure alone, for the monsters that may be encountered are numerous. It is much safer to go adventuring with a group of people who can help and protect each other.

ORGANIZING A PARTY: The best size for an adventure party is 6-8 characters, enough to handle the challenges which will be faced, but not so many as to become disorganized or to ruin chances to surprise the monsters. It is smart for an adventure party to contain a variety of character classes to gain the benefits of different class abilities. Fighters are best for fighting, while clerics are able to fight, but also have several spells to help cure wounds and aid in fighting. Magic-users are good thinkers and problem solvers and have powerful spells; thieves are useful for opening locked doors and scouting ahead. Elves, dwarves and halflings all have special powers which can prove helpful to have along as well.

Most DMs allow a player only one character at a time. Sometimes a person may play more than one character at a time, such as when only a few persons are playing. The players (and the DM) should try to keep any characters played by one person from becoming too close (passing magical treasures between themselves, borrowing money from each other, and so forth). There is no reason for characters run by the same player to be any more friendly with each other than with characters run by different players. The DM may allow a player character to hire companions (see **Retainers**, page 75) to add to the size of a party.

The Caller: One player should be chosen to tell the DM about the plans and actions of the party. This player is the *caller*. The players may tell the DM what their characters are doing, but the game runs more smoothly when the caller relays the information.

The caller should be sure to check with each member of the party before announcing any actions (such as "We'll turn right" or "The thief will check for traps"). The caller is usually a character with a high Charisma score, and should be near the front of the party, where the character would be able to see what the DM describes.

Planning: Players must make more choices before play begins. They must decide where to go and what supplies they will need.

Before journeying into the unknown, the party should organize itself and plan the journey along the following lines:

1. Deciding where to go: Choosing the goal of the adventure.
2. Deciding what supplies are needed: Preparing the party for the journey to the objective.

3. Equipping and outfitting the party: Buying the equipment the party will need for the exploration of the objective.

4. Establishing a marching order: Setting the party up to face combat and surprise situations.

Below is an example of how a party organizes itself for an adventure:

Example: Ulo Ironbeard (a dwarf), Kras Tree-Tall (a fighter), Theodorus the Wise (a magic-user), Nimble Deantha (a thief), and Rothgar the Mighty (a fighter) decide to go on a journey to the city of Specularum. They meet at a tavern to prepare.

There is no road that goes directly to Specularum, and none of the party has been there before. Theodorus tries to question some merchants but finds their directions vague. Rothgar looks for a map showing the route, but without success. In the end, the party decides to hire a guide and two retainers. (As it turns out, the DM will allow only one retainer and the guide to be hired.)

The guide tells them the journey will take about three weeks and Theodorus the Wise is given the task of making a list of needed equipment. In addition to the equipment they already have, Theodorus writes down the following:

8 horses (4 for the party, 2 for the retainer and guide, and 2 extras).

2 mules (one for Ulo Ironbeard, who refuses to ride a horse, and one to carry supplies).

7 saddles and bridles.

2 lances (for Kras and Rothgar).

1 pack saddle (for the pack mule).

12 flasks of oil.

Rope (200').

Spell books (belonging to Theodorus).

Blankets

21 weeks of iron rations (3 for each person).

21 waterskins (3 for each person).

The party knows supplies may not be found in the wild, so they have bought extras of some items (such as oil flasks). They agree to split up and buy their individual supplies, meeting at the tavern when all is purchased.

Having bought their equipment, the group rides through the city gate. As in a dungeon, the party arranges themselves in a marching order: Rothgar the Mighty ahead of the rest; Ulo Ironbeard, the retainer, Theodorus the Wise, and the guide in the second rank; and Nimble Deantha and Kras Tree-Tall in the rear.

Further, they agree to let Rothgar do the talking when strangers are encountered, as he has the highest Charisma in the party. So organized, they leave the city on their way to Specularum.

Marching Order: Before entering a dungeon, the players should arrange their characters in a "marching order". A "marching order" is the order of position in which the characters in a party explore a dungeon; who's scouting in front, searching in the middle, and guarding the rear. Different marching orders may be used when opening doors, searching rooms, fighting combat, and so forth.

The most common marching order is to explore in a column of two-by-two though this may vary in corridors of different widths. Characters who can wear full armor might be placed to guard the front and back of the party, while magic-users and thieves might be placed in the middle of the party, ready to use their skills when needed.

When exploring the wilderness, characters should establish a marching order for overland travel, that may be different from that used in dungeons, and organize guard watches for the night.

Figures: If miniature figures are used to represent the characters, the players should choose figures which look like their characters, and should make sure that the DM knows which miniatures represent which characters. The miniature figures should be lined up in the same order as the marching order. When special situations occur, the players should change the position of their figures as they desire. File cards with names on them, pawns, and other markers may be used instead of miniatures, or the marching order may simply be written on a piece of paper.

Campaign Map: The DM should prepare a map of the campaign area ahead of time, noting general features such as the type of terrain, villages, rivers, etc.

It has been found that paper with a hexagonal or square grid is most useful for making maps. Hexagonal-grid maps are the best because there are six spaces to go to that are an equal distance from the space started from; with a square grid there are only four (diagonals distort the distance). Thus, whenever the rules use "hexagon" in connection with maps, it simply means "a space on the map". The scale on these maps is often 6 miles per hexagon.

Players will want to keep a permanent map of the areas they pass through. Usually, players can map only the hexagon they are actually in, but this may vary with terrain (one can see farther on top of a mountain than in a valley).

Moving through a wilderness hexagon will give the players only a general idea of terrain features, as well as obvious signs of civilization such as roads, cities, castles, farms, and the like. Players will not gain any specific knowledge of the inhabitants unless they spend extra time there.



Dungeon Mapping: One player should draw a map of the dungeon as it is explored. This player is called the mapper. Normal movement includes the time spent exploring, measuring, and mapping the dungeon.

Maps are drawn to help players visualize the area their characters are exploring and to provide a record of sections of a dungeon they have already explored. A good mapper should listen closely to the DM in order to draw a good representation of the dungeon.

It is most important to record proper directions, shape, and approximate size, rather than spending a lot of time determining exact measurements and filling in minute details. It is also a good idea to make brief notes about where traps, monsters, and unusual features are encountered. A map should be simple and easy to read.

Dungeon Doors: Doors in a dungeon are usually closed and are often stuck or locked. A lock must usually be picked by a thief. An unlocked, stuck door must be forced open to pass through it. To force open a stuck door, a DC 10 Strength check is required.

Once a door is opened, it will usually swing shut when released unless it is spiked or wedged open. Doors will usually open automatically for monsters, unless the door is held, spiked, or closed with magical spells.

Secret Doors: A secret door is any door that is hidden or concealed. A secret door usually does not look like a door; it may be a sliding panel or hidden under a rug. A DC 14 or higher Intelligence check is required to find a secret door. The DM should only check for finding a secret door if a player says that the character is searching for one and searching for one in the correct area. The search takes one minute. Each character has only one chance to find each secret door.

Time

Time in D&D adventures is usually given in 10-second rounds during combat or 10-minute turns during exploration. For long-distance movement, time is measured in days, usually subdivided into daylight (movement) and night (rest) periods. Thus, while actual time playing is about the same for a dungeon adventure, the game time spent is much greater in the case of outdoor adventures.

Each hour is divided into 60 minutes or 6 turns. Each minute is divided into 6 rounds (each round is 10 seconds long). Thus, 1 minute equals 6 rounds, 10 minutes equals 60 rounds, and an hour equals 360 rounds.

Converting Units of Time

	Rounds	Minutes	Turns	Hours
Round	1	1/6	1/60	1/360
Minute	6	1	10	1/60
Turn	60	10	1	1/6
Hour	360	60	6	1

Movement

A character may move up to their Movement Rate each combat round in combat, assuming that he or she is not running and actively defending him or herself. As such, a character with a 30' Movement Rate may move up to 30' each round while one with a 25' Movement Rate may move up to 25' per round. Remember that a party may only move as fast as its slowest member. See **Encumbrance** on page 67 to determine characters' Movement Rates. For the purposes of combat and dungeoneering, each 1" map square equates to 5 feet of distance. See **Combat Movement** on page 80 for more details.

OTHER MODES OF MOVEMENT: Characters and NPCs swim, climb, and sneak about at $\frac{1}{2}$ of their usual Movement Rate, rounding down to the nearest 5' increment. This also applies when characters are balancing on narrow or slippery surfaces, squeezing through tight spaces, traversing rough terrain, or cautiously moving past enemy combatants.

Generally, a character can long-jump a distance equal to their Movement Rate divided by 4, by making a Strength check. This distance is halved for high jumps.

EXPLORATION MOVEMENT: During exploration of dungeons and treacherous tracts of wilderness, each minute of normal movement allows a character 15' of movement per 5' of their Movement Rate. Thus, a character with a 30' Movement Rate would move 90' per minute while a character with a 25' Movement Rate would move 75' per minute. While this seems slow, it assumes that players are actively mapping carefully, searching, and trying to be quiet. It also takes into account the generally "dark and dingy" conditions of dungeons and overgrown and trackless paths encountered during wilderness exploration.

The DM may wish to allow characters to move at twice this "exploration" Movement Rate when traveling through areas that they are familiar with.

OVERTLAND MOVEMENT: Due to the fact that long-distance travel is quicker than the pace demanded by careful exploration, it is assumed that a character with a 30' Movement Rate travels around 3 miles per hour. To calculate a creature's hourly rate of travel, simple divide their Movement Rate by 10 (every 10' of MR = 1 mile per hour).

In a day of normal walking, a character walks for 8 hours. The rest of daylight time is spent making and breaking camp, resting, and eating.

Exploration Movement

Movement Rate	Distance traveled per:				
	Round	Minute	Turn	Hour	Day
5'	5'	15'	150'	$\frac{1}{2}$ mile	4 miles
10'	10'	30'	300'	1 mile	8 miles
15'	15'	45'	450'	1 $\frac{1}{2}$ miles	12 miles
20'	20'	60'	600'	2 miles	16 miles
25'	25'	75'	750'	2 $\frac{1}{2}$ miles	20 miles
30'	30'	90'	900'	3 miles	24 miles
35'	35'	105'	1,050'	3 $\frac{1}{2}$ miles	28 miles
40'	40'	120'	1,200'	4 miles	32 miles
45'	45'	135'	1,350'	4 $\frac{1}{2}$ miles	36 miles
50'	50'	150'	1,500'	5 miles	40 miles
55'	55'	175'	1,650'	5 $\frac{1}{2}$ miles	44 miles
60'	60'	180'	1,800'	6 miles	48 miles

Terrain: The type of terrain the party is moving through affects the distance a party may travel. Although it makes no difference to the combat round or the 10-minute turn, the terrain may decrease the number of miles a character may move in a day. The table below gives the change in movement for different types of terrain.

Terrain	Movement Rate
Clear, city, road, trail, open grasslands	Normal
Forest, hills, desert, barrens	$\frac{3}{4}$ Normal
Mountains, jungle, swamp	$\frac{1}{2}$ Normal

A party can move through several types of terrain as long as it has enough movement to do so. It is suggested that all movement be rounded down to the nearest mile.

Example: A party with daily Movement Rate of 16 miles starts on a road. It moves 3 miles on the road (using up 3 miles' worth of movement), then travels into mountains for $1\frac{1}{2}$ miles (using 3 miles' worth of movement), and then moves over 10 miles of grassland before camping for the night (having used up a total of 16 miles' worth of Movement that day).

Obstacles to Movement: Travelling in the wilderness, whether by land, water, or air, is not always easy as there are often features or events that will present delays or obstructions. These may include unfordable rivers, massive cliffs, snowbound passes, rapids, sandbars, waterfalls, dense forests, or vile and treacherous moors or swamps.

Aerial travel may be affected by thunderclouds, strong winds, fog, or mountains too high to fly over. Occasional use or placement of these obstacles will add interest and challenge to wilderness travel.

TRAVELLING IN THE WILDERNESS: Strangely enough, travelling in the wilderness can actually be more dangerous for a low-level party than venturing into the first levels of a dungeon. Horrible monsters abound, and most humans (and humanoids) travel through uncivilized lands in large parties or armed caravans. The following section details the two major perils of wilderness travel: becoming lost, and foraging for food. See **Natural Hazards and Traps** on page 68 for more details on the perils of wilderness journeys.

Becoming Lost: When travelling, a party can become lost. A party following a road, trail, or river, or led by a reliable guide, will not become lost. Otherwise, the party makes a group Wisdom (Perception) check each day. The DC of this check is based on the current terrain that is being traversed. If the check fails, the party is lost. Treat other terrain types as if similar to those below.

Terrain	DC
Grasslands, open ground	10
Forest, hills, barrens	14
Desert, mountains, jungle, swamp	16

If a party is lost, the DM may choose the direction the party moves in or use a random die roll. The DM must keep track of the party's actual position, as well as the direction the party believes it is moving.

Example: A party in the woods has become lost. The caller of the party instructs the DM that the party wishes to travel north; however, the DM has secretly determined that the party will head northeast. If, after travelling in this direction for 6 miles, the group decides to turn northwest, they will actually turn north.

Foraging: Characters travelling in the wilderness may attempt to search or hunt for food, either to extend their normal supplies or prevent starvation. Searching for food may be done while traveling. A DC 16 Wisdom check is required for the party to find enough to feed 1d4+2 people for one day.

This food will consist of nuts, berries, and possibly small game. To hunt, characters must spend a day without moving. While hunting there are the usual chances for Wilderness Encounters. Characters who spend a day foraging are not resting.

See **Food and Water** on page 69 for more details on the required nourishment for player characters, their mounts, and their retainers.

WATERBORNE TRAVELS: The sea is an awesome place, the home of terrible monsters, the source of unpredictable currents and strange mists, and the scene of terrible storms that can smash the strongest ship to splinters. Perhaps the deadliest of the sea's hazards, however, is the lack of landmarks. Once out of sight of land, there is little to steer by. A small mistake in navigation or a sudden storm can drive a ship

hopelessly off course until a familiar shore is sighted. Only the bravest and most hardy adventurers dare challenge the sea!

Movement on rivers and lakes is handled in a similar manner to sea travel (including encounters and combat). The DM can add any restrictions as to vessel size, slower speed due to winding rivers, etc. as the circumstances dictate. Current may increase (or decrease if heading upstream) distance travelled by 7-12 (1d6+6) miles per day. Special hazards such as sand bars, rapids, waterfalls, and monsters can make river and lake travel almost as risky as ocean travel!

Weather: As stated before, the miles per day given on page 19 represents average sailing conditions. If the voyage is favored by steady winds and calm waters, the distance travelled might be as much as double what is given there. If the seas are rough, or the vessel is becalmed, little or no progress might be made in a day. See the optional **Water Movement Modification Chart** section for more details.

In general, galleys stay near the coast, as they are not considered safe on the high seas. Likewise, river boats, rafts, and sailing boats will almost surely be destroyed if they venture too far onto great bodies of water; all rules for galleys apply to them as well.

If the optional **Water Movement Modification Chart** is not used, the following simple rules should apply. When sailing on seas or oceans, there is a chance that the weather will be unsuitable for travel. Two six-sided dice are rolled at the beginning of the day with a roll of 2 indicating no wind and a roll of 12 meaning gales or fierce storms. Sailing ships (not vessels with rowers) may not move if becalmed and must spend the entire day in the same hex or square.

Rowed ships are never stopped for lack of wind; they are unaffected by calm weather. If a gale or storm is indicated, sailed ships may attempt to run before it. This will result in the ship moving at 3 times its normal Movement Rate in a random direction. If no coastline is reached during this movement, the ship has successfully run before the storm and is safe. If, however, the ship should reach a coastline or other shore before reaching the end of its movement, there is a 75% chance that the ship will be broken up in trying to beach, otherwise it will have found shelter. Galleys may not run before a storm. They have only a 20% chance of being able to weather any gale, with failure resulting in the ship being swamped. However, if the galley is in sight of the coastline, there is a chance that it will be able to beach before the storm hits. If the coastline is clear terrain, the galley will automatically find a beach. For any other type of terrain, roll a six-sided die with a result of 1-2 indicating that a safe beach or cove has been found.

It is assumed that all characters know how to swim, unless some circumstance might prevent this knowledge from being acquired. Swimming movement is equal to one-half the distance that character may normally travel. Note that encumbered characters, especially those wearing heavy armor, have great difficulty in staying afloat (see **Encumbrance** on page 67).

Water Movement Modification Chart (Optional)

Roll 2d6 at the start of each day and find the result.

2d6 Roll	Effect
2	Becalmed. No movement except by oar. Oared movement reduced to 1/3 normal amount to take into account rower fatigue.
3	Extreme light breezes before normal winds. All movement reduced to 1/3 normal rate.
4	Light breeze before normal winds. All movement reduced to 1/2 normal rate.
5	Moderate breeze before normal winds. All movement reduced to 2/3 normal.
6-8	Normal winds. Normal movement.
9	Strong breeze. Normal movement plus 1/3 extra movement.
10	High winds. Normal movement plus 1/2 extra movement.
11	Extreme high winds. Double normal movement*.
12	Gale. Eighty percent chance of a galley sinking. Triple normal movement in random direction**.

*20% chance of galley shipping water, 10% chance for all other ships. Any ship which ships water will have its speed reduced by 1/3 until it can dock and make repairs.

** Roll 1d6: 1=current direction, 2=60 degrees starboard (to the right), 3=120 degrees starboard, etc. Use rules already given concerning running before the gale.

Becoming Lost at Sea: Land can be seen at a distance of 24 miles on a clear day. The DM can reduce this for local conditions: night, fog, haze, storms, etc. Ships out of sight of land are lost unless a navigator is aboard and makes a DC 14 Wisdom check.

Encounter Distances: Approaching ships (encountered pirates, for example) can be seen and identified at 1,000 feet on a clear day. See **Encounter Distance** on page 77 for more information.

Surprise: Monsters surprise ships as normal. Ships never receive surprise unless a special condition, such as fog, exists.

Evasion: Whenever an encounter at sea is indicated, the target can make one attempt to evade the pursuer (whether it's a ship or a monster). The chance to evade is based on the difference in speed between the opposing vessels (or vessel and creature). Each pursued ship has a separate roll to evade.

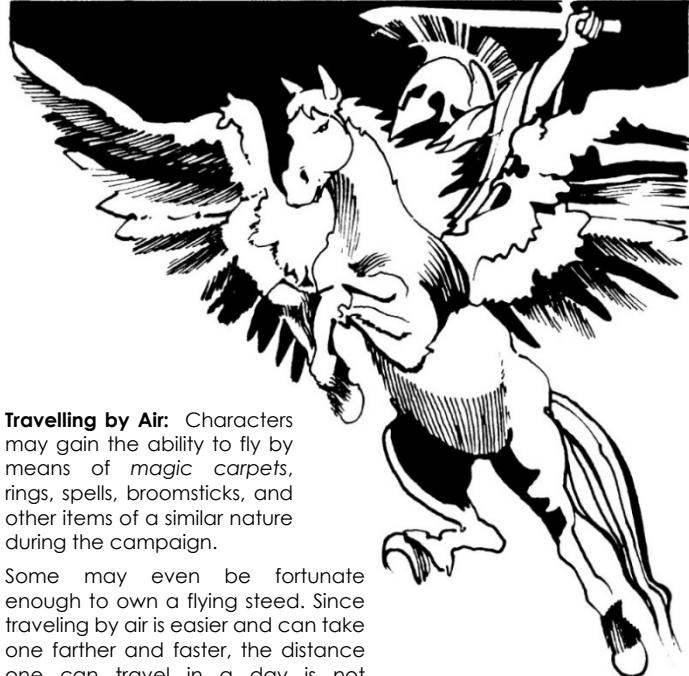
Difference in Speed (Per Round)

	Chance of Evasion
Pursued vessel is faster than pursuer	80%
Pursued vessel is 0'-30'/round slower	50%
Pursued vessel is 31'-60'/round slower	40%
Pursued vessel is 61'-90'/round slower	30%
Pursued vessel is 91'-120'/round slower	20%
Pursued vessel is 121'+/round slower	10%

If evasion is successfully rolled, the attacker has lost sight of the pursued vessel and cannot attempt to attack it again until the following day (if it happens to be encountered again).

If the evasion attempt is not successful, the pursuing ship starts at the distance it is spotted at (1,000 feet on a clear day) and begins to close the distance.

If the pursuing vessel is in the 0'-30' speed difference range (or is slower than the pursued ship), the pursuer will close at 30' (10 yards)/round. If the speed difference is greater than 30'/round, the pursuer will close at that rate.



Travelling by Air: Characters may gain the ability to fly by means of magic carpets, rings, spells, broomsticks, and other items of a similar nature during the campaign.

Some may even be fortunate enough to own a flying steed. Since traveling by air is easier and can take one farther and faster, the distance one can travel in a day is not impeded by terrain. It is limited by the endurance of the creature.

Example: A flying creature that moves 120'/per round could fly 96 miles in one day.

The DM or players may desire to have characters ride flying creatures or have creatures pick the characters up. The following table gives guidelines for the size of creature that can be carried by an aerial monster:

Hit Dice	Carrying Capacity
3	Small-sized creatures (e.g., a halfling) *
6	Medium-sized creatures (e.g., a human)
12	Large-sized creatures (e.g., an ogre)
24	Huge creatures (e.g., an elephant)

*Pegasi and hippogriffs may carry a Medium-sized rider.

REST: Characters must rest one full day for every six days they spend traveling. Parties who do not rest will have a -1 penalty on attack and damage rolls during encounters.

Forced Marches: A character may increase the number of miles traveled in a day by using a forced march. Characters using this option may move one and a half times their normal day's movement rate. A forced march requires that the characters rest for one full day immediately after the forced march.

Example: A character who moves 24 miles a day normally would be able to force march 36 miles.



Encumbrance

A character's Strength score determines the amount of weight that character can bear. The following terms define what a character or creature can lift or carry.

CARRYING CAPACITY: A character's maximum carrying capacity equals the character's Strength score multiplied by 15. This is the most weight (in pounds) that the character can carry.

Moderate Encumbrance: If a character carries weight in excess of 5 times that character's Strength score, that character is moderately encumbered, which means the character's Movement Rate drops by 10' for Medium-sized characters (clerics, elves, fighters, magic-users, and thieves) or 5' for Small-sized characters (dwarves and halflings). In addition, the character takes a -2 penalty to all Dexterity ability checks, including Saving Throws, and a -4 penalty to all checks made to swim.

Heavy Encumbrance: If a character carries weight in excess of 10 times that character's Strength score, up to the character's maximum carrying capacity, that character is heavily encumbered. When heavily encumbered the character's Movement Rate drops by 20' for Medium-sized characters (clerics, elves, fighters, magic-users, and thieves) or 10' for Small-sized characters (dwarves and halflings). In addition, the character takes a -4 penalty to all Dexterity ability checks, including Saving Throws, and a -8 penalty to all checks made to swim.

Adjusted Movement Rate for Encumbered Characters

Race	Unencumbered Movement Rate	Moderately Encumbered	Heavily Encumbered
Dwarf	30'	25'	20'
Elf	40'	30'	20'
Halfling	30'	25'	20'
Human	40'	30'	20'

Light

While some characters have Darkvision (the ability to see normally in areas of natural darkness) due to race or through magical means, most characters can only see in darkness by aid of a light source. The following table gives the properties of typical light sources:

Light Source	Radius of Bright Light	Burning Time
Torch	30-foot sphere	1 hour
Lantern	30-foot sphere	6 hours*
Magic Weapon	15-foot sphere	Infinite

* Per pint of oil

The presence or absence of light in an environment creates three categories of illumination: Bright light, dim light, and darkness. Light sources provide bright light within the listed radius. They offer dim light (see below) at up to double the brightly lit area's radius.

Example: A torch offers bright light up to 30' away from the torchbearer and dim light for 30' beyond that.

Characters with Darkvision, such as dwarves, lose that ability while in a brightly lit area. Darkvision is black and white only but, otherwise, functions like normal sight. Darkvision does not grant the ability to see in magical darkness but negates the penalties for naturally dim or dark areas.

Bright Light: Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim Light: Dim light, also called deep shadow, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. Characters face dim light outdoors on most moonlit nights or indoors when glowing embers in a fireplace or moonlight through a window provide some light to see by.

Intelligence and Wisdom ability checks (Perception Checks) made to search a dimly lit area suffer a -2 penalty. Such areas offer concealment to those in the area (see **Cover** and **Concealment** on page 82 for more details). Creatures with Twilight Vision, such as elves and halflings, ignore these penalties.

Darkness: Darkness, also called complete darkness or pitch-black, creates a totally obscured area. Characters face darkness outdoors on a moonless night, within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness. Such areas offer total concealment to those in the area (see **Cover** and **Concealment** on page 82 for more details).

Characters who cannot see due to darkness or magical effects are considered blinded and have their Movement Rate reduced to 1/2 normal, rounded to the nearest 5' increment.

Intelligence and Wisdom ability checks (Perception Checks) made to search an area of darkness suffer a -4 penalty. Attackers who can see blinded targets gain a +2 bonus to attack rolls made to hit them. See **Blinded Combatants** on page 82 for more details.

Natural Hazards and Traps

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

This section describes a few examples of hazards that adventurers might encounter in their adventures. Some natural hazards, such as slippery ice, require no ability check to spot. Other natural hazards can be identified with a successful Intelligence ability check. Traps may be found by thieves, though use of the Find Traps ability, or with the Find Traps spell.

Avalanches and Landslides: The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

Characters can avoid an avalanche or landslide by making a DC 14 Wisdom (Perception) ability check to hear its approach or notice that something is amiss (e.g., creatures are fleeing the area).

Characters caught in an avalanche take 4d6 points of damage, or half that amount if they make a DC 14 Dexterity Saving Throw. They are buried unless they succeed at the Saving Throw. Buried characters are at risk of suffocating (see below) and take 1d3 points of damage for each hour that they are buried.

Cave-ins: Cave-ins deal 4d6 points of damage to any creature caught within the area of collapse, and bury any creatures in that area beneath rubble. Those who make a DC 14 Dexterity save take half damage and are not buried. Buried characters are at risk of suffocating (see below) and take 1d3 points of damage for each hour that they are buried.

Extreme Cold and Heat: Exposure to extreme cold (below 0 degrees Fahrenheit) or heat (above 100 degrees Fahrenheit) deals 1 point of damage to those without resistance or immunity to those conditions each hour. This damage cannot be naturally recovered until the character gets out of the cold or heat.

For temperatures well below 0 degrees or above 100 degrees the rate of damage should be increased to 1 point for every turn, minute, or round spent in those conditions (at the DM's discretion).

Falling: A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 damage for every 10 feet it fell, to a maximum of 20d6.

When falling from a great height, a creature instantly descends up to 1,500 feet per round. This process continues until the fall ends.



Fire Damage: Fire or extremely hot liquids, other than burning oil (which is described on page 81), magical fires (which are described in various spell and item descriptions), or the fiery attacks of creatures, causes damage dependent upon the size and intensity of the blaze.

A torch's flame, for example, should deal no more than 1d3 points of fire damage, a raging fire should deal 1d6 points of fire damage each round, and a hellish blaze that has totally engulfed a character should deal 4d6 points of fire damage per round. Immersion in boiling water should deal 8d6 damage per round (being doused with boiling water deals 1d6 damage) while immersion in molten lava should deal 20d6 fire damage per round.

Heavy Precipitation or Fog: Everything within an area of fog, heavy rain, or heavy snowfall is obscured, and creatures in the area suffer a -2 penalty to Intelligence and Wisdom ability checks (Perception Checks) that rely on sight. Heavy rain also extinguishes open flames.

High Altitude: Traveling at altitudes of 10,000 feet or higher above sea level is taxing for a creature that needs to breathe, because of the reduced amount of oxygen in the air. Each hour such a creature spends traveling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel.

Breathing creatures can become acclimated to a high altitude by spending 30 days or more at this elevation. Breathing creatures can't become acclimated to elevations above 20,000 feet unless they are native to such environments.

Ice: When a creature moves onto ice for the first time on a turn, it must succeed on a DC 10 Dexterity ability check or fall prone.

Thin ice has a weight tolerance of 3d10x10 pounds per 10' square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on broken ice fall through, into the frigid water below (see **Extreme Cold and Heat** above).

Quicksand: A quicksand pit covers the ground in roughly a 10' square area and is usually 10 feet deep. When a creature enters the area, it sinks 1d4 feet into the quicksand. At the start of each of the creature's turns, it sinks another 1d4 feet.

As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on a DC 14 Strength ability check. A creature that is completely submerged in quicksand can't breathe (see the suffocation rules below).

A creature can pull another creature within its reach out of a quicksand pit by using its action and succeeding on a DC 10 Strength ability check.

Sandstorms: In the desert, high winds will create a sandstorm that reduces movement by half and cuts vision to 20'. Creatures in the sandstorm have concealment (+1 to Armor Class). Creatures beyond the range of vision have total concealment (+4 to Armor Class).

Suffocating and Drowning: A creature can hold its breath for 1 round per point of Constitution. After this period of time, the character must make a DC 14 Constitution Saving Throw in order to continue holding his breath. The save must be repeated each round, with the DC increasing by 2 for each previous success.

When the character fails one of these Constitution Saving Throws, he or she falls unconscious (0 Hit Points), dying 3 rounds later.

Strong Winds: Powerful wind gusts impose penalties to attack rolls and Perception checks, as well as posing danger to those attempting to move through areas with buffeting winds.

Strong wind gusts automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on missile attack rolls and to Intelligence and Wisdom ability checks made to search or otherwise examine the area (Perception Checks). These penalties are doubled in hurricane-force winds.

Those within hurricane-force winds may not make missile attacks and must make a DC 18 Concentration Check to cast spells. Creatures in the area must succeed at a DC 14 Strength ability check or be knocked back 1d3x5 feet, fall prone, and take 1d3 points of damage. Flying creatures take 1d6 points of damage and are blown back 1d6x10 feet. Creatures that make their Strength check to remain standing move at $\frac{1}{2}$ of their Movement Rate. Flying creatures must immediately land or get blown back 1d6 x 10 feet and take 1d6 points of damage on their next turn.

Tornadoes extinguish all flames and make all attack and spellcasting impossible. Characters within 60' of the tornado funnel must make a DC 18 Strength ability check or be knocked prone and sucked 10' towards the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). A tornado uproots trees, destroys buildings, and causes major destruction along its path.

Traps: Dungeons often contain traps, such as a trap door in the floor which springs open when a character walks over it or a poisoned arrow trap that is triggered by a tripwire. If any character does something which could trigger a trap, the trap will be sprung.

Some traps have a chance of being triggered (e.g., a pit trap has a 2 in 6 chance of opening when someone walks over it). The DM must check for each character that potentially triggers such a trap until the trap is either sprung or safely passed by the party.

A character targeted by a trap usually gets a Dexterity Saving Throw to avoid its effects. The DC to avoid or minimize the effects of a trap is 10 + the dungeon level. If set by a specific monster or NPC, the DC is 10 + the creature's Experience Bonus (for NPCs) or $\frac{1}{2}$ of the creature's Hit Dice (for monsters). Some traps do not allow any Saving Throw.

See **ability checks** in **CHAPTER 4: THE ENCOUNTER** for more details on traps, and on how to find and disable them.

Wandering Monsters: Wandering monsters are monsters which roam through dungeons or wild areas but have not been placed in a set location by the DM.

Wandering monsters may be selected by the DM to fit the area (for example, a guard of skeletons might patrol a tomb). The DM may choose wandering monsters at random by using the **Wandering Monsters Tables** in **CHAPTER 8: DUNGEON MASTER INFORMATION**.

Webs: Giant spiders weave thick, sticky webs across passages and at the bottom of pits to snare prey. A creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a Dexterity Saving Throw (the difficulty is of this check is based on the size of the giant spider) or be caught in the webs.

Creatures who fail their save are entangled, cannot move or attack, lose any Dexterity bonus they might have to Armor Class, and may not employ a shield to defend themselves. Entangled creatures may try to break free of the web on their turn.

Each round, entangled creatures can make a Strength ability check to disentangle itself from the web. The difficulty is of this check is based on the size of the giant spider. Those who fail this check are still entangled.

Those in the web but unentangled, either by making the initial Dexterity Saving Throw or a later Strength ability check, may move through the web at a rate of 5' per round.

Attacking a creature in a web won't cause the attacker to become entangled unless it enters the web. Spiders never get caught in a web.

The strands of a Web spell are flammable. Fire sets it alight, burning it away in 1 round. All creatures within flaming webs take 1d6 points of fire damage from the flames.

Food and Water

The food and water requirements noted below are for characters. Horses and other creatures require different quantities of food and water per day based on their size. Water needs are doubled if the weather is hot.

Creature Size	Food per Day	Water per Day
Tiny	$\frac{1}{4}$ pound	$\frac{1}{4}$ gallon
Small	1 pound	1 gallon
Medium	1 pound	1 gallon
Large	4 pounds	4 gallons
Huge	16 pounds	16 gallons

Characters who don't eat or drink suffer a -1 penalty to attack and damage rolls, and to all ability checks, for each day they go without each. As such, a character who goes without sufficient food and water for two days suffers a -2 penalty to attack and damage rolls, and to all ability checks. A normal day of eating resets the count of days without food to zero.

Ability Checks

Almost all non-combat actions that require a d20 roll to determine success or failure are resolved with ability checks. When making an ability check, the character must make a d20 roll, plus modifiers, to equal or exceed a number that is based on the difficulty of the check (called the Difficulty Class or DC). The higher the DC, the more difficult the check.

MAKING ABILITY CHECKS: Every ability check has an associated ability score and, whenever one of these checks is made, a d20 is rolled by the player. The character's ability modifier is always added to this roll.

Example: Morgan Ironwolf, is trying to bash open a stuck dungeon door. This is a Strength ability check so, when the player rolls a d20, Morgan's Strength modifier is added to the roll. Morgan's Strength score of 16 means that she gets a +2 bonus to all Strength ability checks.

In addition, at 1st level, all characters get a Class Bonus to ability checks made with two ability scores that are determined by the character's chosen class:

Character Class	Starting Class Bonuses
Cleric	+2 to all Wisdom and Charisma ability checks
Dwarf	+2 to all Strength and Constitution ability checks
Elf	+2 to all Intelligence and Dexterity ability checks
Fighter	+2 to all Strength and Constitution ability checks
Halfling	+2 to all Dexterity and Constitution ability checks
Magic-user	+2 to all Intelligence and Wisdom ability checks
Thief	+2 to all Intelligence and Dexterity ability checks

Example: Morgan Ironwolf gets a +2 bonus to all Strength ability checks due to her high (16) Strength. Because she is a fighter, she also gets a +2 Class Bonus to all Strength and Constitution.

As such, the total bonus to her d20 roll to bash open the stuck door is +4.

EXPERIENCE BONUS: As characters advance in level, their experience and expertise allow them to better meet the challenges that they face on their adventures. This is reflected with an Experience Bonus (abbreviated as **exp. bonus** on the character sheet) that increases as the characters rise in level.

This Experience Bonus is applied to all ability checks and saves, including those that the character already has a Class Bonus with due to their chosen character class.

The following chart shows the level-based Experience Bonuses for all characters at levels 1-20:

Character Level	Experience Bonus
1	±0 to all ability checks
2	±1 to all ability checks
3	±1 to all ability checks
4	+2 to all ability checks
5	+2 to all ability checks
6	+3 to all ability checks
7	+3 to all ability checks
8	+4 to all ability checks
9	+4 to all ability checks
10	+5 to all ability checks
11	+5 to all ability checks
12	+6 to all ability checks
13	+6 to all ability checks
14	+7 to all ability checks
15	+7 to all ability checks
16	+8 to all ability checks
17	+8 to all ability checks
18	+9 to all ability checks
19	+9 to all ability checks
20	+10 to all ability checks

Example: Morgan Ironwolf, a 1st level character, has a +2 Class Bonus to all Strength and Constitution ability checks because she is a fighter.

Looking at the table above, we see that, at 6th level, Morgan's Experience Bonus is +3 for all ability checks. That means that, at 6th level, she has a +3 bonus all ability checks, except for Strength and Constitution. For Strength and Constitution ability checks, her total bonus is +5 (+2 for being a fighter and another +3 for being 6th level). She also adds her Strength modifier (+2 due to her 16 STR) to Strength ability checks, for a total bonus of +7 to such checks.

THE DIFFICULTY CLASS (DC): The Dungeon Master assigns a difficulty rating, known as the Difficulty Class or DC, for the ability check. The DC represents the level of difficulty of the action attempted or the reaction made. The Dungeon Master determines the challenge's difficulty and assigning a Difficulty Class (DC).

The simplest way to determine the DC is by referencing the level of the NPC (or Hit Dice of the monster) that the character making the check is acting against or reacting to. In such cases, the DC is equal to 10 plus the Experience Bonus of the NPC or 10 plus ½ of the Hit Dice of the monster.

A spell's DC is equal to 10 plus the NPC's Experience Bonus or 10 plus ½ of the Hit Dice of the monster, for spells cast by a creature. The DC to avoid or minimize the effects of a trap is 10 + the dungeon level. If set by a specific monster or NPC, the DC is 10 + the creature's Experience Bonus (for NPCs) or ½ of the creature's Hit Dice (for monsters).

There are more arbitrary situations that require the DM to create a DC. If a character is attempting a task such as making an extraordinary jump or swinging on a rope to grab an object, the Dungeon Master needs to assign a difficulty to the task. A good way to assign such a DC is to think of the task's difficulty as if it were a monster, and then assign a DC equal to 10 plus the ½ of the Hit Dice of the monster imagined. In this way, DCs can be assigned to tasks such as swimming a river, kicking over a cauldron, jumping a pit, or catching a falling object.

As a rule of thumb, checks that are of average difficulty should have a DC of 10. For tough tasks, a DC of 14 works well. For challenging tasks, a DC of 18 suffices. Extremely difficult checks should have a DC of 22 or greater, while truly heroic actions have a DC of 26 or even higher. When in doubt, err on the low side since it never hurts a game to have a character succeed in something difficult. The following examples serve as a guide for assigning DCs to ability checks:

Ability Check Guidelines

Challenge	DC	Example
Average	10	Haggling with a down-on-his-luck merchant (Charisma)
Tough	14	Guiding your ship safely through a raging storm (Wisdom)
Challenging	18	Leaping onto the back of a giant eagle as it swoops past you (Dexterity)
Formidable	22	Bashing open a reinforced door that is Wizard Locked shut (Strength)
Heroic	26	Moving a goddess of the arts to tears with your song (Charisma)

If the character's d20 roll, plus **ability modifier** (the bonus or penalty based how high or low the ability score is), **Ability Check Modifier**, and **Experience Modifier** is equal to or greater than the Difficulty Class (DC) then the ability check is successful. Otherwise, the check is failed. Note that rolling a "natural 20" (a 20 is rolled on your d20) always indicates success on ability checks and attack rolls while rolling a "natural 1" (a 1 is rolled on your d20) always indicates failure.

HELPING OTHERS: Sometimes two or more characters team up to attempt a task. The character who is leading the effort - or the one with the highest ability modifier - can make an ability check with a +2 bonus, reflecting the help provided by the other characters.

A character can only provide help if the task is one that he could attempt alone. Moreover, a character can help only when two or more individuals working together would be productive. Some tasks, such as threading a needle, are no easier with help.

Example: Morgan Ironwolf, a fighter, cannot help Cat Fletcher, a thief, to pick a lock or remove a trap.

GROUP ABILITY CHECKS: When trying to accomplish something as a group, the DM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who are not. To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Surprise checks (see page 79) and **initiative checks** (see page 80) are the most commonly used group ability checks.

Example: The adventurers are navigating a swamp and the DM calls for a group Wisdom (Perception) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters can guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

Strength Checks

A Strength check can model any attempt to lift, push, pull, or break something, or to otherwise apply brute force to a situation. The DM might also call for a Strength check when your character tries to accomplish tasks like the following:

- Force open a stuck, locked, or barred door.
- Bend the iron bars of a portcullis or cage, or lift a closed gate.
- Break free of bonds.
- Push through a tunnel that is too small.
- Hang on to a wagon while being dragged behind it.
- Tip over a statue or keep a boulder from rolling.
- Swim or stay afloat in treacherous currents or storm-tossed waves. Characters swim at ½ of their usual Movement Rate.
- Jump an unusually long distance. Generally, a character can long-jump a distance equal to their Movement Rate divided by 4, by making a Strength check. This distance is halved for high jumps.

Attack Rolls and Damage: You add your character's Strength modifier to attack rolls and your damage rolls when attacking with a melee weapon such as a mace, a battle axe, or a spear. Characters use melee weapons to attack in hand-to-hand combat, and some may be thrown to make missile attacks.

Encumbrance: Your character's Strength score determines how much weight may be carried by that character. The Encumbrance section on page 67 details the effects of weight carried upon a character's movement and actions.

Saving Throws: Saving Throws against paralysis, constriction, and other effects that hinder character's freedom of movement are based upon a character's Strength score. See the Saving Throws section of pages 73-74 for more details.

Intelligence Checks

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The DM might call

for an Intelligence check when you try to accomplish tasks like the following:

- Communicate with a creature without using words.
- Forge a document or notice that a document is forged.
- Recall lore about a historical event, lost civilization, religion, legend, or magical item.
- Win a game of skill or solve a riddle.
- Search an area for secret doors, hidden items, or other clues. An Intelligence check might allow your character to deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Examining an object takes anywhere from 1 round to 1 minute, depending upon its size and complexity. Searching a 5' x 5' area takes at least 1 minute.

Thieves may make an Intelligence ability check to search for traps. The DC to find a trap is 10 + the dungeon level. If set by a specific monster or NPC, the DC is 10 + the creature's Experience Bonus (for NPCs) or $\frac{1}{2}$ of the creature's Hit Dice (for monsters). Dwarves may make Intelligence checks to search for stonework traps (such as falling blocks, crushing walls, and collapsing floors).

- Decipher writing in an unfamiliar language, a message written in an incomplete or archaic font, or a message written in code.
- Create a written cipher (coded message).
- Craft, or appraise the value of, an item such as a sword, piece of jewelry, or tapestry.
- Identify a plant or animal, or recall natural remedies or toxins related to flora and fauna.
- Predict the weather based on cloud formations, wind direction, and changes in temperature and humidity.
- Navigate by the stars or by landmarks.
- Use first aid to stabilize a dying ally (see page 85).

Literacy: All characters of average or better Intelligence can read and write each language that they speak. Characters with a 6-8 Intelligence score may be literate in one language at most, while characters with lower Intelligence scores are wholly illiterate.

Saving Throws: Saving Throws against illusions, many magic-user spells, and against effects that confound the senses or wits of the target are based upon a character's Intelligence score. See the Saving Throws section of pages 73-74 for more details.

Wisdom Checks

A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or interact with wild or domesticated animals. The DM might call for a Wisdom check when your character tries to accomplish tasks like the following:

- Discern whether a seemingly dead or living creature is undead.
- Calm a domesticated animal or keep a mount from getting spooked.
- Determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move.
- Spot, hear, or otherwise detect the presence of something. Wisdom checks determine your character's general awareness of his or her surroundings and keenness of senses. A Wisdom check would allow you to track a creature in the wilds or shadow another person moving through crowded city streets.
- Surprise checks are Wisdom checks, since they are made to see if a character or NPC is able to spot, and react to, enemies and other dangers. Surprise checks are synonymous with Perception Checks.

Saving Throws: Saving Throws against confusion, gaze attacks, petrification, polymorph, and many cleric spells are based upon the character's Wisdom score. See the Saving Throws section of pages 73-74 for more details.

PERCEPTION CHECKS: Any Wisdom check that relies on the character's senses or intuition is referred to as a Perception Check. Surprise checks,

which are made to spot danger, are always Wisdom (Perception) checks. Intelligence may be used in place of Wisdom when actively searching an area or using reasoning to gather clues.

If a Perception Check is based purely on a character's senses, "gut" feelings, or the ability to read others, use Wisdom. If a Perception Check is based on a character logically and methodically investigating an area, use Intelligence.

Dexterity Checks

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The DM might call for a Dexterity check when your character tries to accomplish the following:

- Control a heavily laden cart on a steep descent or steer a chariot around a tight turn.
- Wriggle free of bonds or shackles, or securely tie up a prisoner.
- Craft a small or detailed object.
- Make an acrobatic leap over an opponent or tumble past them.
- Balance on a narrow or slippery surface. Characters balancing upon a narrow, uneven, or slippery surface move at $\frac{1}{2}$ of their usual Movement Rate.
- Climb a sheer or slippery surface. Characters trying to climb may move at $\frac{1}{2}$ of their usual Movement Rate, rounding down to the nearest 5' increment.
- Thieves may make Dexterity checks to open mechanical locks and disable traps, including magical traps. Generally, it takes 1 round to 1 minute to disarm a device, depending on its complexity. This ability requires the use of a set of thieves' tools.

A Dexterity check indicates whether the lock has been opened or the trap has been disabled. If the attempt fails when opening a lock, the character cannot try to open the same lock again until the next level of experience is gained, as it is beyond that character's current ability. Failure to disarm a trap indicates that the character has set off the trap and suffers the trap's effect.

The DC to disarm a mundane trap is 10 + the dungeon level. If set by a specific monster or NPC, the DC is 10 + the creature's Experience Bonus (for NPCs) or $\frac{1}{2}$ of the creature's Hit Dice (for monsters).

- Attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard. If you are being observed, even casually, you can't hide. Characters trying to move silently move at $\frac{1}{2}$ of their usual Movement Rate. All Dexterity (Stealth) checks are opposed by the targets' Wisdom (Perception) checks.
- Attempt an act of legerdemain or manual trickery, such as planting something on someone else, picking a pocket, cutting the straps of their coin purse, or concealing an object on your person.

Attack Rolls: You add your character's Dexterity modifier to attack rolls when attacking with a missile weapon, such as a javelin, sling, or a longbow.

Armor Class: You add your Dexterity modifier to your Armor Class.

Initiative: At the beginning of every combat, one player character rolls initiative for the adventuring party by making a d20 roll and adding his or her Dexterity modifier.

Initiative determines whether the players or their foes act first in combat. See **initiative** on page 80 for more.

Saving Throws: Breath weapon and trap Saving Throws are based upon a character's Dexterity score. See the Saving Throws section of pages 73-74 for more details.

STEALTH CHECKS: Dexterity ability checks made to hide from others and/or sneak around quietly are commonly referred to as Dexterity (Stealth) checks throughout these rules. As noted above, if you are being observed, even casually, you can't hide. Characters trying to move silently move at $\frac{1}{2}$ of their usual Movement Rate.

Dexterity (Stealth) checks are often made to avoid encounters or to ambush foes. When a group attempts either, a Group Ability check (see page 70) is made. The DC of this check is equal to the Wisdom (Perception) check of the most perceptive member of the other group.

Constitution Checks

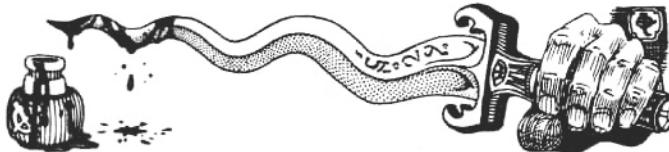
Constitution checks are made to push your character's endurance beyond normal limits or resist the effects of intoxicants or toxins. The DM might call for a Constitution check when your character tries to accomplish tasks like the following:

- Hold his or her breath.
- March or labor for hours without rest, or go without sleep.
- Quaff an entire stein of ale in one go.

Hit Points: Your character's Constitution modifier contributes to his or her Hit Points. This Constitution modifier is added to Hit Points at levels 1 through 9 (when a Hit Die is rolled to determine Hit Points or when your character chooses to take an average result rather than roll). If your Constitution modifier changes, your Hit Point maximum changes as well, as though you had the new modifier from 1st level.

Example: Morgan Ironwolf's Constitution score increased from a 16 to an 18 after she drank from a magic fountain. She is a 9th level fighter and her Constitution modifier increased from +2 to +3. Because her CON modifier increased by 1, she adds 1 extra Hit Point for every level that she has rolled a Hit Die. As such, she gets 9 extra Hit Points because she has 9 Hit Dice.

After 9th level all classes receive a set number of Hit Points per level and no longer roll for Hit Points. The character's Constitution modifier is no longer applied to their Hit Points after 9th level.



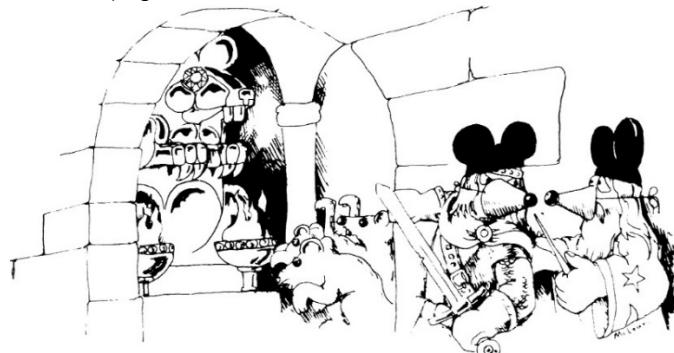
Saving Throws: Disease, energy drain, and poison Saving Throws are based upon a character's Constitution score. See the Saving Throws section of pages 73-74 for more details.

Charisma Checks

A Charisma check might arise when your character tries to influence or entertain others, when your character tries to make an impression or tell a convincing lie, or when your character is navigating a tricky social situation. See page 79 for more information on **Social Interaction**. The DM might call for a Charisma check when your character tries to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip.
- Pull together a disguise to pass as a city guard.
- Tell a convincing lie or give a convincing, but ambiguous, answer.
- Intimidate someone through overt or veiled threats.
- Delight an audience through a musical or theatrical performance.
- Give a speech to inspire your allies or stop a hostile mob.
- Attempt to influence someone or a group of people with tact, social graces, or good nature.

Saving Throws: Death Attack, Charm, and Fear Saving Throws are based upon a character's Charisma score. See the Saving Throws section of pages 73-74 for more details.



This had better work!!

Background Careers (Optional)

All characters begin play with special abilities and starting languages that are based upon their chosen class. In addition, Class Bonuses to ability checks help define what natural aptitudes a character of that class has by default.

In addition to the abilities that your character gets from their chosen class, the DM and players may work together to further flesh out the character by giving him or her a background career.

These careers should be based upon the character's upbringing, training, and interests; and should give a +2 bonus to related ability checks. Characters may get a +2 bonus to Charisma checks made to positively influence others with the same area of interest or profession, depending on the circumstances.

All characters get 1 background career. Some examples are detailed below, though players and DMs can work together to create more careers.



ANIMAL HANDLER: +2 bonus to all Wisdom checks made to handle one type of normal animal. Here are some examples to choose from:

Dogs: Includes the training of guard and war dogs, as well as smaller breeds.

Falconry: Training hunting birds such as hawks, falcons, and kites.

Horses: Includes the training of pack, riding, and war horses, as well as ponies and mules.

Livestock: Includes the breeding and care for pigs, chickens, cattle, goats, and sheep.

ARTISAN: +2 to Intelligence checks made to create or appraise items related to your character's area of expertise. Here are some examples to choose from:

Bowyer/Fletcher: Making and repairing all manner of bows and arrows.

Carpenter: Working wood to create structures, boats, carts, and furnishings.

Cook: Includes the preparation and cooking of meals, and the baking of breads and other goods.

Brewer/Vintner: Specialty with brewing ales, beers, meads, perries, and ciders. Vintners specialize in wine-making.

Jeweler/Lapidary: Working with precious metals and gemstones.

Smith: Working with iron and iron alloys, such as steel, to create and repair tools, armor, and weapons.

Tailor/Weaver: The character knows how to spin wool, create articles of clothing, dye textiles, and repair garments.

CHARLATAN: +2 to Charisma checks made to bluff and impersonate others.

CHIRURGEON: +2 bonus to all Intelligence checks made to stabilize wounds. It also allows you to better identify poisons and natural venoms.

CONNOISSEUR: +2 to all Intelligence checks made to appraise high value items and fine cuisine.

GAMBLER: +2 to Intelligence, Wisdom, and Charisma checks made when playing card, dice, and board games such as poker or chess.

MERCENARY: +2 to Charisma checks made to intimidate others. This background also grants a +2 bonus to Charisma checks made to positively influence other mercenaries and merchants, who often rely on the services of mercenaries.

MERCHANT: +2 to Intelligence checks made to appraise trade goods and +2 to Charisma checks made to haggle with buyers, merchant ship captains, and mercenaries.

OUTLANDER: +2 to Wisdom (Perception) checks made to follow tracks, hunt wild game, avoid getting lost, deal with natural hazards, and forage in one of the following terrains:

Arctic and Subarctic Wastes: This includes frozen wastes, taiga, glaciers, and polar tundra.

Deserts: This terrain includes all manner of barren wastelands that are largely devoid of vegetation, including deserts, tundras, and arid shrublands.

Grasslands: Prairies, steppes, heath, and shrublands are included within this terrain.

Mountains: Mountain terrain includes alpine uplands and the upper reaches of mountains and hills, at the high altitudes above the treeline.

Temperate Wilderness: Included within this terrain are the forests, wooded hills, and wetlands of temperate climates.

Tropical and Sub-Tropical Wilderness: This includes jungles, rainforests, mangrove forests, and wetlands in tropical and subtropical regions.

PERFORMER: +2 bonus to all Charisma checks made with 1 type of performance:

Actor: Acting also gives the character a bonus when impersonating others.

Orator: Orators are trained at moving an audience through their speeches.

Buffoon: Also known as fools or jesters, buffoons excel at satirizing people, groups, or belief systems.

Dancer: This type of performance helps among nobles and commoners alike.

Musician: The character is proficient at singing and with one type of musical instrument, such as woodwinds, percussion instruments, stringed instruments, or keyboards.

SAILOR: +2 to Intelligence checks made to navigate by the sun, stars, and landmarks. +2 to Dexterity checks to keep your balance on a swaying ship's deck.

SCHOLAR: +2 bonus to all Intelligence checks made in 1 area of interest: Here are some examples to choose from:

Arcane Lore: Knowledge of spells, magic items, creatures, and locations. It also encompasses eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes.

Folklore: Imparts knowledge of fairies, local legends, superstitions, and customs.

History: Includes knowledge of both ancient and recent historical events.

Natural Lore: Expertise with local flora and fauna, including herbal remedies, as well as the ability to better predict the weather.

Religions: Insight into the various religions of the world, including their belief systems, symbols, gods, and ceremonies.

Saving Throws

A Saving Throw is an ability check. Saving Throws - also called saves - represent attempts to resist spells, traps, poisons, diseases, or similar threats. Characters don't normally decide to make a Saving Throw; they are forced to make them because their character is at risk of harm.

To make a Saving Throw for a character, roll a d20, adding the relevant ability modifier, any Class Bonuses that apply, the character's Experience Bonus (if any), and any other modifiers that apply (such as a bonus from a spell or magic item).

Example: A character's Dexterity modifier is added to Dexterity Saving Throws. If that character were a thief, a Class Bonus would be added to Dexterity Saving Throws as well. Once the character reaches 2nd level, he or she also starts adding an Experience Bonus to all Saving Throws.

A Saving Throw can be modified by a situational bonus or penalty, as determined by the DM. Non-player characters and monsters make Saving Throws in the same manner as player characters, adding their Experience Bonus (or ½ of their Hit Dice for monsters) to all Saving Throws. NPCs with levels in a character class also add their Class Bonus to applicable checks.

The Difficulty Class for a Saving Throw is determined by the effect that causes it:

- The DC for a spell's Saving Throw equals 10 plus the caster's Experience Bonus. The DC for spells cast by monsters equals 10 plus ½ of the monster's Hit Dice.
- When finding and making Saving Throws against mundane traps, the DC equals 10 plus the dungeon level or, if known, the Experience Bonus of the NPC who set the trap. The DC for traps set by monsters equals 10 plus ½ of the monster's Hit Dice.
- The DC to resist most attack forms made by monsters is equal to 10 plus ½ of the monster's Hit Dice.
- The result of a successful or failed Saving Throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

Note that rolling a "natural 20" (a 20 is rolled on your d20) always indicates success on a Saving Throw roll while rolling a "natural 1" (a 1 is rolled on your d20) always indicates failure.

SAVING THROW CATEGORIES

There are six different kinds of Saving Throws each corresponding to an ability score. The situations and effects that trigger a Saving Throw generally fall into one of the following categories. This list is not definitive but should provide a template for Dungeon Masters to determine a Saving Throw category for something not listed here.

Save Type	Categories
Strength	Paralysis, Constriction
Intelligence	Magic-user Spells, Illusion
Wisdom	Cleric Spells, Confusion, Gaze Attack, Polymorph, Petrification
Dexterity	Breath Weapon, Traps
Constitution	Energy Drain, Disease, Poison
Charisma	Death Attack, Charm, Fear

More information on Saving Throws is provided below.

Breath Weapon (Dexterity): Any character caught in the area of effect of a breath weapon must make the appropriate Saving Throw or suffer the breath weapon's full effects. Usually, the character must dodge the effects of a breath weapon, so a Dexterity save is appropriate. Gaseous cloud breath weapon attacks, however, require a Constitution Saving Throw.

Charm (Charisma): Charm spells or spell-like abilities allow a Charisma Saving Throw to avoid being overcome by the charm. A failed save means the character suffers the effect of the Charm spell or effect.

Confusion (Wisdom): Confusion spells or spell-like powers allow a Wisdom Saving Throw to avoid being overcome by confusion. A failed save means the character becomes confused, as per the Confusion spell, for an amount of time as specified by the spell or ability.

Death Attacks (Charisma): Death Attacks are rare and only a few monsters and the rare artifact have them. In most cases, Death Attacks allow the victim to make a Charisma save to avoid the affect but, if the save fails, the character will die instantly.

Disease (Constitution): When a character is injured by a disease attack such as from a mummy, touching an item smeared with diseased matter, or consumes befouled food or drink, the character must make an immediate Constitution Saving Throw. If the character succeeds, the disease has no effect, for the immune system has fought off the disease. If failed, the disease afflicts the character. The description for each disease gives the details on the effects and incubation period (if any).

Fear (Charisma): Spells, magic items, and certain monsters can affect characters with fear. The character facing a monster that emanates fear or who has a spell cast upon him or her makes a Charisma Saving Throw to resist the effect. A failed roll means that the character is affected by the fear, as detailed in the spell or monster description.

Gaze Attack (Wisdom): Each character within range of a Gaze Attack must attempt a Saving Throw each round at the beginning of his or her turn. Generally, the character can avoid the gaze with a successful Wisdom save. In many instances, the situation is more appropriately handled without a Saving Throw through narrative and roleplaying. If necessary, the Dungeon Master may require a Saving Throw. Failure indicates the character was unable to avoid the gaze and suffers its effect.

Energy Drain (Constitution): An energy drain attack lowers the level of experience, or reduces an ability score, of the victim unless a successful Saving Throw is made. Most energy drain attacks require a successful melee attack. Mere physical contact is not enough. The full effect of an energy drain, such as the number of levels taken away, is specified in the monster, magic item, or spell description causing the drain. If it is not specified, 1 level of experience is removed.

A character who loses a level this way suffers the effects of the drain immediately. The character loses one Hit Die and all other class features are reduced to the new level. The victim's experience point total is immediately set to the midpoint point of the previous level.

A character drained below 1st level is instantly slain. Depending on the creature that killed the character, the character may rise the next night as a monster of that kind. If not, the character rises as a wight.

If any ability score is reduced to 0, the character dies.

Paralysis/Constriction (Strength): Some monsters and spells have the supernatural or spell-like ability to paralyze or hold victims, immobilizing them through magical means. Paralysis works on a character's body, but a character can usually resist it with a Strength Saving Throw. The

effects of spell, monster constriction, and/or paralysis are discussed in the spell's, item's, or monster's description.

Petrification/Polymorph (Wisdom): Magic can cause creatures and characters to change their shapes, sometimes against their will. The victim may make a Wisdom Saving Throw to resist the Polymorph.

A petrified character is not dead if a majority of the body is intact. No movement or actions of any kind can be made, not even mental ones while petrified. Strength and Dexterity scores are effectively (but not actually) reduced to 0. There is no awareness of what is occurring since all of the senses have ceased operating.

If a petrified character cracks or breaks but the broken pieces are joined before returning to flesh, the character is unharmed. If the character's petrified body is incomplete when returned to flesh, so is their restored body.

Poison (Constitution): When a character takes damage from a poisoned weapon or an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he or she must make a Constitution Saving Throw. If he or she fails, the poison takes effect. By default, poisons kill the poisoned character or creature in 6 rounds (1 minute).

Spells/Illusion (Intelligence or Wisdom): This category is for cleric, magic-user, and elf spells, as well as spells cast by creatures. It is a catch-all for magic not covered by one of the other Saving Throw categories. Spells usually allow a Saving Throw to negate, lessen, avoid, or resist their effects.

Magic-user and elf spells cast by spellcasters, magic items, or monsters are resisted with an Intelligence Saving Throw. Cleric spells cast by spellcasters, magic items, or monsters are resisted with a Wisdom Saving Throw.

In some cases, the specific effect of the spell calls for another type of Saving Throw. All Charm spells, whether cast by creature, item, or spell-like ability require a Charisma Saving Throw. Other Saving Throw categories not covered by this catch-all would include paralysis, polymorph, energy drain, death attack, and fear saves.

Traps (Dexterity): When a character sets off a trap, a Dexterity Saving Throw is allowed to avoid all or some of the effects of the trap. Each trap is unique and the effects of a successful or failed Saving Throw should be designated beforehand.



Retainers, Specialists, and Mercenaries

RETAINERS: A retainer (or hireling) is an expert hired by a player character (PC) to aid that character on an adventure. Retainers are often used to strengthen a party that is attempting an extremely dangerous adventure. It is recommended that the DM not allow beginning players to hire retainers. New players tend to use retainers as a crutch, letting them take all the risks. If a dungeon is very difficult, the DM should let players have more than one character apiece before using retainers, at least until players are more experienced. They are more suited to higher level campaigns.

If a retainer is not well-treated, he or she is likely to stop working for the PC and will tell others of the mistreatment. Retainers are more than just men-at-arms; soldiers hired to fight and protect their employer but only expected to take reasonable risks. Retainers are lieutenants or assistants to a PC and are expected to lend their skills and knowledge to the benefit of the party and to take the same risks the characters expect to face. The number of retainers who will follow a PC is limited by that character's Charisma score.

Hiring: To hire a retainer, a character must first find NPCs who are interested in the job. Characters will have to go somewhere they might find, and interview, interested NPCs, such as a tavern, or they must pay a fee to advertise for NPCs to come and see them. The DM must create the personalities of the NPCs who come to the character for an interview.

Next the character must explain the duties of the job to the NPC and offer a rate of pay. The DM must decide what a good rate of pay would be, but this usually includes a guaranteed minimum fee and a partial share of any treasure found. Fees should vary depending on the skills of each retainer and the number available. Employers are expected to buy equipment and food for their retainers as well as pay their fees. Generally, if there are only a few jobs offered but many people looking for work, retainers may agree to work for less pay and vice versa.

Hireling Reactions: Once a rate of pay is offered the player must make a Charisma ability check to determine the Encounter Reaction (see **Social Interaction** on page 79 of **CHAPTER 5: THE ENCOUNTER**).

This reaction determines whether the offer is accepted, refused, or if more negotiation is necessary. The DM may want to adjust the reaction roll by +2 for very good offers or by -2 for poor offers or if the PC has a bad reputation. Most potential hirelings have an initial attitude of Neutral towards player characters.

If the Charisma ability check results in an attitude of Hatred, the NPC will refuse the offer and may react badly to further negotiations.

An attitude of Dislike or Neutrality means there is a 50% chance of refusal. Otherwise, the player can continue negotiating. A result of Goodwill or Friendship means the NPC accepts the offer.

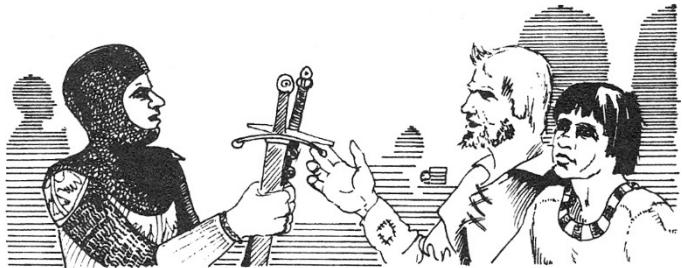
Hireling Morale: The Morale score of a hireling equates to their loyalty and willingness to take risks for the PC. A retainer's morale (and loyalty) is based on the Charisma score of the player character employer and the Hireling Reaction rolled (see above). The Morale of retainers should be checked whenever extraordinary danger is met during an adventure. Morale should also be checked after each adventure. The DM may wish to adjust a retainer's Morale due to actions of the player character, such as if the PC pays the retainer more than agreed upon or rescues the retainer from danger and vice versa.

Level of Hirelings: A retainer may be of any level (0, 1, 2, 3, or higher) and of any class (normal man or a character class). Retainers can never be higher in level than the PC who hires them.

Elvish, halfling, and dwarfish retainers should be very rare. Elves have very long lives, but their numbers are not great. Dwarves also have long lifespans (though not nearly so long as elves), but their numbers are still not as great as the number of humans. Halflings tend to avoid setting off on adventures and rarely take up as adventurers for hire.

Hireling Level Advancement: Retainers will earn experience from adventures, just like player characters do, and may rise a level in their character class once they have gained enough experience. Retainers, however, only receive $\frac{1}{2}$ the experience that PCs would receive, because they were only following orders and not making decisions on their own.

Retainers may be awarded more than their agreed upon portion of the treasure and thus gain more experience than normal.



SPECIALISTS

During the game, characters may need to hire NPCs with training or special skills in a certain area. These people are known as specialists. Specialists are not retainers, and they will not go on adventures. However, a character may hire as many specialists as can be afforded. Specialists are located by posting notices (the DM should decide the cost for posting the notices).

The ads may be answered by none, one, or many persons depending on the DM's decision. This may be influenced by the type of specialist wanted, the size of the local population, the reputation of the employer, and the amount of money or bonus offered. The player must then select who to hire from the applicants and work out the details of salary with each, the DM taking the role of the NPCs in these sessions. The DM may wish to establish guilds for various professions where certain types of specialists are commonly found.

Some descriptions and costs of typical specialists are given below. Other specialists may be created as the DM wishes.

Specialist Type	Cost in Gold Pieces/Month
Alchemist	1000
Animal Trainer	500
Armorer	100
Engineer	750
Sage	2,000
Smith	25
Seaman, Rower	2
Seaman, Sailor	10
Seaman, Captain	250
Seaman, Navigator	150
Spy	500+

Alchemist (1000 gp/month): If given the formula or a sample, an alchemist may make a potion at half the normal time and cost. They may also conduct research into different types of potions at twice the cost and time require for a magic-user.

Animal Trainer (500 gp/month): An animal trainer is needed to train and control any type of creature other than a horse, mule, or dog, although trainers may be necessary if many horses, mules, or dogs are kept. Each trainer is skilled with only one type of creature. If a character wished to train a hippogriff, a hippogriff trainer would be required. Each trainer may handle up to 6 animals.

The time needed to train animals is decided by the DM, but the following guideline may be used: the first "trick" or maneuver taught will require at least a month, and each additional trick or skill will take at least another 2 weeks. The lengths of time involved will vary with the intelligence of the animal, the complexity of the trick or maneuver, etc.

Training must be continuous, or the animal becomes "untrainable."

Armorer: For every 50 fighters hired by a character, 1 armorer will be necessary to maintain their weapons and equipment. Any armorer not so employed may make non-magical armor and weapons at the rate of 1 suit of armor, 3 shields, or 5 weapons per month. For every 3 assistants (one of which must be a smith) the output may be doubled. One armorer may manage 6 assistants. Assistants cost 5 gold/month.

Engineer: An engineer is needed for the construction of castles and large structures. Dwarven engineers usually specialize in tunnelling. One engineer must be hired for every 100,000 gp that a construction costs.

Sage: A sage is an advisor, capable of answering questions involving great knowledge. For each uncommon question they attempt to answer there will always be a chance of failure. The DM will have to decide on the amount of time it takes and the cost of the research for each question. They are extremely rare, and the DM may want to limit the number in a campaign.

Seaman: Rowers are employed to handle oars on galleys and longships. They fight as "normal men," armed as peasants, only when the situation is desperate. Seamen are usually "normal men" who are capable of sailing vessels and fighting as light foot mercenaries when the craft is attacked. They are equipped like light footmen. A captain is necessary for all larger ships. He or she will have skills as a sailor and will know coastal waters. A navigator is skilled in piloting a ship on long ocean voyages. Any ship out of sight of land without a navigator on board is automatically lost.

Spy: A spy (usually a thief) is hired to spy on a group the character wants more information about. The spy may either be an outsider who attempts to join the group or a member of the group who is bribed to become a spy. The DM decides how long a mission will take. The spy will have a chance of success decided by the DM, based on what information the character wants, the precautions the group has taken against spies, and how much money the character pays for the mission. There may be a chance the spy will betray the character, and the loyalty of the spy is known only to the DM.

MERCENARIES

Mercenaries are hired soldiers who will do typical army work. Like specialists they will usually not go on dungeon adventures and will only participate in long distance journeys, serving as armed escorts for merchants, adventurers, or pilgrims, or on military campaigns, such as fighting other armies, clearing land of monsters around a castle, and defending a castle.

Players should be aware of the Morale of their mercenaries because high death rates, low pay, and other unappealing treatment will cause them to revolt or desert their lord. Good treatment and safe, but exciting, service will lead to greater loyalty, as will success on the battlefield.

The costs given cover upkeep only; armorers and smiths are also required to maintain the equipment of mercenaries in good condition. For hazardous (wartime) duty, these costs are doubled. The DM will have to determine what type of troops a character may employ and when. Typical morale ratings are:

Mercenary Type	Typical Morale
Men-at-Arms, Viking Raiders	13
Barbarian Conscripts, Barbarian "Horde"	9
Peasant Militia	6
Mounted Units	+1 to Morale
Elite Troops	+1 to Morale
Fanatics, Berserkers	+2 to Morale

Players should be aware of the Morale of their mercenaries because low Morale will cause them to revolt or desert their lord.

Some descriptions and costs of typical mercenaries are given below. Other specialists may be created as the DM wishes.

Mercenary	Cost in Gold Pieces per Month*				
Troop Type	Man	Dwarf	Elf	Orc	Goblin
Peasant	1	-	-	-	-
Light Foot/Marine	2	-	4	1	½
Heavy Foot	3	5	6	1 ½	-
Archer	5	-	10	3	2
Crossbowman	4	6	-	2	-
Longbowman	10	-	20	-	-
Light Horseman	10	-	20	-	-
Medium Horseman	15	-	-	-	-
Heavy Horseman	20	-	-	-	-
Mounted Archer	15	-	30	-	-
Mounted Crossbow	-	15	-	-	-
Wolf Riders	-	-	-	-	5

*For hazardous duty, the cost is double. The cost should be much higher if the DM permits mercenaries to go on an adventure with a player character. How much is left to the DM?

The costs given for each troop type include the cost of feeding and supplying that soldier with his or her gear. Mercenaries will already own their own weapons and armor. Armorers and smiths are still required to maintain the arms and armor.

Archers: Archers wear leather armor, and carry short bows and short swords.

Crossbowmen: Crossbowmen wear chain mail, and carry crossbows and short swords.

Heavy Footman: Heavy footman wear chain mail and shield, and carry swords. They often carry polearms if not using shields.

Heavy Horsemen: Heavy horsemen wear plate mail and shields, and carry lances and swords.

Light Footmen: Light footmen wear leather armor and shields, and carry swords or spears.

Light Horsemen: Light horsemen wear leather armor, and carry lances and swords.

Longbowmen: Longbowmen wear chain mail, and carry longbows and swords.

Marines: Marines or naval infantry wear leather armor and shields, and carry short swords.

Medium Horsemen: Medium horsemen wear chain mail, and carry lances and swords.

Mounted Archers: Mounted archers wear leather armor, carry short bows, and ride light war horses.

Mounted Crossbowmen: Mounted crossbowmen wear chain mail, carry crossbows and axes, and ride mules.

Peasants: Peasants are levy troops with limited training. They typically carry spears or other polearms.



CHAPTER 5: THE ENCOUNTER

When a party explores the dark depths of dungeons or ventures into wild and untamed lands, they must be ready to deal with the strange creatures they will meet: some foul, some fair, some intelligent, some not; the variety is endless. Such a meeting is called an encounter.

The DM will find it useful to make a list of monster encounters before the adventure starts, noting their Number Appearing, Armor Class, Hit Points, and so forth. Having this information prepared before the adventure will speed play during the game. These monsters will often have a reason for being in a dungeon or on the move in the wilderness (such as looking for food or a special magic item, carrying a message, assembling for war, and so forth).



Encounters in the wilderness are handled much the same as those in a dungeon. The main differences are that there is a chance of becoming lost in the wilderness, that greater distances are involved in setting up encounters, and that the DM must decide at what time during the day or night the encounter takes place. Most encounters will take place about midday or in the evening after the party has made camp.

In addition, the type of terrain the party is moving through will help to determine the kind of monsters that will be encountered.

In roleplaying games, encounters fall into one of two general categories - planned (or placed) encounters and random (or wandering) encounters. Each contributes to the overall excitement and adventure of the game.

Planned Encounters

A planned encounter is one of the DM has prepared in advance, one tied to a specific place, event, or condition. These can be divided into keys and triggers.

KEYS: The simplest of planned encounters is called a key - a listing of who lives where, what they have, and what they might do if a character enters their room, visits their farm, or explores their cave. This key can also contain colorful details about otherwise boring or empty rooms, creating detail for the player characters to explore.

Example: The air of this chamber is thick with smells of animal sweat and worse. There is a loud rumbling from the far side of the chamber. There, sleeping under a mound of crudely skinned furs, is a large ogre. Next to him is a large wooden club. Hanging from the walls are bits of bright cloth, shiny buckles, and tarnished badges. A few simple torches, now unlit, are wedged in the cracks.

If the characters don't make a DC 10 Wisdom (Perception) ability check or move carefully into the room, one will kick a metal helmet across the floor, waking the ogre. Groggy for one round, he then attacks the group. Just beyond the ogre's bed is another passage.

TRIGGERS: A trigger is a simple either/or or if/then type of statement. It is used for more interactive types of encounters where the action of the event is what is important, such as the kidnapping described below:

Example: The next episode occurs at 1 o'clock in the morning: If any character is still awake, he or she must make a DC 14 Wisdom (Perception) check to hear a muffled scream coming from the balcony of the room next door. If the characters investigate, they will discover two hooded men (6th level thieves) attempting to drag a struggling young woman over the railing. One man has her firmly gripped from behind, his hand clamped over her mouth. The other is hoisting her legs over the side. A confederate waits with the horses on the ground below.

If the characters do nothing, there will be a crash as she kicks over a flower urn, followed by a muttered curse and then the galloping of horses.

If the characters are noticed, the unburdened man wheels to face them, drawing two swords, one in each hand. Roll for initiative.

Here everything is dependent upon previous and current choices of action. Is a character awake? Will the characters investigate? How will they react to the kidnappers? Each decision molds subsequent events. The characters might leap to the young woman's rescue, or they might rouse themselves only in time to see the kidnappers gallop off with her tied to the saddle. Their actions could alter planned events. Coming to her aid, the characters rescue the lady. As DM you must be ready to tell her story. Why was she attacked? Who were they? Are there any clues the characters can find?

Random Encounters

In addition to planned encounters, the DM also uses random encounters. These aren't tied to a specific place or event; they are based on chance.

When a check indicates an encounter is imminent, a creature or NPC determined by the encounter tables will arrive in the area in the next few minutes to investigate. Many encounters end in combat, but this isn't necessary - it is possible to talk to intelligent creatures, whether in the dungeon, out in the wilderness, or on the streets of a town or city.

ENCOUNTER DISTANCE: Once an encounter occurs, it is necessary to know the range at which the creatures might first be noticed. This distance is dependent first on whether or not either group is surprised or, if no surprise occurs, on the type of terrain the encounter occurs in.

In situations where no cover is possible, encounters will occur at the limit of vision unless special circumstances, such as lighting, dictate otherwise.

While it is possible to spot another group at quite a distance, the characters or creatures may not be able to identify them immediately. Encounter distances for different conditions and terrains are listed below:

Situation or Terrain	Base Encounter Distance
Smoke or heavy fog	2d6 x 5 feet
Jungle or dense forest	2d6 x 10 feet
Light forest	3d6 x 10 feet
Scrub, brush, or bush	6d6 x 10 feet
Grassland, little cover	6d6 x 20 feet
Nighttime or dungeon	Limit of sight
Both groups surprised	1/4 of the base encounter distance

Encounter Distance and Surprise: If creatures are trying not to be seen, it's usually harder to spot them, but creatures that are keeping low to avoid being spotted are not able to move quickly. If creatures are moving with stealth, they move at 1/2 their normal Movement Rate.

Wisdom (Perception) ability checks may be made to notice hidden creatures at the base encounter distance listed above. Should this fail, and an ambush is not sprung, another check may be made at 1/2 the base encounter distance listed above.

As with all potential surprise encounters, a party can be surprised by opponents who are not attempting an ambush (for example, a party of adventurers turning the corner of a dungeon and stumbling into a band of trolls). In such instances both parties can make a DC 10 Wisdom (Perception) ability check in order to avoid being surprised. Typically, for a party of player characters or NPCs, the character with the best bonus to Wisdom (Perception) ability checks makes this roll. A party that fails this check is surprised and cannot act during the surprise round. A party that succeeds may roll initiative and act during the surprise round. Should both parties completely fail to notice each other it is possible to miss an encounter.

Example: The player characters are traveling through a dense jungle and encounter a band of orcs (at a base encounter distance of 2d6x10 feet, as noted above). If neither party makes their Wisdom (Perception) ability check at this distance, neither is aware of the other.

The player characters and band of orcs would make another Wisdom (Perception) ability check if they closed to 1/2 of the base encounter distance. Should both parties fail this check as well it is possible that the encounter would be missed (unless the parties cross paths, in which case a Surprise check would be made at 1/4 of the base encounter distance).

Avoiding Encounters: It is always possible to flee or sneak away from an undesired confrontation if the other party is unaware of your presence or surprised. It is never possible to flee from an encounter where the opponent party is in striking range without drawing parting shots and, possibly, initiating a pursuit (see **Pursuit** on page 80) A party can always flee an encounter if it wins the first initiative roll.

In the wilderness, parties with surprise may always avoid an encounter if desired. If the party does not surprise and still seeks to avoid an encounter, they must make a group Dexterity (Stealth) check (see **GROUP ABILITY CHECKS** on page 70) to sneak away. The DC of this check is equal to the Wisdom (Perception) check of the most perceptive member of the other group.

Whether or not the opposing party will follow in pursuit of the fleeing party is up to the DM but should be based upon the relative strengths of both parties and upon the reasons for and against such pursuit.

Dungeon Random Encounter Checks: The following sequence is provided as an example of how to conduct random encounter checks in a dungeon setting:

Sample Dungeon Encounter Sequence

1. The party explores the dungeon; moving, entering rooms, listening and searching as they move.
2. The DM rolls a d6 for wandering monsters once every turn.
3. A result of 1 on the d6 indicates that a wandering monster is encountered. In more active dungeon areas, or in dungeons that are on high alert, a result of 1 or 2 may indicate a wandering monster encounter.
4. If an encounter is indicated, roll on the applicable Wandering Monster Table (pages 174-175) to determine what type of creature appears.
5. If there is an encounter, the DM rolls 2d6x10 for the distance between the creatures and the party and rolls for the Number Appearing, as per the creature's description (see pages 89-146).
6. The player group and NPC/monster group each make a DC 10 Wisdom (Perception) check to check for surprise (see page 79).
7. The DM rolls initiative for non-surprised NPC or monstrous groups. Non-surprised players roll their group initiative roll.
8. If the creatures act first, the DM rolls on the Encounter Reaction Table to see how they will act (page 78).
9. If the players act first, they may act as they wish.
10. If players try to parley with encountered creatures, consult the Persuasion Table (page 79).
11. If combat takes place, the DM should resolve actions according to the Combat Sequence (page 79).
12. If either side runs away, the DM should check the Fleeing from Combat section of page 80.
13. If combat is avoided or there is no encounter, the encounter ends.
14. If combat takes place, the turn ends once combat is resolved.
15. End of Encounter. Where necessary, the DM should check the characters' remaining Hit Points, whether or not they need rest (see page 85), any changes in the party's marching order, or possessions, their encumbrance (see page 67), their sources of light, the durations of any spells in progress, and the total time the party has spent in the dungeon.

Wilderness Random Encounter Checks: The following is provided as an example of how to conduct random encounter checks during long distance journeys through the wilderness:

Sample Wilderness Encounter Sequence

1. The party decides on their direction of travel.
2. The player leading the group makes a Wisdom (Perception) check to see if the party becomes lost (see page 66 for more details).
3. The DM rolls for wandering monsters once every 2 to 3 hours of travel (2 or 3 encounter checks per 8 hours of travel).
4. Depending on the type of terrain and frequency of patrols, an encounter may take place on a roll of 1, 1 or 2, or even on a roll of 1-3.
5. If an encounter is indicated, roll on the applicable Wandering Monster Table (pages 176-178) to determine what type of creature appears.
6. If there is an encounter, the DM rolls the Base Encounter Distance on the previous page to determine the starting distance between the players and the encountered creatures.

7. Roll to see if either the players or encountered creatures are surprised, as per Encounter Distance and Surprise on the previous page.
8. If the encounter takes place, the DM rolls initiative for non-surprised NPC or monstrous groups. Non-surprised players make their group initiative roll.
9. If the creatures act first, the DM rolls on the Encounter Reaction Table to see how they will act (page 78).
10. If the players act first, they may act as they wish.
11. If players try to parley with encountered creatures, consult the Persuasion Table (page 79).
12. If combat takes place, the DM should resolve actions according to the Combat Sequence (page 79).
13. If either side runs away, the DM should check the Fleeing from Combat section of page 80.
14. If combat is avoided or there is no encounter, the encounter ends.
15. If combat takes place, the turn ends once combat is resolved.
16. End of Encounter. Where necessary, the DM should check the characters' remaining Hit Points, whether or not they need rest (see page 85), any changes in the party's marching order, or possessions, their encumbrance (see page 67), their sources of light, the durations of any spells in progress, and the total time the party has spent in the dungeon.



Encounter Reactions

Any intelligent creature that can be conversed with will react in some way toward the character who is speaking. When a creature is trying to influence the actions or feelings of another through its words, roleplaying in conjunction with Charisma ability checks may be used to resolve the situation.

INITIAL MONSTER REACTIONS: If the DM does not have the monster's reaction planned in advance, the Monster Reaction Table below can be used to decide the monster's actions.

Or course, the DM can always choose the monster's reactions to fit the dungeon or locale.

Monster Reaction Table

Dice Roll (2d6)	Initial Reaction
2	Hatred, immediate attack
3-5	Hatred, possible attack. The party may parley.
6-8	Dislike. The party may parley.
9-11	Dislike, the monster tries to avoid the encounter.
12	Neutral. The monster parleys.

PARLEYING: An NPC or creature that attempts to parley engages in conversation, or otherwise tries to communicate with, the party. Depending on the situation and their natural inclination towards the party members, this may involve them trying to persuade, deceive, or intimidate the player characters.

See the **Social Interaction** section that follows for more details on how player characters, NPCs, and monsters can make Charisma checks in order to influence others.

Social Interaction

Whether your characters are in the depths of the foulest dungeon or presented at court before a council of resplendent nobles, they will find it necessary to engage in discourse with both monsters and NPCs.

Roleplaying on the players' parts should drive these interactions but, at times, the DM may decide that players must make Charisma checks to successfully influence others through their words. At such times, Charisma checks can be made to intimidate, persuade, haggle, or bluff others.

DECEPTION: Deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

The result of the Charisma check when trying to deceive an NPC or monster is the DC for that NPC's or monster's Wisdom (Perception) check. If their Wisdom (Perception) check result equals or exceeds the DC, the target is aware of the lie, misdirection, or evasion. Otherwise, the deception attempt succeeds.



INTIMIDATION: Intimidation checks are made in order to make others fear you or to dominate them into acquiescing to your demands.

The result of the Charisma check made to intimidate an NPC or monster is the DC for that NPC's or monster's Charisma check. If their Charisma check result equals or exceed the DC, the target resists the Intimidation attempt. If the target fails the check, it gives into your demands (if able) until it can escape or get help. Afterwards, the NPC or creature will strongly dislike, or be openly hostile to, that character.

PERSUASION: Charisma checks are commonly made to gain the good favor of others or, with hostile creatures, to prevent violence.

When trying to persuade another creature, its initial attitude towards the speaker sets the DC for the Charisma check. Most NPCs will have an initial attitude of neutrality towards player character, while most monsters dislike or hate humans and demi-humans.

Initial Attitude	Charisma Check DC
Friendly	6
Goodwill	10
Neutral	14
Dislike	18
Hatred	22

The attitude categories, and their social implications, are:

Attitude	Implications	Possible Actions
Friendly	Will take risks to help you	Protect, shelter, heal, aid
Goodwill	Wishes you well	Offer advice or limited help
Neutral	Doesn't much care	Socially expected interaction
Dislike	Wishes you ill	Cheat, lie, avoid, slander, insult
Hatred	Will take risks to hurt you	Attack, interfere, berate, flee

The Persuasion check result determines the result of the interaction:

Check Result	Encounter Reaction
Fails	The target's attitude is unchanged *
Succeeds	The target's attitude improves by one category *

* The character may continue to parley unless he or she fails a Charisma check by 5 or more. Such a failure might even worsen the target's attitude, depending on the circumstances and DM's discretion.

Example: Morgan Ironwolf and Cat Fletcher, making their way through a mountain pass, come upon 2 hill giants resting by a mountain stream. Normally the giants would rush to slay them, as their initial attitude towards the two is one of "Hatred." Having spotted the giants first, the duo attempt to approach cautiously and lets the ever-charming Cat Fletcher speak on their behalf.

Cat Fletcher has a 16 charisma (+2 modifier) and, as an 8th level thief, has an Experience Bonus of +4, giving her a bonus of +6 to her Charisma check.

The giants' initial reaction of Hatred sets the DC at 22. Cat Fletcher's player rolls a 14 on a d20 and adds 6 for a total of 20.

The result (20) fails but is good enough to allow her to make another Charisma check.

Unfortunately, her second attempt fails by 10, meaning that no further attempts may be made and the giants attack.

Combat

The clatter of a sword striking a shield. The terrible rending sound as monstrous claws tear through armor. A brilliant flash of light as a ball of flame blossoms from a magic-user's spell. The sharp tang of blood in the air, cutting through the stench of vile monsters. Roars of fury, shouts of triumph, cries of pain. Combat in D&D can be chaotic, deadly, and thrilling.

Much of the excitement in playing Dungeons & Dragons occurs during the characters' combat with monsters. Whether a fighter battling a horde of bloodthirsty orcs, a thief facing off with a nefarious pirate, or a cleric turning a vampire, combat is often the climax of many roleplaying sessions.

Managing combat is often a challenging affair as the Dungeon Master must not only know the rules but must also know how to apply the rules fluidly to maintain a sense of excitement through description and action. To facilitate this, the rules for combat have been kept as simple as possible with much maneuver room left for the Dungeon Master. They are designed to organize the action of combat yet enable the DM to manipulate the rules in support of the narrative. Narrative development is as equally important to the game as any combat's results. The rules of combat and its narrative development are discussed below.

THE COMBAT ROUND: If an encounter escalates into a combat situation, the time scale of the game automatically goes to rounds (also called melee rounds or combat rounds). Rounds are used to measure the actions of characters in combat (or other intensive actions in which time is important).

As stated earlier, a round is 10 seconds long. Six combat rounds equal 1 minute. This is particularly important to remember for spells that last for minutes, rather than rounds. The progression of a typical combat usually follows the following steps:

Combat Sequence

1. Determine surprise. The DM determines whether either party involved in the combat encounter is surprised.
2. Establish positions. The DM decides where all the characters and creatures are located. Given the adventurers' marching order or their stated positions in the room or other location, the DM figures out where the adversaries are - how far away and in what direction.
3. Roll initiative. Each non-surprised group rolls for initiative. Surprised groups do not get to roll initiative during the surprise round.
4. Take turns. Each participant in the battle takes a turn. The group with initiative goes first.
5. Make Morale checks, if needed, for NPCs and monsters (page 85).
6. Begin the next round. When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

SURPRISE: A surprised party is caught unprepared, becoming aware of their opponent a moment before it strikes. In such circumstances the non-surprised combatants have an immediate advantage over the surprised combatants. A group that is aware of another's presence cannot be surprised.

If a party can be surprised by opponents who are not attempting an ambush (for example, a party of adventurers turning the corner of a

dungeon and stumbling into a band of trolls), one person from each side can make a DC 10 Wisdom (Perception) check to avoid being surprised. Typically, for a party of player characters or NPCs, the character with the best bonus to Wisdom (Perception) ability checks makes this roll. A party that fails this check is surprised and cannot act during the surprise round. A party that succeeds may roll initiative and act during the surprise round.

When one group is trying to surprise their opponents, the potentially surprised party rolls a group Wisdom (Perception) check. The result of this Wisdom (Perception) check sets the DC for the ambushing party's group Dexterity (Stealth) check (see **Group Skill Checks** on page 70). If the ambushing party's group Dexterity (Stealth) check does not equal or exceed this DC, the ambushed group gets to roll initiative and act during the surprise round.

INITIATIVE: Each round of combat should begin by determining which side has the initiative and acts first. To determine initiative, each side rolls a d20 (the DM rolls for the monsters). For player characters and NPCs, the group usually chooses the character with the best Dexterity modifier to make the group initiative check. While Initiative is based on Dexterity, it is not a Dexterity ability check.

The side with the higher roll may move and attack first in combat for that round. All combatants on that side act, and then the other side gets to act.

The DM determines the turn order for monster or NPC groups, while the players can decide the turn order for their group.

If both sides roll the same number, the DM may either demand that both sides roll again, or may consider movement and combat to occur at the same time for both sides (known as simultaneous combat). During simultaneous initiative, players act first and then NPCs/monsters act. After all actions take place, the results of those actions are resolved. If both sides tie on their initiative rolls, and combat is simultaneous, it is possible for both sides to be killed!

COMBAT TURNS: A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of rounds. A round represents 10 seconds in the game world.

During a round, each participant in a battle takes a turn. Each side's turn order is determined by either the DM (for NPCs and monsters) or the players. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

On each combatant's turn, the character, NPC, or monster can move a distance up to its Movement Rate and take one action. Each combatant may choose whether to move or take their action first.

COMBAT MOVEMENT: On a combatant's turn, each combatant may move a distance up to its Movement Rate.

Each combatant can break up its movement on its turn, using some of its movement before and after its action. If a combatant can make more than 1 attack in a combat round it may break up its movement between those attacks.

Example: Morgan Ironwolf has a Movement Rate of 20 feet. She can move 10 feet, take an action, and then move the remaining 10 feet.

Defensive Movement: When moving past a hostile combatant or trying to move away from a foe, a character or monster must move at $\frac{1}{2}$ of their normal Movement rate or suffer a free attack from each non-surprised foe within reach.

Withdrawing from combat with Defensive Movement allows a character or creature to defend itself while moving away from enemies.

Fleeing Combat: A character or creature may retreat from combat at their full Movement Rate but draws parting shots from each non-surprised foe within reach as it moves away. See **Pursuit** below for more details.

Occupied Squares: Combatants can't move through, or end their movement in, an occupied square, unless the creature is much larger or smaller than it (by at least 2 size categories). If a creature wishes to move through an occupied square, it must move at $\frac{1}{2}$ of its normal Movement Rate while in occupied squares or it suffers a free attack from the character or creature occupying the square. See **Defensive**

Movement above for more details.

Pursuit: If either side wants to pursue the other, continue tracking combatant's turns normally until the pursuit is resolved or the pursuers give up the chase.

Monsters will chase fleeing characters if they are confident that they can best them in combat.

When resolving short chases, it's impossible for a slow creature to get away from a determined, faster creature without mitigating circumstances, such as challenging terrain or limited visibility. Likewise, it's no problem for a fast character to get away from a slower one. For extended chases, however, endurance becomes an important consideration in determining the results of a pursuit.

Evading characters may be able to slow this pursuit by dropping items or food. Unintelligent monsters will stop to eat food half the time (a result of 1-3 on 1d6). Intelligent monsters will stop to pick up treasure half of the time. Burning oil will usually (but not always) slow or stop monsters pursuing the characters.

When the speeds of the two concerned combatants are equal, there's a simple way to resolve a chase: If one combatant is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

Tight Spaces and Rough Terrain: A creature squeezing through a narrow gap or moving over rough, slippery, or uneven terrain moves at half of its normal Movement Rate.

Using Different Movement Rates: If you have more than one Movement Rate, such as your walking Movement Rate and a flying Movement Rate, you can switch back and forth between them during your move. Whenever you switch, subtract the distance you've already moved from the new Movement Rate. The result determines how much farther you can move. If the result is 0 or less, you can't use the new Movement Rate during the current move.

Example: Cat Fletcher has a Movement Rate of 40' per round. If she squeezed 5' through a half-closed doorway (at $\frac{1}{2}$ of her normal Movement Rate), she could then walk another 30 feet at her normal Movement Rate.

USING A COMBAT MAP (OPTIONAL)

If you play out a combat using a square grid and miniatures or other tokens, each square on the grid represents 5 feet.

Movement Rate: When using a combat map, each combatant's Movement Rate is broken up into 5-foot segments. This is particularly easy if you translate your character's Movement Rate into squares by dividing the Movement Rate by 5. For example, a Movement Rate of 30 feet translates into a Movement Rate of 6 squares. If grids are used, consider writing Movement Rate in squares on character sheets.

Range: To determine the range on a grid between two things - whether creatures or objects - start counting squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.

COMBAT ACTIONS: During each round of combat, character may move and take 1 action. Typical actions include making an attack, casting a spell, using an item, or making an ability check. The following section describes the various actions a combatant can take on during each turn of combat.

Attack: The most common action to take in combat is making an attack, whether your character is swinging a sword, firing an arrow from a bow, or brawling with fists.

When attacking, a character makes a melee or missile attack. Some monsters, as well as high-level fighters, dwarves, and halflings, may make more than 1 attack each melee round.

Cast a Spell: Spellcasters, such as magic-users and clerics, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, minutes, or even hours to cast the spell.

Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses his or her action in combat to cast such a spell.

Dodge: A character or creature may forego making an attack or casting a spell in order to focus entirely on avoiding attacks. Until the start of its next turn, that combatant has a +4 bonus to Armor Class.

Make an Ability Check: A character may attempt to make an ability check during combat. A Charisma check, for example, could be made to intimidate or reason with foes, while a Dexterity check could be made to slink away from the fight. An Intelligence check could be made to look for a useful item (like a cask of oil) or for an escape route.

When describing what type of ability check you wish to make, the DM determines whether that action is possible and what kind of roll must be made to determine success or failure.

Run: When your character takes the Run action, their Movement Rate is tripled for that round. Any increase or decrease to Movement Rate changes this running speed by the same amount.

Example: Morgan's Movement Rate of 20' per round is reduced by half, to 10' per round, because the floor of the ogre's lair is strewn with bones and other litter. As such, she could run 30' through the ogre's lair. The hallway beyond the noisome lair is clean of debris so, if continued to run next round, she could run 60'.

Creatures taking the Run action cannot use Defensive Movement and reduces their Armor Class by 2.

Use an Object: Combatants normally interact with an object while doing something else, such as when drawing a sword as part of an attack (see the **FREE ACTIONS** section below) or kicking over a cauldron of boiling oil while moving out of a room.

When an object, such as a wand, requires an action for its use, a character can take the Use an Object action. This action is also useful when an item isn't easily accessible or requires some time to handle (e.g., finding a potion in a full backpack, digging 10 gold pieces out of a tied up coin purse, or operating a crank to lower a portcullis).

FREE ACTIONS: A combatant's turn can include a variety of flourishes that require neither the use of its action nor movement. A combatant can take no more than 3 free actions per round. There are several types of free actions that can be taken:

Attack a Careless Opponent: Characters may take a parting shot against a foe that is moving away from, or past, them without using Defensive Movement, as a free action.

Control a Mount: A rider can command their mount to act and move in combat, with a Wisdom check, as a free action.

Dismiss a Spell: Many spells with extended durations are dismissible by their caster. All spells that require the caster's concentration may be dismissed as a free action on the caster's part.

Interact with an Object: Characters can also interact with one easily accessible object or feature of the environment for free, during either their movement or their action.

Examples include drawing or sheathing a sword, opening or closing a door, picking up a dropped axe, taking a bauble from a table, removing or putting a ring on your character's finger, stuffing some food into your character's mouth, planting a banner in the ground, quaffing all the ale in a flagon, throwing a lever or switch, pulling a torch from a sconce, taking a book from a shelf you can reach, extinguishing a small flame, donning a mask, pulling the hood of your cloak up and over your head, putting your ear to a door, kicking a small stone, turning a key in a lock, tapping the floor with a 10-foot pole, or handing an item to another character.

Speak: Characters can communicate however they are able, through brief utterances and gestures.

Example: Morgan Ironwolf directs her mount to charge as a free action. At the same time, she calls out a challenge to her foe (a second free action) while drawing her sword (a third free action).



Melee and Missile Attacks

An attack roll represents an attempt to strike at an opponent in combat. When a combatant makes an attack roll, a d20 is rolled and all applicable modifiers are added to that roll. If the result equals or exceeds the target's Armor Class, the attack hits and deals damage.

When in combat, a defender is often attacked from different directions. A defender may be attacked by up to 8 opponents of the same size, with larger attackers counting as 2 opponents and smaller attackers counting as ½ of an opponent. For the purposes of combat, Small- and Medium-sized creatures are considered to be the same size because both take up a 5' square on a battle mat.

Example: Morgan Ironwolf is attacked by a band of 8 orcs and 2 ogres. Humans are Medium-sized creatures and, as such, can be attacked by 8 Medium-sized opponents. All 8 orcs could attack her, or 6 orcs and 1 ogre could attack her, or 4 orcs and 2 ogres could attack her.

MELEE ATTACKS: Melee or hand-to-hand combat involves combatants attacking foes within reach. Reach is 5' for Small- and Medium-sized creatures or 10' for Large creatures. Melee attacks are usually made with hand-held weapons such as swords, war hammers, or axes. When unarmed, a character or NPC can make an unarmed strike that deals 1 point of damage. A few spells also involve making a melee attack.

A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part.

MISSILE ATTACKS: When making a missile attack, also called a ranged attack, a combatant fires a bow or a crossbow, hurls a hand axe, or otherwise sends projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Some spells also involve making a ranged attack. Missile attacks cannot be made against adjacent foes (those within 5 feet of the attacker).

Missile attacks can only be made against targets within a specified range. If a missile attack, such as one made with a spell, has a single range, it can't be used to attack a target beyond this range.

All missile weapons may be fired up to their listed range (called close range) without penalty. For each range increment beyond the first a cumulative -2 penalty is applied to the missile attack roll. A thrown weapon may be thrown up to 5 range increments away (the initial range increment plus 4 increments beyond that) while other ranged weapons may be fired up to 10 range increments away.

Grenade-Like Missiles: Most grenade-like missiles are items of opportunity or necessity - flasks of oil or vials of holy water. As such, these items are not listed on the equipment tables for range and damage. Most grenade-like missiles have a close range of 10'.

- **Flaming Oil:** Oil causes damage only when it is lit. This normally requires a two-step process - first soaking the target in flammable oil and then setting it afire with a torch. Thus, using flaming oil often requires two successful attacks. A direct hit from flaming oil burns for two rounds, dealing 1d8 points of damage per round. Those splashed by flaming oil take 1d4 points of "splash damage" for one round (see below for more information on splash damage).
- **Holy Water:** Holy water affects most forms of undead and creatures from the Lower Planes. It has no effect against a creature in gaseous form or undead without material form. It deals 1d8 points of damage on a direct hit or 1d4 points of "splash damage" (see below).

If a grenade-like missile is off-target, it is important to know where it lands, as an errant grenade-like missile could present a hazard to other

combatants. The process of finding where it lands is known as "scatter." First, determine the direction that the missing missile takes in relation to its intended target. Roll a d8 and consult the following table:

Next determine how far off the mark the throw is. Roll a d2. The number rolled is the number of 5' squares away from the intended target the missile lands.

8	1 (Short)	2
7	TARGET	3
6	5 (Long)	4

An errant grenade-like missile causes splash damage to all creatures in the 5' square where it lands, and in all adjacent squares.

Attack Rolls

When your character makes an attack, the player's attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The Armor Class of a character is determined during character creation, whereas the Armor Class of a monster is in its description.

ATTACK ROLL MODIFIERS: When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the Attack Bonus that is based on the character's class and level of experience. Melee attacks add the combatant's Strength modifier to them, while missile attacks add the combatant's Dexterity modifier.

When a monster makes an attack roll, it adds a number equal to its Hit Dice to the attack roll. Creatures with less than 1 Hit Die get no bonus to their attack roll.

Some spells also require an attack roll. For melee spell attacks, the caster's Strength modifier is added to the roll, while the caster's Dexterity modifier is added to ranged spell attacks.

Finesse Melee Weapons (Optional)

If this optional rule is used, unencumbered characters may add their Dexterity modifier, rather than Strength modifier, to all melee attack rolls with daggers and short swords. This bonus only applies to attack rolls and has no effect on damage rolls with these weapons.

Rolling a "Natural 1" or "Natural 20"

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

- Natural 20: On a "natural 20" (a 20 is rolled on your d20) the attack automatically hits, even if the resulting attack roll total would normally miss.
- Natural 1: On a "natural 1" (a 1 is rolled on your d20) the attack automatically misses, even if the resulting attack roll total would normally hit.

CONDITIONAL MODIFIERS: The following modifiers are also applied to attack rolls when warranted.

Blinded Combatants: Combatants who cannot see due to darkness or magical effects are considered blinded and have their Movement Rate reduced to $\frac{1}{2}$ of their normal Movement Rate, rounded down to the nearest 5' increment.

Those attacked by blinded combatants have total concealment (see below) and get a +4 bonus to their Armor Class. Blinded combatants also suffer a -2 penalty to their Armor Class against foes that can see them.

Concealment: Combatants are concealed when dim lighting, fog, vegetation, or magic makes them difficult to see.

- Concealment: A concealed, but visible, target gets a +1 bonus to its Armor Class.
- Total Concealment: A concealed target that cannot be seen gets

a +4 bonus to its Armor Class. Invisibility and total darkness give a target total concealment against foes who cannot see them.

Example: A goblin hiding behind a clump of bushes is concealed. It can be seen, but only with difficulty, and it's no easy task to determine exactly where it is. The bushes cannot stop an arrow, but they do make it less likely that the goblin is hit. It gets a +1 bonus to its Armor Class.



Cover: Cover is provided by a barrier or obstacle that stands between the attacker and its target, and only applies against missile attacks. Cover can be provided by stone walls, the corner of a building, tables, doors, earth embankments, tree trunks, and magical walls of force.

- Cover: A target has cover when an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend. Cover grants a +2 Armor Class Bonus.
- Total Cover: A target has total cover if it is completely blocked by an obstacle. A target with total cover can't be targeted directly by a missile attack or a spell, although some spells can reach such a target by including it in an area of effect.

Example: A goblin crouching behind a stone wall would be protected if a Fire Ball exploded in front of the wall but would not be protected by cover if the blast occurred behind it, on its side of the wall.

In missile combat against a target with another combatant as cover, it is important to know whether the cover was struck by an attack that misses its target. In such instances the target gets the usual cover bonus to their Armor Class.

If the attack roll misses the target due to cover, but is high enough to strike the Armor Class of the covering creature, the covering creature is struck instead of the target.

Helpless Combatants: During melee combat opponents who are magically sleeping, held, unconscious or otherwise helpless are automatically struck by any attack made against them. Outside of melee such opponents may be automatically slain, or bound as appropriate to materials at hand, in one round. Note that this does not include normally sleeping or grappled opponents.

Prone Combatants: Prone combatants, typically those lying on the floor, suffer a -2 penalty to their Armor Class and attack rolls. The attack roll penalty doesn't apply to crossbow attack rolls made by prone attackers.

Stunned Combatants: Stunned combatants suffer a -2 penalty to Armor Class and cannot act or move more than 5' per round until they recover.

Two-Handed Weapons: When wielding a melee weapon with two hands, the character gets a +1 bonus to their damage roll.

Two-Weapon Fighting: Combatants may attack with one weapon in each hand. When doing so, the combatant gains no additional attacks per round but, instead, gets a +1 bonus to their attack roll with one of those weapons.

For Small-sized creatures, like halflings, both weapons must be Small melee weapons, such as daggers or hand axes. For Medium-sized creatures, like humans, elves, dwarves, one weapon must be a Small melee weapon. For Large-sized creatures, like ogres, one weapon must be a Medium-sized melee weapon, like a battle axe, and the other may be a Large melee weapon, like a two-handed sword (Large-sized creatures can wield Large-sized melee weapons with one hand).

Combat Ability Checks

Battle often involves one combatant pitting their prowess against that of their foe. Such challenges are represented by opposed ability checks, where an attacker makes an ability check and their foe must equal or exceed that roll on their own ability check.

This section includes the most common combat actions that require opposed ability checks. The DM can use these as models for improvising other opposed checks.

Each of the following may be taken in place of the Attack action (see **COMBAT ACTIONS** on page 80) on a combatant's turn:

Disarm: A combatant can use a melee attack to knock a weapon or another item from a target's grasp. The attacker makes a melee attack roll contested by the target's Strength check. If the attacker wins the contest, the attack causes no damage other than disarming the defender.



Grapple: When attempting to grab or wrestle with an opponent, a combatant can use their action to grapple that foe.

The target of the grapple must be no more than one size larger than its attacker. The attacker tries to grab its target by making a Strength check opposed by the target's Strength or Dexterity check (the target chooses which ability to use). If one grappler is larger than the other, the larger grappler gets a +2 bonus all Strength checks made to make or resist a Grapple.

If the attacker wins the contest, its target is grappled. A grappled creature's Movement Rate becomes 0. The grappled creature may only attack the grappler and may only attack with a Small weapon or natural attacks (e.g., a fist, bite, or claw). A grappled target cannot cast spells and must make a DC 14 Concentration Check on its turn to maintain a spell that requires concentration while grappled.

The grappler may only attack the grappled creature and may only attack with a Small weapon or natural attacks (e.g., a fist, bite, or claw). The grappler may not cast spells while grappling.

Both the grappler and its grappled opponent suffer a -2 penalty to Armor Class and the grappler's Movement Rate is reduced to 5' per round. If the grappler is two or more size categories larger than its grappled foe, it ignores this Armor Class and Movement Rate penalty.

A grappled target can use its action to escape. To do so, it must win a Strength or Dexterity check opposed by the attacker's Strength check.

Shove: A combatant can try to force its way through an opponent's space or knock their foe aside. The combatant initiating the shove or trip makes a Strength check opposed by its target's Strength check. The larger combatant gets a +2 bonus to its Strength check.

If the mover wins the contest, it can do one of the following:

- Move through the target's space once this turn, without drawing

a parting shot (see **Attack a Careless Foe** on page 81) from that foe.

- Push the target 5' away, either to the side or backwards.
- Knock down or trip the target, so that it is prone.

If the attacker fails the check, it ends its movement in the last square it entered before make the check.

Tumble: A combatant can attempt to tumble through, or past, a hostile creature's space. As an action the tumbler makes a Dexterity check contested by the target's Dexterity check.

If the tumbler wins the contest, it can move through, or past, the hostile creature's space once this turn, without drawing a parting shot (see **Attack a Careless Foe** on page 81) from that foe. If not, it ends its movement in the last square it entered before make the check.

If trying to tumble past several foes, each foe gets to make its own Dexterity check to stop the tumbler's movement.

Special Combat Rules

AERIAL COMBAT: In aerial combat, the creature highest in the air usually has an advantage. (The DM may want to keep track of the altitude of each creature on paper.) Usually, speed and altitude in relation to one's opponents will be most important.

In addition, characters casting spells or firing missiles in aerial combat need a stable means of support. A Fly spell, a magic carpet, and the like all provide a stable means of support. A mount that flies by flapping its wings is definitely not stable!

The DM should feel free to add to these guidelines as needed; for example, rules for climbing, diving, turns, crashing, and so on can be added.

Surprise: Certain flying creatures with surprise may make a "swoop" attack on a lower opponent. This attack, if successful, causes double damage.

Missile Attacks: Characters firing a missile from an unstable support have a -4 penalty on to their attack rolls.

If dropping a heavy object, like a rock, from a flying mount, the attacker must succeed at an attack roll with a -4 penalty. If the attack succeeds, it deals 2d6 damage.

Spellcasting: A character must have a stable support to cast spells. Otherwise, they must make a DC 14 Concentration Check in order to cast a spell. A failed Concentration Check means that the spell is lost. Most magic items do not require a stable support to use.

MASS COMBAT: Although large-scale battles are beyond the scope of these rules, the Advanced Dungeons & Dragons™ rules give guidelines for mass combat and sieges.

NAVAL COMBAT: Naval combat between small watercraft usually starts with missile fire and magic. When the boats are close enough, boarding maneuvers can be attempted.

If both ships' crews want to grapple (link together through the use of ropes and grappling hooks), the attempt is automatic. Otherwise, crew members may make a group Dexterity check to successfully grapple the enemy vessel. The DC for this varies, depending on circumstances, but should range between 12 and 16. Grappling may be attempted each round that the ships are adjacent. Once the ships are grappled, the boarding battle is fought as any other melee combat. The boarding action continues until the crew of one ship is killed or surrenders.

MOUNTED COMBAT: Combat-trained mounts, such as war horses, may be ridden into combat without the need to make a Wisdom check. When fighting from a combat-trained mount, the rider can direct the mount to move while still taking his or her action for the round, by making a DC 14 Wisdom check as a free action (see **FREE ACTIONS** on page 81). The mount acts on the rider's turn.

Mounts that are not combat trained, such as donkeys and riding horses, must always be coaxed into combat with a DC 14 Wisdom check. This check requires the use of an action at the start of combat. When fighting from an untrained mount, the rider can direct the mount to move while still taking his or her action for the round, by making a DC 18 Wisdom skill check as a free action (see **FREE ACTIONS** on page 81). The mount acts on the rider's turn.

Mounting or dismounting a creature uses $\frac{1}{2}$ of the rider's movement for the round.

Lance Charge: If a mounted combatant charges towards an opponent at the mount's full Movement Rate, her or she may make a lance (spear) charge attack against that opponent. On a successful attack, a lance charge deals double damage (2d6).

UNDERWATER COMBAT: Non-aquatic creatures can have considerable difficulty when fighting in water. All melee attacks made suffer a -2 attack and damage penalty, unless the weapon is a dagger, short sword, spear, or trident. Non-aquatic creatures also suffer a -2 penalty to their Armor Class when under water.

Missile weapons may not be used unless the weapon is a crossbow, javelin, trident, or dart designed specifically for underwater use.



Damage and Healing

Injury and the risk of death are constant companions of those who explore the worlds of D&D. The thrust of a sword, a well-placed arrow, or a blast of flame from a Fire Ball spell all have the potential to damage, or even kill, the hardiest of creatures.

ABILITY DRAIN: Some undead creatures drain ability scores, rather than levels of experience, with their energy drain ability. If permanent, nothing short of a Restore spell reverses such ability loss. Ability drain results from the attacks of undead creatures, such as shadows. The Feeblemind spell permanently lowers the target's Intelligence score but, unlike ability drain attacks, cannot be reversed through the use of a Restore spell. Only a Heal, Dispel Magic, Miracle, or Wish spell may be used to cancel the effects of Feeblemind.



ATTACK DAMAGE: Each weapon, spell, and harmful monster ability specifies the Hit Point damage it deals. Roll the damage die or dice, add any modifiers, and then reduce the target's Hit Points by this amount. Magic weapons, special abilities, and other factors can grant a bonus to damage.

When attacking with a melee weapon, thrown weapon, or unarmed strike, characters add their Strength ability modifier to the damage. A spell tells you which dice to roll for damage and whether to add any modifiers.

If a spell or other effect deals damage to more than one target at the same time, roll the damage once for all of them.

Example: When a magic-user casts Fire Ball the spell's damage is rolled once for all creatures caught in the blast.

Minimum Damage: If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

Damage Resistance and Vulnerability: Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature has resistance to a type of damage, damage of that type is halved against it. If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it.

Both resistance and vulnerability are applied after all other modifiers to damage.

Immunities: Many creatures are immune to one or more forms of attack. A creature with immunity to a particular effect cannot be harmed or otherwise hindered by such effects. Examples of immunities include, but are not limited to immunity to:

- Disease
- Charm spells (including Command, Geas, and Hold Person)
- Fear
- Ghoul's paralysis
- Non-magical weapons (see **Weapon Immunity** below)
- Poison
- Sleep spells

Plant creatures, for example, are immune to Charm spells (except for Charm Plants) and fear effects. Undead creatures, on the other hand, are immune to disease, Charm spells, fear, and poison. Creatures with innate poison or disease attacks are immune to the harmful effects of their own poison or disease. Individual creature's immunities are listed and described in **CHAPTER 6: MONSTERS**.

Weapon Immunity: Some monsters, particularly lycanthropes and powerful undead such as vampires, are immune to normal weapons. Attackers need special weapons to hurt them. The most common of these are silver and magical weapons.

Special weapon requirements are listed in the monster descriptions as "silver or magic weapons to hit" or something along those lines. The listed weapon type must be used to damage the monster. Magical weapons are of greater power than silver weapons and, as such, can strike creatures that normally can be hit by only silver weapons.

Even creatures immune to certain weapons can be affected by magical spells, unless a specific immunity to a spell or group of spells is listed in the description.

When a creature is hit by a weapon to which it is immune, the attack appears to leave a visible wound. However, no points of damage are inflicted.

Example: A vampire strides across the banquet hall toward Morgan Ironwolf and her fellow adventurers. Fearfully, they fire a volley of arrows at it.

Three arrows hit, but the vampire doesn't even break his stride. They watch, aghast, as he disdainfully plucks the arrows from his body.

Just as he closes with them, Morgan swings and hits him with her magical longsword. The vampire's smug look of overconfidence is transformed to one of snarling rage as he realizes with a shock that one of these sniveling humans has hurt him!

The DM may want to allow other attacks to hit such creatures in two circumstances:

First, attacks by other "unhittable" creatures may be allowed (for example, a lycanthrope could attack a wight).

Second, attacks by monsters with more than 4 or more Hit Dice may be allowed (e.g., an owlbear could attack a wererat).

HIT POINTS: Hit Points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more Hit Points are more difficult to kill. Those with fewer Hit Points are more fragile.

A creature's current Hit Points (usually just called Hit Points) can be any number from the creature's Hit Point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its Hit Points. The loss of Hit Points has no effect on a creature's capabilities until it drops to 0 Hit Points.

Describing Hit Point Loss: DMs describe Hit Point loss in different ways. When a creature's Hit Point total nears half its Hit Point maximum, it shows signs of wear, such as cuts and bruises.

An attack that reduces a creature to 0 or fewer Hit Points deals a mortal wound, leaving a bleeding injury and major trauma.

Zero Hit Points: When a living creature drops to 0 or fewer Hit Points, it is dying. A living creature that is knocked below 0 Hit Points by an attack that dealt more than 15 points of damage is instantly killed. Otherwise, it is reduced to 0 Hit Points, rendered helpless, and dying.

If not healed or **stabilized** (see below), a dying creature will die in 3 melee rounds. A dying creature that is wounded again dies.

Non-living creatures, such as undead monsters or animated creatures, are destroyed or rendered inert when they reach 0 Hit Points.

Subdual Damage: Sometimes an attacker wants to knock out a foe, rather than kill it.

When an attacker reduces a creature to 0 or fewer Hit Points with a melee attack, the attacker can choose to knock the creature out rather than deal a lethal blow. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable at 0 Hit Points.

Stabilizing a Dying Creature: The best way to save a creature with 0 or fewer Hit Points is to heal it. If magical healing is unavailable, the creature can at least be stabilized so that it doesn't die through blood loss.

A character can use an action to make a DC 10 Intelligence check. A successful roll indicates that the target is stabilized and unconscious, at 0 Hit Points.

RECOVERING HIT POINTS: Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic.

A creature that has died can't regain Hit Points until magic such as the Raise Dead spell has restored it to life.

Resting: Rest can restore a creature's Hit Points. A character or creature that rests for at least 8 hours recovers 2 Hit Points plus a number of Hit Points equal to their Attack Bonus (based upon their character class and level of experience) when resting. Monsters recover 2 Hit Points plus a number of Hit Points equal to their Hit Dice.

Characters can only recover Hit Points once per day by resting.

Magical Healing: Magical methods such as a Cure Light Wounds spell or a potion of healing remove damage in an instant.

When a creature receives magical healing, Hit Points regained are added to its current Hit Points. A creature's Hit Points can't exceed its Hit Point maximum, so any Hit Points regained in excess of this number are lost.

Different methods of healing may be used together: a character might rest for 8 hours and also be healed by a Cure Light Wounds spell while resting.

Morale (Optional)



All NPCs and creatures have a Morale Rating. This rating comes into play whenever that NPC's or creature's loyalty or courage is in question. Morale Ratings have corresponding Morale Scores that are handled much like an ability score, and typically range from 3-18.

MORALE SCORES: A monster's morale score is given in each monster description. This score is a number from 3-18. The higher the morale score, the better the morale.

To generate the Morale of NPC retainers, roll 3d6 and add the Charisma modifier of the character who has hired the retainer.

Lawful retainers have a +2 adjustment to their Morale Score. Chaotic retainers have a -2 adjustment to their Morale Score.

A score of 9-12 is average. A score of 3 means that the monster will not fight. A score of 18 means that the monster will fight to the death without checking morale. Creatures with a morale score between 3 and 18 will need to "check morale" at some time during a battle, as explained below.

Morale Score	Modifier
3	-3
4-5	-2
6-8	-1
9-12	±0
13-15	+1
16-17	+2
18	+3

WHEN TO CHECK MORALE: Morale checks are made in circumstances where the loyalty or bravery of the monster or retainer is tested. The following chart gives some examples of circumstances that warrant morale checks, and possible outcomes of failed checks:

Circumstance	Failure Indicates
50% loss of allies*	Flees
Abandoned	Flees
Faced by an obviously superior enemy	Desertion
Has a chance to steal goods	Steals
Leader lost*	Flees
Left alone in possible danger	Desertion
Offered bribe	Accepts bribe
Ordered into extreme danger	Desertion
Ordered into possible danger	Refusal
Ordered to testify against leader	Agreement

* Lost allies or leader are slain, captured, incapacitated, or have fled.

HOW TO CHECK MORALE: During combat it is often necessary to check a retainer's or monster's morale to see if it will continue to fight. As noted above, morale checks may also be made to check a retainer's loyalty to the party or a monster's loyalty to its leader.

Morale checks are made just like an ability check: Roll a d20, add the Morale modifier (see the table above), and add the Experience Bonus (see page 69) for NPCs or a bonus equal to $\frac{1}{2}$ of the Hit Dice for monsters.

If the result is greater than the Morale Check DC, the monster or retainer continues to fight their ground or, in the case of a test of loyalty, remains loyal.

If the result is less than the Morale Check DC, the retainer or monster will try to fall back or retreat. If that is not possible, it will parley or surrender. In the case of a test of loyalty, a failed check means that the retainer or monster turns against their master in an act of self-preservation or outright betrayal.

Retainers do not need to check morale in combat unless the danger is greater than might reasonably be expected. If a retainer is given a full share of treasure for several adventures, his or her Morale Score might permanently become 1 higher than the original Morale Score.

Morale should never be checked more than twice per encounter. If monsters or NPCs make two morale checks, they need make no further checks.

Circumstances	DC
Bribed to betray a generous leader	6
Bribed to betray a fair leader	8
Bribed to betray an average leader	10
Bribed to betray a poor leader	12
50% of allied forces are slain or otherwise lost	12
Leader slain or otherwise lost	12
Facing a superior enemy or force	14
Forced to take undue risks	14
Forced into extreme danger	18
Abandoned by allies	18
Facing a vastly superior enemy or force	18
Unable to affect foes*	22

* Creatures protected from attack by magic, or which require magic weapons to be struck and group does not possess these.

Example of Combat

Four player characters, Morgan Ironwolf (2nd level fighter), Silverleaf (2nd level elf), Fredrik (1st level dwarf), and Sister Rebecca (2nd level cleric) enter a room through a secret door which was detected and opened by Fredrik. The room appears to be empty. While they are searching for it, a second secret door opens (which Silverleaf and Sister Rebecca did not find) and the first pair of 12 hobgoblins walks in.

The DM checks for surprise for the hobgoblins, who fail a group Wisdom (Perception) check with a roll of 5. Silverleaf, the player with the best Wisdom ability check bonus (+4), makes the Perception check on behalf of the players and fails with a total roll of 9. The two groups stare at each other for a few moments.

As Silverleaf is the only member of the party who speaks Hobgoblin, the other characters elect him as their spokesman. The player who runs Silverleaf becomes the caller. He quickly warns his allies that he may have to use his Sleep spell.

Silverleaf steps forward with both hands empty in a token of friendship, and says "Greetings, noble dwellers of deep caverns: can we help you?". Just in case, Silverleaf is thinking of the words he must chant to cast his spell.

The DM decides that Silverleaf's open hands and words in the hobgoblins' language are worth +1 on the Charisma ability check that is made to persuade the hobgoblins. Since the hobgoblins hate both elves and dwarves, and aren't too fond of humans either, the DM sets the DC of the Charisma check at 22 (see page 79).

Unfortunately, Silverleaf's player rolls a total Charisma check of 10, which fails the check 12 points (not good enough to even allow Silverleaf to continue parleying). The hobgoblins draw their weapons, but do not attack.

The largest of the hobgoblins shouts, in his language, "Go away! You're not allowed in this room!"

"It's okay: Gary sent us." Silverleaf answers.

"Huh?" the hobgoblin leader wittily responds as the remaining hobgoblins start to file into the room and draw their weapons, signaling the start of combat.

The DM rolls an 8 for the hobgoblins' initiative and Silverleaf, who has the best Dexterity modifier in the party (+2) rolls a total of 11 for the party, so the party has the initiative.

Silverleaf has already warned the others that he is going to throw a Sleep spell if the hobgoblins attack, so the party has Silverleaf act last, so that the rest of the party can move to form a defensive line across the room (and away from the spell's area of effect) on their turns.

Morgan moves and fires her short bow at hobgoblin #1 (the largest hobgoblin). She has a +5 bonus to her short bow attack rolls and rolls a 10 on the d20, for a total of 15. The hobgoblins have a 14 Armor Class, so this hits. She rolls 1d6 for the arrow damage and rolls a 4. This wounds hobgoblin #1, who had 7 Hit Points. The 4 points are deducted from these Hit Points, leaving it with 3 Hit Points.

Fredrik moves next and, once next to Morgan, throws his hand axe at the hobgoblin next to largest hobgoblin. He has a +1 bonus to attack rolls when fighting hobgoblins, so he has a total attack bonus of +4. He rolls an 11 on the die, for a total of 15, which hits. He also gets a +1 damage bonus when fighting hobgoblins. Thrown weapons also add the wielder's Strength modifier to the damage roll, so he gets an additional bonus (+2) to the 1d6 damage roll. He rolls a 4 on the d6 and adds 3 points of damage, for a total of 7 Hit Points of damage. This kills hobgoblin #2.

Sister Rebecca is pulls out her mace, braces her shield, and falls back beside Morgan and Fredrik. She doesn't move up to attack the hobgoblins because she only moves 20' per round. As such, she doesn't move fast enough to move up, attack, and then move back to the defensive line.

Silverleaf casts his spell and finds that 10 levels of monsters fall asleep. Since hobgoblins have 1+1 Hit Dice, they are treated as 2 Hit Die monsters for this purpose. Therefore, five hobgoblins fall asleep: the wounded hobgoblin (#2), the pair that just started coming through the

secret door, and two that were just beyond the opened secret door. After casting the spell, Silverleaf moves behind his allies.

The hobgoblin leader is out of action, so the DM decides to check the hobgoblins' morale. Normal hobgoblin morale is 13 (+1 modifier) so the DM rolls a d20 and adds 1 to the Morale Check roll. The DM rolls a 13, so the hobgoblins will fight on.

On the hobgoblins' turn the 6 remaining hobgoblins enter the room and close to the engage the party in melee. The hobgoblins move up to the party's defensive line and attack Fredrik, Sister Rebecca, and Morgan.

The first hobgoblin attacks Fredrik, rolls a 16 and adds 1 to the roll (because it has 1 Hit Die). This hits Fredrik's Armor Class of 15 and deals 8 points of damage! Poor Fredrik had only 6 Hit Points, so he is reduced to 0 Hit Points and dying. If the attack had dealt 15 or more Hit Points of damage, Fredrik would have been instantly killed.

The second hobgoblin attacks Morgan. Her Armor Class is 16, since she had her bow out (which requires two hands, so her shield was not included in her Armor Class total). The DM rolls a 15 and adds 1 for a total of 16. This hits and Morgan takes 4 points of damage - not quite enough to reduce her to 0 Hit Points.

The third hobgoblin strikes the helpless and dying Fredrik, automatically striking, and instantly killing, him.

The fourth hobgoblin attacks Morgan, rolls an 8, and misses her.

The fifth and sixth hobgoblins attack Sister Rebecca. Fortunately for her, both hobgoblins fail to roll high enough to strike her Armor Class of 15.

Morgan drops her bow, draws her sword, and kills one of the hobgoblins that is attacking her. Both Sister Rebecca and Silverleaf attack and, together, kill one hobgoblin. This leaves 4 hobgoblins standing.

It is now the hobgoblins' turn to act. The DM decides to check the hobgoblins' morale again, since only one third of them remain and their leader is slain. He sets the DC at 14, since they are facing superior foes, but only rolls a 9 for the Morale Check.

The last four hobgoblins drop their weapons, and shout (in Hobgoblin, of course). "We surrender! We'll tell you all about this room if you don't kill us!" If the hobgoblins had made their Morale Check, they would have continued to fight to the death.

Silverleaf tells the party what the hobgoblins have said. The characters accept the surrender, tie up all the hobgoblins, and remove their weapons. The helpful hobgoblins not only tell the party where the treasure is, but how to avoid the poison needle trap which guards the lock on the chest.

Before the party leaves, they gag the hobgoblins, to make sure that no alarm will be raised. Morgan is Neutral in alignment and argues that it is not safe to leave a sure enemy behind them, even if that enemy is temporarily helpless. Silverleaf is also Neutral, but he believes that the hobgoblins are too terrified to be of any further threat. If Morgan wants to kill the prisoners, he won't help her, but he won't stop her, either.

Sister Rebecca, a Lawful cleric, is shocked by Morgan's suggestion. She tells Morgan that a Lawful person keeps her word, and that she promised the hobgoblins that they would be spared. Her god would never allow her to heal someone who killed helpless prisoners...

Morgan agrees that killing captives is wrong, and that it was only the great pain from her wound which caused her to say such things. Sister Rebecca casts her Cure Light Wounds spell on Morgan. It does 5 points of healing, bringing Morgan back to her normal 7 Hit Points.

Faced with the loss of their boon companion, Fredrik, the party is now left to consider their next course of action. Having already lost their thief, Black Dougal, to a poison needle trap in the previous room, they must decide on whether to press onward in their search of the Haunted Keep or return to town of Luln to enlist the help of other adventurers.

CHAPTER 6: MONSTERS

Any creature that is not a player character is called a monster. Even non-player characters (NPCs) are considered monsters for the purposes of setting up encounters and awarding Experience Points.

Monsters may be friendly or unfriendly, wild or tame, normal beasts or fantastic. The DM will choose, from these monsters, the friends and opponents of the players.

General Terms

The monsters are listed in alphabetical order to aid quick reference. The monsters in this section and their abilities are of the strength and type most commonly encountered. The DM may wish to make these monsters stronger or weaker to suit the needs of the campaign. When adjusting the strength of a monster, the DM must also adjust the other abilities, such as Armor Class, Movement Rate, Damage, and Special Attacks or Defenses so that they balance with the monster's adjusted Hit Dice. The DM may also create other monsters after becoming familiar with the monsters in this book, perhaps basing such monsters on creatures the DM has read about in works of fantasy or science fiction.

Some of the monsters' names are followed by an asterisk (*). This means that magic and special or magic weapons are necessary to fight the monster. It is recommended that these monsters be used with caution.

ARMOR CLASS: The Armor Class (AC) of each monster is given as a number similar to the AC of characters. The number is based on both the toughness of a monster's skin or clothing and on the monster's speed and agility.

ATTACKS: Attacks gives the number and type of attacks which the monster may make in one round, and shows how much damage each attack deals.

Damage gives a range of points of damage caused if the monster's attacks are successful. When a monster can make several attacks in one round, the attacks and damages are given in the same order.

Example: "Attacks: 2 claws, 1 bite, 1-4, 1-4, 2-12" means that the monster's claw attacks may each do 1-4 (1d4) points of damage, and the bite may cause 2-12 points (2d6) points of damage if successful.

When a monster makes a successful attack, the DM should roll dice corresponding to the damage range to determine the damage done (i.e., 3-18 = 3d6). Special attacks may also be listed under damage, such as poison, petrification (turn to stone), paralysis, energy drain, and so on.

DARKVISION: Most non-human monsters have Darkvision and may see up to 60' away in darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant the ability to see in magical darkness but negates penalties for naturally dim or dark areas.

HIT DICE: Hit Dice gives the number of eight-sided dice (d8) to be used to determine a monster's Hit Points, as well as any adjustments to the Hit Points (+ or -).

Example: To determine the Hit Points of a monster with 3+1 Hit Dice, roll 3d8 and add 1 to the total. The DM will always use eight-sided dice to find a monster's Hit Points.

"Hit Dice" also represents the level of the monster and the dungeon level on which it is most commonly found. In general, a monster's level equals its number of Hit Dice, ignoring any pluses or minuses.

Example: A monster with 3+1 Hit Dice is a third level monster and is most commonly found on the 3rd level of any dungeon.

Note: If a monster has several special powers, the DM may consider it one or two levels greater than its Hit Dice.

A monster's level is only a guide, and a monster could be found anywhere in a dungeon, whatever the level. However, as a general rule, it is useful to limit monsters to 2 dungeon levels higher or lower than their Hit Dice. When monsters are encountered on dungeon levels less than the monsters' level, there should be fewer monsters than normal. And when monsters are met on dungeon levels greater than the monsters' level, there should be more monsters than normal.

Example: A 4th level monster might be found anywhere in dungeon levels 2 through 6, but it is not likely to be found on the 1st or 7th levels except one at a time (on the 1st level) or in large numbers (on the 7th level or below).

"Hit Dice" also determines a monster's attack bonus (+1 per Hit Die) and the number of Experience Points a character will get for defeating it. The Experience Points for Monsters table is arranged by the monster's Hit Dice. In each monster's description, an asterisk (*) after the Hit Dice means that the special abilities bonus should be added when the DM gives out Experience Points. Two asterisks means that the special abilities bonus should be added twice when the DM gives Experience Points.

CHECK BONUS: The Check Bonus, equal to ½ of the monster's Hit Dice, is applied to all Saving Throws and Morale Checks for the monster. The DM can adjust this bonus when making an ability check or Saving Throw for which the creature is well, or poorly, suited. Unintelligent monsters, for example, should make Intelligence, Wisdom, and Charisma ability checks and Saving Throws with ½ of this bonus.

Example: An animal-type monster with 4 Hit Dice will make INT, WIS, and CHA saves with a Check bonus of 1 rather than 2.

Many creatures get a bonus to specific ability checks and/or skill checks, such as bonuses to all Wisdom (Perception) checks or Dexterity (Stealth) checks. This is in addition to the creature's usual Check Bonus.

MORALE: Morale shows the suggested Morale Score. When making Morale Checks, the DM adds the monster's Check Bonus to the d20 die roll. If the roll does not equal or exceed the Morale Check DC, the monster will try to run away or surrender.

MOVE: Move (short for Movement Rate) gives the number of feet a monster may move in one melee round. Some monsters will have two Movement Rates; the first rate is the speed of the monster when walking, and the second rate is a special form of movement such as swimming, flying, or climbing.

NO. APPEARING: Number Appearing, abbreviated as No. Appearing gives the suggested number of that monster type which will appear when encountered on the same dungeon level as that monster's Hit Dice (or monster level).

Example: If a monster has 3+1 Hit Dice and the Number Appearing is 1-6, then 1d6 of those monsters may be commonly encountered on the 3rd dungeon level. When the same monster is met on levels greater than the monster's level, more monsters should be encountered or when encountered on levels less than the monster's level, fewer monsters should be found.

Example: If the 3+1 Hit Dice monsters mentioned above are encountered on the 1st dungeon level, only 1-2 or 1-3 might be encountered. On the 5th level, 2-12 or 2-16 of the monsters might be found. The exact number is left to the DM's choice.

The number given in parentheses after the Number Appearing is the suggested number (if any) of that monster which might be met in the monster's lair (home) or in the wilderness.

Monster lairs in wilderness will usually be 5 times the number normally met in dungeons. A "0" given as the Number Appearing means that the monster will not usually be found in a dungeon (or wilderness, for a "0" in parentheses).

SPECIAL ATTACKS: Some notes on the special attacks of each creature follow:

Acid: This is a special attack used by gray oozes and ochre jellies. A hit scored against the character's Armor Class means that the acid has reached the skin. The acid damage will be determined (no longer needing a roll "to hit") for as long as the character stays in contact with the monster, and until the acid is washed off (with water or wine). Acid attacks will destroy non-magical armor in a number of rounds given in the creature's description.

A black dragon's acid breath weapon is different and causes damage for only one round per breath and then it is neutralized. It does ½ damage if the Dexterity Saving Throw is made, and armor will only be destroyed if the character dies.

Charge: When a creature rushes into melee combat this is called a charge. A charge cannot be made after the opponents have closed to melee range, nor can it be made in forest, mountain, jungle, swamp, or rough terrain which prevents running. The charging creature must move at least 30 feet in a melee round.

A successful charge attack by a creature with large horns or tusks does double damage to an opponent.

Characters can set a spear or pole arm, by bracing it against the ground, if they have initiative over the creature, and set the weapon on their action. Hits on charging creatures by braced spears or pole arms do double damage.

Charm: A character who fails its Charisma Saving Throw from a charm attack (such as from a harpy) is unable to make any decisions. A charmed character will be unable to attack or harm the charming monster in any way, and will obey simple commands the monster makes, if understood (if the monster speaks Common or if the character can understand the monster's language).

If a charmed character cannot understand a monster, he or she will try to keep that monster safe from harm. Charmed characters are too confused to use any spells or magic items. The death of the charming monster will usually break this type of charm. (A charm may be magically dispelled.)

Continuous Damage: Certain attacks (constriction, blood drain, swallow, etc.) will automatically continue to do damage after the first hit is scored. Usually, the monster must be killed to rescue the victim.

Disease: When a character takes damage from the natural attack of a diseased creature, rests in a disease-ridden area, or ingests diseased food he or she must make a Constitution Saving Throw in order to avoid its ill effects.

The DC of the Constitution save is usually $10 + \frac{1}{2}$ of the Hit Dice of the monster. Unless otherwise noted, a diseased character is sickened. Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half.

Energy Drain: A successful hit by a wight will drain energy from the victim unless it makes a Constitution Saving Throw. Each Energy Drain will destroy one level of experience of a character, or one Hit Die of a monster. Some Energy Drain attacks drain one or more ability scores, rather than levels of experience.

Unless specified, assume that the DC of the Constitution save is $10 + \frac{1}{2}$ of the Hit Dice of the monster.

The creature drained of energy loses all the benefits (attack level, saving throws, spells, etc.) of the former level. This effect cannot be cured with any magic short of a Restore spell.

Gaze Attacks: Monsters with a gaze attack, such as the basilisk, have the power to affect an opponent simply by making eye contact. This makes these creatures incredibly dangerous, for the slightest glance can cause great harm.

Characters who look directly at such creatures in order to attack them, or those who are surprised by the creature, automatically meet the creature's gaze. These unfortunate characters must make a Wisdom Saving Throw to avoid the effects of the creature's gaze attack. Such attackers undergo the gaze attack each round they attack.

Unless specified, assume that the DC of the Constitution save is $10 + \frac{1}{2}$ of the Hit Dice of the monster.

Blind-folded characters are immune to these attacks but suffer the penalties for being blinded (see page 82).

Paralysis: When a character is hit by a paralyzing attack and that character fails his or her Strength Saving Throw, the character is "frozen" and unable to do anything, but is not dead. The character remains fully aware of things happening in the area, but is unable to do anything that requires movement (speaking, spell casting, and so forth) until the paralysis wears off. Unless specified, assume that the DC of the Strength save is $10 + \frac{1}{2}$ of the Hit Dice of the monster.

Unless otherwise stated, paralysis will last for 2-8 (2d4) turns. A Remove Paralysis spell will remove paralysis. Any attacks on a paralyzed creature will automatically hit (only a roll for damage is necessary). Paralysis itself has no permanent effects of any kind.

Poison: Poison is the bane of all characters. If a character is hit with a poisoned attack and misses his or her Constitution Saving Throw, the character will usually die. A Neutralize Poison spell cast within 1 minute (6 rounds) of the poisoning revives the poisoned character.

Swallow: This is an attack in which the opponent is swallowed whole. This attack always succeeds on a "to hit" roll of 20, if the attack is made against a smaller creature.

A swallowed creature will take the given amount of damage each round until either the character or the monster dies. A swallowed creature with an edged weapon may attack the creature from inside, with a -4 penalty on its attack rolls.

Being swallowed may have other effects, depending on the monster (paralysis, loss of consciousness, etc.). In 1d6 hours after death, the victim will be completely digested and not recoverable.

Swoop: This is a diving attack, used by certain flying monsters. If the flier has surprise, the swoop attack does double damage.

Swoop attacks cannot be attempted against opponents hidden by cover. In addition, on a roll of that beats the target's Armor Class by 5 or more points, the target is grasped by the creature. If smaller than the swooping creature, the monster will try to carry the target away. If the character is too heavy, the monster will release him or her and attack normally the next round.

Trample: This attack is an attempt by a monster to use its superior size and weight to crush an opponent. Creatures with a trample attack have a 75% chance per round of using it, and a 25% chance of using a different attack. Trample attacks add +4 to a monster's attack rolls against smaller creatures but allow those targets the take parting shots as they pass.

The DM may wish to allow herds of 20 or more normal animals, such as horses, to stampede and trample. A herd will cause 1-20 points of damage when trampling.

SPECIAL DEFENSES: Some monsters that are enchanted, magical in nature, or have special abilities will often have immunities or resistance to certain types of attacks, as noted in their description.

Damage Resistance and Vulnerability: Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage. If a creature or an object has resistance to a damage type, damage of that type is halved against it. If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it.

Both resistance and vulnerability are applied after all other modifiers to damage. Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance.

Immunities: Many creatures are immune to one or more forms of attack. A creature with immunity to a particular effect cannot be harmed or otherwise hindered by such effects. Examples of immunities include, but are not limited to immunity to disease, Charm spells, fear, ghoul's paralysis, normal weapons (see Weapon Immunity below), poison, or Sleep spells.

Plant creatures, for example, are immune to Charm spells (except for Charm Plants) and fear. Undead and animated creatures, for example, are immune to disease, Charm spells, fear, energy drain, paralysis, and poison. Creatures with innate poison or disease attacks are immune to the harmful effects of their own poison or disease.

Regeneration: Creatures with this ability recover from wounds quickly. Damage dealt to the creature heals at a fixed rate per round, as given in the creature's entry. Certain attack forms, typically fire and acid, deal damage to the creature that cannot be healed through regeneration. Such damage must be healed naturally.

A regenerating creature that has been rendered unconscious must be burned or immersed in acid in order to be killed, as creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Weapon Immunity: Some monsters, particularly lycanthropes and powerful undead such as vampires, are immune to normal weapons. Special weapon requirements are listed in the monster descriptions as "silver or magic weapons to hit" or something along those lines. The listed weapon type must be used to damage the monster. Magical weapons are of greater power than silver weapons and, as such, can strike creatures that normally can be hit by only silver weapons.

Even creatures that are immune to certain weapons can be affected by magical spells, unless a specific immunity to a spell or group of spells is listed in the description.

When a creature is hit by a weapon to which it is immune, the attack appears to leave a visible wound. However, no points of damage are inflicted.

Example: A vampire strides across the banquet hall toward Morgan Ironwolf and her fellow adventurers. Fearfully, they fire a volley of arrows at it.

Three arrows hit, but the vampire doesn't even break his stride. They watch, aghast, as he disdainfully plucks the arrows from his body.

Just as he closes with them, Morgan swings and hits him with her magical longsword. The vampire's smug look of overconfidence is transformed to one of snarling rage as he realizes with a shock that one of these sniveling humans has hurt him!

The DM may want to allow other attacks to hit such creatures in two circumstances:

First, attacks by other "unhittable" creatures may be allowed (for example, a lycanthrope could attack a wight).

Second, attacks by monsters with more than 4 or more Hit Dice may be allowed (e.g., an owlbear could attack a wererat).

TREASURE TYPE: Treasure Type gives the letter of the treasure type which can then be used to determine any treasure in the monster's possession, using the **Treasure Types** table on page 148.

Not all monsters have treasure! Unintelligent animals rarely have treasure, through some animals might collect bright shiny objects, and any meat-eating creature might have recently killed someone who was carrying treasure. In general, treasure is usually found in a monster's lair (home). Wandering monsters are therefore less likely to be carrying treasure than monsters which have nearby lairs.

Alignment shows whether the monster is Lawful, Neutral, or Chaotic. Unintelligent animals are usually Neutral. The DM should be careful to play the alignment of each monster correctly. Only the intelligent monsters can speak an alignment language.

Monster Descriptions

Aerial Servant*

Armor Class:	17	No. Appearing:	1
Hit Dice:	3*	Morale Score:	16
Check Bonus:	1	Treasure Type:	Nil
Move:	120' flight	Alignment:	Neutral
Attacks:		1 bash, 2-20 damage	
Special Attacks:		Invisibility, +10 to Strength (Grapple) checks	
Special Defenses:		Magic weapons to hit	

This creature is a form of air elemental native to the Elemental Plane of Air, as well as the Ethereal and Astral Planes, and can be summoned to the Prime Material Plane by clerics. Aerial servants try to avoid combat on their native planes.

Normally invisible, if seen on their home plane, they resemble legless humanoids of sparkling blue smoke, with empty eyes, a slash for a mouth, and long, four-fingered hands. Due to their invisibility, they are usually only detected when they attack or if heard, gaining a +8 bonus to all Dexterity (Stealth) checks.

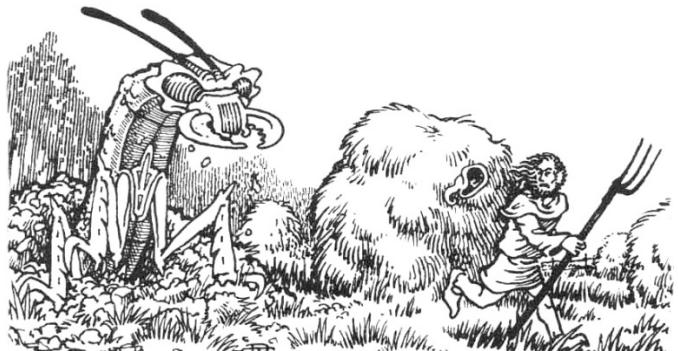
A cleric who summons an aerial servant will be attacked unless warded with a Protection from Evil spell, because the servants resent being summoned. Otherwise, the servant will complete any duty for the cleric, except fighting, as fast as possible. If the servant is prevented from completing its mission, it goes insane and returns to kill the summoning cleric.

Animal; Normal and Giant: see Antelope (Herd Animals), Ape, Bat, Bear, Boar, Camel, Cat, Elephant, Ferret, Hawk, Horse, Prehistoric, Rat, Rhinoceros, Rock Baboon, Shrew, Weasel, and Wolf.

Ankheg

Armor Class:	17	No. Appearing:	0 (1-6)
Hit Dice:	4*	Morale Score:	9
Check Bonus:	2	Treasure Type:	C
Move:	40', 20' burrow	Alignment:	Neutral
Attacks:		1 bite, 3-18 plus grapple	
Special Attacks:		Acid for 1-4 damage, grapple	
Special Defenses:		Nil	

The ankheg resembles an enormous many-legged worm. Its six legs end in sharp hooks suitable for burrowing and grasping, and its powerful mandibles are capable of snapping a small tree in half with a single bite. A tough chitinous shell, usually brown or yellow, covers its body.



The ankheg's preferred attack method is to lie below the surface of the ground until its antennae detect the approach of a victim. It then burrows up beneath the victim attempts to grapple with its mandibles.

Those bitten by an ankheg must make a DC 14 Strength check or be grappled. Once grappled, the ankheg automatically deals its bite damage each round while secreting acidic digestive enzymes to cause an additional 1d4 points of damage per round.

Antelope (Herd Animals)

Armor Class:	13	No. Appearing:	0 (3-30)
Hit Dice:	Variable, 1-4	Morale Score:	6
Check Bonus:	Variable, 0-2	Treasure Type:	Nil
Move:	80'	Alignment:	Neutral
Attacks:		1 butt, 1-4 or 1-6 or 1-8 damage	
Special Attacks:		Nil	
Special Defenses:		Nil	

This category includes most wild, grazing creatures such as deer, wild oxen, moose, elk, goats, and caribou. At least one species will be encountered in any given climate. The number of Hit Dice the creature has and the amount of damage it does depends on its size. Deer, antelope, and goats typically have 1 or 2 Hit Dice; caribou and oxen have 3 Hit Dice, while elk and moose may have up to 4.

Only males have a butt attack. If more than 2 creatures are encountered, there will be 1 male per 4 creatures, with the remainder being females and young. The young will have ½ of the normal Hit Points, but the males will have 1-4 extra Hit Points. Females and young will flee from trouble while the males protect them.



Ape, White

Armor Class:	14	No. Appearing:	1-6 (2-8)
Hit Dice:	4	Morale Score:	13
Check Bonus:	2	Treasure Type:	Nil
Move:	40'	Alignment:	Neutral
Attacks:		2 claws, 1-4/1-4 damage	
Special Attacks:		Throw stones for 1-6 damage	
Special Defenses:		Nil	

White apes have lost their color due to many years of living in caves. They are nocturnal, sleeping during the day and looking for fruits and vegetables at night.

White apes are not intelligent and sometimes are kept as pets by Neanderthals.

If creatures approach their lair, the apes will threaten them. If their threats are ignored, they will attack. They may throw one stone per round, at up to 30', for 1d6 points of damage.

Banshee*

Armor Class:	20	No. Appearing:	1 (1)
Hit Dice:	7**	Morale Score:	18
Check Bonus:	3	Treasure Type:	Nil (D)
Move:	50' flight	Alignment:	Chaotic

Attacks: 1 claw, 1-8 damage

Special Attacks: Fear, keening wail

Special Defenses: Magical weapons to hit, undead immunities

The banshee or groaning spirit, is the spirit of an evil female elf - a rare thing indeed. The hair of a groaning spirit is wild and unkempt. Her dress is usually tattered rags. Banshees hate the living, finding their presence painful, and seek to harm whomever they meet.

Banshees are formidable opponents. The mere sight of one causes fear, unless a DC 13 Charisma save is rolled. Those who fail must flee in terror for 2d6 minutes.

A banshee's most dreaded weapon is its wail or keen. Any creature within 30 feet of a groaning spirit when she keens must roll a DC 13 Charisma save. Those who fail die immediately, their faces contorted in horror. Fortunately, banshees can keen just once per day, and only at night. Creatures powerful enough to withstand the groaning spirit's keen are left alone.



Basilisk

Armor Class:	16	No. Appearing:	1-6 (1-6)
Hit Dice:	6+1**	Morale Score:	16
Check Bonus:	3	Treasure Type:	F
Move:	20'	Alignment:	Neutral

Attacks: 1 bite, 1-10 damage plus petrification

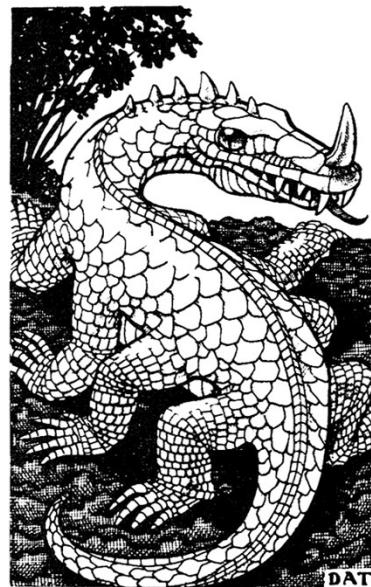
Special Attacks: Petrifying gaze attack

Special Defenses: Nil

A basilisk is a 10' long, sinuous magical lizard that is non-intelligent. It lives in underground caverns or wild and tangled thickets.

Creatures touched by a basilisk, or meeting its gaze, must make a DC 13 Wisdom Saving Throw or be petrified (including all that the character wears and holds). Surprised foes automatically meet the gaze of a basilisk.

Characters in hand-to-hand combat with a basilisk meet its glance each round unless looking away. Characters looking away to avoid the gaze of a basilisk must fight it with a penalty of -4 on their attack rolls, while the basilisk



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attacks at + 2. The beast can be safely viewed in a mirror, and characters who fight it while looking into a mirror will only have a -2 penalty on their attack rolls. If the basilisk sees itself in a mirror (a 1d6 roll of 1 or 2), it must make a saving throw or be turned to stone! There must be light close by for mirrors to be used, and using a mirror prevents the effective use of a shield.

Bats

Bats are nocturnal flying mammals. They often live in caves or abandoned buildings.

They don't use their eyes to see but find their way about by echolocation (a type of radar using hearing and echoes to locate objects).

Since they don't use their eyes, spells or abilities which depend on sight to affect their victims will not work on bats. A Silence 15' Radius spell will effectively blind a bat.



Bat, Normal

Armor Class:	14	No. Appearing:	1-100 (1-100)
Hit Dice:	1 Hit Point	Morale Score:	9
Check Bonus:	0	Treasure Type:	Nil
Move:	5', 40' flight	Alignment:	Neutral

Attacks: Nil
Special Attacks: Swarm
Special Defenses: Nil

Normal bats will not attack men but may swarm them by flying around their heads. There must be at least ten bats to swarm one character. Characters who are swarmed will have a penalty of -2 on their attack rolls, Wisdom (Perception) checks, and Dexterity Saving Throws. Spellcasters must make a DC 14 Concentration Check in order to cast spells while swarmed. Normal bats must check morale each round unless they are controlled or summoned.

Bat, Giant

Armor Class:	14	No. Appearing:	1-10 (1-10)
Hit Dice:	2	Morale Score:	13
Check Bonus:	1	Treasure Type:	Nil
Move:	10', 60' flight	Alignment:	Neutral

Attacks: 1 bite, 1-4 damage
Special Attacks: See below
Special Defenses: Nil

Giant bats are carnivorous (meat eaters) and may attack a party if extremely hungry. More dangerous, however, are giant vampire bats. Five percent (5%) of all giant bat encounters will be groups of giant vampire bats.

The bite of a giant vampire bat does no extra damage, but its victim must make a DC 11 Constitution Saving Throw or fall unconscious for 1-10 rounds. This will allow the vampire bat to feed without being disturbed, draining 1-4 points of blood per round.

Bears

Bears are well known to all adventurers. If a bear (of any type) hits a creature with both paws on the same round, the bear has hugged its victim and will cause additional points of damage, equal to its bite damage, in the same round as the attack.

Bear, Black

Armor Class:	14	No. Appearing:	1-4 (1-4)
Hit Dice:	4	Morale Score:	13
Check Bonus:	2	Treasure Type:	U
Move:	40'	Alignment:	Neutral

Attacks: 2 claws, 1 bite, 1-3, 1-3, 1-6 damage
Special Attacks: Bear hug, 1-6 damage
Special Defenses: Nil

Black bears have black fur and stand about 6' tall. They are omnivorous (will eat almost anything), but prefer roots and berries. A black bear will not usually attack unless it is cornered and cannot escape. Adult black bears will fight to the death to protect their young. They have been known to raid camps, seeking food. They are especially fond of such treats as fresh fish and sweets.

Bear, Cave

Armor Class:	15	No. Appearing:	1-2 (1-2)
Hit Dice:	7	Morale Score:	16
Check Bonus:	3	Treasure Type:	V
Move:	40'	Alignment:	Neutral

Attacks: 2 claws, 1 bite, 1-8, 1-8, 2-12 damage

Special Attacks: Bear hug, 2-12 damage

Special Defenses: Nil

A cave bear is a type of giant grizzly bear which lives in caves and "lost world" areas. It stands about 15' tall and is the most ferocious of all the bears. Though omnivorous, a cave bear prefers meat, and enjoys human flesh. Cave bears have bad eyesight but a good sense of smell. If hungry, they will follow a track of blood until they have eaten.

Bear, Grizzly

Armor Class:	15	No. Appearing:	1 (1-4)
Hit Dice:	5	Morale Score:	14
Check Bonus:	2	Treasure Type:	U
Move:	40'	Alignment:	Neutral

Attacks: 2 claws, 1 bite, 1-4, 1-4, 1-8 damage

Special Attacks: Bear hug, 1-8 damage

Special Defenses: Nil

Grizzly bears have silver-tipped brown or reddish brown fur, and stand about 9' tall. They are fond of meat and are much more likely to attack than black bears. Grizzlies are found in most climates, but are most common in mountains and forests.

Bear, Polar

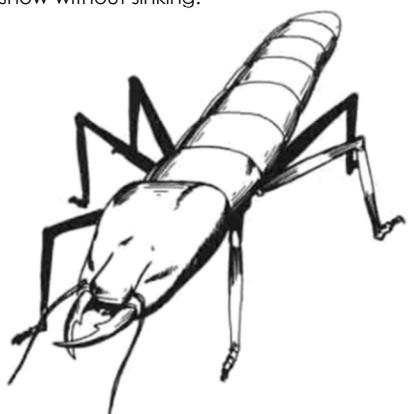
Armor Class:	14	No. Appearing:	1 (1-2)
Hit Dice:	6	Morale Score:	14
Check Bonus:	3	Treasure Type:	U
Move:	40', 30' swim	Alignment:	Neutral

Attacks: 2 claws, 1 bite, 1-6, 1-6, 1-10 damage

Special Attacks: Bear hug, 1-10 damage

Special Defenses: Resistant to cold

Polar bears have white fur and stand about 11' tall. They live in cold regions. They usually eat fish, but are as likely to attack as grizzly bears. These huge bears are good swimmers, and their wide feet allow them to run across snow without sinking.



Beetle, Giant Fire

Armor Class:	16	No. Appearing:	1-8 (2-12)
Hit Dice:	1+2	Morale Score:	10
Check Bonus:	0	Treasure Type:	Nil
Move:	40'	Alignment:	Neutral

Attacks: 1 bite, 2-8 damage

Special Attacks: Nil

Special Defenses: Nil

Giant fire beetles are 2' long creatures often found below ground. They are nocturnal, but may be active underground at any time. A fire beetle has two glowing glands above its eyes and one near the back of its abdomen. These glands give off light in a 10' radius, and will continue to glow for 1-6 days after they are removed.

Beetle, Giant Oil

Armor Class:	16	No. Appearing:	1-8 (2-12)
Hit Dice:	2*	Morale Score:	13
Check Bonus:	1	Treasure Type:	Nil
Move:	40'	Alignment:	Neutral

Attacks: 1 bite, 1-6 damage

Special Attacks: Oil spray

Special Defenses: Nil

Giant oil beetles are 3' long giant beetles that sometimes burrow underground.

When attacked, they will squirt an oily fluid at one of their attackers within 10'. If the oil hits it will raise painful blisters, causing the victim to fight with a penalty of -2 on his or her "to hit" rolls until magical healing of any kind is administered or until 24 hours have passed. Oil beetles can also attack with their mandibles (horned jaws).

Beetle, Giant Tiger

Armor Class:	17	No. Appearing:	1-6 (2-8)
Hit Dice:	3+1	Morale Score:	16
Check Bonus:	1	Treasure Type:	U
Move:	50'	Alignment:	Neutral

Attacks: 1 bite, 2-12 damage

Special Attacks: Nil

Special Defenses: Nil

Tiger beetles are 4' long giant beetles with a striped carapace (a shell-like covering) which looks like a tiger's skin. They are carnivorous (meat-eaters) and usually prey on robber flies. They have been known to attack and eat humans, crushing them with their powerful mandibles.

Beholder

Armor Class:	17	No. Appearing:	1 (1)
Hit Dice:	12**	Morale Score:	18
Check Bonus:	6	Treasure Type:	A
Move:	50' flight	Alignment:	Chaotic

Attacks: 1 bite, 2-8 damage

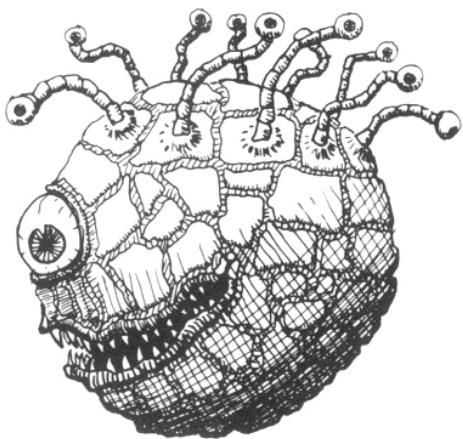
Special Attacks: Spell use

Special Defenses: Anti-magic cone

The beholder is the stuff of nightmares. This creature appears as a large orb dominated by a central eye and a large toothy maw, with 10 smaller eyes on stalks sprouting from the top of the orb.

The globular body of the beholder is supported by levitation, allowing it to float slowly about as it wills.

Its central eye produces an anti-magic cone with a 400' range, which covers a 90 degree arc before the creature. No magic (including the effects of the other eyes) will function within that area. Spells cast in or passing through that zone cease to function.



The beholder can use up to 6 of its lesser eyes each round, though none of these function within the area of effect of its anti-magic cone. The eyes, on flexible eyestalks that can turn to face any foe, have the following functions (DC 16 to resist each effect):

Eye	Function
1	Charm Person (as spell)
2	Charm Monster (as spell)
3	Sleep (as spell, but only one target)
4	Telekinesis (240-pound weight)
5	Flesh to Stone (as spell, 100' range)
6	Disintegrate (as the spell, 60' range)
7	Cause Fear (as spell)
8	Slow (as spell, but only a single target)
9	Cause Serious Wounds (150' range)
10	Death Ray (as Death Spell, single target, 100' range)

When the beholder loses $\frac{1}{2}$ of its Hit Points, its central eye ceases functioning. Any attack roll of a "natural 20" against the beholder means that one of its eye stalks is destroyed.

Black Pudding*

Armor Class:	14	No. Appearing:	1 (0)
Hit Dice:	10*	Morale Score:	18
Check Bonus:	5	Treasure Type:	Nil
Move:	20'	Alignment:	Neutral

Attacks: 1, 3-24 acid

Special Attacks: Corrosive acid

Special Defenses: Immune to all non-fire damage, budding

A black pudding is a black amorphous blob 5-30 feet in diameter.

It is non-intelligent and constantly hungry. It can dissolve wood and corrode metal (including armor) in 1 minute, but cannot affect stone. This acid will dissolve and destroy armor, reducing its protective value by 1 point per round. Magical armor's protective value is reduced by 1 point per minute. Once the armor's protective value is reduced to 10, the armor is completely destroyed.

Black puddings can travel on ceilings and walls and can pass through small openings.

They can be killed only by fire; other attacks (weapons or spells) only break them up into smaller puddings (a 2 Hit Dice pudding that does 1-8 points of damage is created per blow). A flaming sword will do normal damage.



Blink Dog

Armor Class:	15	No. Appearing:	1-6 (1-6)
Hit Dice:	4*	Morale Score:	12
Check Bonus:	2	Treasure Type:	C
Move:	40'	Alignment:	Lawful

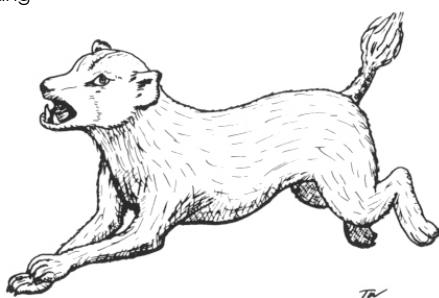
Attacks: 1 bite, 1-6 damage

Special Attacks: Nil

Special Defenses: Blinking

Blink dogs look like dingoes.

They are highly intelligent, travel in packs, and use a limited teleportation ability: they can "blink out" of one spot and immediately appear ("blink in") at another.



When attacking, they "blink" close to an enemy, attack, and then reappear 10 to 40 feet away. On any round in which they have the initiative, they can attack without risking a counterattack by the defender, by "blinking" away. Their instincts prevent blink dogs from "blinking" into solid objects. If seriously threatened, an entire pack will "blink" out and not reappear.

Blink dogs always attack displacer beasts, their natural enemies.

Boar

Armor Class:	13	No. Appearing:	1-6 (1-6)
Hit Dice:	3	Morale Score:	16
Check Bonus:	1	Treasure Type:	Nil
Move:	50'	Alignment:	Neutral

Attacks: 1 tusk, 2-8 damage

Special Attacks: Nil

Special Defenses: Nil

Wild boars generally prefer forested areas, but can be found nearly everywhere. They are omnivorous (eating almost anything), and have extremely nasty tempers when disturbed.

Brownie

Armor Class:	17	No. Appearing:	0 (4-16)
Hit Dice:	$\frac{1}{2}^{**}$	Morale Score:	16
Check Bonus:	4	Treasure Type:	P
Move:	40'	Alignment:	Lawful

Attacks: Dagger, dart, or tiny bow, 1-3 damage

Special Attacks: Spell use

Special Defenses: Stealthy, +4 bonus to Dexterity (Stealth) checks



Brownies are small, benign fairies who may be very distantly related to halflings. Peaceful and friendly, brownies live in pastoral regions, foraging and gleanings their food.

Standing no taller than 2 feet, brownies are exceedingly nimble. They resemble small elves with brown to white hair and bright blue eyes. Their brightly colored garments are made from wool or linen with gold ornamentation. They normally carry leather pouches and tools for repairing leather, wood, and metal.

Brownies use spells to harass and drive away enemies. They can use the following spells, once per day (as a 6th level caster): Continual Light, Confusion, Dimension Door, Mirror Image, Phantasmal Force, Prestidigitation, and Protection from Evil. If cornered and unable to employ any spells, brownies attack with daggers, darts, or tiny bows for 1d3 damage.



Bugbear

Armor Class:	15	No. Appearing:	2-8 (5-20)
Hit Dice:	3+1	Morale Score:	16
Check Bonus:	1	Treasure Type:	B
Move:	30'	Alignment:	Chaotic

Attacks: 1 weapon, damage by weapon +1

Special Attacks: Nil

Special Defenses: Stealthy, +4 bonus to Dexterity (Stealth) checks

Bugbears are giant, Large-sized, hairy goblins. Despite their 7' height and awkward walk, they move very quietly and attack without warning whenever they can.

When using weapons, they get an additional +1 to all attack and damage rolls due to their strength.



Bulette

Armor Class:	17	No. Appearing:	1 (1-2)
Hit Dice:	9*	Morale Score:	18
Check Bonus:	4	Treasure Type:	Nil
Move:	50', 10' burrow	Alignment:	Neutral
Attacks:		2 claws, 1 bite, 3-18, 3-18, 2-12	
Special Attacks:		See invisible creatures	
Special Defenses:		Nil	

Aptly called a landshark, the bulette is a terrifying predator that lives only to eat. The bulette is universally shunned, even by other monsters. The bulette has no lair, preferring to wander over its territory, above and below ground, burrowing down beneath the soil to rest.

A bulette will attack anything it regards as edible. The only things that it refuses to eat are elves, and it dislikes dwarves. The bulette is always hungry and is constantly roaming its territory in search of food.

When burrowing underground, the landshark relies on vibrations to detect prey, negating the benefits of invisibility. When it senses something edible (i.e., senses movement), the bulette breaks to the surface crest first and begins its attack. The landshark has a temperament akin to the wolverine - stupid, mean, and fearless. The size, strength, and numbers of its opponents mean nothing. The bulette always attacks, choosing as its target the easiest or closest prey. When attacking, the bulette employs its large jaw and front feet.

Bullywug

Armor Class:	14	No. Appearing:	3-18 (8-80)
Hit Dice:	1	Morale Score:	12
Check Bonus:	0	Treasure Type:	A
Move:	50, 50' swim	Alignment:	Chaotic
Attacks:		2 claws, 1 bite, 1-2, 1-2, 1-3, or by weapon	
Special Attacks:		Hopping charge	
Special Defenses:		Camouflage, +4 to DEX checks made to sneak	

The bullywugs are a race of bipedal, frog-like amphibians. They inhabit swamps, marshes, meres, or other dank places. Bullywugs are covered with smooth, mottled olive green hide that is reasonably tough, giving them a natural AC of 14. They can vary in size from Small- to Medium-sized creatures. Their faces resemble those of enormous frogs, with wide mouths and large, bulbous eyes; their feet and hands are webbed. Though they wear no clothing, all bullywugs use weapons, armor, and shields if they are available.

Bullywugs always attack in groups, trying to use their numbers to surround their enemies. Whenever they can,



bullywugs attack with their hop, which can be up to 30 feet forward and 15 feet upward. When attacking with a hop, bullywugs add a +1 bonus to their attack rolls, and double the damage if using a spear.

Bullywugs have their own language and the more intelligent ones can speak a limited form of the Common tongue.

Caecilia

Armor Class:	14	No. Appearing:	1-3 (1-3)
Hit Dice:	6*	Morale Score:	13
Check Bonus:	3	Treasure Type:	B
Move:	20'	Alignment:	Neutral
Attacks:		1 bite, 1-8 damage	
Special Attacks:		Swallow whole	
Special Defenses:		Nil	

These giant gray legless amphibians are about 30' long. They attack with their cavernous mouths and sharp teeth. An unadjusted attack roll of 19 or 20 means that they have swallowed their prey whole.

The victim will take 1-8 points of damage each round after that until either the victim or the caecilia is dead. Any attack from inside a caecilia may only be made with a Small melee weapon, and with a penalty of -4 on attack rolls.

Camel

Armor Class:	13	No. Appearing:	0 (2-8)
Hit Dice:	2	Morale Score:	13
Check Bonus:	1	Treasure Type:	Nil
Move:	50'	Alignment:	Neutral
Attacks:		1 bite, 1 hoof, 1, 1-4 damage	
Special Attacks:		Nil	
Special Defenses:		Nil	

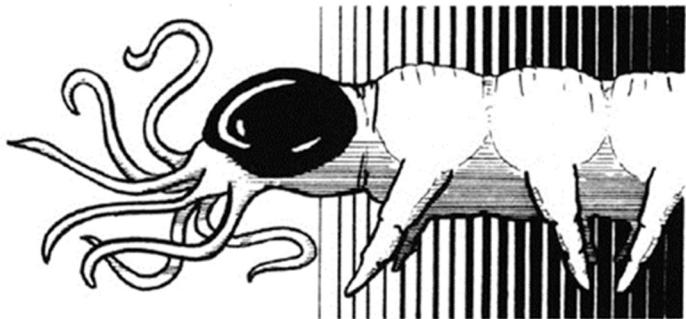
Camels are ill-tempered beasts, prone to biting and kicking any creature that gets in their way, including their masters. They often kick with one leg. They are used as pack and riding animals in deserts and barren lands, treating both as clear terrain.

A camel may carry up to 300 pounds of weight and still move at normal speed, but the maximum load that can be carried is 600 pounds. A well-watered camel may travel for 2 weeks without drinking. Charge attacks with a lance from camelback are not possible.

Carrion Crawler

Armor Class:	13	No. Appearing:	1-3 (1-3)
Hit Dice:	3+1*	Morale Score:	16
Check Bonus:	1	Treasure Type:	B
Move:	40'	Alignment:	Neutral
Attacks:		8 tentacles, 1 point each plus paralysis	
Special Attacks:		Paralysis	
Special Defenses:		Nil	

This scavenger is worm-shaped, 9' long and 3' high with many legs. It can move equally well on a floor, wall, or ceiling like a spider. Its mouth is surrounded by 8 tentacles, each 2' long, which can paralyze on a successful hit unless a DC 11 Strength Saving Throw is made.



Once paralyzed, a victim will be eaten (unless the carrion crawler is being attacked). The paralysis can be removed by a Remove Paralysis spell. Without a spell, the paralysis will wear off in 20-80 minutes.

Cats, Great

The great cats are normally cautious and will avoid fights unless forced by extreme hunger or when trapped with no escape route.

Though they may be found in a relaxed or even playful mood, they are subject to rapid and violent changes of temper. They often develop a fondness for one type of food, and will go out of their way to hunt that type of prey. Sometimes this taste in food runs to humans or human-like creatures. The great cats will rarely go too deeply into caves, preferring to remain within fleeing distance of the wilderness outside. Despite their shyness they are very inquisitive, and may follow a party just out of curiosity. They will always chase a fleeing prey.

Lion

Armor Class:	14	No. Appearing:	1-4 (1-8)
Hit Dice:	5	Morale Score:	16
Check Bonus:	2	Treasure Type:	U
Move:	50'	Alignment:	Neutral

Attacks: 2 claws, 1 bite, 2-5, 2-5, 1-10

Special Attacks: Nil

Special Defenses: Nil

Lions generally live in warm climates, and thrive in savannah and brush lands near deserts. They usually hunt in groups known as prides.

Mountain Lion

Armor Class:	14	No. Appearing:	1-4 (1-4)
Hit Dice:	3+2	Morale Score:	13
Check Bonus:	1	Treasure Type:	U
Move:	50'	Alignment:	Neutral

Attacks: 2 claws, 1 bite, 1-3, 1-3, 1-6

Special Attacks: Nil

Special Defenses: Stealthy, +4 bonus to Dexterity (Stealth) checks

This tawny-furred species lives mostly in mountainous regions but also inhabits forests and deserts.

They will wander further into dungeons than any other species of great cat.



Panther

Armor Class:	16	No. Appearing:	1-2 (1-6)
Hit Dice:	4	Morale Score:	13
Check Bonus:	2	Treasure Type:	U
Move:	70'	Alignment:	Neutral

Attacks: 2 claws, 1 bite, 1-4, 1-4, 1-8

Special Attacks: Nil

Special Defenses: Stealthy, +4 bonus to Dexterity (Stealth) checks

Panthers are found on plains, forests, and open shrub lands. They are extremely quick and can outrun most prey over short distances.

Tiger

Armor Class:	14	No. Appearing:	1 (1-3)
Hit Dice:	6	Morale Score:	16
Check Bonus:	3	Treasure Type:	U
Move:	50'	Alignment:	Neutral

Attacks: 2 claws, 1 bite, 1-6, 1-6, 2-12

Special Attacks: Nil

Special Defenses: Stealthy, +4 bonus to Dexterity (Stealth) checks

Tigers are the largest of the commonly found great cats.

They prefer cooler climates and wooded lands, where their striped bodies offer some degree of camouflage, useful when hunting.

Tiger, Sabre-Toothed

Armor Class:	14	No. Appearing:	1-4 (1-4)
Hit Dice:	8	Morale Score:	18
Check Bonus:	4	Treasure Type:	V
Move:	50'	Alignment:	Neutral

Attacks: 2 claws, 1 bite, 1-8, 1-8, 2-16

Special Attacks: Nil

Special Defenses: Stealthy, +4 bonus to Dexterity (Stealth) checks

Sabre-tooth tigers are the largest and most ferocious of the great cats. They have oversized fangs, from which they get their name.

Fortunately, sabre-tooth tigers are mostly extinct, except in "lost world" areas.

Catoblepas

Armor Class:	14	No. Appearing:	0 (1-2)
Hit Dice:	6+3**	Morale Score:	16
Check Bonus:	3	Treasure Type:	Nil
Move:	30'	Alignment:	Neutral

Attacks: 1 tail smash, 1-6 plus stun

Special Attacks: Death gaze

Special Defenses: Nil



The catoblepas is a bizarre, loathsome creature that inhabits dismal swamps and marshes. Its most terrifying features are its large bloodshot eyes, from which emanate a deadly ray.

The body of the catoblepas is like that of a large, bloated buffalo, and its legs are stumpy, like those of a pygmy elephant or a hippopotamus.

Its long, snaky tail is swift and strong, and can move with blinding speed. The head of the catoblepas is perched upon a long, weak neck, and would be much like that of a warthog except that the catoblepas is uglier.

In combat, the catoblepas relies on two forms of attack. First, it will use its strong, snaky tail to strike and stun its foes. Anyone struck by the tail suffers 1d6 points of bludgeoning damage and must make a DC 13 CON save or be stunned for 1d10 melee rounds.

Despite the danger of a tail strike, the catoblepas' second mode of attack is by far the more fearsome of the two. The gaze of the catoblepas acts as a death ray, with a 180° range. Any creature within a 90 degree arc that meets its gaze dies unless it makes a DC 13 Charisma Saving Throw. See page 74 for more information on gaze attacks.

Since the neck of the creature is very weak, it has only a 5 in 20 chance of raising its head and using the death ray on subsequent rounds. If more than one catoblepas is attacking, the monsters will cooperate with one another, attempting to herd their targets into a crossfire.

Cave Locust

Armor Class:	16	No. Appearing:	2-20 (1-10)
Hit Dice:	2	Morale Score:	8
Check Bonus:	1	Treasure Type:	Nil
Move:	20', 60' flight	Alignment:	Neutral

Attacks: 1 bite or 1 bump or 1 spit, 1-2 or 1-4 or see text

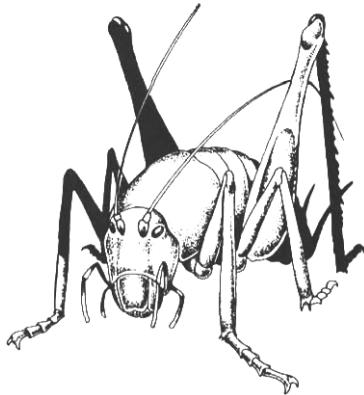
Special Attacks: Foul spittle

Special Defenses: Camouflage, +4 bonus to DEX (Stealth) check

Cave locusts are 2-3' long, stone gray, giant grasshoppers that live underground. Because of their color they may not be noticed or may be mistaken for a statue until closely approached.

They are herbivorous (eating plants) and also eat fungus such as yellow mold and shriekers. Because of this they cannot be harmed by yellow mold. They are also not harmed by most poisons.

They are very nervous and will flee most of the time rather than fight. They flee by jumping up to 60' away. Unfortunately, their sense of direction is not too good, and they frequently accidentally jump into a party. If they jump towards the party (50% chance) a character is determined randomly and an attack roll is made. If the locust hits a character, that character takes 1-4 points of damage from being battered by the insect. The locust will then fly away.



When frightened or attacked cave locusts make a loud shrieking noise to warn their fellows. This shriek has a 20% chance per round of attracting wandering monsters to investigate.

If cornered, a cave locust will spit a brown gooey substance up to 10'. To hit a character the locust needs to make an attack against Armor Class 10. A character hit by cave locust spittle must DC 12 Constitution Saving Throw against poison or be sickened for 10 minutes due to the awful smell. Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half.

After this time, he or she will be used to the smell, but any character approaching within 5' of him or her must also save or be violently ill. This effect will last until the spittle is washed off.

Centaur

Armor Class:	15	No. Appearing:	0 (2-20)
Hit Dice:	4	Morale Score:	13
Check Bonus:	2	Treasure Type:	A
Move:	60'	Alignment:	Neutral
Attacks:		2 hooves, 1 weapon, 1-6, 1-6, by weapon	
Special Attacks:		Nil	
Special Defenses:		Nil	

A centaur is a creature with the head, arms, and upper body of a man joined to the body and legs of a horse. Centaurs prefer to live far from humankind in meadows and forests. Since they are somewhat intelligent, they will arm themselves with weapons (clubs, lances, or bows).

Centaurs will form into small tribes or families. Their homes will be found in dense thickets or woods reached by twisting and guarded pathways.

The females and young will usually stay in the lair. If attacked, females and young will attempt to flee. If escape is impossible, they will fight to the death. The young will fight as 2 Hit Dice monsters (1-2/1-2/ by weapon type).



Centipede, Giant

Armor Class:	10	No. Appearing:	2-8 (1-8)
Hit Dice:	½*	Morale Score:	10
Check Bonus:	0	Treasure Type:	Nil
Move:	20'	Alignment:	Neutral

Attacks:	1 bite, poison
Special Attacks:	Poison, see text
Special Defenses:	Nil

Giant centipedes are insects with 1' long bodies and many legs. They like to live in damp, dark places.

Their bite does no damage, but the victim must make a DC 10 CON save or become sickened for 10 days.

Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half.



Chimera

Armor Class:	16	No. Appearing:	1-2 (1-4)
Hit Dice:	9**	Morale Score:	16
Check Bonus:	4	Treasure Type:	F
Move:	40', 60' flight	Alignment:	Chaotic
Attacks:		2 claws, 1 or 2 bites, 1 gore, 1-3, 1-3, 2-8, 2-8, 3-12	
Special Attacks:		Breath weapon, 3-18	
Special Defenses:		Nil	

Chimeras usually live in wild hills, but may occasionally be found in dungeons. A chimera is a horrid combination of three different creatures. It has three heads {goat, lion, and dragon}, the forebody of a lion, the hindquarters of a goat, and the wings of a dragon.



The goat's head gores with its horns, the lion's head bites with its fangs, and the dragon's head can bite or breathe fire (a 50' long cone with a 10' wide end, for 3-18 points of damage with a DEX save for ½ damage). Like a regular dragon, the dragon head will breathe fire (50%) or bite (50%). The dragon's head can only breathe fire 3 times per day.

Cloaker

Armor Class:	27	No. Appearing:	1-4 (1-4)
Hit Dice:	6**	Morale Score:	16
Check Bonus:	3	Treasure Type:	C
Move:	5', 50' flight	Alignment:	Chaotic
Attacks:		2 tail strikes, bite, 1-6, 1-6, 2-8 plus engulf	
Special Attacks:		Engulf, bite, moaning, shadow manipulation	
Special Defenses:		Camouflage, +8 to DEX checks made to hide.	

When a cloaker is first seen, it is almost impossible to distinguish this monster from a common black cloak (DC 16 WIS check to see otherwise).

When it unfurls itself and moves to attack, however, its true nature becomes all too obvious. At this point, its white underside is clear and the monster's face is fully visible. This face, with the glow of its two piercing, red eyes and the needle-like fangs that line its mouth, is a truly horrible sight. At this point, the monster also uncurls the club-like tail at its trailing edge and begins to swish it back and forth in anticipation.

When a cloaker strikes at its victim, it moves with blinding speed. Without warning, the cloaker flies at its target and, if its Strength check is successful (the cloaker gets a +6 to this roll), it engulfs its prey within its folds. Engulfed creatures are bitten, automatically taking 2d4 damage each round, until they escape. the cloaker is slain, or it flees.

While it is devouring its chosen victim, the cloaker uses its two tail attacks to inflict 1d6 points of slashing damage on those who move in to help rescue the captive. Any attacks made on the cloaker inflict half their damage to the cloaker and the other half to the trapped victim.

The cloaker can also emit a special subsonic moan of increasing intensities. Although this power is blocked by stone or other dense materials, it can be very effective in an open chamber. Cloakers may not moan and bite during the same round, though a Silence 15' Radius spell negates the cloaker's moaning. A cloaker may emit one of four types of moan each round:

- Pain: Living creatures within 60' must make a DC 13 Wisdom save or suffer a -2 penalty to attack and damage rolls.
- Fear: Living creatures within 30' must make a DC 13 Charisma save or flee in terror for 2d6 rounds.
- Nausea: Living creatures within 30' must make a DC 13 Constitution save or be sickened for 2d6 rounds. Sickened creatures suffer a -2 penalty to all Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half.
- Hold Person: One creature within 30' must make a DC 13 Strength save or be paralyzed, as per the Hold Person spell, for 10 rounds.

Cloakers also have the power to manipulate shadows. They can use this to cast Mirror Image or a shadowy version of Fog Cloud. Either may be cast once per day, with a duration of 1 minute. A Light spell cast directly at a specific cloaker negates either spell.



Crab, Giant

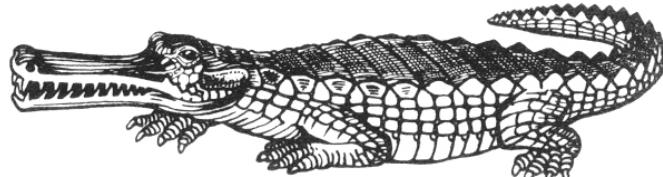
Armor Class:	18	No. Appearing:	1-2 (1-6)
Hit Dice:	3*	Morale Score:	13
Check Bonus:	1	Treasure Type:	Nil
Move:	20'	Alignment:	Neutral

Attacks:	2 pincers, 2-12, 2-12
Special Attacks:	Nil
Special Defenses:	Nil

Unable to swim, giant crabs are found on the bottom of shallow waters, in coastal rivers and on beaches, and in salt or fresh water. They are always hungry and will attack anything that moves. Giant crabs are not intelligent.

Crocodiles

Crocodiles are commonly found in tropical and semi-tropical swamps or in slow-moving rivers.



Awkward on land, they do not stray far from water and will spend hours floating barely under the surface. If hungry, crocodiles will attack creatures in the water. They are particularly attracted to the smell of blood or violent thrashing of the water.

Crocodile

Armor Class:	15	No. Appearing:	0 (1-8)
Hit Dice:	2	Morale Score:	13
Check Bonus:	1	Treasure Type:	Nil
Move:	30', 30' swim	Alignment:	Neutral

Attacks:	1 bite, 1-8
Special Attacks:	Nil
Special Defenses:	Nil

Crocodile, Giant

Armor Class:	15	No. Appearing:	0 (1-3)
Hit Dice:	15	Morale Score:	16
Check Bonus:	7	Treasure Type:	Nil
Move:	30', 30' swim	Alignment:	Neutral

Attacks:	1 bite, 3-24
Special Attacks:	Nil
Special Defenses:	Nil

Giant crocodiles are normally found only in "lost worlds" where prehistoric creatures thrive. They are over 50' long and have been known to attack small boats or ships.

Crocodile, Large

Armor Class:	15	No. Appearing:	0 (1-4)
Hit Dice:	6	Morale Score:	13
Check Bonus:	3	Treasure Type:	Nil
Move:	30', 30' swim	Alignment:	Neutral

Attacks:	Bite, 2-16
Special Attacks:	Nil
Special Defenses:	Nil

Large crocodiles are at least 20' long, and can overturn canoes and small rafts.

Cyclops

Armor Class:	15	No. Appearing:	1 (1-4)
Hit Dice:	13*	Morale Score:	16
Check Bonus:	6	Treasure Type:	5 + 5,000 gp
Move:	30'	Alignment:	Chaotic

Attacks:	1 weapon, by weapon
Special Attacks:	Hurl rocks, see text
Special Defenses:	Nil

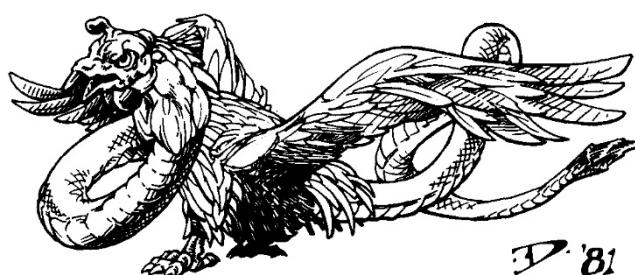
Cockatrice

Armor Class:	14	No. Appearing:	1-4 (1-8)
Hit Dice:	5**	Morale Score:	10
Check Bonus:	2	Treasure Type:	D
Move:	30' 60' flight	Alignment:	Neutral

Attacks:	1 beak, 1-6 plus petrification
Special Attacks:	Petrification
Special Defenses:	Nil

This is a small, magical monster with the head, wings, and legs of a rooster (cock) and the tail of a serpent. It can strike with its beak for 1-6 points of damage.

However, its small size and single attack disguises its greatest danger - any character touched by a cockatrice must make a DC 12 Wisdom Saving Throw or be turned to stone.





A cyclops is a rare type of giant, noted for its great size and the single eye in the center of its forehead. A cyclops is about 20' tall. It has poor depth perception, due to its single eye, and strikes with a -2 penalty on all missile attack rolls.

A cyclops will usually fight with a wooden club that deals 3-30 points of damage. A cyclops can throw rocks (40' close range) that deal 3-18 (3d6) points of damage to any creature struck.

Some cyclops (5%) can cast Curse (DC 16) once a week. The DM should decide the exact nature of the curse.

A cyclops usually lives alone, though a small group may sometimes share a large cave. They spend their time raising sheep and growing crops. Cyclopes are known for their stupidity, and a clever party can often escape from them by trickery.

Displacer Beast

Armor Class:	16	No. Appearing:	1-4 (1-4)
Hit Dice:	6*	Morale Score:	13
Check Bonus:	3	Treasure Type:	D
Move:	50'	Alignment:	Neutral
Attacks:	2 tentacles, 2-8, 2-8		
Special Attacks:	Displacement		
Special Defenses:	Displacement		

A displacer beast looks like a large black panther with six legs and a pair of tentacles growing from its shoulders. It attacks with these tentacles, which have sharp horn-like edges.

A displacer beast always appears to be 3' from its actual position, making the creature hard to hit. It gets a +2 to Armor Class against any foe without True Seeing. The displacer beast also receives a +2 bonus on all Dexterity Saving Throws and a +2 bonus to all attack rolls versus foes without True Seeing.

They are semi-intelligent. Displacer beasts hate and fear blink dogs, and will always attack them and anyone traveling with them.



Djinni (Lesser)*

Armor Class:	16	No. Appearing:	1 (1)
Hit Dice:	7+1**	Morale Score:	18
Check Bonus:	3	Treasure Type:	Nil
Move:	30', 80' flight	Alignment:	Neutral

Attacks: 1 fist or whirlwind, 2-16 or 2-12
Special Attacks: Nil

Special Defenses: +4 to all Saving Throws, spell use

The djinn are intelligent, free-willed air elementals. They appear as tall, human-like beings, surrounded by clouds. Djinn are highly magical in nature and get a +4 bonus to all Saving Throws (for a total Saving Throw bonus of +7). They can only be harmed by magic or magical weapons.

A djinni can perform any of its seven powers three times a day. These powers are: Create Food and Drink, temporarily create up to 100 pounds of metal objects (duration varies with hardness - gold, 1 day; iron, one round), create up to 100 pounds of soft goods and wooden objects (permanent), become invisible, assume gaseous form, or form itself into a whirlwind.

In addition, a djinni can cast an improved version Phantasmal Force (DC 13) at will. The djinni need not concentrate to maintain this, though it will disappear if touched or magically dispelled.

Djinni have two forms of attack. A djinni can form itself into a whirlwind (70' tall, 20' diameter at the top, 10' diameter at base) that moves 40' per round. The djinni requires 3 rounds to enter or leave whirlwind form. The djinni-whirlwind will do 2-12 points of damage to all in its path and will sweep aside all creatures with fewer than 2 Hit Dice who do not make a DC 13 Dexterity Saving Throw.

When not in whirlwind form, a djinni strikes once per round with its fists, for 2-16 points of damage. If a djinni is slain, it returns to its own plane.

A djinni can carry 600 pounds without tiring. Up to 1,200 pounds can be carried for up to 30 minutes while walking or for 10 minutes while flying. Afterwards, a djinni must rest for 10 minutes.



Doppleganger

Armor Class:	15	No. Appearing:	1-6 (1-6)
Hit Dice:	4*	Morale Score:	16
Check Bonus:	2	Treasure Type:	E
Move:	30'	Alignment:	Chaotic

Attacks: 1 fist, 1-12
Special Attacks: Nil
Special Defenses: Immune to sleep and charm, +3 to all saves

These man-sized, shape-changing creatures are intelligent and evil. A doppleganger is able to shape itself into the exact form of any human-like creature (up to 7' tall) it sees.

Once in the form of the person it is imitating, it will always attack that person. Its favorite trick is to kill the original person in some way without the party knowing. Then, in the role of that individual, it will attack the others by surprise, often when the party is already engaged in combat.

Sleep and Charm spells do not affect dopplegangers and they get a +3 bonus to all Saving Throws (for a total save bonus of +5) due to their highly magical nature. When killed, a doppleganger will turn back into its original form.

Dragons

Dragons are a very old race of huge, winged lizards. They like to live in isolated, out-of-the-way places where few people are found. Though the color of their scaly hide (their "color") makes dragons look different, they all have quite a few things in common: they are all hatched from eggs, are meat eaters, have breath weapons, have a great love of treasure, and will do everything possible to save their own lives, including surrender.

Dragons are proud of their long history (some of them live hundreds or thousands of years), and because of this they tend to think less of the younger races (such as humans). Chaotic dragons might capture humans, but will usually kill and eat them immediately. Neutral dragons might either attack or ignore a party completely. Lawful dragons, however, may actually help a party if the players are truly worthy of this great honor. When playing a dragon, a DM should keep in mind that, because of its pride, even the hungriest dragon will pause and listen to flattery (if no one is attacking it, and if it understands the language of the speaker).

Dragons are extremely powerful monsters and should be used with caution when encountered by low level player characters. It is

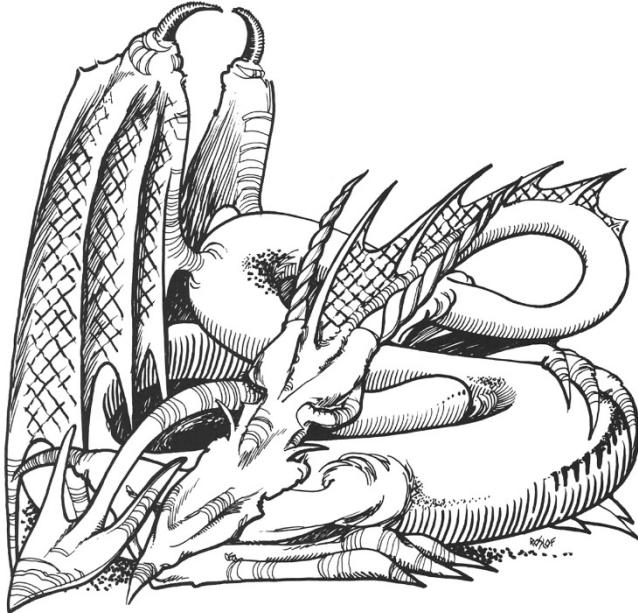
recommended that, until characters reach the fourth level of experience, that only the youngest and smallest dragons be used by the DM.

Breath weapons, treasure, and surrender (subduing a dragon) are all explained below.

Age: The statistics given are for an average-sized dragon of its type. Younger dragons are smaller and have acquired less treasure; older dragons are larger and have acquired more. Dragons generally range in size from 3 Hit Dice smaller to 3 Hit Dice larger than average. For example, red dragons could be found having 7 to 13 Hit Dice, depending on their age.

Buffet: Dragons can create a buffeting wind with their massive wings. All creatures standing in front of the dragon, and within 30', must make a Strength Saving Throw (DC $10 + \frac{1}{2}$ of the dragon's Hit Dice). Those who fail this save are knocked prone and take 1d6 points of damage. This attack is used in place of its claw attacks. Gold dragon cannot make this attack, as they have no wings.

Chance of Sleeping: The percentage chance given under Chance Sleeping applies whenever a party encounters a dragon on the ground (flying dragons are never asleep). Any result greater than the percentage means that the dragon is not asleep (though it may be pretending to be!).



If a dragon is asleep, it may be attacked (with a +2 attack bonus) for one round, during which it will wake. Combat will proceed normally for the second and further rounds.

Chance of Speaking: Dragons are intelligent, and some dragons can speak Dragon and Common. The percentage listed is their description. Talking dragons are also able to use magic-user/elf spells. The number of spells and their levels are listed under their description. Dragon spells are usually selected randomly.

Draconic Breath Weapons: All dragons have a special attack with their breath weapon in addition to their claw and bite attacks. Any dragon can use its breath weapon up to 3 times each day. A dragon's first attack is always with its breath weapon. The number of points of damage any breath weapon does is equal to the dragon's remaining number of Hit Points. Any damage done to a dragon will reduce the damage it can do with its breath weapon.

After the first breath attack, a dragon may choose to attack with claws and bite. To determine this randomly, roll 1d6: a result of 1-3 means that the dragon will use its claw and bite attacks; a result of 4-6 means that the dragon will breathe again.

A dragon's breath weapon appears as one of three different shapes: cone-shaped, a straight line, or a cloud of gas.

A cone-shaped breath begins at the dragon's mouth (where it is 5' wide) and spreads out until it is 30' wide at its furthest end.

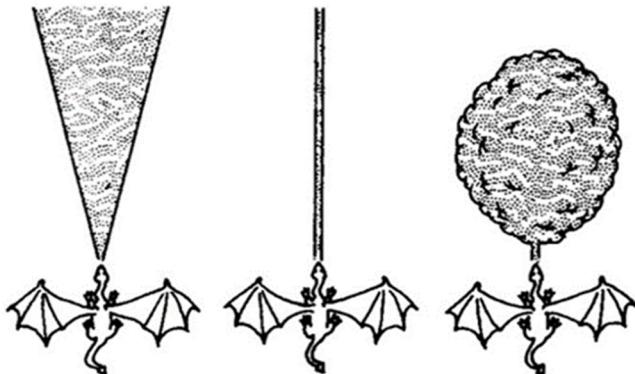
Example: The area of effect of a white dragon's breath is a cone 80' long and 30' wide at its far end.

A line-shaped breath starts in the dragon's mouth and extends out towards its victim in a straight line that is 5' wide.

A cloud-shaped breath billows forth from the dragon's mouth to form a 20' radius spherical cloud around the dragon's targets directly in front of it.

Anyone caught within the area of effect of a dragon's breath weapon may make a Dexterity Saving Throw. The DC of this equals 10 plus $\frac{1}{2}$ of the dragon's Hit Dice. A successful saving throw means that the victim takes only $\frac{1}{2}$ damage from the breath weapon.

The exception to this is for gaseous cloud breath weapons. Cloud breath weapons are resisted with a Saving Throw specified in each dragon's description.



Dragon Resistances: Dragons are never affected by the normal or smaller versions of their breath weapons, and automatically make their Saving Throws against any attack form which is the same as their breath weapon.

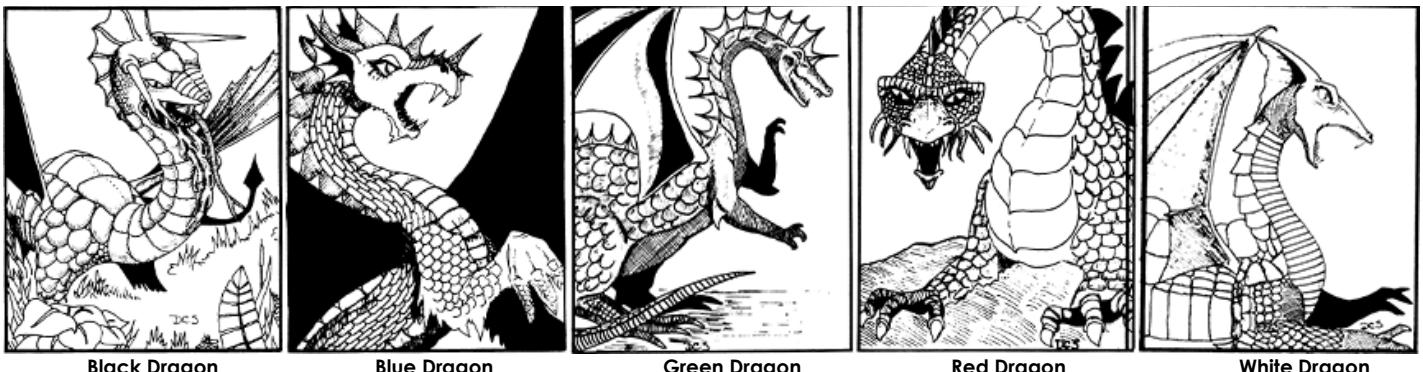
Example: A red dragon will take no damage from (and usually ignores) burning oil, and will always take only $\frac{1}{2}$ damage from a fire-type magic spell, such as a Fire Ball.

Subduing Dragons: Whenever characters encounter a dragon, they may choose to try to subdue it rather than kill it. To subdue a dragon, all the attacks must be with "the flat of the sword"; thus, missile weapons and spells may not be used to subdue. Attacks and damage are determined normally when trying to subdue the dragon. The dragon will fight normally (the subduing damage does not reduce the damage done by the dragon's breath weapon) until it reaches 0 or less Hit Points, at which time it will surrender. A dragon, like any other intelligent animal or monster, may be subdued because it realizes that its attackers could have killed it if they had been striking to kill. It therefore surrenders, admitting that the opponents have won the battle but spared its life.

A subdued dragon will attempt to escape or turn on its captor if given a reasonable chance to do so through the party's actions. For example, a dragon left unguarded at night, or who is ordered to guard a position alone, would consider these "reasonable chances". A subdued dragon may be sold. The price is up to the DM, but should never exceed 1,000 gp per Hit Point. The dragon may be forced to serve the characters who subdued it. If a subdued dragon is ever ordered to perform a task which is apparently suicidal, the dragon will attempt to escape and/or kill its captors.

Tail Slap: Dragons can use their tails to attack creatures to their rear. A tail attack inflicts the same damage as two claw attacks. Creatures struck by the tail must make a Strength Saving Throw (DC $10 + \frac{1}{2}$ of the dragon's Hit Dice) or be stunned for 1d6 rounds. A tail slap can smash a light wooden structure. This may be used in addition to the dragon's claw and bite attacks, but only against creatures standing behind the dragon (who may not be attacked with either the claw or bite attacks).

Treasure: Younger dragons may have collected as little as $\frac{1}{4}$ to $\frac{1}{2}$ of the normal listed treasure; older dragons may have as much as double the listed amount. Dragon treasure is only found in the dragon's lair. These lairs are rarely left unguarded, and are well-hidden to prevent easy discovery.



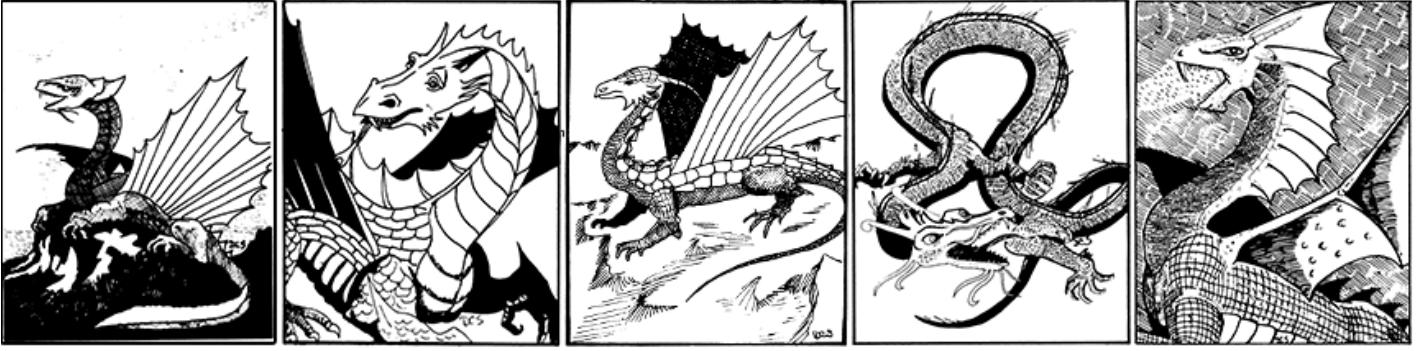
Black Dragon

Blue Dragon

Green Dragon

Red Dragon

White Dragon



Brass Dragon

Bronze Dragon

Copper Dragon

Gold Dragon

Silver Dragon

Chromatic Dragons

	Black	Blue	Green	Red	White
Armor Class:	18	20	19	21	17
Hit Dice:	7**	9**	8**	10**	6**
Check Bonus:	3	4	3	5	3
Move:	30', 80' flight				
No. Appearing:	1 (1-4)	1 (1-4)	1 (1-4)	1 (1-4)	1 (1-4)
Chance Sleeping:	40%	20%	30%	10%	50%
Morale Score:	13	16	16	18	13
Treasure Type:	H	H	H	H	H
Alignment:	Chaotic	Neutral	Chaotic	Chaotic	Chaotic
Attacks:	2 claws, 1 bite				
Damage:	2-5, 2-5, 2-20	2-7, 2-7, 3-30	1-6, 1-6, 3-24	1-8, 1-8, 3-30	1-4, 1-4, 2-16
Special Attacks:	Breath weapon, buffet, tail slap				
Breath Type:	Acid	Lightning	Chlorine	Fire	Cold
Breath Shape:	60' line	100' line	20' radius cloud	90' cone	80' cone
Special Defenses:	Resist acid	Resist lightning	Resist poison	Resist fire	Resist cold

Black Dragon: Black dragons shoot forth a 5' wide and 60' long stream of acid from their maw. Black dragons are abusive, quick to anger, and resent intrusions of any kind. They have a 20% chance of talking. Those that speak may cast four 1st level spells per day.

They like dismal surroundings, heavy vegetation, and prefer darkness to daylight. Black dragons prefer to ambush their targets.

Blue Dragon: Blue dragons release an arc of lightning, 100' long and 5' wide, from their mouth. They have a 40% chance of speaking. Those that speak may cast four 1st and 2nd level spells per day.

Blue dragons are found in deserts; arid, windswept plains; and hot humid badlands. They prefer to fight from a distance or with surprise.

Green Dragon: Green dragons bellow out a cloud of chlorine gas as their breath weapons. Those within the cloud may make a CON Saving Throw to take ½ damage. They have a 30% chance of speaking. Those that speak may cast three 1st and 2nd level spells per day.

Green dragons are found in sub-tropical and temperate forests. Green dragons are bad tempered, mean, cruel, and rude.

Red Dragon: A red dragon's breath weapon is a searing cone of fire. They have a 50% chance of talking. Those that speak may cast three 1st, 2nd, and 3rd level spells per day.

Red dragons can be found on great hills or on soaring mountains. They prefer to lair in large caves that extend deep into the earth. Red dragons are the most covetous and greedy of all dragons, forever seeking to increase their treasure hoards. They are exceptionally vain and self-confident, considering themselves superior not only to other dragons, but to all other life in general.

White Dragon: A white dragon's breath weapon is a cone of frost. They have a 10% chance of talking. Those that speak may cast three 1st level spells per day.

White dragons live in chilly or cold regions, preferring lands where the temperature rarely rises above freezing and ice and snow always cover the ground. White dragons, the smallest and weakest of the evil dragons, are slow-witted but efficient hunters.

Metallic Dragons

	Brass	Bronze	Copper	Gold	Silver
Armor Class:	19	20	18	22	21
Hit Dice:	7**	9**	8**	10**	9**
Check Bonus:	3	4	3	3	3
Move:	30', 80' flight				
No. Appearing:	1 (1-4)	1 (1-4)	1 (1-4)	1 (1-4)	1 (1-4)
Sleeping:	20%	10%	20%	5%	10%
Morale Score:	16	18	18	18	16
Treasure Type:	H	H	H	H	H
Alignment:	Neutral	Lawful	Neutral	Lawful	Lawful
Attacks:	2 claws, 1 bite				
Damage:	2-5, 2-5, 2-20	2-7, 2-7, 3-30	1-6, 1-6, 3-24	2-8, 2-8, 6-36	1-8, 1-8, 3-30
Special Attacks:	Breath weapon, buffet, tail slap				
Breath Types:	See text	Lightning	Acid,	Fire,	Cold,
Breath Shapes:	70' cone, see text	100' line, see text	100' line, see text	90' cone, 80' cone, see text	see text
Special Defenses:	Resist fire	Resist lightning	Resist acid	Resist fire	Resist cold

Brass Dragon: Brass dragons have two breath weapons: a 70' long cone of sleep gas (as the spell) and a cloud of fear gas (as Cause Fear). They are still limited to using their breath weapon thrice per day. They have a 40% chance of speaking. Those that speak may cast four 1st and 2nd level spells per day.

Brass dragons are found in arid, warm climates, ranging from sandy deserts to dry steppes. They are egotistical and boorish, and any help that they offer usually comes at a price.

Bronze Dragons: Bronze dragons, like all metallic dragons, have two breath weapons: a 100' long line of lightning and a cloud of repulsion gas. Those failing their Wisdom Saving Throw against the gas cannot approach the dragon for 1 minute. They are still limited to using their breath weapon thrice per day. They have a 50% chance of talking. Those that speak may cast three 1st level, 2nd level, and 3rd level spells per day.

Bronze dragons like to be near deep fresh or salt water. Bronze dragons are inquisitive and fond of engaging humans and demi-humans in conversation and riddle games.

Copper Dragon: Copper dragons use both a 100' stream of acid or a cloud of slowing gas (as the reverse of Haste) as breath weapons. They are still limited to using their breath weapon thrice per day. They have a 40% chance of speaking. Those that speak may cast four 1st level and 2nd level spells per day.

Like bronze dragons, they enjoy riddles, but also revel in telling jokes and pulling pranks on humans and demi-humans that they meet. They are sore losers and are both selfish and greedy. Copper dragons like dry, rocky uplands and mountains. They lair in narrow caves and often conceal the entrances.

Gold Dragon: Gold dragons may breathe either fire (like a red dragon) or chlorine gas (like a green dragon), though they still have a total of 3 breath weapon attacks per day. Gold dragons always talk and use spells. They may cast four 1st, 2nd, and 3rd level spells each day. They can also change their shape, and often appear in the form of a human or animal.

Gold dragons can live anywhere. Their guarded lairs are secluded and always made of solid stone, either caves or castles. Gold dragons are wise, judicious, and benevolent.

Silver Dragon: Silver dragons have both a cone of frost and cloud of paralyzing gas as breath weapons. Those caught in the cloud of gas must make a Strength Saving Throw or be paralyzed for 1 minute. They still have a total of 3 breath weapon attacks per day.

Silver dragons have a 60% chance of speaking. Those that speak may cast three 1st, 2nd, and 3rd level spells each day. They change shape, like gold dragons.

Silver dragons prefer aerial lairs on secluded mountain peaks amongst the clouds. Silver dragons are kindly and helpful to those in need.

Dragon Turtle

Armor Class:	22
Hit Dice:	30
Check Bonus:	15
Move:	10', 30' swim
No. Appearing:	0 (1)
Morale Score:	16
Treasure Type:	H
Alignment:	Chaotic
Attacks:	2 claws, 1 bite, 1-8, 1-8, 3-60
Special Attacks:	Breath weapon
Special Defenses:	Nil

Dragon turtles appear to be some unusual mixture of a dragon and a gigantic turtle. They have the head, limbs and tail of a great dragon and the hard shell of a turtle. These creatures live in the depths of great oceans and seas, seldom surfacing or approaching land.



Dragon turtles are so large that sailors have mistakenly anchored on ones floating on the surface, thinking the hard shell to be a small island.

Besides its powerful claws and bite, the dragon turtle is also able to use a breath weapon. It can breathe a 30' wide cloud of steam to a distance of 90'. This breath weapon will do damage in the same manner as a dragon's, inflicting Hit Points of damage equal to the current Hit Points of the dragon turtle. A DC 25 Dexterity Saving Throw reduces damage by half.

Dragon turtles live in great caverns on the bottom of the deepest oceans, where they keep the treasures of sunken ships. On occasion they will rise under ships, attempting to overturn them and devour the occupants.

Note: Dragon turtles are extremely powerful creatures that should not be used unless the player characters are of very high level.

Dragonne

Armor Class:	14	No. Appearing:	1 (1)
Hit Dice:	8*	Morale Score:	18
Check Bonus:	4	Treasure Type:	B
Move:	40', 30' flight	Alignment:	Neutral
Attacks:	2 claws, 1 bite, 1-8, 1-8, 3-18		
Special Attacks:	Roar		
Special Defenses:	Nil		

Possessing some of the most dangerous qualities of a lion and a brass dragon, the dragonne is a vicious and deadly hunter, and a threat to many who travel in warmer climates.

The dragonne is covered with thick, brass-colored scales, much like a brass dragon, and its mane is much thicker and made of far coarser hair than a lion's. The beast also possesses huge claws and fangs, brass-colored wings that stretch from the creature's shoulders, and large eyes, usually brass-colored like its scales. Dragonne do not have their own language. Instead, they speak the languages of brass dragons and sphinxes.

If a dragonne is in combat with an especially deadly opponent or is badly wounded, it will use its deadly roar. A dragonne's roar causes weakness (due to fear) in all creatures within 120 feet of the monster, unless they pass a DC 14 Charisma Saving Throw. Those creatures that save are not affected, but those that fail to save suffer a -2 penalty to all Strength checks, including Saving Throws, and to all melee attack and damage rolls for 2d6 rounds. In addition, those failing a DC 14 Constitution save are deafened for 1d6 minutes. The dragonne's roar can only be used once every three rounds.



Driver Ant

Armor Class:	17	No. Appearing:	2-8 (4-24)
Hit Dice:	4*	Morale Score:	18, see text
Check Bonus:	2	Treasure Type:	U, see text
Move:	60'	Alignment:	Neutral
Attacks:	1 bite, 1-12		
Special Attacks:	Nil		
Special Defenses:	Nil		

Driver ants are giant black ants about 6' long. They are omnivorous. When hungry, they will devour anything edible in their path. Once engaged in combat, they will fight to the death, even trying to cross flames to reach their opponents.

The nest-lair will always be guarded by 4d6 driver ants. There are legends of driver ants mining gold, and there is a 30% chance that a driver ant lair will contain 1d10 thousand gp worth of nuggets.

Dryad

Armor Class:	15	No. Appearing:	0 (1-6)
Hit Dice:	2*	Morale Score:	10
Check Bonus:	1	Treasure Type:	D
Move:	40'	Alignment:	Neutral
Attacks: See text			
Special Attacks: Charm Person			
Special Defenses: Merge with tree			

A dryad is a beautiful female tree spirit, who lives in a woodland setting or a dense forest. Each individual dryad always lives in a specific tree and will die in one hour if taken more than 240' away from it. A dryad will also die if her tree dies.

If a dryad wishes to be unobserved, she will join with her tree, becoming part of it.

Dryads are extremely shy and non-violent, but very suspicious of strangers. Anyone approaching or following a dryad (not merely standing in the area of the tree) may be attacked by the powerful Charm Person spell these creatures can cast. The victim must make a DC 14 Charisma Saving Throw.

A charmed character will approach the tree and be drawn into it. Unless rescued immediately, the victim will never be seen again. Dryads hide their treasure in hollows under the roots of their trees.



Dwarf

Armor Class:	16	No. Appearing:	1-6 (5-40)
Hit Dice:	1+1*	Morale Score:	13, see text
Check Bonus:	0	Treasure Type:	G
Move:	20'	Alignment:	Lawful/Neutral
Attacks: 1 weapon, by weapon			
Special Attacks: Ancestral foes (see text)			
Special Defenses: Resistant to magic and poison (+2 to saves)			

Standing from four to 4½ feet in height, and weighing 130 to 170 pounds, dwarves tend to be stocky and muscular. They have ruddy cheeks and bright eyes. Their skin is typically deep tan or light brown. Their hair is usually black, gray, or brown, and worn long, though not long enough to impair vision in any way. They favor long beards and mustaches, too.

Dwarves usually appear in clan groups or as war or mining expeditions.

For every 20 dwarves there will be one leader (level 3-8) and who may have magical items. To check for possible magical items, multiply the leader's level by 5. The result is the percentage chance for that leader to own a magical item from any one subtable.

Roll separately for each type (subtable) of magic treasure. Check all the subtables except the Scroll subtable and the Wand/Rod/Staff subtable.



As long as their leader is fighting with them and still alive, dwarf morale is 16 rather than 13. Dwarves hate goblinoids and orcs, and will usually attack them on sight. They get a +1 to attack and damage rolls against orcs, goblins, hobgoblins, and bugbears. They also get a +2 bonus to Armor Class when fighting giants, ogres, ettins, and trolls.

There are rumors of a race of evil, magic-using dwarves, called duergar, that able to grow to giant size and become invisible at will.

Efreeti *

Armor Class:	17	No. Appearing:	1 (1)
Hit Dice:	10*	Morale Score:	18
Check Bonus:	5	Treasure Type:	Nil
Move:	30', 80' flight	Alignment:	Chaotic
Attacks: 1 fist, 2-16			
Special Attacks: Spell use, see text			
Special Defenses: Magic weapons to hit, +3 to all saves, immune to fire			

Efreet are free-willed fire elementals. These beings usually appear as clouds of smoke that solidify into giant-sized demonic-faced men surrounded by flames. The air around them is always hot and smoky. Efreet are highly magical in nature and get a +3 bonus to all Saving Throws (for a total Saving Throw bonus of +8). They can only be hit with magic weapons and are immune to fire.

Efreet can create objects, create illusions, and turn invisible like djinn. They are also able to create a Wall of Fire up to 3 times per day. An efreet may transform its body into a pillar of flame that will set fire to all flammable items within 5 feet. They can retain the flame shape for 3 rounds maximum. The fire will also do an additional 1-8 points of damage to all creatures struck by the efreet. They may fly and carry up to 1,000 pounds while flying.



Efreet can be summoned by high level magic-users who have researched the special spells required. Once summoned, efreet can be forced to serve for 101 days. They are reluctant and difficult servants and will obey their instructions exactly, attempting to distort the meaning of whatever they have been told to do in order to cause trouble for their masters. Efreet hate djinn and will attack them on sight.

Elementals *

Elementals can be brought forth only from a large amount of their element (open air, bare earth or rock, a large fire, or a large pond). After being summoned they must be controlled at all times by the person who summoned them.

Control requires concentration (see both **Duration** and **Concentration Checks** on page 25). If the summoner loses concentration, the elemental will turn and attempt to attack its summoner. It will also attack any creature in the path between it and the one who summoned it. Once control is lost, it can never be regained. An elemental vanishes when dispelled, when the elemental is slain, or when the summoner orders the elemental to return from whence it came while it is still under control. Elementals can be hit only by magic or magic weapons.

Staff elementals (the weakest) are summoned by a magic-user with a special staff. Device elementals are summoned with the use of a special miscellaneous magic item. Conjured elementals are summoned through use of the 5th level magic-user/elf spell Conjure Elemental.

	Air	Earth	Fire	Water
Armor Class:	Variable	Variable	Variable	Variable
Hit Dice:	Variable	Variable	Variable	Variable
Check Bonus:	Variable	Variable	Variable	Variable
Move:	120' flight	20'	40'	20', 60' swim
No. Appearing:	1 (1)	1 (1)	1 (1)	1 (1)
Morale Score:	16	16	16	16
Treasure Type:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral
Attacks:	Whirlwind	Fist	Fist	Fist
Damage:	Variable	Variable	Variable	Variable
Special Attacks:	See text	See text	See text	See text
Special Defenses:	See text	See text	See text	See text

	Staff Elemental	Device Elemental	Conjured Elemental
Armor Class:	18	20	22
Hit Dice:	8	12	16
Check Bonus:	4	6	8
Damage:	1-8	2-16	3-24

Air elementals appear as great whirlwinds 2' tall and ½' in diameter for each Hit Die they have (a staff elemental would be 16' tall and 4' across). The whirlwind will buffet all creatures within 5' for the listed damage. Creatures that take damage must make a Strength check or be knocked back 20'. The DC for this check equals 10 + ½ of the elemental's Hit Dice. Those failing the save take an additional 2d6 of damage. Air elementals do an extra 1-8 points of damage against flying opponents.

Earth elementals appear as huge man-like figures 1' tall for each Hit Die they have (thus a conjured elemental would be 16' tall). Earth elementals cannot cross a water barrier wider than their height. Earth elementals do an extra 1-8 points of damage against opponents on the ground.

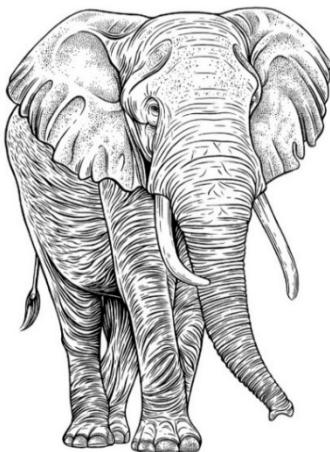
Fire elementals appear as swirling pillars of roaring flame 1' tall and 1' in diameter for each Hit Die they have; a device elemental would be 12' tall and 12' across. They cannot cross a water barrier wider than their own diameter. They do an additional 1-8 points of damage against all creatures with cold-based attacks.

Water elementals appear as great waves of water ½' tall and 2' in diameter for each Hit Die they have (a staff elemental will be 4' tall and 16' across). Water elementals are not able to move more than 60' from water. They do an extra 1-8 points of damage against opponents in water.

Elephant

Armor Class:	15	No. Appearing:	0 (1-20)
Hit Dice:	9	Morale Score:	12
Check Bonus:	4	Treasure Type:	See text
Move:	40'	Alignment:	

Attacks: 2 tusks or 1 trample, 2-8, 2-8 or 4-32
Special Attacks: Charge
Special Defenses: Nil



Any number of elephants from a lone rogue to an entire herd may be encountered. Both males and females have tusks.

In combat, elephants will first charge, striking with their tusks for double damage. In succeeding combat rounds, they will either strike with their tusks (25%) or trample (75%). If the opponent is man-sized or smaller, the elephant receives a bonus of +4 on attack rolls when trampling.

Elephants dwell at the edge of subtropical forest areas. Their tusks are valued for the ivory and may be sold for 100-600 gp each.

Elf

Armor Class:	15	No. Appearing:	1-4 (2-24)
Hit Dice:	1*	Morale Score:	13, see text
Check Bonus:	0	Treasure Type:	E
Move:	40'	Alignment:	Neutral
Attacks: 1 weapon, by weapon			
Special Attacks: Spell use			
Special Defenses: Immune to Sleep, Charm, and ghoul's paralysis, keen senses, stealthy, twilight vision.			

Elves are shorter and slighter of build than humans. Most elves are dark-haired, though fair hair is also seen, and their eyes are a beautiful, deep shade of green. The features of an elf are delicate and finely chiseled. Their Twilight Vision allows them to see, and attack, without penalty in dimly lit areas.

Elves are cautious fighters and always use their strengths to advantage if possible. One of their greatest strengths is the ability to pass through natural surroundings, such as woods or forests, silently and almost invisibly (+4 bonus to all DEX checks made to move stealthily). Their keen senses also give them a +2 bonus on Surprise checks and to Wisdom (Perception) checks. They get a +1 bonus to all attack rolls made with bows, swords, or short swords.

Each elf will have one 1st level spell (chosen at random). When a group of 15 or more elves appears, one of them will be a leader of level 2-7. Check for possible magical items that the leader may have. To check for items, multiply the leader's level by 5. The result is the percentage chance for that leader to have a magic item from any one of the magic subtables. Roll separately for each subtable, and check all the magic subtables. As long as their leader is alive, elven morale is 16 rather than 13.

Legend tells of a race of exiled, subterranean elves who plot their revenge upon their surface cousins.

Ettin

Armor Class:	16	No. Appearing:	1 (1-4)
Hit Dice:	8	Morale Score:	15
Check Bonus:	4	Treasure Type:	E plus 5,000gp
Move:	40'	Alignment:	Chaotic
Attacks:	2 clubs, 2-16, 2-16		
Special Attacks:	Nil		
Special Defenses:	Keen senses, +2 to WIS checks made to examine their surroundings.		



Ettins, or two-headed giants, as they are often called, are vicious hunters that stalk by night and eat any meat they can catch.

An ettin stands 12 feet tall and has pink to brownish skin, though it appears to be covered in a dark brown hide. This is because an ettin never bathes if it can help it and is therefore usually encrusted with a thick layer of dirt and grime. Its skin is thick, giving the ettin its high Armor Class. An ettin's hair is long, stringy, and unkempt; its teeth are large, yellowing, and often rotten.

The ettin's facial features strongly resemble those of an orc - large watery eyes, turned-up piggish snout, and large mouth.

Ferret, Giant

Armor Class:	15	No. Appearing:	1-8 (1-12)
Hit Dice:	1+1	Morale Score:	13
Check Bonus:	0	Treasure Type:	Nil
Move:	50'	Alignment:	Neutral
Attacks:		1 bite, 1-8	
Special Attacks:		Nil	
Special Defenses:		Nil	

Giant ferrets look like 3' long weasels. They hunt giant rats underground, and are sometimes trained for this purpose. Unfortunately, their tempers are highly unpredictable and they have been known to attack their trainers and other humans.



Fish, Giant

	Catfish	Gar	Piranha	Rockfish
Armor Class:	16	20	14	13
Hit Dice:	8+3*	10+2*	3+3	5+5
Check Bonus:	4	5	1	2
Move:	30' swim	60'	50'	60'
No. Appearing:	0 (1-2)	0 (1)	0 (2-8)	0 (2-8)
Morale Score:	13	16	11, see text	13
Treasure Type:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral
Attacks:	1 bite, 4 feelers	1 bite	1 bite	4 spines
Damage:	2-16, (1-4) x 4	2-20	1-8	1-4 plus poison
Special Attacks:	Nil	Swallow	Nil	Poison
Special Defenses:	Nil	Nil	Nil	Camouflage

Giant Catfish: This chalky white fish is about 15' long. It has two long feelers that sprout from each side of its mouth and lurks in the cool muck of river and lake bottoms, attacking swimmers or things moving on the bottom.

Giant Gar: These fish are almost 30' long and covered with thick armorlike scales. Gars are vicious fighters. On a roll of 18 or better they will swallow their prey whole.

Any character swallowed takes 2-12 points of damage per round and must make a DC 15 Strength check or be held fast within the beast's gullet. If the character passes the check, he or she may try to hack a way out. Unless using a Small-sized weapon, he or she will suffer a -4 penalty to attack rolls. The Armor Class within the fish is 10.

Giant Piranha: These deadly fish are 5' in length and have green and black scales. They will attack anything that disturbs the water near them. Once blood is drawn, they go into a feeding frenzy and will not

check morale. Piranhas inhabit warm fresh waters and prefer rivers to lakes.

Giant Spiny Rockfish: This fish, found in shallow salt water, is very difficult to distinguish from normal boulders (+4 bonus to DEX checks made to hide). The rockfish is normally harmless, but will viciously attack anyone who disturbs it. Its body is covered with spines, and it may lash 4 of them at any character. These spines do 1-4 points of damage each and are deadly poisonous (DC 12 CON save or die).

Frog, Giant

Armor Class:	13	No. Appearing:	0 (2-8)
Hit Dice:	3	Morale Score:	12
Check Bonus:	1	Treasure Type:	Nil
Move:	20', 45' swim	Alignment:	Neutral
Attacks:		1 bite, 2-8	
Special Attacks:		Swallow whole	
Special Defenses:		Camouflage	



Giant frogs resemble their more common relatives in everything but size. Their enormous size means that they consider larger creatures as a source of food, making small creatures and even demi-humans possible prey. A giant frog is roughly 6' in length and weighs between approximately 200 pounds. Because of its camouflaging color, a giant frog gains a +4 bonus to all Dexterity (Stealth) checks made in its natural habitat.

Giant frogs can leap forward up to 60 feet. A giant frog cannot jump backward or directly to either side but can leap 30 feet straight up.

On a roll of a natural 20, a giant frog will swallow a Small-sized creature whole. Any creature swallowed whole has a chance to cut its way out of the frog with an edged weapon (with a -4 penalty to attack rolls but striking against Armor Class 10). Any external damage inflicted upon a frog that has swallowed a creature whole does ½ of that damage to the swallowed victim.

Giant frogs fear fire and always retreat from it.



Gargoyle*

Armor Class:	15	No. Appearing:	1-6 (2-8)
Hit Dice:	4*	Morale Score:	16
Check Bonus:	2	Treasure Type:	C
Move:	30', 50' flight	Alignment:	Chaotic
Attacks:		2 claws, 1 bite, 1 horn, 1-3, 1-6, 1-4	
Special Attacks:		Nil	
Special Defenses:		Immune to Sleep and Charm spells, see text	

Gargoyles are magical monsters and save as 8 Hit Die creatures. They can only be hit with magic or magical weapons. As pictured in medieval architecture, they are horned, clawed, fanged, winged, hideous-looking beasts. Their skin looks exactly like stone and they are often mistaken to be statues, gaining a +4 bonus to all Dexterity (Stealth) checks made to hide amongst natural or worked stone.

Gargoyles are very cunning and at least semi-intelligent. They will attack nearly anything that approaches them. Gargoyles are not affected by Sleep or Charm spells. The DM is advised to use gargoyle only if the player characters have at least one magical weapon.

Gelatinous Cube

Armor Class:	12	No. Appearing:	1 (1)
Hit Dice:	4*	Morale Score:	18
Check Bonus:	2	Treasure Type:	V
Move:	20'	Alignment:	Neutral

Attacks:	1 pseudopod, 2-8 plus paralysis
Special Attacks:	Paralysis
Special Defenses:	Nearly invisible, immune to cold and lightning



These monsters are made of a clear jelly and are shaped like cubes that are about 10' on a side. Due to their near transparency and silent movement, characters must make a DC 20 Wisdom (Perception) check in order to notice them.

They move through the rooms and corridors of dungeons, sweeping the halls clean of all living and dead material. In the process, they may pick up items they can't dissolve (such as gold pieces and gems).

Though they usually eat carrion, they will attack any living creature they encounter, inflicting 2d4 points of damage. Each successful hit will paralyze the victim unless a DC 14 Strength Saving Throw is made. This paralysis lasts 2-8 turns (20-80 minutes) unless removed by a Remove Paralysis spell. Any attacks on a paralyzed victim will automatically hit (only a damage roll is needed). A gelatinous cube may be harmed by fire and weapons, but not by cold or lightning.

Ghast

Armor Class:	15	No. Appearing:	1-4 (1-4)
Hit Dice:	4**	Morale Score:	16
Check Bonus:	2	Treasure Type:	C
Move:	40'	Alignment:	Chaotic

Attacks:	2 claws, 1 bite, 1-4, 1-4, 1-6
Special Attacks:	Paralysis
Special Defenses:	Carrion stench, undead immunities

These creatures are so like ghouls (see below) as to be completely indistinguishable from them, and they are usually found only with a pack of ghouls.

When a pack of ghouls and ghosts attacks it will quickly become evident that ghosts are present, for they exude a carrion stench in a 10' radius which causes retching and nausea unless a DC 12 CON Saving Throw is made. Those failing to make this save are sickened. Sickened creatures suffer a -2 penalty to Strength and Dexterity

checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half.

Worse, the ghast shares the ghoul's ability to paralyze with their touch (DC 13), and their attack is so potent that it will even affect elves. Paralysis caused by a ghast lasts for 2-8 turns.

Ghosts, like ghouls, are undead and, thus, Sleep and Charm spells do not affect them.

Ghost*

Armor Class:	20, see text	No. Appearing:	1 (1)
Hit Dice:	8**	Morale Score:	18
Check Bonus:	4	Treasure Type:	B
Move:	40' flight	Alignment:	Chaotic

Attacks:	1 touch, see text
Special Attacks:	Aging touch, gaze attack, possession
Special Defenses:	Incorporeal, undead immunities, weapon immunity

Ghosts are the spirits of humans who were either so greatly evil in life or whose deaths were so unusually emotional they have been cursed to forever haunt the site of their death. These spirits hate the living and seek their destruction.

As ghosts are non-corporeal, existing on the Ethereal Plane, they are usually encountered only by creatures in a like state, although they can be seen by non-ethereal creatures.

The supernatural power of a ghost is such, however, that the mere sight of one causes any humanoid being to flee in panic for 2d6 minutes unless a DC 14 CHA Saving Throw is made. Clerics gain a +2 bonus to this Saving Throw.

Any creatures within 180 feet of a ghost are subject to attack by Magic Jar (DC 14 CHA save negates). If the ghost fails to Magic Jar its chosen victim, it will then semi-materialize in order to attack by touch.

Semi-materialized ghosts can be struck only by silver or magical weapons. If they strike an opponent, their touch ages the target by 1d8 x 5 years (DC 14 CON save to resist). Ghosts can be damaged by holy water while in their semi-material form.

While a ghost is non-corporeal it can only be combatted by another creature on the Ethereal Plane (in which case the ghost has an Armor Class of 12). Note that ghosts can only be attacked with spells by ethereal creatures.

Any human or demi-human killed by a ghost is drained of its life essence and is forever dead.

Ghoul

Armor Class:	14	No. Appearing:	1-6 (2-16)
Hit Dice:	2**	Morale Score:	14
Check Bonus:	1	Treasure Type:	B
Move:	30'	Alignment:	Chaotic

Attacks:	2 claws, 1 bite, 1-3, 1-3, 1-3
Special Attacks:	Paralysis
Special Defenses:	Undead immunities

Ghouls are undead creatures. They are hideous, beast-like humans who will attack anything living.

Any attack by a ghoul will paralyze any creature of ogre-size or smaller (except elves) that they hit successfully, unless the victim makes a DC 12 Strength Saving Throw. This paralysis lasts 2-8 turns.

Once an opponent is paralyzed, the ghoul will turn and attack another opponent, until either the ghoul or all the opponents are paralyzed or dead.



Giant

	Cloud Giant	Fire Giant	Frost Giant
Armor Class:	16	16	16
Hit Dice:	12+3	11+2	10+1
Check Bonus:	6	5	5
Move:	40'	40'	40'
No. Appearing:	1-2 (1-3)	1-2 (1-3)	1-2 (1-4)
Morale Score:	16	14	14
Treasure Type:	E + 5,000 gp	E + 4,000 gp	E + 3,000 gp
Alignment:	Neutral	Chaotic	Chaotic
Attacks:	1 weapon	1 weapon	1 weapon
Damage:	6-36	5-30	4-24
Special Attacks:	Throw boulders	Throw boulders	Throw boulders
Special Defenses:	Immune to cold	Immune to fire	Immune to cold

	Hill Giant	Stone Giant	Storm Giant
Armor Class:	16	18	18
Hit Dice:	8	9	15*
Check Bonus:	4	4	7
Move:	40'	40'	50'
No. Appearing:	1-4 (2-8)	1-2 (1-6)	1 (1-3)
Morale Score:	13	14	16
Treasure Type:	E + 1,000 gp	E + 2,000 gp	E + 8,000 gp
Alignment:	Chaotic	Neutral	Lawful
Attacks:	1 weapon	1 weapon	1 weapon
Damage:	2-16	3-18	8-48
Special Attacks:	Nil	Throw boulders	Lightning bolt, throw boulders
Special Defenses:	Nil	Nil	Immune to cold and lightning



Cloud Giants: These fierce giants have white or gray skin and hair. They wear pale robes and stand 20' tall. Cloud giants have keen eyes and a sharp sense of smell, so they are rarely surprised, gaining a +4 bonus to all Wisdom (Perception) checks. They may throw boulders (close range of 40') for 3-18 (3d6) points of damage. They live in castles in the sides of mountains or atop masses of clouds. Their guards will be 3-18 (3d6) giant hawks (clouds or mountains) or 6-36 (6d6) dire wolves (mountains only). Cloud giants hate to be disturbed and may block mountain passes to discourage trespassers. Cloud giants are not affected by cold-based attacks.



They will always have either 1-3 hydras (20%) or 3-18 (3d6) hellhounds (80%) as guards. These giants are not affected by fire-based attacks.



Frost Giants: These awesome giants are pale skinned with light yellow or light blue hair. They stand 18' tall, have long full beards, and wear fur skins and iron armor. Frost giants may hurl rocks (close range of 40') for 3-18 (3d6) points of damage. They

often build castles above the timberline of snow-capped mountains. They will always have either 3-18 (3d6) polar bears (20% chance) or 6-36 (6d6) wolves (80% chance) as guards. Frost giants are not affected by cold-based attacks.

Hill Giants: These hairy brutes are 12' tall and very stupid. They wear animal skins and carry huge clubs and spears.

These giants live in the foothills of mountains and raid human communities from time to time for food and plunder.



Stone Giants: These giants are 14' tall and have gray rock-like skin. They use large stalactites as clubs. They hurl rocks (close range of 60') for 3-18 (3d6) points of damage.

They live in caves or crude stone huts and may (50%) have 1-4 cave bears as guards.

Storm Giants: These are the tallest giants, often over 22' tall. They have bronze colored skin and bright red or yellow hair.

They love thunderstorms and may create one in 10

minutes. If a storm is present, a storm giant may throw one lightning bolt every 5 rounds. This bolt will do damage equal to the remaining Hit Points of the giant (a Dexterity Saving Throw will reduce this to 1/2 damage).

Storm giants live on mountain tops, in cloud castles, or deep under water. Their castles will always be guarded by either 2-8 (2d4) griffons (mountains and clouds) or 3-18 (3d6) giant crabs (under water).

Lightning does not affect these giants, and they are often found in the middle of fierce storms, enjoying the weather.



Gnoll

Armor Class:	15	No. Appearing:	1-6 (3-18)
Hit Dice:	2	Morale Score:	13
Check Bonus:	1	Treasure Type:	D
Move:	30'	Alignment:	Chaotic

Attacks: 1 weapon or bite, by weapon or 2-8
Special Attacks: Nil
Special Defenses: Nil



Gnolls are beings of low intelligence that appear to be hyena-headed humanoids. They may use any weapons.

They are strong, but dislike work and prefer to bully and steal for a living. For every 20 gnolls encountered, one will be a leader with 3 Hit Dice.

Gnolls are rumored to be the result of a magical combination of a gnome and a troll by an evil magic-user.

Gnome

Armor Class:	15	No. Appearing:	1-8 (5-40)
Hit Dice:	1+1*	Morale Score:	13, see text
Check Bonus:	0	Treasure Type:	C
Move:	20'	Alignment:	Lawful/Neutral
Attacks:	1 weapon, by weapon		
Special Attacks:	Nil		
Special Defenses:	Ancestral foes (see text) Resistant to magic and poison (+2 to saves)		

Gnomes are a human-like race related to dwarves. They are smaller than dwarves and have long noses and full beards. Gnomes, like dwarves, have Darkvision. They usually live in burrows in the lowlands. Gnomes are excellent metalsmiths and miners. They love gold and gems and have been known to make bad decisions just to obtain them. They love machinery of all kinds and like to use crossbows as missile weapons and war hammers in hand-to-hand combat. Gnomes like most dwarves, but war with goblins and kobolds who steal their precious gold. They will usually attack kobolds on sight. Gnomes get a +1 to attack and damage rolls against goblins, hobgoblins, and kobolds. They also get a +2 bonus to Armor Class when fighting giants, ogres, ettins, and trolls.

For every 20 gnomes, one will be a leader with 2 Hit Dice. In the gnome lair lives a clan chieftain and his 1-6 bodyguards. The clan chieftain has 4 Hit Dice and gains a bonus of +1 on attack and damage rolls. The bodyguards will have 3 Hit Dice.

As long as the clan chieftain or leader is alive, all gnomes within sight of him have a morale of 16 rather than 13.

To check for possible magical items, multiply the leader's Hit Dice by 5. The result is the percentage chance for that leader to own a magical item from any one subtable.

Roll separately for each type (subtable) of magic treasure. Check all the subtables except the Scroll subtable and the Wand/Rod/Staff subtable.

Goblin

Armor Class:	14	No. Appearing:	2-8 (6-60)
Hit Dice:	1-1	Morale Score:	11, see text
Check Bonus:	0	Treasure Type:	R (C)
Move:	30'	Alignment:	Chaotic
Attacks:	1 weapon, by weapon		
Special Attacks:	Nil		
Special Defenses:	Nil		



Goblins are a small, incredibly ugly, human-like race. Their skin is a pale earthy color, such as chalky tan or livid gray. Their eyes are red, and glow when there is little light, somewhat like rat's eyes.

Goblins live underground and have well-developed Darkvision to 90'. In full daylight they fight with a penalty of -1 on their attack rolls.

Goblins hate dwarves and will attack them on sight. There is a 20% chance that 1/4 of all goblins encountered will be riding a dire wolf.

In the goblin lair lives a goblin king with 3 Hit Dice and a +1 bonus to all attack and damage rolls. The goblin king has a bodyguard of 2-12 goblins with 2 Hit Dice. The king and his bodyguard may fight in full daylight without a penalty.

The goblins' morale will be 13 rather than 11 if their king is with them and still alive. Treasure Type C is only found in the goblin lair or when goblins are encountered in the wilderness.

Golems*

A golem is a powerful monster, created and animated by a high level magic-user or cleric. They can be made of almost any material, but the ones listed are typical. The DM should feel free to create his own, with any special powers desired.

Normally golems can only be hit by magic weapons. As animated creatures, golems are also immune to Sleep and Charm spells, as well as poison, paralysis, disease, and energy drain. Creating a golem is costly, time consuming, and beyond the power of all but the highest-level player characters.

Amber Golem*	Bone Golem*
Armor Class:	14
Hit Dice:	10**
Check Bonus:	5
Move:	60'
No. Appearing:	1 (1)
Morale Score:	18
Treasure Type:	Nil
Alignment:	Neutral
Attacks:	2 claws
Damage:	2-12, 2-12
Special Attacks:	Nil
Special Defenses:	Detect invisible, faultless trackers, golem immunities
	2 or 4 weapons By weapons Nil Golem immunities. Immune to cold, fire, and lightning

Amber Golem: These resemble giant lions or tigers. They are faultless trackers and can detect invisible creatures within 60'.

Bone Golem: These are 6' tall creatures made from the bones of dead men bound together into a manlike form. They wield weapons from skeletal arms that are fastened to their bodies at various points. Either four 1-handed weapons or two polearms may be used by a bone golem, and it will attack up to two enemies per round. Bone golems are immune to fire, cold, and electrical attacks.



Bronze Golem*	Clay Golem*
Armor Class:	18
Hit Dice:	20**
Check Bonus:	10
Move:	80'
No. Appearing:	1 (1)
Morale Score:	18
Treasure Type:	Nil
Alignment:	Neutral
Attacks:	1 fist plus heat
Damage:	3-30
Special Attacks:	Heat damage
Special Defenses:	Golem immunities. Immune to fire
	1 fist 2-20 Haste Golem immunities

Bronze Golem: These creations look somewhat like fire giants. Their skin is bronze and molten metal courses within their bodies.

Any creature hit by a bronze golem will take 1-10 more points of heat (fire) damage from the great heat inside it. Anyone scoring damage on a bronze golem with an edged weapon must make a DC 14

Dexterity Saving Throw or take 2-12 (2d6) points of damage from the fiery "blood" spouting out of the wound. Bronze golems are not affected by fire-based attacks.

Clay Golem: The clay golem is a humanoid body made from clay that stands about 8 feet tall and weighs around 600 pounds.

The features are grossly distorted from the human norm. The chest is overly large, with arms attached by thick knots of muscle at the shoulder. Its arms hang down to its knees and end in short stubby fingers. It has no neck and a large head with broad flat features. Its legs are short and bowed, with wide flat feet. A clay golem wears no clothing except for a metal or stiff leather garment around its hips. It smells faintly of clay. The golem cannot speak or make any noise. It walks and moves with a slow and clumsy gait.



After it has engaged in at least one round of combat, the clay golem can Haste itself for 3 rounds. It can only do this once per day. They can only be struck by magic weapons.

	Flesh Golem*	Iron Golem*
Armor Class:	11	19
Hit Dice:	8**	16**
Check Bonus:	4	8
Move:	30'	20'
No. Appearing:	1 (1)	1 (1)
Morale Score:	18	18
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
Attacks:	2 fists	1 sword
Damage:	2-12, 2-12	2-24
Special Attacks:	Haste	Poison gas
Special Defenses:	Golem immunities, immune to cold and fire, healed by lightning	Golem immunities, immune to spells, healed by magical fire

Flesh Golem: The flesh golem stands a head and a half taller than most humans and weighs almost 350 pounds. It is made from a ghoulish collection of stolen human body parts, stitched together to form a single composite human body. Its skin is the sickly green or yellow of partially decayed flesh. A flesh golem smells faintly of freshly dug earth and dead flesh.



The golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff jointed gait, as if it is not in complete control over its body parts.

Flesh golems can only be struck by magical weapons. Any lightning attack restores 1 Hit Point for each die of damage it would normally have done. All other spells are ignored by the creature.

Iron Golem: An iron golem is twice the height of a normal man and weighs around 5000 pounds. It can be fashioned in any stylized manner, just like the stone golems, although it almost always is built displaying armor of some sort. Its features are much smoother in contrast to the stone golem. Iron golems are sometimes found with a sword (relative to their size) in one hand.

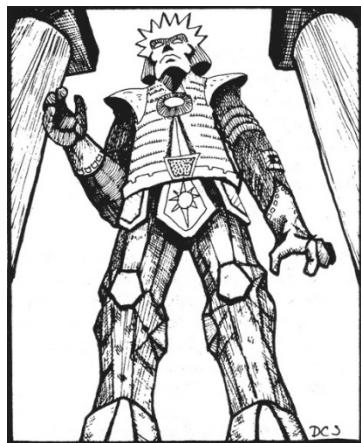
The iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderously smooth gait at half the speed of a normal man. Each step causes the floor to tremble, unless it is on a thick, solid foundation.

The iron golem is immune to non-magical weapons and magical fire attacks repair 1 Hit Point of damage for each Hit Die of damage it would have caused. All other spells are ignored. Iron golems are subject to the damage inflicted by a rust monster.



Once every minute (6 rounds), beginning either the first or second round of combat, the iron golem breathes out a cloud of poisonous gas (DC 18 CON Saving Throw) that kills those who do not make the Saving Throw. It does this automatically, with no regard to the effects it might have. The gas cloud fills a 10 foot cube directly in front of it, which dissipates in 1 round.

	Stone Golem*	Wood Golem*
Armor Class:	16	13
Hit Dice:	13**	2+2
Check Bonus:	6	1
Move:	20'	40'
No. Appearing:	1 (1)	1+1
Morale Score:	18	18
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
Attacks:	1 fist	1 fist
Damage:	2-20	1-8
Special Attacks:	Slow	Nil
Special Defenses:	Golem immunities, immune to magic (see text)	Nil



Stone Golem: A stone golem is $9\frac{1}{2}$ feet tall and weighs around 2000 pounds. Its body is of roughly chiseled stone, frequently stylized to suit its creator. For example, it might be carved to look like it is wearing armor with a symbol on the chest plate. Sometimes designs are worked into the stone of its limbs. The head may be chiseled to resemble a helmet or other head piece. Regardless of these elements, it always has the basic humanoid parts (2 arms, 2 legs, head with 2 eyes, nose, mouth etc.). It is always weaponless and never wears clothing.

A Flesh to Stone spell does not actually change the golem's structure but does make it vulnerable to any normal weapon attacks for 1 round. All other spells are ignored.

Wood Golem: These monsters are crude manlike figures about 3' tall, rudely hacked from wood. They burn easily, suffering double damage from fire-based attacks.

Gorgon

Armor Class:	18	No. Appearing:	1-4 (1-4)
Hit Dice:	8*	Morale Score:	11
Check Bonus:	4	Treasure Type:	(E)
Move:	40'	Alignment:	Neutral
Attacks:	1 gore or breath, 2-12 or petrification		
Special Attacks:	Charge attack, Petrification cloud		
Special Defenses:	Nil		

A gorgon is a magical bull-like monster covered with large iron scales.

It gores opponents with its great horns and will do double damage if it hits when charging at least 30' over even terrain.

A gorgon also breathes clouds of vapor that will petrify any opponents who fail their DC 14 Wisdom Saving Throw. A gorgon's vapor cloud is 60' long by 10' wide. They are impervious to their own breath weapon.

Gorgons are usually found in foothills or grasslands.



Gray Ooze

Armor Class:	12	No. Appearing:	1 (1)
Hit Dice:	3*	Morale Score:	18
Check Bonus:	1	Treasure Type:	Nil
Move:	5'	Alignment:	Neutral
Attacks:	1 acid-secreting pseudopod, 2-16		
Special Attacks:	Destroy armor		
Special Defenses:	Immune to cold, fire, Sleep, and Charm.		

This seeping horror looks like wet stone and is difficult to see, requiring a DC 16 Wisdom (Perception) check to spot.

It secretes an acid which does 2d8 points of damage if the gray ooze hits bare skin.

This acid will dissolve and destroy armor, reducing its protective value by 1 point per round. Magical armor's protective value is reduced by 1 point per minute (6 rounds). Once the armor's protective value is reduced to 10, the armor is completely destroyed.

Gray ooze cannot be harmed by cold or fire, but can be harmed by weapons and lightning.



Green Slime*

Armor Class:	See text
Hit Dice:	2*
Check Bonus:	1
Move:	5'
No. Appearing:	1 (0)
Morale Score:	18
Treasure Type:	Nil
Alignment:	Neutral
Attacks:	1, see text
Special Attacks:	See text
Special Defenses:	Immune to most attack forms, see text

Green slime looks like green, oozing slime. This creature can be harmed by fire or cold but cannot be hurt by any other attacks.



It dissolves wood and metal (in 6 rounds), but cannot dissolve stone. Green slime often clings to walls and ceilings and will drop down on surprised characters, requiring a DC 16 Wisdom (Perception) check to spot.

Once in contact with flesh, it will stick and turn the flesh into green slime. It cannot be scraped off, but must be burnt off or destroyed with a Cure Disease spell.

When green slime drops on a victim (or is stepped on), the victim can usually burn it while it is dissolving armor and clothing. If it is not burned off, the victim will turn completely into green slime 1-4 (1d4) rounds after the first 6-round (one minute) period. Burning does 1/2 damage to the green slime and the victim.

Griffon

Armor Class:	15	No. Appearing:	0 (2-16)
Hit Dice:	7	Morale Score:	14
Check Bonus:	3	Treasure Type:	E
Move:	40', 120' flight	Alignment:	Neutral

Attacks:	2 claws, 1 bite, 1-4, 1-4, 2-16
Special Attacks:	Nil
Special Defenses:	Nil

A griffon is a large monster with the head, wings, and front claws of an eagle and the body and hindquarters of a lion. It is a voracious predator. Its favorite prey is horses. When within 120' of horses a griffon must make a DC 14 Wisdom check or attack immediately.

Wild griffons will attack any who approach their nests. If they are captured young, they can be tamed to become fierce, loyal mounts (training is left to the DM's discretion). Tamed griffons are still likely to attack horses, however, and must check Morale (DC 14 check) to see if it obeys its master.



Hags*

Hags are witchlike beings that spread havoc and destruction, working their magics, and slaying all whom they encounter. Hags appear as wretched old women, with long, frayed hair and withered faces. Horrid moles and warts dot their blotchy skin, their mouths are filled with blackened teeth, and their breath is most foul.

Though wrinkled and skinny, hags possess supernatural strength and can easily crush smaller creatures, such as goblins, with one hand. Similarly, though hags look decrepit, they run swiftly, easily bounding over rocks or logs in their path. From the long, skinny fingers of hags grow iron-like claws. Hags use these claws (and their supernatural strength) to rend and tear at opponents in combat. Their garb is similar to that of peasant women, but usually much more tattered and filthier.

Green*	Night*	Sea*
Armor Class:	20	18
Hit Dice:	9*	8*
Check Bonus:	4	4
Move:	40', 40' swim	40'
No. Appearing:	1 (1-3)	1
Morale Score:	18	13
Treasure Type:	H	G
Alignment:	Chaotic	Chaotic
Attacks:	2 claws	1 bite
Damage:	1-10	2-12
Special Attacks:	Spell use	Spell use
Special Defenses:	Keen senses, stealthy	Keen senses, spell immunity, weapon immunity

Green Hag: These wretched creatures live in desolate countryside and amid dense forests and swamps. They get a +4 bonus to all DEX (Stealth) checks made in the wilds. Their keen senses give them a +4 bonus to all Wisdom (Perception) checks.

Green hags can cast the following spells at will, one spell per round: Change Self, Invisibility, Pass without Trace, Prestidigitation, Speak with Animals, and Water Breathing. Each spell is employed at caster level 9 and has a DC of 14.

Night Hag: Night hags, thoroughly evil, attack any good creature without cause if they feel they have a reasonable chance of victory. Their keen senses give them a +4 bonus to all Wisdom (Perception) checks.

Night hags also have a bewildering variety of spell-like abilities they can use one at will (caster level 8 and DC 14): Detect Good, Magic Missile (5 times per day), Polymorph Self, Cause Fear, and Sleep.

Night hags are immune to the effects of Charm, Sleep, fear, fire, and cold-based attacks. A silver or magical weapon is needed to harm them.



Sea Hag: These, the most wretched of all hags, inhabit thickly vegetated shallows in warm seas and, very rarely, overgrown lakes. Warts, bony protrusions, and patches of slimy green scales dot their sickly yellow skin. Their eyes are always red with deep, black pupils. Long, seaweed-like hair hangs limply from their heads, covering their withered bodies.

Sea hags can cast Change Self (DC 13) and Water Breathing at will. They often use Change Self to draw their victims within 30 feet before revealing their true appearance.

The true appearance of a sea hag is so ghastly that anyone viewing one of these hags grows weak from fright unless a successful Charisma Saving Throw (DC 13) is rolled. Beings that fail their Saving Throw suffer a -2 penalty to all Strength checks, as well as attack and damage rolls.

Worse still, sea hags can cast a paralyzing glance up to three times a day. This look affects one creature of the sea hag's choosing within 30 feet. To negate the effects of this glance, the victim must successfully roll a DC 13 Charisma Saving Throw. Those who fail are paralyzed with fear for $1d6 \times 10$ minutes, while those who roll a natural 1 on their Saving Throw die immediately. Few who survive the glance live to tell of it, for sea hags quickly devour their helpless victims.

Halfling

Armor Class: 13

Hit Dice: 1+1*

Check Bonus: 0

Move: 30'

No. Appearing: 3-18 (5-40)

Morale Score: 13, see text

Treasure Type: V (or B)

Alignment: Lawful

Attacks: 1 weapon, by weapon

Special Attacks: Nil

Special Defenses: Combat bonuses, keen senses, resistant to magic and poison (+2 to saves), stealthy, twilight vision

Halflings are small demi-humans that resemble stocky humans with wavy brown hair, ruddy skin, and furry unshod feet. They live in small villages of 30-300 inhabitants. Each village will have a leader (level 2-7) and a village guard of 5-20 militia (each with 2 Hit Dice). As long as the village leader is alive, all halflings within sight of him have a morale of 16 rather than 13.

To check for possible magical items, multiply the leader's Hit Dice by 5. The result is the percentage chance for that leader to own a magical item from any one subtable. Roll separately for each type (subtable) of magic treasure. Check all the subtables except the Scroll subtable and the Wand/Rod/Staff subtable. Treasure type (B) will only be found if encountered in the wilderness.

The keen senses of halflings grant them a +2 bonus to Intelligence and Wisdom ability checks made to examine their surroundings (see Perception Checks on page 71), including Surprise checks.



Halflings excel at avoiding unwanted attention. Their small size and natural ability to escape the notice of others grant them +4 bonus to all Dexterity (Stealth) checks (page 71), as well as to all sleight of hand attempts.

Halflings practice at pitching rocks and playing games of darts throughout their childhood and, as a result, are very accurate with all missile weapons. Halflings gain a +1 bonus to all ranged attack rolls.

Harpy

Armor Class:	13	No. Appearing:	1-6 (2-8)
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Hit Dice:	3*	Morale Score:	12
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Check Bonus:	1	Treasure Type:	C
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Move:	20', 50' flight	Alignment:	Chaotic
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Attacks: 2 claws, 1 weapon, 1-4, 1-4, by weapon

Special Attacks: Song

Special Defenses: Resistant to magic (+2 to saves)

A harpy has the lower body of a giant eagle and the upper body and head of a hideous-looking woman.

By their singing, harpies lure creatures to them, to be killed and devoured. Any creature hearing the harpy's song must make a DC 11 Charisma Saving Throw or be charmed. Charmed individuals will move toward the harpies, resisting any attempt to stop them, but not otherwise attacking. If a character saves against the songs of a group of harpies, the character will not be affected by any of their songs during the encounter.

Harpies are resistant to magic and have a +2 on all their saves.



Hawks

Hawks are hunting birds that glide on the updrafts of the wind, watching the ground for prey. If a hawk surprises its victim (hawks get a +4 bonus to all DEX checks made to move silently) it does double damage on its first attack. Hawks may be trained as pets or guards by an animal trainer.

	Hawk	Hawk, Giant
Armor Class:	12	14
Hit Dice:	$\frac{1}{2}$	3+3
Check Bonus:	0	1
Move:	160' flight	150' flight
No. Appearing:	0 (1-6)	0 (1-3)
Morale Score:	11	13
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
Attacks:	1 beak	1 beak
Damage:	1-2	1-6
Special Attacks:	Surprise attack	Surprise attack
Special Defenses:	Stealthy	Stealthy



Normal Hawks: These will not attack human-sized or larger creatures unless they appear unable to defend themselves (wounded, bound, etc.).

Giant Hawks: These birds are the size of a very large dog or small pony.

Giant hawks are very strong and will attack human-sized creatures if hungry.

They can carry off halfling-sized prey.

Hell Hound

Armor Class:	16
Hit Dice:	3 to 7**
Check Bonus:	1 to 3
Move:	40'
No. Appearing:	2-8 (2-8)
Morale Score:	13
Treasure Type:	C
Alignment:	Chaotic
Attacks:	1 bite, 1-6
Special Attacks:	Fiery breath
Special Defenses:	Detect invisible 60', immune to fire



A hellhound appears as reddish-brown hound the size of a large wolfhound or small pony.

Hellhounds are impervious to fire and are often found near volcanos, deep in dungeons, or with another fire-loving creature (such as a fire giant). Hellhounds are cunning and highly intelligent.

In melee, a hellhound will attack one person, biting (3-6 on 1d6) or breathing fire (1 or 2 on 1d6) each round. Its breath does 1d6 points of damage for each Hit Die the hellhound has (3d6 to 7d6). A character who makes a Dexterity Saving Throw takes $\frac{1}{2}$ damage. The DC of this save is 10 plus $\frac{1}{2}$ of the hellhound's Hit Dice (rounding fractions down).

Hellhounds can detect invisible creatures or objects within 60'.

Hippogriff

Armor Class:	15	No. Appearing:	0 (2-16)
Hit Dice:	3+1	Morale Score:	13
Check Bonus:	1	Treasure Type:	Nil
Move:	60', 120' flight	Alignment:	Neutral
Attacks:	2 claws, 1 bite, 1-6, 1-6, 1-10		
Special Attacks:	Nil		
Special Defenses:	Nil		

A hippogriff is a fantastic creature with the foreparts and head of a giant eagle and the hindquarters of a horse. Hippogriffs nest in rocky crags and can be ridden if tamed.

They will usually attack pegasi, who are their natural enemies.



Hobgoblin

Armor Class:	14	No. Appearing:	1-6 (4-24)
Hit Dice:	1+1	Morale Score:	13, see text
Check Bonus:	0	Treasure Type:	D
Move:	30'	Alignment:	Chaotic
Attacks:	1 weapon, by weapon		
Special Attacks:	Nil		
Special Defenses:	Nil		

Hobgoblins are bigger and meaner relatives of goblins.

They live underground but often hunt above ground and have no penalties for fighting in full daylight.

A hobgoblin king and 1-4 (1d4) bodyguards live in the hobgoblin lair. The king has 5 Hit Dice and has a +2 bonus to attack and damage rolls. The bodyguards all have 4 Hit Dice. As long as their king is alive and with them, hobgoblin morale is 16 rather than 13.



Hook Horror

Armor Class:	16	No. Appearing:	0 (2-12)
Hit Dice:	5*	Morale Score:	13
Check Bonus:	2	Treasure Type:	U
Move:	30'	Alignment:	Neutral
Attacks:	2 hooks, 1 beak, 1-8, 1-8, 2-12		
Special Attacks:	Hook grapple		
Special Defenses:	Keen senses		

The hook horror is a bipedal, subterranean monster that looks like a cross between a vulture and a man with hooks instead of hands.

The hook horror stands about nine feet tall and weighs almost 350 pounds. It has a tough, mottled grey exoskeleton, like that of an insect. Its front limbs end in 12-inch-long hooks. Its legs end in feet that have long, sharp toes. Its head is shaped like that of a vulture, including the hooked beak. Its eyes are multifaceted.

Hook horrors have acute hearing and get a +4 bonus to all Wisdom (Perception) checks based on sound. Their eyesight is poor, and they rely on echolocation to interact with their environment and attack prey. As such, they fight as blind creatures within the area of a Silence 15' Radius spell. They always know their territory, and they try to ambush unsuspecting travelers or denizens. Due to their claws, they are expert climbers who can climb surfaces at their normal Movement Rate.

Each round they swing with both hooks. If both hit the same target during 1 round, their beak automatically strikes for 2d6 damage. This continues each round until at least one of the hooks is dislodged (DC 16 Strength ability check to break free).



Horses

	Draft Horse	Mule	Pony
Armor Class:	13	13	13
Hit Dice:	3+1	3	1+1
Check Bonus:	1	1	0
Move:	60'	60'	80'
No. Appearing:	0 (0)	0 (0)	0
Morale Score:	8	8	8
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
Attacks:	2 hooves	2 hooves	2 hooves
Damage:	1-4, 1-4	1-3, 1-3	1-3, 1-3
Special Attacks:	Nil	Nil	Nil
Special Defenses:	Nil	Nil	Nil
Riding Horse	War Horse	Wild Horse	
Armor Class:	13	13	13
Hit Dice:	2	3+3	2
Check Bonus:	1	1	1
Move:	80'	60'	80'
No. Appearing:	0 (0)	0 (0)	0 (10-100)
Morale Score:	10	14	8
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
Attacks:	2 hooves	2 hooves	2 hooves
Damage:	1-3, 1-3	1-4, 1-4	1-3, 1-3
Special Attacks:	Nil	Nil	Nil
Special Defenses:	Nil	Nil	Nil

Draft Horse: This is a large horse bred for its sturdiness and endurance. It is used primarily for plowing, pulling wagons and as a pack animal. A draft horse can carry a normal load of 450 pounds and a maximum load (movement reduced by $\frac{1}{2}$) of 900 pounds. A draft horse will not fight; if attacked, it will attempt to flee.

Mule: Sterile hybrids of horses and donkeys, mules are very sure-footed and exceptionally stubborn. They can be ridden by patient handlers who know how to control them but are best used as pack animals in difficult or mountainous terrain. They are sometimes used by adventurers, for they are the only breed that can be taken into subterranean regions.

Mules can carry 200 pounds and still move at normal speed. They can carry up to 400 pounds and travel at half movement. Donkeys use the same game statistics as mules.

Pony: Small horses used primarily for transportation and, occasionally, farm work, ponies are a lively breed. They are more excitable than the larger horses, but frequently gentler, as well. They are sometimes trained and used as war horses by several of the smaller demi-human races. Ponies can carry 150 pounds and still move at normal speed. They can carry up to 300 pounds and travel at half movement.

Riding Horse: This type of horse is smaller than a draft horse or a war horse but is capable of carrying a rider for a greater distance. A riding horse is noted for its ability to exist anywhere there is grass to feed on. Any wild horse can become a riding horse, if tamed. The amount of weight the horse can carry and still move at normal speed is 300 pounds. The maximum weight that can be carried is 600 pounds at half movement.

War Horse: This type of horse is bred for its warlike temperament and strength. It cannot be ridden long distances at high speed, but is powerful in a short charge. A war horse can carry 400 pounds at full speed and 800 pounds at half speed. When charging, a rider employing a lance will do double damage (if a hit is successful), although the horse may not fight at the same time. After the first (charging) round, both rider and horse can fight normally.

Wild Horse: Wild horses are untrained horses that are, otherwise, identical to riding horses. They have the same game statistics as riding horses, except that their morale score is slightly lower than their trained counterparts.

Humans

Most groups of men will be led by additional, higher level leaders with better armor, Hit Points, saving throws, and, possibly, magic items (for the chance of magic, see NPC Magic Items on page 173). Furthermore, men usually have large camps. The treasure will usually be at the camp.

Acolyte (Human Cleric)

Armor Class:	18	No. Appearing:	1-8 (1-20)
Hit Dice:	1	Morale Score:	13
Check Bonus:	0	Treasure Type:	U
Move:	20'	Alignment:	Any

Attacks: 1 mace, 1-6 damage
Special Attacks: Spell use, turn undead
Special Defenses: +2 to WIS and CHA checks

Acolytes are 1st level NPC clerics on a pilgrimage to or from a holy (or unholy) shrine - or perhaps merely seeking adventure. All of the clerics in the party will be of the same alignment, but the entire party has an equal chance to be Lawful, Neutral, or Chaotic.

If there are 4 or more encountered, they will be led by a 2nd, 3rd, 4th, or 5th level cleric (roll 1d10: 1-4 = 2nd level leader, 5-7 = 3rd level, 8-9 = 4th level, 10 = 5th level). The DM may choose any clerical spells for the leader, or they may be rolled at random.

Bandit (Human Thief)

Armor Class:	14	No. Appearing:	1-8 (3-30)
Hit Dice:	1	Morale Score:	13
Check Bonus:	0	Treasure Type:	U (A)
Move:	40'	Alignment:	Neutral or Chaotic

Attacks: 1 weapon, by weapon
Special Attacks: Backstab
Special Defenses: +2 to INT and DEX checks

Bandits are NPC thieves who have joined together for the purpose of robbing others. Bandits will act as normal humans in order to surprise their intended victims. Treasure Type (A) is only found when bandits are encountered in the wilderness in their lair.

Bandits may have an NPC leader of any class: fighter, magic-user, thief, or cleric, who is of an experience level higher than the bandits. They typically use short swords or short bows that deal 1d6 damage.

Berserker (Human Fighter)

Armor Class:	13
Hit Dice:	1+1*
Check Bonus:	0
Move:	40'
No. Appearing:	1-6 (3-30)
Morale Score:	18, see text
Treasure Type:	P (B)
Alignment:	Neutral or Chaotic
Attacks:	1 weapon, by weapon +2
Special Attacks:	Ferocity, +2 to bonus to attack and damage rolls
Special Defenses:	Fearless, +2 to STR and CON checks



Berserkers are simply fighters who go mad in battle. Their reactions are determined normally but, once a battle starts, they will always fight to the death - sometimes attacking their comrades in their blind rage. They add +2 to their attack and damage rolls due to this ferocity. They never retreat, surrender, or take prisoners. Treasure Type (B) is only found in the wilderness.

Brigand (Human Fighter)

Armor Class:	Varies	No. Appearing:	0 (10-40)
Hit Dice:	1	Morale Score:	13
Check Bonus:	0	Treasure Type:	A
Move:	40'	Alignment:	Neutral or Chaotic

Attacks:	1 weapon, by weapon
Special Attacks:	+2 to attack and damage rolls with 1 weapon
Special Defenses:	+2 to STR and CON checks

Brigands are loosely organized outlaws and renegade mercenaries who live by raiding towns and robbing caravans and travelers. For every 20 brigands there will be an additional 2nd level fighter who acts as their leader. For every 40 brigands there will be an additional 4th level fighter acting as commander of the entire group.

Some of the brigands (50%) will have leather armor, shield, short bow, and sword. The rest (50%) will be mounted on riding horses, wear chain mail and shield, and carry swords. The leaders will wear plate mail, carry swords and lances, and ride barded war horses. (The DM can have a party meet all foot or all mounted brigands, if desired.)

Brigands will often band together to make fortified camps of 50-300 men. A camp will always be led by a 9th level fighter, with an additional 5th level fighter for every 50 brigands. There is also a 50% chance that a magic-user of 9th to 11th level will be in the brigand camp, and a 30% chance for a cleric of 8th level.

Buccaneer or Pirate (Human Fighter)

Armor Class:	Varies	No. Appearing:	0, see text
Hit Dice:	1	Morale Score:	11
Check Bonus:	0	Treasure Type:	A
Move:	40'	Alignment:	Chaotic

Attacks:	1 weapon, by weapon
Special Attacks:	+2 to attack and damage rolls with 1 weapon
Special Defenses:	+2 to STR and CON checks

Buccaneers are found on seas, rivers, great lakes, and occasionally oceans. They live by raiding coastal towns and capturing ships to sell the booty elsewhere.

Pirates are seagoing men who plunder other vessels, raid coastal towns, and engage in illegal slave trading. They are noted for their evil acts, and cruelty toward prisoners. They will also freely attack each other if there is a chance for profit.

The number of buccaneers or pirates that will appear depends on the type and number of ships they are sailing.

Ship	No. of Ships	No. Appearing
River Boats	1-8	10-20
Small Galley	1-6	20-40
Longship	1-4	30-50
Sailed Warship	1-3	40-80

The DM should choose the most appropriate type of ship for the terrain. For more information concerning these ships and naval adventures, see the section on **Naval Combat**.

Buccaneers and pirates are organized as follows:

Armor and weapons	Buccaneers	Pirates
Leather armor and sword	60%	50%
Leather armor, sword and crossbow	30%	35%
Chain mail and sword*	10%	15%

* Buccaneers will also have crossbows.



For every 30 buccaneers, there will be a 4th level fighter. For every ship, there will be a 7th level fighter as captain and there will be a 9th level fighter as commander of the fleet. There is a 30% chance that a 10th or 11th level magic-user and a 25% chance that an 8th level cleric will be with the fleet.

For every 30 pirates, they will be led by a 4th level fighter. For every 50 pirates or ship, there will be a 5th level fighter. For every 100 pirates or fleet, there will be an 8th level fighter as leader. For every fleet of 300 or more pirates, there will be an 11th level fighter (Pirate Lord) serving as commander of the fleet and a 75% chance for a 9th or 10th level magic-user.

Buccaneers and pirates may carry their treasure with them or have maps showing where it is buried. The treasure given is the total for the entire buccaneer pack or pirate fleet, and may be divided as the DM desires. In addition, pirates have a 25% chance of having 1-3 prisoners with them, awaiting ransom.

Often, well-defended coastal towns will serve as havens for pirates and buccaneers. These are lawless and dangerous places, full of many possible adventures.

Commoner (Normal Human)

Armor Class:	10	No. Appearing:	1-4 (1-20)
Hit Dice:	1/2	Morale Score:	9
Check Bonus:	0	Treasure Type:	A
Move:	40'	Alignment:	Varies

Attacks:	1 weapon, by weapon
Special Attacks:	Nil
Special Defenses:	Nil

A commoner is a normal human who does not seek dangerous adventure. A normal human does not have a class. Normal humans have 1/2 Hit Dice and have no attack or Saving Throw bonuses.

Most humans are "normal" humans, though people with certain professions (such soldiers, lords, scouts, and so forth) help in some adventures. As soon as a human gets experience points through an adventure, that person must choose a character class. Some types of normal humans are peasants, children, housewives, workers, artists, villagers, townspeople, slaves, fishermen, and scholars. Most commoners are Lawful or Neutral in alignment.

Dervish (Human Fighter)

Armor Class:	Varies	No. Appearing:	0 (20-70)
Hit Dice:	1	Morale Score:	16
Check Bonus:	0	Treasure Type:	A
Move:	40'	Alignment:	Lawful
Attacks:		1 weapon, by weapon	
Special Attacks:		+2 to attack and damage rolls with 1 weapon	
Special Defenses:		+2 to STR and CON checks	

Dervishes often form into camps or tribes of up to 300 men, led by a 10th level cleric. Such a camp will be of tents (75%) or a wooden or brick stockade (25%). These camps will contain women, children, livestock, and the treasure of the dervishes.

Dervishes are noted for their religious devotion.

Medium (Human Magic-user)

Armor Class:	10	No. Appearing:	1-4 (1-2)
Hit Dice:	1*	Morale Score:	11
Check Bonus:	0	Treasure Type:	V
Move:	40'	Alignment:	Any
Attacks:		1 weapon, by weapon (usually 1-4)	
Special Attacks:		Spell use	
Special Defenses:		+2 to INT and WIS checks	

Mediums are NPC 1st level magic-users. There is a 50% chance that mediums will be accompanied by their master, a 3rd level magic-user. Mediums will each have two 1st level spells which the DM may choose or determine randomly. The 3rd level magic-user will have three 1st level spells and one 2nd level spell, chosen in a similar manner.

Merchant (Human Fighter)

Armor Class:	15	No. Appearing:	0 (1-20)
Hit Dice:	1	Morale Score:	Varies
Check Bonus:	0	Treasure Type:	A
Move:	30'	Alignment:	Neutral
Attacks:		1 weapon, by weapon	
Special Attacks:		+2 to attack and damage rolls with 1 weapon	
Special Defenses:		+2 to STR and CON checks	

Merchants are traders who travel in caravans from town to town, selling and buying various goods (wines, silks, jewels, precious metals and the like). Those in the caravan usually ride horses, but they are likely to travel by camel in desert and barren lands and by mule in the mountains. All merchants wear chain mail and carry a sword and dagger.

The following table gives typical caravan organization:

Merchants	Wagons	Level 1	Level 2-3	Level 5	Animals
		Fighters	Fighters	Fighters	
5	10	20	2	1	1d12
10	20	40	4	1	1d12
15	30	60	6	1	1d12
20	40	80	8	1	1d12

All fighter-guards have Armor Class 16 and carry swords, daggers, and crossbows. The extra animals may be horses, mules, or even camels (DM's choice). If a caravan has less than 20 wagons, the treasure should be reduced accordingly.

Neanderthal (Caveman)

Armor Class:	12	No. Appearing:	1-10 (10-40)
Hit Dice:	2	Morale Score:	11
Check Bonus:	1	Treasure Type:	C
Move:	40'	Alignment:	Neutral*
Attacks:		1 weapon, by weapon	
Special Attacks:		Nil	
Special Defenses:		Nil	

* Many Neanderthals are Lawful in alignment.

Neanderthals (also known as cavemen) are a species related to humans. They have squat bodies with large bones and powerful muscles. Their faces have apelike features, including large brows above the eyes. Neanderthals live in family groups in caves and caverns.

Neanderthals usually attack with thrown spears and use stone axes, clubs, or stone hammers in hand-to-hand combat. Their leaders have 6 Hit Dice. There will be 10-40 Neanderthals in the lair with 2 leaders, one male and one female. Neanderthals often hunt cave bears and keep white apes as pets. They are friendly toward dwarves and gnomes, but hate goblins and kobolds. They will attack ogres on sight. They are shy and will avoid humans, but are not usually hostile unless they are attacked.

Noble (Human Fighter)

Armor Class:	18	No. Appearing:	2-12 (2-12)
Hit Dice:	3	Morale Score:	13
Check Bonus:	1	Treasure Type:	V x 3
Move:	20'	Alignment:	Any
Attacks:		1 weapon, by weapon	
Special Attacks:		+2 to attack and damage rolls with 1 weapon	
Special Defenses:		+2 to STR and CON checks	

"Noble" is a general term for the lord of a castle and any of his or her relatives. For this entry, a noble is a 3rd level fighter. However, the DM may choose to make a noble any class and level.

The DM may make up the noble's title or use traditional ones. A little research will uncover many traditional titles.

A noble will always be accompanied by a squire (a 2nd level fighter). A noble might also be accompanied by as many as 10 retainers or hirelings (usually 1st level fighters).



For details on encounters with nobles in their castles, see pages 160 and 178. A few sample titles are:

Knight	Malik	Sheikh	Samurai
Baron/Baroness	Emir	Amir	
Count/Countess	Pasha	Wizer	Daimyo
Duke/Duchess	Dey	Caliph	Shogun
King	Sultan	Shah	Tennō

Nomad (Human Fighter)

Armor Class:	Varies	No. Appearing:	0 (10-40)
Hit Dice:	1	Morale Score:	13
Check Bonus:	0	Treasure Type:	A
Move:	40'	Alignment:	Any
Attacks:		1 weapon, by weapon	
Special Attacks:		+2 to attack and damage rolls with 1 weapon	
Special Defenses:		+2 to STR and CON checks	

These groups of wandering tribesmen may be peaceful or warlike and may have any alignment.

Small bands encountered hunting or foraging in the wilderness will usually be part of a larger tribe. All treasure will be at the main camp. Nomads are keen traders and often have knowledge of faraway places. Nomad bands are organized as follows:

Desert Nomads:

50%	Lance, leather armor and shield, riding horse or camel
20%	Bow, leather armor, riding horse or camel
30%	Lance, chain mail and shield, riding horse or camel

Steppe Nomads:

20%	Lance, leather armor and shield, riding horse
50%	Bow, leather armor, riding horse
20%	Bow, chain mail, riding horse
10%	Lance, chain mail and shield, riding or war horse

For every 25 nomads there will be a 2nd level fighter leading them. For every 40 nomads there will be a 4th level fighter as leader.

Nomad tribes may have up to 300 fighting men gathered together in a camp of temporary huts or tents. In addition to the leaders listed above, there will be one 5th level fighter for every 100 men and an 8th level fighter as the clan or tribe chief. There is also a 50% chance for a 9th level cleric, and a 25% chance for an 8th level magic-user at the main camp.

NPC Party (Humans)

Armor Class:	Varies	No. Appearing:	5-8 (5-8)
Hit Dice:	Varies	Morale Score:	13
Check Bonus:	Varies	Treasure Type:	U + V
Move:	Varies	Alignment:	Any

Attacks: 1 weapon, by weapon

Special Attacks: Varies

Special Defenses: Varies

An NPC party is any group of non-player characters. They may be of any class and level. Each NPC may be Lawful, Neutral, or Chaotic, and the group may be mixed with respect to alignment and class.

All rules for player characters apply to NPCs. An NPC party may be created in detail before a game (see **Creating an NPC Party**, page 173).

Veteran (Human Fighter)

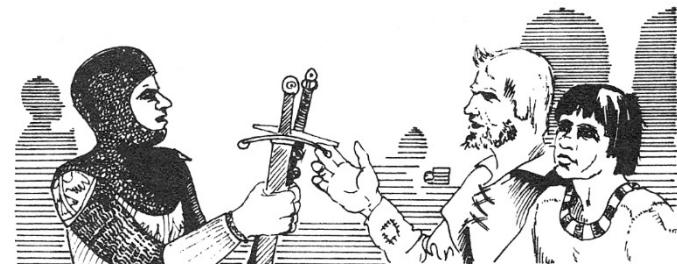
Armor Class:	18	No. Appearing:	2-8 (2-12)
Hit Dice:	1-3	Morale Score:	13
Check Bonus:	0-1	Treasure Type:	V
Move:	20'	Alignment:	Any

Attacks: 1 weapon, by weapon

Special Attacks: +2 to attack and damage rolls with 1 weapon

Special Defenses: +2 to STR and CON checks

Veterans are low-level fighters, usually returning from or going to a war. A party of veterans may be of mixed levels and alignments, or the DM may wish to give all members the same levels.



To determine each veteran's level and alignment, use the method outlined under **Creating an NPC Party** (page 173).

Hydra

Armor Class:	15	No. Appearing:	1 (1)
Hit Dice:	5 to 12*	Morale Score:	14
Check Bonus:	2 to 6	Treasure Type:	B
Move:	40'	Alignment:	Neutral

Attacks: 1 per head, 1-10 per head

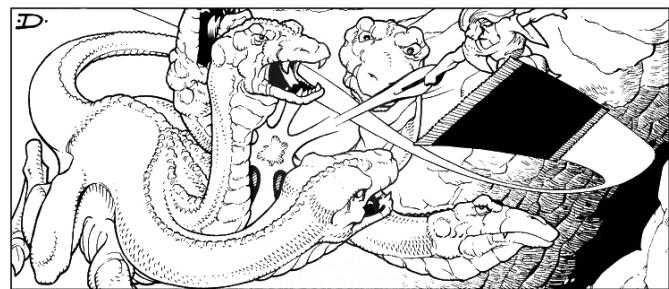
Special Attacks: Nil

Special Defenses: Keen senses

A hydra is a large creature with a dragon-like body and 5 to 12 (1d8 +4) serpentine heads. It has one Hit Die for each head, and always has 8 points per Hit Die. A hydra will attack with all of its heads each round. For every 8 points of damage a hydra takes, one head will no longer attack.

Example: If a 7-headed hydra took 18 points of damage, it would only attack with 5 heads in the next round.

Sea Hydras: These hydras have adapted to water. They possess fins instead of legs. They are otherwise the same as their land-dwelling cousins.



Special Hydras: The DM may wish to create special versions of hydra. Special hydras could have poisonous bites or breathe fire (as a dragon, but with a 15' cone and only causing 8 points of damage per head). Such creatures should be placed by the DM to guard special treasures.

Imp

Armor Class:	18	No. Appearing:	1 (0)
Hit Dice:	2+2**	Morale Score:	10
Check Bonus:	1	Treasure Type:	U
Move:	20', 60' flight	Alignment:	Chaotic

Attacks: 1 stinger, 1-4 plus poison

Special Attacks: Poison

Special Defenses: Immune to cold, fire, and lightning, regeneration, resistant to harmful effects (+4 to all saves), weapon immunity

Imps are diminutive creatures of an evil nature who roam the world and act as familiars for Chaotic magic-users and clerics.

The average imp is a 2' humanoid with leathery, bat-like wings, a barbed tail, and sharp, twisted horns. Its skin is a dark red and its horns and jagged teeth are a gleaming white.

In its natural form, the imp attacks with the wicked stinger on its tail. In addition to inflicting 1d4 points of damage, this stinger injects a powerful poison which is so deadly that those who fail their save (DC 12 CON save) are instantly slain by it.



The imp can Polymorph Self into two other animal forms. The most commonly encountered alternate forms are those of a large spider, raven, giant rat, or goat. In such forms the imp is physically identical to a normal animal. When it is polymorphed, the imp attacks with the natural weaponry of its adopted form.

All imps are able to Detect Good, Detect Magic, or become invisible at will. Once per day they can cast Charm Monster. The imp can use its special magical abilities no matter what its form. Imps are immune to attacks based on cold, fire, or lightning, and make all Saving Throws with a +4 bonus (giving them a total of +5 to all Saving Throws). They can be harmed only by silver or magical weapons and are able to regenerate one Hit Point per melee round.

Insect Swarms

Armor Class:	13	No. Appearing:	1 (1-3)
Hit Dice:	2 to 4	Morale Score:	16
Check Bonus:	1-2	Treasure Type:	Nil
Move:	10', 20' flight	Alignment:	Neutral

Attacks: Stings and bites, 1-2, see text

Special Attacks: See text

Special Defenses: Nil

Insect swarms are a special type of monster. Swarms are not single creatures, but are whole communities of tiny creatures acting together. A swarm may be attracted to light, or a strange smell, or

may be defending their lair. A swarm can be considered to fill one or more 5' cubes. Some types of creatures which swarm are ants, spiders, and centipedes (crawlers), bees and wasps (flyers), and beetles and locusts (both crawlers and flyers).

If a character is within a swarm, he or she is automatically hit by the creatures and will take 1-2 points of damage each round. If the character has no armor the damage will be doubled. If the character is warding the insects off (explained hereafter) or runs out of the swarm the damage will be halved. It takes 3 rounds for a character who has escaped a swarm to swat all the remaining insects.

Most attacks do not harm the cloud of insects. Heavy smoke will drive off insects within its bounds. Fire, lightning, or extreme cold will also drive away insects within its area of effect (torches clear a 5' cube of insects, if the torchbearer spends their action clearing that cube, while a Fire Ball cast into the center of the insect swarm destroys it).

Spellcasting within the confines of a swarm requires the caster to make a DC 14 Concentration Check.

If a swarm is angry (has taken damage) it will pursue characters as best as it can. A swarm may be escaped by running out of its line of sight or diving under water. If a character dives under water, he or she will take damage for one more round and then all the insects on him or her will be dead.

Invisible Stalker

Armor Class:	17	No. Appearing:	1 (1)
Hit Dice:	8**	Morale Score:	18
Check Bonus:	4	Treasure Type:	Nil
Move:	40'	Alignment:	Neutral
Attacks:		1 fist, 4-16	
Special Attacks:		Invisible	
Special Defenses:		Invisible, keen senses, stealthy	

An invisible stalker is a very intelligent enchanted monster summoned to this world by use of the Invisible Stalker spell. If the stalker is given a simple task that is clear and can be swiftly completed, it will obey promptly. If the task is complex or lengthy, the invisible stalker will try to distort the intent while obeying the literal command.

Example: If ordered to guard a treasure for longer than the spell's duration, the stalker may take it away to its native plane of existence and guard it there forever.

Invisible stalkers are most often used to track and slay enemies. They are faultless trackers, getting a +4 bonus to all Wisdom (Perception) checks. They surprise any creature that cannot detect invisible most of the time, gaining a +8 bonus to all Dexterity (Stealth) checks.

They will return to their native plane once they are slain, or dispelled, or have completed their task.

Ixitxachitl

Armor Class:	14	No. Appearing:	0 (1-10)
Hit Dice:	1 to 4*	Morale Score:	16
Check Bonus:	0 to 2	Treasure Type:	D
Move:	40' swim	Alignment:	Chaotic
Attacks:		1 tail sting, 3-12 plus poison	
Special Attacks:		See text	
Special Defenses:		Stealthy	

Ixitxachitl are a race of intelligent, aquatic beings that resemble small manta rays with barbed tails. They have an evil disposition and worship evil powers; they love to hunt marine humanoids and then sacrifice or devour their catch.

The favored tactic of ixitxachitl is to hide in the sand of the ocean floor, wait for prey to pass by, then spring up and bite them. They gain a +4 bonus to Dexterity (Stealth) checks made when using this tactic.

Though they are occasionally encountered in rivers, ixitxachitl live in shallow ocean depths. They usually have a community of 10d10 individuals, which lives in a maze of corridors inside a coral reef.

A community usually has 20d10 humanoid slaves to do heavy labor for them, such as carving corridors. The community's entrance is hidden.

For every 10 ixitxachitl encountered, there is one ixitxachitl with the abilities of a 2nd level cleric. For every 20, there is an individual with the powers of a 3rd level cleric. For every 50, there is one with 2 Hit Dice and the abilities of a 5th level cleric.

When more than 50 are encountered, they are led by a high priest with 4 HD and 8th level ability. The high priest is accompanied by a pair of guardian priests, each with 3 HD and 6th level ability.

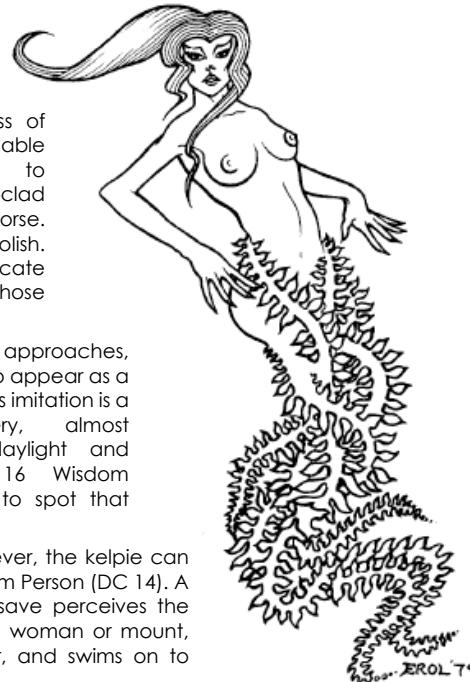
Guardian and high priests have Treasure Type V, with magical items that can be used without hands.

For every 20 ixitxachitl encountered, there is a 50% chance they will be accompanied by a vampiric ixitxachitl.



Kelpie

Armor Class:	16	No. Appearing:	0 (1-4)
Hit Dice:	5*	Morale Score:	16
Check Bonus:	2	Treasure Type:	D
Move:	30', 40' swim	Alignment:	Chaotic
Attacks:		Grapple, see text	
Special Attacks:		See text	
Special Defenses:		Plant immunities	



The kelpie is a mass of animate seaweed, able to alter its form to resemble a green-clad woman or a green horse. It lives to drown the foolish, and can communicate telepathically with those in its embrace.

When a humanoid approaches, the kelpie reshapes to appear as a woman or a mount; its imitation is a grotesque mockery, almost undetectable in daylight and requiring a DC 16 Wisdom (Perception) check to spot that something is amiss.

Once per day, however, the kelpie can cast a powerful Charm Person (DC 14). A person who fails to save perceives the kelpie as a desirable woman or mount, leaps into the water, and swims on to possess the kelpie.

The kelpie wraps itself around the charmed victim, who happily drowns, falling to zero Hit Points after 3 rounds beneath the water, and dying 3 rounds later. The kelpie takes the body back to her lair to devour. Others, of course, may intervene on behalf of the charmed creature's behalf and try to free the embraced victim (DC 15 Strength check to tear the victim loose) or slay the kelpie. If the kelpie is slain, the charm is immediately broken.

Victims who can breathe water or who otherwise do not drown, happily entwine themselves in the kelpie's embrace, which confuses her.

Killer Bee, Giant

Armor Class:	13	No. Appearing:	1-6 (5-30)
Hit Dice:	½ *	Morale Score:	13
Check Bonus:	0	Treasure Type:	See text
Move:	5', 50' flight	Alignment:	Neutral
Attacks:		1 sting, 1-3 plus poison	
Special Attacks:		Poison	
Special Defenses:		Nil	



Killer bees are 1' long giant bees with a very vicious temper. Killer bees almost always attack on sight, and will automatically attack anyone within 30' of their underground hive. When a killer bee successfully stings [attacks], it dies, but the creature stung must make a DC 12 Constitution Saving Throw against poison or die. The stinger will continue to work its way into the victim, doing an automatic 1 point of damage per round, unless 1 round is spent pulling it out.

A special kind of honey may be found inside the beehive. If eaten, it acts as one half-strength potion of healing, curing 1-4 (1d4) points of damage [this will require all the honey in the hive - about 2 pints]. There will always be at least 10 killer bees with their queen in or near the hive. At least 4 of these bees will have 1 Hit Die each. The queen bee will have 2 Hit Dice and can sting repeatedly without dying.

Kobold

Armor Class:	13	No. Appearing:	4-16 (6-60)
Hit Dice:	½	Morale Score:	9, see text
Check Bonus:	0	Treasure Type:	P (J)
Move:	40'	Alignment:	Chaotic
Attacks:		1 weapon, by weapon	
Special Attacks:		Nil	
Special Defenses:		Nil	



These small, evil dog-like men usually live underground. They have scaly rust-brown skin and no hair. They have well-developed Darkvision to a 90' range. They prefer to attack by ambush.

A kobold chieftain and 1-6 bodyguards live in the kobold lair. The chieftain has 2 Hit Dice. The bodyguards each have 1+1 Hit Dice. As long as the chieftain is alive, all kobolds with him have a morale of 13 rather than 9. Kobolds hate gnomes and will attack them on sight. Treasure Type J is only found in lair encounters or in the wilderness.

Kuo-Toa

Armor Class:	16	No. Appearing:	2-12
Hit Dice:	9**	Morale Score:	15
Check Bonus:	4	Treasure Type:	V, (B)
Move:	60', 60' swim	Alignment:	Chaotic
Attacks:		2 claws or 1 weapon, 1-4, 1-4 or by weapon	
Special Attacks:		Nil	
Special Defenses:		Nil	

A kuo-toan presents a cold and horrible appearance. A typical specimen looks much like a human body, albeit a paunchy one, covered in scales and topped with a fish's head. The huge fish eyes tend to swivel in different directions when observing an area or creature. The hands and feet are very long, with three fingers and an opposing digit, partially webbed. The legs and arms are short for the body size. Its coloration is pale grey, with undertones of tan or yellow in males only. The skin has a sheen from its slimy covering. The color darkens when the kuo-toan is angry and pales when it is badly frightened. A strong odor of dead fish follows it around.



It wears no clothing, only leather harnesses for its weapons and gear. Typically, a kuo-toan warrior carries daggers, spears, and shields.

For every four normal warriors encountered there is an additional warrior with 3 or 4 Hit Dice. For every eight normal warriors there is an additional warrior with 5 or 6 Hit Dice. For every 12 normal kuo-toa in the group there is one with 6th cleric spells and 4 Hit Dice. Their leaders have 10 Hit Dice.

Sometimes kuo-toa are encountered in small bands journeying in the upper world to kidnap humans for slaves and sacrifices. Such parties are sometimes also found in dungeon labyrinths that connect to the extensive system of underworld passages and caverns that honeycomb the crust of the earth. Only far below the surface of the earth can the intrepid explorer find the caverns in which the kuo-toa build their underground communities.

Lamia

Armor Class:	16	No. Appearing:	1 (1)
Hit Dice:	9**	Morale Score:	16
Check Bonus:	4	Treasure Type:	D
Move:	60'	Alignment:	Chaotic

Attacks:	1 weapon, by weapon
Special Attacks:	Spell use, Wisdom drain
Special Defenses:	Spell use

Of all the hazards that the desert presents, few can compare with the cruel race of flesh-eating creatures known as lamias. These half-human, half-quadruped beast hybrids use speed, spells, and deceit to entrap foolhardy adventurers who dare wander into their ruins.



Their upper torsos, arms, and heads resemble those of beautiful human women, while their lower bodies are those of beasts, such as goats, deer, or lions, with the appropriate coloration. This hybrid configuration makes lamias very fast and powerful. They are usually armed with daggers, which they use to carve up their prey for the feast. Lamias sometimes smell like perfume flowers, so as to attract unwary victims. They wear no clothing or jewelry. In communicating, they use the Common tongue.

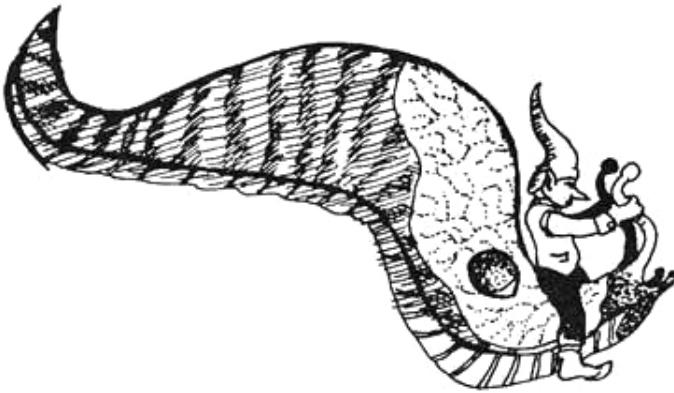
A lamia is able to use the following spells once per day (DC 14): Charm Monster, Cause Fear, Mirror Image, and Phantasmal Force. For purposes of duration, effect, etc. assume that the lamia casts its spells

at caster level 9. These spells are typically used to lure persons to the lamia and then hold them there for the creature to devour at its leisure. The lamia's touch permanently drains 1 point of Wisdom from a victim (DC 14 Constitution Saving Throw to resist), and when his or her Wisdom drops below 3, he or she willingly does whatever the lamia desires. These orders often involve having the victim attack his or her compatriots while it continues whittling down their ranks. If it has a chance to drain the Wisdom of more than one victim, it will certainly do so. It may even use its Charm spell to supplement its control over party members.

Leech, Giant

Armor Class:	13	No. Appearing:	0 (1-4)
Hit Dice:	6	Morale Score:	16
Check Bonus:	3	Treasure Type:	Nil
Move:	30'	Alignment:	Neutral
Attacks:		1 bite, 1-6 plus blood drain	
Special Attacks:		Blood drain	
Special Defenses:		Nil	

Giant leeches are loathsome and slug-like. They live in swamps and are about 3 to 5 feet long. A giant leech has a sucker-like mouth that attaches to the victim if a hit is successful. It then sucks blood, doing 1-6 points of damage per round. A giant leech must be killed to be removed from its victim. When the victim dies, the leech will drop off and hide while it digests its meal.



Leprechaun

Armor Class:	12	No. Appearing:	0 (1-20)
Hit Dice:	1-1**	Morale Score:	13
Check Bonus:	0	Treasure Type:	F
Move:	40'	Alignment:	Neutral

Attacks:	1 weapon, 1-4
Special Attacks:	Spell use
Special Defenses:	Spell use, stealthy

Leprechauns are diminutive folk who are found in fair, green lands and enjoy frolicking, working magic, and causing harmless mischief.

Rumored to be a cross between a species of halfling and a strong strain of pixie, leprechauns are under 2 feet tall. They have pointed ears, and their noses also come to a tapered point. About 30% of all male leprechauns have beards. Pointed shoes, brown or green breeches, green or gray coats, and either wide-brimmed or stocking caps are the preferred dress of the wee folk. Many leprechauns also enjoy smoking a pipe, usually a long-stemmed one.

These fun-loving creatures of magical talent are by nature noncombative. They can cast the following at will: Invisibility, Polymorph any Object, Phantasmal Force, and Prestidigitation. Their keen senses give them a +6 bonus to all Wisdom (Perception) checks. Their small size and natural agility grants them a +6 bonus to all Dexterity (Stealth) checks.

Being full of mischief, they often (75%) snatch valuable objects from adventurers, turn invisible and dash away. If pursued closely, there is a 25% chance per minute of pursuit that the leprechaun drops the stolen goods. The chase never leads to the leprechaun's lair. If caught or discovered in its lair, the leprechaun attempts to mislead his captor into believing that he is giving over his treasure while he actually is duping the captor. It requires great care to actually obtain the leprechaun's treasure.

Leucrota

Armor Class:	16	No. Appearing:	0 (1-4)
Hit Dice:	6+3*	Morale Score:	16
Check Bonus:	3	Treasure Type:	D
Move:	60'	Alignment:	Chaotic

Attacks:	1 bite, 3-18
Special Attacks:	Destroy armor, mimic sounds
Special Defenses:	Nil

The leucrota is a creature of ugly appearance and temperament that haunts deserted places in search of prey.

The average leucrota stands 7 feet tall at the shoulder and can reach a length of 9 feet in its mature form. The body of the leucrota resembles that of a stag, with a leonine tufted tail and cloven hooves. Its head resembles that of a huge badger, but instead of teeth it has sharp, jagged bony ridges. Its body is tan, with the neck gradually darkening until it turns black at the head. The so-called teeth are sickly gray, and its eyes glow with a feral red light. The smell of animals, decomposing on a hot humid day follows the leucrota, and its breath is especially bad.

This monster is very sly and can imitate a range of noises and voices, the most common ones being a man, a woman, a child, or domestic animals in pain. It uses these noises in order to trick its prey into approaching within attack distance. It hunts humans, demi-humans, humanoids, and even other animal predators.



Leucrota are intelligent and can speak their own language as well as the Common tongue.

Leucrota attack by biting for 3d6 points of damage. On an attack roll of a natural 20, the leucrota destroys their target's shield (if one is being used) or damages his or her armor, reducing its protective value by 1. Magic armor and shields are immune to this effect.

Note to trackers: It is almost impossible to identify leucrota tracks, since they look exactly like a stag's (DC 22 Wisdom check to spot the difference).

Lich*

Armor Class:	20	No. Appearing:	1 (1)
Hit Dice:	12**	Morale Score:	18
Check Bonus:	6	Treasure Type:	A
Move:	30'	Alignment:	Chaotic

Attacks:	1 claw, 2-8
Special Attacks:	Spell use, paralysis
Special Defenses:	Spell use, undead immunities, weapon immunity

The lich is, perhaps, the single most powerful form of undead known to exist. They seek to further their own power at all costs and have little or no interest in the affairs of the living, except where those affairs interfere with their own.

A lich greatly resembles a wight or mummy, being gaunt and skeletal in form. The creature's eye sockets are black and empty save for the fierce pinpoints of light which serve the lich as eyes. The lich can see with normal vision in even the darkest of environments but is unaffected by even the brightest light. An aura of cold and darkness radiates from the lich which makes it an ominous and fearsome sight. They were originally magic-users of at least 18th level.

Liches are often (75%) garbed in the rich clothes of nobility. If not so attired, the lich will be found in the robes of its former profession. In either case, the clothes will be tattered and rotting with a 25% chance of being magical in some way.

Although a lich will seldom engage in actual melee combat with those it considers enemies, it is more than capable of holding its own when forced into battle.



The aura of magical power which surrounds a lich is so potent that any creature which sees it must make a DC 16 Charisma Saving Throw or flee in terror for 1d6 minutes.

Should the lich elect to rake a living creature with its clawed hand, it deals 2d4 points of damage (which feels like an unearthly chill to the victim). Further, the victim must make a DC 16 Strength saves or be utterly unable to move for 1d4 minutes.

Liches can themselves be hit only by magical weapons. The magical nature of the lich and its undead state make it utterly immune to Charm, Sleep, Polymorph, Confusion, or Death spells. They are immune to lightning and cold damage, as well as poison, paralysis, energy drain, and disease.

A lich is able to employ spells just as it did in life. It still requires the use of its spell books, magical components, and similar objects. It is important to note that most, if not all, liches have had a great deal of time in which to research and create new magical spells and objects.

Thus, adventurers should be prepared to face magic the likes of which they have never seen before when stalking a lich. In addition, liches are able to use any magical objects which they might possess just as if they were still alive.

Defeating a lich in combat is difficult but managing to actually destroy the creature is harder still. In all cases, a lich will protect itself from annihilation with the creation of a phylactery in which it stores its life force. This is similar to a Magic Jar spell. In order to ensure the final destruction of a lich, its body must be wholly annihilated, and its phylactery must be sought out and destroyed in some manner. Since the lich will always take great care to see to it that its phylactery is well-hidden and protected, this can be an undertaking fully as daunting as the defeat of the lich in its physical form.

Living Statues

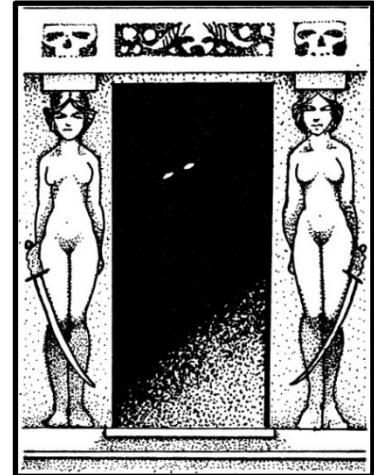
A living statue is an enchanted, animated creature made by a powerful wizard. It appears to be a perfectly normal statue until it begins to move. A living statue may be of any size or material. Living crystal, iron, and rock statues are three types of living statues which serve as examples, should a DM wish to make up his or her own types.

As animated creatures, living statues are immune to Sleep and Charm spells, as well as poison, paralysis, disease, and energy drain.

Caryatid Column	Crystal
Armor Class:	16*
Hit Dice:	5**
Check Bonus:	2
Move:	20'
No. Appearing:	1-12 (1-12)
Morale Score:	18
Treasure Type:	Nil
Alignment:	Neutral
Attacks:	1 weapon
Damage:	2-8
Special Attacks:	Nil
Special Defenses:	Immunities (see text), weapon immunities

Iron	Rock
Armor Class:	16
Hit Dice:	4*
Check Bonus:	2
Move:	20'
No. Appearing:	1-4 (1-4)
Morale Score:	18
Treasure Type:	Nil
Alignment:	Neutral
Attacks:	2 fists
Damage:	1-4, 1-4
Special Attacks:	Nil
Special Defenses:	Immunities, see text, trap weapon

Caryatid Column: The caryatid column is a beautiful and wondrous construct. Before activation, it looks like the classical architectural work it is named for, standing about 7 feet tall, and resembling a finely carved pillar in the shape of a beautiful young girl. Close examination reveals that the maiden has a slender sword in her left hand, but there is no indication that the column is anything other than what it appears to be. Once constructed and animated, it is usually assigned to keep watch over a valuable object or special place. It does so, remaining motionless, until its preset activation conditions are triggered (these depend on the creator's instructions). As soon as this happens, the column moves to take action against those who have triggered it. When a caryatid column has completed its task, it returns to its waiting position and reverts to stone. If it is killed in combat, it (and its sword) reverts to stone for 2d6 rounds, at the end of which time it crumbles into dust.



When activated, the caryatid column undergoes a stunning and swift transformation. The smooth, grey stone that was once its skin changes hue to become flesh tones, the eyes come alive with a gleaming white light, and the thin blade transforms into a fine weapon of gleaming steel.

In combat, the column lashes out with its gleaming sword, causing 2d4 points of damage with each hit. The column's magical nature gives it a +4 bonus to Saving Throws. Only magical weapons can harm the caryatid column and a nonmagical weapon that strikes a caryatid column shatters 25% of the time. Magical weapons do not shatter.

Crystal: Living crystal statues are life forms made of crystals instead of flesh. They can look like a statue of anything, but often appear human.

Iron: Living iron statues have bodies which can absorb iron and steel. They take normal damage when hit but, if a non-magical metal weapon is used, the attacker must make a DC 12 Strength check or the weapon will become stuck in the body of the living iron statue and may only be removed if the statue is killed.

Rock: Living rock statues have an outer crust of stone but are filled with hot magma (fiery lava). When the living rock statue attacks, the heat within it deals an additional 1d6 of heat (fire) damage.

Lizards, Giant

	Gecko	Draco
Armor Class:	15	15
Hit Dice:	3+1	4+2
Check Bonus:	1	2
Move:	40'	40', 70' flight
No. Appearing:	1-6 (1-10)	1-4 (1-8)
Morale Score:	11	11
Treasure Type:	U	U
Alignment:	Neutral	Neutral
Attacks:	1 bite	1 bite
Damage:	1-8	1-10
Special Attacks:	Nil	Nil
Special Defenses:	Nil	Nil



	Horned Chameleon	Tuatara
Armor Class:	18	16
Hit Dice:	5*	6
Check Bonus:	2	3
Move:	40'	30'
No. Appearing:	1-3 (1-6)	1-2 (1-4)
Morale Score:	11	11
Treasure Type:	U	U
Alignment:	Neutral	Neutral
Attacks:	1 bite, 1 horn	2 claws, 1 bite
Damage:	2-8, 1-6	1-4, 1-4, 2-12
Special Attacks:	Tongue, tail	Nil
Special Defenses:	Camouflage	Nil

Gecko: A gecko is a 5' long lizard colored pale blue with orange-brown spots. Geckos are carnivorous and nocturnal (sleeping during the day and active at night or in darkness). Geckos hunt by climbing steep walls (or trees) with their specially adapted feet, then dropping on their prey to attack.

Draco: A draco is a 6' long lizard with wide flaps of skin between its legs which it can spread to glide through the air (like a flying squirrel). Dracos are generally found above ground, though they sometimes creep into caves to escape very cold or very hot weather. Dracos are carnivorous and have been known to attack humans.

Horned Chameleon: A horned chameleon is a 7' long lizard which can change color to blend into its surroundings (+4 bonus to Dexterity checks made to hide).

A horned chameleon can shoot out its sticky tongue up to 10' away. A successful hit means that the victim is grappled and pulled to the horned chameleon's mouth, unless it makes a DC 14 Strength ability check. A grappled foe is automatically bitten for 2d4 points of damage per round until the lizard dies or the target breaks free. The horned chameleon can also attack with its horn, for 1d6 damage, and may use its tail to knock other attackers down. If it strikes, it does not do any damage, but the target must make a DC 14 Strength or Dexterity ability check (the target's choice) or be knocked prone.

Tuatara: A tuatara is an 8' long lizard that looks like a cross between an iguana and a toad. It has pebble-colored olive skin with white spikes along its back. It is carnivorous and sometimes attacks humans. A tuatara has a membrane over its eyes which, when lowered, is sensitive to changes in temperature, giving it 90' Darkvision.

Lizard Man

Armor Class:	15	No. Appearing: 2-8 (6-36)
Hit Dice:	2+1	Morale Score: 18
Check Bonus:	1	Treasure Type: D
Move:	30', 40' swim	Alignment: Neutral
Attacks:	1 weapon, by weapon	
Special Attacks:	See text	
Special Defenses:	Nil	

These water-dwelling creatures look like men with lizard heads and tails. They live in tribes. They will try to capture humans and demi-humans and take the victims back to the tribal lair as the main course of a feast.



Lizard men are semi-intelligent and use weapons such as spears and large clubs (treat the clubs as maces). Their great strength gives them a +1 bonus to all attack and damage rolls. Lizard men are often found in swamps, rivers, and along seacoasts as well as in dungeons.

Lycanthropes*

Lycanthropes are humans who can change into beasts (or in the case of wererats, beasts who can change into humans). They do not wear armor since it would interfere with their shapechanging.

All lycanthropes will turn back into human (or rat) form when killed. Some animals (such as horses) do not like the smell of lycanthropes and will react with fear.

Any lycanthrope can summon 1 or 2 of the animals of their were-type (werewolves may summon bears, werewolves may summon wolves, etc.) who will arrive in 1-4 (1d4) rounds.

If a lycanthrope is hit by wolfsbane, it must make a DC 12 Charisma Saving Throw or run away in fear. The sprig of wolfsbane must be swung or thrown as a weapon, using normal combat procedures.

Animal Forms: In animal form, a lycanthrope may only be harmed by magic weapons, silvered weapons, or magic spells. The lycanthrope cannot speak normal languages, though it can speak with normal animals of its were-type (for example, wererats can speak with normal rats). There are two animal forms that lycanthropes can take; one that is indistinguishable from its were-type (for example, a werewolf may appear as a normal wolf) or as a bipedal hybrid human-animal form.

Human Form: In human form, a lycanthrope often looks somewhat like their were-form (wererats have longer noses, werebears are hairy, and so forth). In this form, they may be attacked normally, and may speak any known languages.

Lycanthropy: Lycanthropy is both a disease and curse. Any human character who is severely hurt by were-creatures (losing more than half of his or her Hit Points when in battle with them) will become a lycanthrope of the same type in 2-24 (2d12) days. The victim will begin to show signs of the disease after only half that time. The disease will kill non-humans instead of turning them into were-creatures. It may only be cured through use of both a Cure Disease and Remove Curse spell. Any character who becomes a full were-creature will become an NPC, to be run by the DM only.

	Werebear*	Wereboar*	Wererat*
Armor Class:	18 (11)*	16 (10)*	13 (10)*
Hit Dice:	6*	4+1*	3*
Check Bonus:	3	2	1
Move:	40'	50'	40'
No. Appearing:	1-4 (1-4)	1-4 (2-8)	1-8 (2-16)
Morale Score:	16	14	12
Treasure Type:	C	C	C
Alignment:	Neutral	Neutral	Chaotic
Attacks:	2 claws, 1 bite	1 tusk gore	1 bite or weapon
Damage:	2-8, 2-8, 2-16	2-12	1-4 or by weapon
Special Attacks:	Bear hug	Berserker fury	Nil
Special Defenses:	Weapon immunity	Weapon immunity	Weapon immunity
Armor Class:	Werewolf*	Weretiger*	
Hit Dice:	15 (10)*	17 (10)*	
Check Bonus:	4*	5*	
Move:	2	2	
No. Appearing:	50'	50'	
Morale Score:	1-6 (2-12)	1-4 (1-4)	
Treasure Type:	12	14	
Alignment:	C	C	
Attacks:	Chaotic	Neutral	
Damage:	2 claws, 1 bite	2 claws, 1 bite	
Special Attacks:	1-6, 1-6, 2-8	1-6, 1-6, 2-12	
Special Defenses:	Nil	Nil	
	Weapon immunity	Stealthy, weapon immunity	

(Armor Class in human form)

Wrebears: Werebears are very intelligent, even in animal form. A werebear usually prefers to live alone or with bears. It might be friendly if peacefully approached.

If a werebear strikes a foe with both paws in one round of combat, it has hugged its victim and will cause additional damage in the same round as the attack (equal to the bite damage).



A werebear may summon any type of bear in the area.

Wereboars: Wereboars are semi-intelligent and have bad tempers.

In human form they often seem to be berserkers, and may act the same way in battle (gaining a +2 bonus to attack and damage rolls and fighting to the death).

Wereboars summon normal boars to help them in battle.



Wererats: Wererats are different from most lycanthropes, changing from intelligent, man-sized rats into either human or rat-human hybrid forms. They are intelligent, can speak Common in any form, and may use any weapon.

A wererat usually prefers to use either its man-sized rat or hybrid man-rat form.

Wererats are sneaky and often set ambushes, getting a +4 bonus to all Dexterity (Stealth) checks.

They summon giant rats to help them in battle.

Werewolves: These creatures are semi-intelligent and usually hunt in packs.

Any group of 5 or more will have a leader with 5 Hit Dice and a +2 bonus to attack and damage rolls.

Werewolves summon normal wolves to form large packs with them.



Weretigers: These relatives of the great cats often act like them, being very curious but becoming dangerous when threatened. They are good swimmers and trackers.

They make all Strength checks made when swimming, as well as all Wisdom (Perception) checks and Dexterity (Stealth) checks with a +4 bonus.



They may summon any type of great cat that is in the area but prefer to summon tigers.

Manticore

Armor Class:	16	No. Appearing:	1-2 (1-4)
Hit Dice:	6+1	Morale Score:	14
Check Bonus:	3	Treasure Type:	D
Move:	40' 60' flight	Alignment:	Chaotic

Attacks:	2 claws, 1 bite or spikes, 1-4, 1-4, 2-8 or special
Special Attacks:	Tail spikes
Special Defenses:	Nil



A manticore is a horrid monster having a man's face, the body of a lion, leathery bat wings, and a tail ridged with spikes.

The manticore has 24 spikes and can shoot 6 each round even when flying. The tail spikes have a close range of 40' and will each do 1-6 (1d6) points of damage. The creature will regrow 2 spikes per day.

The manticore's favorite food is human flesh. They usually live in wild mountain ranges. They will frequently track parties with humans, ambushing with spike attacks when the party stops to rest.

Mastodon

Armor Class:	17	No. Appearing:	0 (2-16)
Hit Dice:	15	Morale Score:	12
Check Bonus:	7	Treasure Type:	See text
Move:	40'	Alignment:	Neutral
Attacks:	2 tusks or 1 trample, 2-12, 2-12, or 4-32		
Special Attacks:	Charge		
Special Defenses:	Nil		

Mastodons look like hairy elephants with long tusks. In combat a mastodon will charge, striking only with its tusks for double damage. In succeeding rounds, it will either strike with its tusks (25%) or trample (75%) if the opponent is man-sized or smaller.

The mastodon gains a bonus of +4 its attack rolls when trampling any Medium-sized or smaller creature. The ivory mastodon tusks are quite valuable, each tusk being worth 200-800 (2d4 x 100) gold pieces. They live in cold, icy tundra or "lost worlds."

Medusa

Armor Class:	12	No. Appearing:	1-3 (1-4)
Hit Dice:	4**	Morale Score:	12
Check Bonus:	2	Treasure Type:	F
Move:	40'	Alignment:	Chaotic
Attacks:		1 bite, 1-6 plus poison	
Special Attacks:		Gaze attack	
Special Defenses:		+2 to all Saving Throws against spells	



A medusa looks like a human female with live snakes growing from her head instead of hair. The sight of a medusa will turn a creature to stone unless the victim makes a DC 12 Wisdom Saving Throw.

The bite of the snakes deals 10d6 points of damage and is poisonous (DC 12 Constitution Saving Throw or die in 10 minutes). The group of snakes may only attack once per round.

A medusa will often wear a robe with a hood for disguise in order to trick its victims into looking at it. A medusa can be looked at without harm by looking at its reflection in a mirror. If a medusa sees its own reflection, it must make a Wisdom Saving Throw or petrify itself! A medusa also gains a +2 bonus to all Saving Throw against spells due to her magical nature.

Mermen

Armor Class:	14	No. Appearing:	0 (1-20)
Hit Dice:	1 to 4	Morale Score:	12
Check Bonus:	0 to 2	Treasure Type:	A
Move:	40', 40' swim	Alignment:	Neutral
Attacks:		1 weapon, by weapon	
Special Attacks:		Nil	
Special Defenses:		Nil	



Mermen have the upper bodies of men and the lower bodies of large fish. They are armed with spears, tridents, or daggers. They live in coastal waters and hunt fish and harvest kelp.

The number appearing represents a small hunting party, although mermen will often form underwater villages of 100 to 300 creatures. For every 10 mermen encountered there will be a leader with 2 Hit Dice. For every 50 there will be one leader with 4 Hit Dice.

Mermen often keep trained marine animals and monsters to help guard their homes (DM's discretion).

Mimic

Armor Class:	14	No. Appearing:	1 (1)
Hit Dice:	8*	Morale Score:	18
Check Bonus:	4	Treasure Type:	Nil
Move:	10'	Alignment:	Neutral
Attacks:		1 pseudopod, 3-12 plus glue	
Special Attacks:		Glue	
Special Defenses:		Camouflage, immune to acid, see text	



Mimics are magically-created creatures with a hard rock-like outer shell that protects their soft inner organs. Mimics can alter their form and pigmentation; they use this talent to lure victims into close range, where they attempt to feed on them. They usually appear in the form of treasure chests or door frames.

A mimic can surprise its victims easily, as it requires a DC 18 Wisdom (Perception) skill check to spot a mimic for what it is. When a creature touches a mimic, it lashes out with a pseudopod that inflicts 3d4

points of damage.

Furthermore, the mimic covers itself with a glue-like substance. Any creature or item that touches a mimic is held fast. Alcohol will weaken the glue in three rounds, enabling the character to break free, or the character may attempt to make a DC 16 Strength ability check to break free. A mimic may neutralize its glue at any time that it desires; the glue dissolves five rounds after the mimic dies. The mimic is immune to acid attacks and is unaffected by molds, green slime, and various puddings.

Mind Flayer (Illithid)

Armor Class:	15	No. Appearing:	1-4 (1-4)
Hit Dice:	8+4**	Morale Score:	18
Check Bonus:	4	Treasure Type:	B
Move:	40'	Alignment:	Chaotic
Attacks:		4 tentacles, 1-2 plus special, see text	
Special Attacks:		Devour mind, mind blast, spell use	
Special Defenses:		Spell use	

The illithid, or mind flayer, is an evil and feared creature found in subterranean places; its powers are formidable, and it feeds on the brains of any creature it encounters. Using arcane powers, it enslaves or destroys its foes, which include such powerful creatures as kuo-toa.

Mind Flayers stand about 6 feet tall and have hideous mauve skin that glistens with slime. The head resembles an octopus, with white eyes (no pupils are evident) and four tentacles around its mouth, a round, many-toothed orifice like that of a lamprey. The creature has three reddish fingers and a thumb on each hand.

They can communicate with any creatures via innate telepathy; they have no spoken language, although they often accompany their thoughts with hissing, and the eager lashing of their tentacles. Mind flayers dress in flowing robes, often with high, stiff collars, adorned with symbols of death and despair.

A mind flayer's preferred method of attack is the mind blast, projected in a cone 30 feet long, 5 feet wide at the mind flayer, and 30 feet wide at the opposite end. All within the cone must make a DC 14 Wisdom Saving Throw or be stunned for 1d3 rounds and suffer 1d8 points of damage. A successful Wisdom save negates the stunning effect and halves the damage taken.

The illithid tries to grab one or two stunned victims (stunned creatures suffer a -2 penalty to their Armor Class and cannot act or move until they recover) and escape with them (via Plane Shift or Astral Spell).

The illithid keeps some victims as slaves and feeds on the brains of the others. When devouring the brain of a stunned victim, it lashes out with its tentacles in an attempt to hold them still. A tentacle that hits deals 1d2 points of damage and automatically grapples the victim (see page 83). Tentacles deal no damage while grappling and the

grappled opponent can break free with a DC 14 Strength check (+2 to the DC if all four tentacles have latched on). Once all four tentacles have attached to the victim, the mind flayer has found a path to the brain and kills the victim in 1d4 rounds (unless the victim breaks the grapple, the mind flayer is slain, or the mind flayer retreats). A mind flayer can also use its tentacles in combat; it does so only when surprised or when attacking a single, unarmed victim.



A mind flayer can also use the following arcane powers, one per round, as an 8th level magic-user (DC 14): Charm Person, Charm Monster, ESP, Levitate, Astral Spell, and Plane Shift.

If an encounter is going against a mind flayer, it will immediately flee, seeking to save itself regardless of its treasure or its fellows.

Minotaur

Armor Class:	14	No. Appearing:	1-6 (1-8)
Hit Dice:	6	Morale Score:	18
Check Bonus:	3	Treasure Type:	C
Move:	40'	Alignment:	Chaotic
Attacks:		1 gore, 1 bite, or by weapon, 1-6, 1-6, or by weapon plus 2	
Special Attacks: Nil			
Special Defenses: Immune to Maze spells			

A minotaur is a large man with the head of a bull. It is larger than human size and eats humans.

A minotaur will always attack anything its size or smaller and will pursue as long as its prey is in sight.

Minotaurs are semi-intelligent and some use weapons, preferring a spear, club, or axe.

Minotaurs gain +2 to damage done with a weapon due to their strength. If a minotaur uses a weapon, it may not gore or bite. Minotaurs usually live in tunnels or mazes.



Mummy*

Armor Class:	17	No. Appearing:	1-4 (1-2)
Hit Dice:	5+1**	Morale Score:	18
Check Bonus:	2	Treasure Type:	D
Move:	20'	Alignment:	Chaotic
Attacks: 1 fist, 1-12 plus disease			
Special Attacks: Disease			
Special Defenses: Undead immunities, weapon immunities, see text			

Mummies are undead who lurk near deserted ruins and tombs. On seeing a mummy, each character must a DC 13 Charisma Saving Throw or be paralyzed with fear until the mummy attacks someone or goes out of sight.



In melee, a hit by a mummy does 1-12 points of damage and infects the creature hit with a hideous rotting disease unless it makes a DC 13 Constitution Saving Throw. This disease prevents both magical and natural healing. The disease lasts until it is magically cured with both a Remove Disease and Remove Curse spell.

Mummies can only be damaged by spells, fire, or magic weapons, all of which will only do half damage. They have the standard undead immunities (see page 88) as well.

Nagas

Possessing high intelligence and magical abilities, naga are snake-like creatures with human heads. They prefer warmer climates and tend not to wander far from their lairs.

The cold-blooded naga have glittering scales and grow to an adult length of 10 to 20 feet. Their lidless eyes are bright and wide, almost luminescent, and their spines are armored with sharp triangular extensions that grow in a line from the napes of their necks to the tips of their tails. Wise and patient, these creatures can stay still for hours but move swiftly when alarmed. They favor resting in a semi-aware state that conserves their energy and makes them very hard to surprise, giving them a +4 bonus to all Wisdom (Perception) checks.

Naga often set traps to snare trespassers. Magical spells are always attempted first. Once their magic is expended, naga rely on their poisonous bites - only the guardian naga can actually constrict victims like a giant snake.

	Guardian Naga	Spirit Naga	Water Naga
Armor Class:	17	16	15
Hit Dice:	12**	10**	8**
Check Bonus:	6	5	4
Move:	40'	40'	30', 50' swim
No. Appearing:	1-2 (1-2)	1-3 (1-3)	1-4 (1-4)
Morale Score:	18	16	14
Treasure Type:	B	B	D
Alignment:	Lawful	Chaotic	Neutral
Attacks: 1 bite, 1 tail		1 bite	1 bite
Damage: 1-6, 2-8		1-3	1-4
Special Attacks: Poison, spell use, tail grapple		Poison, spell use	Poison, spell use
Special Defenses: Keen senses		Keen senses	Keen senses

Guardian Naga: Surrounded with a flowery sweet scent, the guardian naga is marked by green-gold scales, silvery spines, and flashing golden eyes. It is so called because its lawful nature makes it a perfect sentinel over a like-aligned being's treasure or some evil.

This naga always warns off trespassers and often buries those defeated in battle. The guardian naga can spit poison at an individual attacker at up to 30-foot range. The poison kills that individual in 1 minute if it fails a DC 14 Constitution Saving Throw. In addition to a poisonous bite (1d6 plus DC 14 CON save or die in 1 minute) and constriction (2d4 damage), these naga have the ability to use cleric spells as 6th level clerics.

Spirit Naga: These black and crimson banded naga have a most human-like head, with stringy hair and deep brown eyes, and they smell of rotting flesh, which happens to be their preferred food!

Hiding in deserted ruins or caverns, these evil and cunning spirit naga seek to cause harm to any creature that passes through their domains. They set traps and frequently attack without warning. While they are not big enough to constrict their prey, they have a poisonous bite (DC 15 CON save or die in 1 minute), a gaze that charms all who look into their eyes (as a Charm Monster spell, DC 15), and can use magic-user spells at 5th level ability and cleric spells at 4th level ability.

Water Naga: Water naga are emerald green to turquoise in reticulated patterns with dark brown and pale jade green or dark grey and olive, and their spines have red spikes that raise like hackles when they are angry. Their eyes are pale green to amber.

These naga are found in clear, fresh water. Curious but neutral in attitude, water naga seldom attack unless threatened. In addition to their poisonous bite that inflicts 1d4 points of damage (DC 14 CON save or die in 1 minute), these naga have 5th level magic-user spell abilities. They never know spells that deal with fire.



Neo-Otyugh

Armor Class:	20	No. Appearing:	1(1)
Hit Dice:	10*	Morale Score:	16
Check Bonus:	5	Treasure Type:	See text
Move:	20'	Alignment:	Neutral
Attacks:	2 tentacles, 1 bite, 2-12, 2-12, 1-3		
Special Attacks:	Disease		
Special Defenses:	Immune to diseases		



Neo-otyugh are a larger, more intelligent species of otyugh (qv). They conform to the general characteristics of otyugh, and are even more aggressive in their hunting of prey (Morale score of 16). Also, the neo-otyugh are slightly better at telepathic communication.

Some specimens of these creatures reach 8' diameter and a height of 3' or more. The hide of a neo-otyugh is even tougher than that of an otyugh, although the appearance is similar.

If it bites any victim, that creature must make a DC 15 Constitution Saving Throw or be sickened until a Cure Disease spell heals it. Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half.

These monsters have no interest whatsoever in treasure as humans know it, but their partners may, occasionally making the guarding of treasure they value a condition of allowing otyugh to dwell in semi-symbiosis with them.

Nightmare

Armor Class:	20	No. Appearing:	1 (1)
Hit Dice:	6+6*	Morale Score:	16
Check Bonus:	3	Treasure Type:	Nil
Move:	60', 120' flight	Alignment:	Chaotic
Attacks:	2 hooves, 1 bite, 1-6, 1-6, 2-8		
Special Attacks:	Fiery hooves, see text		
Special Defenses:			

Nightmares are the evil steeds of the lower planes, often serving as mounts for night hags, liches, and powerful undead lords.

They look like large, powerful horses with a jet black coat. Nightmares have glowing red eyes, flaming orange nostrils, and hooves that burn like embers. Their flowing manes and great tails are ragged and wild.

Nightmares can understand commands from evil riders. They communicate among themselves by empathy.



Nightmares' vicious fangs inflict 2d4 points of damage on a successful bite. Their burning hooves each inflict 1d6 damage plus 1d4 point of fire damage. They will set any combustibles on fire.

During combat, the excitement and fervor of the fight will cause nightmares to emit a smoking, hot cloud of noxious vapors. It blinds and chokes all those within 10 feet of the evil steed. Victims must make a DC 13 CON Saving Throw or be sickened. Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half.

Although they have no wings, nightmares can magically propel themselves through the air at an impressive rate. They may fly through the Astral and Ethereal Planes at will.

Nixie

Armor Class:	13	No. Appearing:	0 (2-40)
Hit Dice:	1	Morale Score:	9
Check Bonus:	0	Treasure Type:	B
Move:	40', 40' swim	Alignment:	Neutral
Attacks:	1 weapon, by weapon, see text		
Special Attacks:	Charm Person, see text		
Special Defenses:	Nil		

Nixies are 3' tall water sprites. They look like small, beautiful elves, and their skin is light blue, green, or gray-green. They avoid combat but may try to charm an adventurer.



Ten nixies can cast one such Charm, and if a DC 12 Charisma Saving Throw is not made, the victim will enter the water and serve the nixies for a year. (Each nixie can cast a Water Breathing spell on this slave, but this must be renewed every day.)

If forced to fight, nixies use small tridents (treat as spears) and daggers, and each will summon a giant bass to aid them (AC 13, HD 2, MV 40' swim, #AT 1, D 1-6, CB 1, ML 12, AL N).

Nixies dwell in rivers and lakes, making their lairs in the deepest part of the water.

Nymph

Armor Class:	11	No. Appearing:	1-4 (1-4)
Hit Dice:	3*	Morale Score:	8
Check Bonus:	1	Treasure Type:	X
Move:	40'	Alignment:	Neutral
Attacks:	1 weapon, by weapon		
Special Attacks:	See text		
Special Defenses:	Nil		

So beautiful that a mere glimpse can blind or even kill a man, nymphs are the embodiment of loveliness, a triumph of nature.

A nymph's beauty is beyond words - an ever-young woman with sleek figure and long, thick hair, radiant skin and perfect teeth, full lips, and gentle eyes. A nymph's scent is delightful, and her long robe glows, hemmed with golden threads and embroidered with rainbow hues of unearthly magnificence. A nymph's demeanor is graceful and charming, her mind quick and witty. Nymphs speak their own musical language and the Common tongue.

Nymphs do not fight but flee if confronted by an intruder or danger. Nymphs are able to cast Dimension Door once per day and can employ cleric spells at 7th ability level. These spells are never destructive in nature.

Looking at a nymph will cause permanent blindness unless the onlookers make a DC 12 Wisdom Saving Throw. If the nymph is nude or disrobes, an onlooker will die unless a DC 13 Charisma Saving Throw is successful. Either save must only be made once per nymph.



Ochre Jelly*

Armor Class:	12	No. Appearing:	1 (0)
Hit Dice:	5*	Morale Score:	2
Check Bonus:	2	Treasure Type:	Nil
Move:	10'	Alignment:	Neutral
Attacks:	1 acidic pseudopod, 2-16	Special Attacks:	See text
Special Defenses:	Only harmed by fire or cold		



An ochre jelly is an ochre-colored giant amoeba which can only be harmed by fire or cold. Attacks with weapons or lightning merely make several (1d4+1) smaller (2 Hit Dice) ochre jellies. An ochre jelly does 2d6 damage per round to exposed flesh. The smaller ochre jellies only do half damage.

It can seep through small cracks, and destroy wood, leather, and cloth in 1 round, but cannot eat through metal or stone.

Ogre

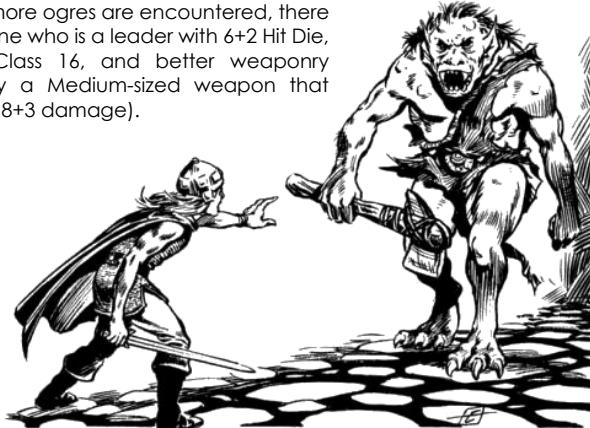
Armor Class:	15	No. Appearing:	1-6 (3-18)
Hit Dice:	4+1	Morale Score:	16
Check Bonus:	2	Treasure Type:	C + 1,000 gp
Move:	30'	Alignment:	Chaotic
Attacks:	1 weapon, by weapon plus 3		
Special Attacks:	Nil		
Special Defenses:	Nil		

Ogres are huge fearsome human-like creatures, usually 8 to 10 feet tall. They wear animal skins for clothes, and often live in caves. Ogres hate Neanderthals and will attack them on sight.

When encountered outside their lair, they will be carrying 100-600 gp (1d6 x 100) in large sacks. They usually attack with crude weapons like clubs, dealing 1d6+3 damage due to their great strength.

Ogres can be found in virtually any terrain, including subterranean places. They are ugly-tempered and voracious. Ogres are also fond of treasure, and they will sometimes be found serving as mercenaries in the ranks of orc tribes or evil clerics, or joining with gnolls for a profitable raid. Ogres mingle freely with trolls and some giants.

If 11 or more ogres are encountered, there will be one who is a leader with 6+2 Hit Die, Armor Class 16, and better weaponry (typically a Medium-sized weapon that deals 1d8+3 damage).



If 16 or more are encountered there will be 2 such leaders plus 1 additional ogre, a chieftain with Armor Class 17, 7+3 Hit Dice, and better weaponry (typically a Large-sized weapon wielded in one hand and dealing 1d10+3 damage).

Aquatic Ogres (Merrow): The freshwater merrow are greenish and scaled with webbed hands and feet. Their necks are long and thick, their shoulders are sloping, and they have huge mouths and undershot jaws. Merrow have black teeth and nails and deep green eyes with white centers, and their hair resembles slimy seaweed.

Using their green coloration, aquatic ogres can hide, becoming effectively invisible, gaining a +4 bonus to Dexterity (Stealth) checks in deep water and in areas of underwater vegetation. They attack from cover when ambushing.

Merrow typically attack with a large spear (inflicting 1d8+3 damage), followed by melee with talons and teeth that deal 1d6 damage each. They have a swimming Movement Rate of 30'. They are, otherwise, identical to land-dwelling ogres.

Ogre Mage

Armor Class:	16	No. Appearing:	1-6 (1-6)
Hit Dice:	5+2	Morale Score:	13
Check Bonus:	2	Treasure Type:	B + 1,000 gp
Move:	30'	Alignment:	Chaotic
Attacks:	1 weapon, by weapon plus 3		
Special Attacks:	Spell use		
Special Defenses:	Regeneration, spell use		

Ogre magi normally seek uninhabited places in which to lair - typically in a fortified dwelling or some secure cavern complex below ground. From this location, the ogre magi will foray to capture treasure and humans for slaves and food. If encountered in their lair, the ogre magi will always have a ogre mage chief of great strength (9+3 Hit Dice) in addition to the others indicated by the die roll. There will be 2-12 slaves/prisoners in the lair.

Ogre magi can cast the following at will: Fly (2 hour duration), Invisibility, Darkness, and Polymorph Self (limited to



human, demi-human, or similar bipedal humanoid form from 4' to 12' in height).

Once per day they can cast the following (DC 12): Charm Person, Sleep, Gaseous Form, and Cone of Cold.

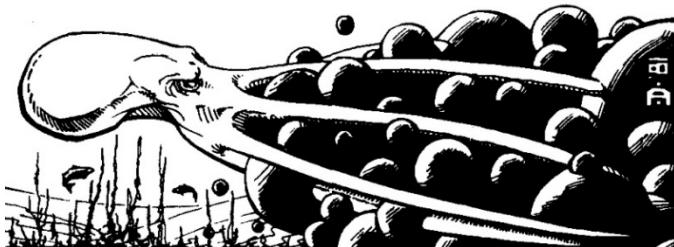
They can regenerate 1 Hit Point per melee round (lost members must be reattached to regenerate).

Ogre magi have light blue, light green, or pale brown skins. Their hair is typically of an opposite and darker color (blue-green, green-blue), except that brown skinned ogre magi have dark yellow hair. Their nails are black, and their teeth and tusks are very white. Horns are ivory colored. Their eyes are dark pupiled with white centers.

Octopus, Giant

Armor Class:	13	No. Appearing:	0 (1-2)
Hit Dice:	8	Morale Score:	11
Check Bonus:	4	Treasure Type:	Nil
Move:	30', 30' swim	Alignment:	Neutral
Attacks:		8 tentacles, 1 bite, 1-3 (x8), 1-6	
Special Attacks:		Grapple	
Special Defenses:		Camouflage, ink cloud	

Giant octopi lurk in the waters near fishing villages and other coastal areas in tropical or temperate climates. Octopi get a +4 bonus to all Dexterity (Stealth) checks made to hide, due to camouflaging pigments in their skin.



In combat, a giant octopus will squeeze with its tentacles and stab or bite any creature dragged to its mouth with its fearsome beak. Once a tentacle hits in combat, it will constrict and automatically do 1-3 points of damage each round. Each tentacle that hits also reduces its victim's chance to hit by 1 (a person with all of an octopus's tentacles wrapped around him or her would have a penalty of -8 to attack rolls).

A character may try to sever a tentacle and will succeed when any single hit with an edged weapon does 5 or more points of damage. A character may try to pull free from the tentacles with a DC 14 Strength ability check. This DC increases by 1 for every two tentacles that have grappled him or her.

If a combat is going against it, a giant octopus will flee, jetting away at triple speed and trailing a large, black cloud of ink (40' radius) that heavily obscures all sight.

Orc

Armor Class:	14	No. Appearing:	2-8 (10-60)
Hit Dice:	1	Morale Score:	13
Check Bonus:	0	Treasure Type:	D
Move:	30'	Alignment:	Chaotic
Attacks:		1 weapon, by weapon	
Special Attacks:		Nil	
Special Defenses:		Nil	

Orcs are ugly human-like creatures who look like a combination of animal and man. Orcs are nocturnal (usually sleeping in the day and active at night or in the dark) and prefer to live underground. When fighting in daylight, they must subtract 1 from their attack rolls.

They have bad tempers and do not like other living things; they will often kill something for their own amusement. They are afraid of anything which looks larger and stronger than they are but may be forced to fight by their leaders.

Orc leaders gain their positions by fighting and defeating (or killing) the others. One member of any group of orcs will be a leader with 2 Hit Dice and a +1 bonus to attack and damage rolls. If this "leader" is killed, the morale of the group becomes 9 instead of 13.

Orcs may often be hired at low cost as soldiers, and are often used for armies by Chaotic leaders (both humans and monsters). The orcs are satisfied by being allowed to kill and burn as much as they want. Orcs prefer swords, spears, axes, and clubs for weapons. They will not use mechanical weapons (such as catapults), as only their leaders understand how to operate them.



There are many different tribes of orcs. Members of different tribes are not usually friendly with each other and may start fighting unless their leaders are present. An orc lair has only one tribe. Each tribe will have as many female orcs as males, and 2 children ("whelps") for each 2 adults. The leader of an orc tribe is a chieftain with 4 Hit Dice and a +2 bonus to attack and damage rolls. For every 20 orcs in a tribe, there may be an ogre with them (a 1 in 6 chance). There is a 1 in 10 chance of a troll living in the lair as well.

Otyugh

Armor Class:	18	No. Appearing:	1 (2)
Hit Dice:	7*	Morale Score:	13
Check Bonus:	3	Treasure Type:	See text
Move:	20'	Alignment:	Neutral
Attacks:		2 tentacles, 1 bite, 1-8, 1-8, 2-5	
Special Attacks:		Disease	
Special Defenses:		Immune to diseases	

These weird monsters are omnivorous scavengers, not at all hesitant about adding a bit of fresh meat to their diet of dung, offal, and carrion. They hate direct sunlight or bright light, so they are found underground in most cases.

Usually (90%) only a single individual is encountered, for otyugh typically live in partnership with other subterranean monsters. The otyugh will dwell in a truce state with other powerful monsters to scavenge droppings and other leavings. In most cases otyugh live in piles of dung and rubbish, and thrive there.



The otyugh has a sensory organ stalk and two tentacle arms which protrude from its hideous body. The eyes are always thrust above the offal the creature lairs under, and this prevents surprise. Its tentacles

have sharp ridges and are used to deliver smashing blows to prey. The creature's mouth is sucker-like and filled with many teeth. If it bites any victim, that creature must make a DC 13 Constitution Saving Throw or be sickened until a Cure Disease spell heals it. Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half.

These monsters have no interest whatsoever in treasure as humans know it, but their partners may, occasionally making the guarding of treasure they value a condition of allowing otyugh to dwell in semi-symbiosis with them.

Otyugh speak their own language and are semi-telepathic, thus often able to communicate with other life forms when the otyugh so desire.

Owl Bear

Armor Class:	15	No. Appearing:	1-4 (1-4)
Hit Dice:	5	Morale Score:	13
Check Bonus:	2	Treasure Type:	C
Move:	40'	Alignment:	Neutral
Attacks:		2 claws, 1 bite, 1-8, 1-8, 1-8	
Special Attacks:		Bear hug	
Special Defenses:		Nil	



An owl bear is a huge bear-like creature with the head of a giant owl. An owl bear stands 8' tall and weighs 1,500 pounds. Owl bears have nasty tempers and are usually hungry, preferring meat. If both paws of an owl bear hit the same opponent in one round, the owl bear will "hug" for an additional 1d8 points of damage. They are commonly found underground and in dense forests.

Pegasus

Armor Class:	14	No. Appearing:	0 (1-12)
Hit Dice:	2+2	Morale Score:	12
Check Bonus:	1	Treasure Type:	Nil
Move:	80', 160' flight	Alignment:	Lawful
Attacks:		2 hooves, 1-6, 1-6	
Special Attacks:		Nil	
Special Defenses:		Nil	



These semi-intelligent flying horses are wild and shy. They cannot be tamed, but will serve Lawful characters (only) if captured when young and trained. Pegasi are the natural enemies of hippogriffs.

Peryton*

Armor Class:	13	No. Appearing:	0 (2-8)
Hit Dice:	4*	Morale Score:	18
Check Bonus:	2	Treasure Type:	Nil
Move:	60', 120' flight	Alignment:	Chaotic

Attacks:	1 gore, 4-16
Special Attacks:	+2 bonus to all attack rolls
Special Defenses:	Weapon immunity



High above the mountains and rocky hills of most lands flies a sharp-eyed monster known as the peryton. Intelligent, patient, and malevolent, it watches and waits for prey - to pluck their hearts out. The peryton resembles a giant, dark green eagle, except that its head is that of a blue-black stag, its horns glitter as ebon as obsidian, its eyes glow a dull red-orange. The chest feathers of a male peryton are light blue; those of the female are drab brown. Perytons normally cast the shadow of an adult human being, rather than those of their own form.

A peryton has only a secondary interest in prey as food. Its main interest in humans and humanoid creatures is the heart of its prey. It is unnaturally accurate in combat, receiving a +2 bonus to all attack rolls.

It attacks with its sharp horns, since its claws are too weak to use in melee. When a peryton chooses a target for combat, it locks itself into a duel that nearly always ends in either the peryton's death or that of its target. A peryton will never switch targets during combat, no matter the tactical situation. On rare occasions, the creature can be driven off, but it will continue to stalk its prey, and return later. Perytons are immune to all weapons but those of at least +1 enchantment.

Piercer

Armor Class:	17	No. Appearing:	3-18 (3-18)
Hit Dice:	3	Morale Score:	9
Check Bonus:	1	Treasure Type:	Nil
Move:	5'	Alignment:	Neutral

Attacks:	Impale, 3-18
Special Attacks:	Surprise attack
Special Defenses:	Camouflage



Piercers resemble stalactites found on cave roofs. They are actually a species of gastropods that, without their shells, resemble slugs with long tails. A piercer climbs onto the ceiling of a cavern and waits patiently; when it detects prey beneath it, it drops from the ceiling and impales the victim with the sharp end of its shell.

Piercers have only one chance to hit; if an attack fails to score a kill, the piercer cannot attack again until it slowly scales a wall to resume

its position. Piercers can hear noises and detect heat sources in a 300-foot radius; these heat sources include humans. If the noise and light are stationary for many minutes at a time, piercers will slowly edge into attack position over the source of the stimulus.

Piercers are virtually indistinguishable from natural phenomena, requiring a DC 18 Wisdom (Perception) check to spot.

Pixie

Armor Class:	17	No. Appearing:	2-8 (10-40)
Hit Dice:	1*	Morale Score:	10
Check Bonus:	0	Treasure Type:	R + S
Move:	30', 60' flight	Alignment:	Neutral
Attacks:	1 weapon, by weapon (1-3)		
Special Attacks:	Improved invisibility		
Special Defenses:	Improved invisibility		

Pixies are small (1-2' tall) human-like creatures, who are distantly related to elves, with insect-like wings.

They are invisible unless they want to be seen. Unlike the effects of the Invisibility spell, pixies can attack and remain invisible, and get a +8 bonus to Dexterity (Stealth) checks made to surprise foes. Pixies can see invisible creatures and objects.

They attack with tiny swords and bows that deal 1d3 damage.



Pseudodragon

Armor Class:	18	No. Appearing:	1 (1)
Hit Dice:	2**	Morale Score:	13
Check Bonus:	1	Treasure Type:	L x 10
Move:	20', 80' flight	Alignment:	Neutral
Attacks:	1 bite, 1 tail sting, 1-4, 1-3 plus poison		
Special Attacks:	Attacks as a 6 HD creature, sleep poison		
Special Defenses:	Camouflage, magic resistance		

Pseudodragons resemble miniature red dragons. They have fine scales and sharp horns and teeth. A pseudodragon's coloration is red-brown as opposed to the deep red of red dragons. Its tail is about 2 feet long (longer than the pseudodragon itself), barbed, and very flexible.

Pseudodragons communicate via a limited form of telepathy. If one elects to take a human companion, it can transmit what it sees and hears at a distance of up to 120 feet.

The pseudodragon can deliver a vicious bite with its small, dragon-like jaws, but its major weapon is its sting-equipped tail. The creature can move it with flashing speed and attacks as a 6 Hit Die creature. Any creature struck must make a DC 12 Constitution Saving Throw or go into a state of catalepsy that lasts 1d6 days. The victim appears quite dead, but at the end of that time the character will either wake up unharmed.

Pseudodragons have a chameleon-like power that allows them to alter their coloration to blend with their surroundings. They can blend into any typical forest background, gaining a +6 bonus to all Dexterity (Stealth) checks when hiding amid plant-life. Pseudodragons have Darkvision and can see invisible objects.

A pseudodragon is highly magic resistant, getting a +8 bonus to all Saving Throws against magical effects, and can transmit this magic resistance to its human companion via physical contact.



Prehistorical Creatures: See Mastodon, Pteranodon, Pterodactyl, Stegosaurus, Titanotherium, Triceratops, and Tyrannosaurus Rex.

Pteranodon

Armor Class:	14	No. Appearing:	0 (1-4)
Hit Dice:	5	Morale Score:	12
Check Bonus:	2	Treasure Type:	V
Move:	120'	Alignment:	Neutral

Attacks: 1 set of claws, 1-12

Special Attacks: Nil

Special Defenses: Nil

Pteranodons are giant pterodactyls. They are aggressive and will often attack humans or humanoids. These monsters can have a wingspan of up to 50 feet.

Pteranodons and pterodactyls are only found in warm climates, usually in "lost world" areas.

Pterodactyl

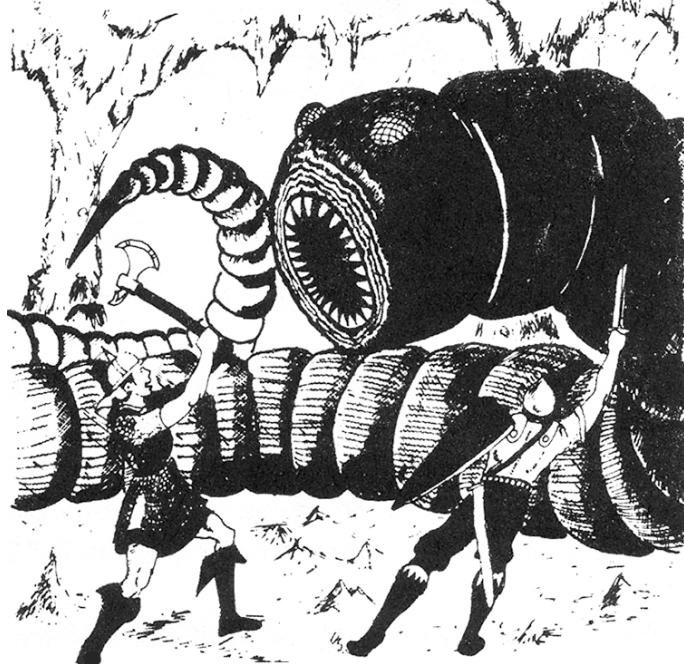
Armor Class:	13	No. Appearing:	0 (2-8)
Hit Dice:	1	Morale Score:	10
Check Bonus:	0	Treasure Type:	Nil
Move:	90'	Alignment:	Neutral

Attacks: 1 set of claws, 1-3

Special Attacks: Nil

Special Defenses: Nil

Pterodactyls are bat-like reptiles with wingspans of 8-10 feet. They hunt small and medium-sized animals, gliding slowly along air currents to spot their prey. If driven by great hunger they will attack human-sized creatures.



Purple Worm

Armor Class:	14	No. Appearing:	1-2 (1-4)
Hit Dice:	15*	Morale Score:	15
Check Bonus:	7	Treasure Type:	D
Move:	20', 20' burrow	Alignment:	Neutral

Attacks: 1 bite, 1 sting, 2-16, 1-8 plus poison

Special Attacks: Poison, swallow whole

Special Defenses: Nil

Purple worms are huge, slime-covered creatures over 100' long and 8' to 10' in diameter. These monsters tunnel through the earth, burrowing up from the ground to feed on surface-dwelling creatures.

They attack by biting and stinging with their tails. On a bite attack roll of a natural 20 a creature of man-size or smaller will be swallowed whole, taking 3-18 (3d6) points of damage each round thereafter.

Those stung by the tail must make a DC 17 Constitution Saving Throw or die.

Note that if encountered underground, the size of underground tunnels may prevent a purple worm from using one or both of its attacks.

Rakshasa*

Armor Class:	24	No. Appearing:	1-4 (1-4)
Hit Dice:	7+1**	Morale Score:	18
Check Bonus:	3	Treasure Type:	F
Move:	50'	Alignment:	Chaotic
Attacks:		2 claws, 1 bite, 1-3, 1-3, 2-5	
Special Attacks:		Spell use	
Special Defenses:		See text, weapon immunity	



Rakshasas are a race of malevolent spirits encased in flesh that hunt and torment humanity. No one knows where these creatures originate; some say they are the embodiment of nightmares.

Rakshasas stand 6 to 7 feet tall and weigh between 250 and 300 pounds. They have no uniform appearance but appear as humanoid creatures with the bodily features of various beasts (most commonly tigers and apes). Hands whose palms curve backward, away from the body, seem to be common. Rakshasas of the highest standing sometimes have several heads. All rakshasas wear human clothing of the highest quality.

Rakshasas savor fresh human meat and use illusions to get it. They have a limited form of ESP which allows them to disguise themselves as someone the victim trusts (DC 14 Intelligence Saving Throw to see through this illusion). The rakshasa uses this illusion as a lure and strikes when the victim is most unprepared. The rakshasa must drop the illusion when it attacks.

Normally rakshasas can have the magical abilities of a 7th level magic-user. They may also cast three 1st level cleric spells each day (caster level 7).

Rakshasas are immune to all spells lower than 8th level. An attacker needs at least a +1 magical weapon to harm a rakshasa. However, a hit by a blessed crossbow bolt kills a rakshasa instantly.

Rats

Rats will eat almost anything, and some rats carry diseases. Any creature bitten by a pack of rats has a chance per attack of catching a debilitating disease; a successful DC 11 Constitution Saving Throw prevents those bitten from catching the disease. This disease sickens the afflicted creature until cured or until 1 month passes. Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half.

Rats usually avoid humans and will not attack unless summoned (by a wererat, for example) or defending their lair. Rats are good swimmers and may attack without penalty while in water. They are afraid of fire, and will run from it unless forced to fight by their leader (the creature summoning them).



	Normal	Giant
Armor Class:	11	13
Hit Dice:	1/4	1/2
Check Bonus:	0	0
Move:	30', 10' swim	40', 20' swim
No. Appearing:	5-50 (2-20)	3-18 (3-30)
Morale Score:	8	12
Treasure Type:	L	C
Alignment:	Neutral	Neutral
Attacks:	1 bite per pack	1 bite
Damage:	1-6	1-3
Special Attacks:	Disease	Disease
Special Defenses:	Nil	Nil

Normal Rats: Normal rats may be from 6" to 2' long and have gray or brown fur. They attack in "packs" of 5 to 10. If there are more than 10 rats, they will attack several creatures as packs of 10 or less. A pack will only attack one creature at a time, but may bite for 1-6 points of damage.

Rats will climb all over the creature they are attacking, and the victim must make a DC 10 Strength check or be knocked prone by them.

Giant Rats: Giant rats are 3' long or more, and have gray or black fur. They are often found in the dark corners of dungeon rooms and in areas where undead monsters lurk.

Giant rats avoid attacking strong parties unless driven by hunger or commanded by creatures such as vampires and wererats. Giant rats are fearful of fire and flee from it except if driven by hunger or magic. They are excellent swimmers and can attack in water as well as on land.

Remorhaz

Armor Class:	18	No. Appearing:	1 (1)
Hit Dice:	10**	Morale Score:	13
Check Bonus:	5	Treasure Type:	F
Move:	30', 10' burrow	Alignment:	Neutral
Attacks:		1 bite, 5-30	
Special Attacks:		Swallow whole, heat damage, melt metal	
Special Defenses:		Immune to fire and cold damage	

Remorhaz, sometimes known as polar worms, inhabit only chill arctic wastes. They are very aggressive predators that devour any animal matter, including demihumans, humans, and humanoids; they have even been known to attack frost giants.

A remorhaz has a segmented body with a winged head and neck, standing on dozens of chitinous legs. Remorhaz have an ice blue color everywhere except on their backs, where a streak of white sets off the many protrusions located there.



In combat the remorhaz beats its small wings, raising up the front quarter of its body. It then snaps itself forward, striking with blinding speed. They are able to swallow prey whole on an unmodified attack roll of 20, unless the target makes a DC 15 Dexterity Saving Throw to avoid this deadly attack.

Any victim swallowed is killed instantly by the intense heat inside the creature. When aroused, the remorhaz secretes a substance that causes its intestines to become very hot and its back protrusions glow cherry red from excess heat. Any nonmagical weapon melts from contact with its back, and any creature touched by these surfaces suffers 10d6 points of fire damage.

Remorhaz are slower than most polar dwellers, so they prefer to burrow into the snow and surface when they hear prey nearby, hoping to achieve surprise. They get a +4 bonus to Dexterity (Stealth) checks.

Rhinoceros

	Normal	Woolly
Armor Class:	15	16
Hit Dice:	6	8
Check Bonus:	3	4
Move:	40'	40'
No. Appearing:	0 (1-12)	0 (1-8)
Morale Score:	9	9
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
Attacks:	1 butt or trample	1 butt or trample
Damage:	2-8 or 2-16	2-12 or 2-24
Special Attacks:	Stampede	Stampede
Special Defenses:	Nil	Resistant to cold

Though unintelligent plant eaters, rhinoceri can be very dangerous. If threatened, surprised, or charged, they will stampede in a random direction, goring all in their path for double damage on the first attack.

Woolly Rhinos: These large rhinoceri are covered with long white hair. Woolly rhinos travel in small herds across tundra and plains, usually in "lost world" areas. They take only $\frac{1}{2}$ damage from cold attacks.

Robber Fly

Armor Class:	14	No. Appearing:	1-6 (2-12)
Hit Dice:	2	Morale Score:	12
Check Bonus:	1	Treasure Type:	U
Move:	30', 60' flight	Alignment:	Neutral
Attacks:		1 bite, 1-8	
Special Attacks:		Surprise attack	
Special Defenses:		See text	

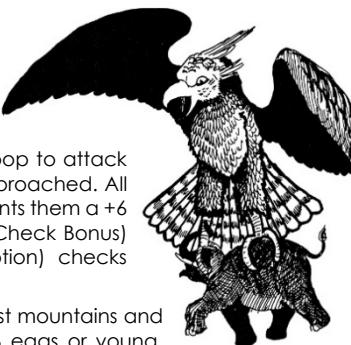
Robber flies are 3' long giant flies colored with black and yellow stripes. At a distance they look like killer bees. They are not harmed by the poison of killer bees, which are their main source of food.

Robber flies are patient hunters. They often hide in shadows and wait for prey, getting a +6 bonus to all Dexterity (Stealth) checks made to surprise others. Robber flies are meat eaters and have been known to attack humans.

Rocs (Giant Eagles)

	Small Roc	Large Roc	Huge Roc
Armor Class:	16	18	20
Hit Dice:	6	12	36
Check Bonus:	3	6	18
Move:	20', 160' flight	20', 160' flight	20', 160' flight
No. Appearing:	0 (1-12)	0 (1-8)	0 (1)
Morale Score:	12	14	16
Treasure Type:	I	I	I
Alignment:	Lawful	Lawful	Lawful
Attacks:	2 claws, 1 bite	2 claws, 1 bite	2 claws, 1 bite
Damage:	2-5, 2-5, 2-12	1-8, 1-8, 2-20	3-18, 3-18, 8-48
Special Attacks:	Nil	Nil	Nil
Special Defenses:	Keen senses	Keen senses	Keen senses

Rocs are huge birds of prey that are also called giant eagles. They are Lawful and are often hostile towards Chaotic creatures.



Rocs prefer solitude and will swoop to attack any intruders unless carefully approached. All rocs have keen eyesight that grants them a +6 bonus (which is added to their Check Bonus) when making Wisdom (Perception) checks based on sight.

Roc nests are found in the highest mountains and 50% of the time will contain 1-6 eggs or young. Rocs never check morale if encountered in their lair. If hatched or captured as chicks, young rocs can be trained.

Rock Baboon

Armor Class:	14	No. Appearing:	2-12 (5-30)
Hit Dice:	2	Morale Score:	12
Check Bonus:	1	Treasure Type:	U
Move:	40'	Alignment:	Neutral
Attacks:		1 weapon, 1 bite, by weapon, 1-3	
Special Attacks:		Nil	
Special Defenses:		Nil	

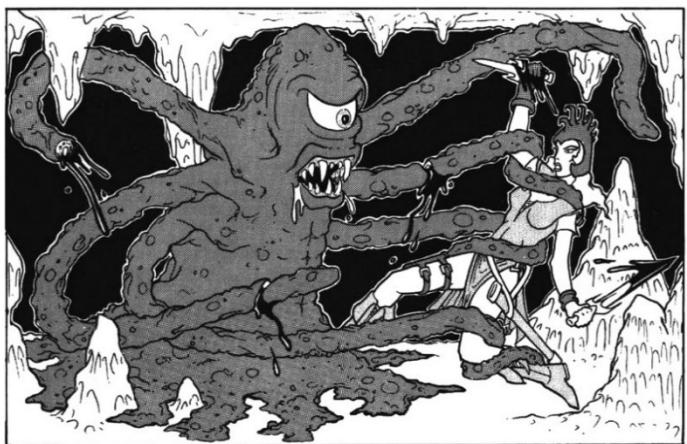
Rock baboons are larger versions of normal baboons, and are more intelligent. They will eat anything, but prefer meat. They do not make tools or weapons but will pick up bones, rocks, or branches to use as clubs (1d6 damage).



Rock baboons form packs, each led by a dominant male. They are ferocious and have vicious tempers. They do not speak a true language, but use simple screams to communicate warnings and needs.

Roper

Armor Class:	20	No. Appearing:	1-3 (1-3)
Hit Dice:	10*	Morale Score:	18
Check Bonus:	5	Treasure Type:	See text
Move:	10'	Alignment:	Chaotic
Attacks:		1 bite, 5-20	
Special Attacks:		Grappling strands, poison	
Special Defenses:		Immune to lightning, resistant to cold (half damage)	



A roper resembles a rocky outcropping. The creature's hide is yellowish gray and rough, and its body very malleable. They are usually pillarlike in shape, 9 feet tall, about 3 feet in diameter at the base, and about 1 foot in diameter at the top.

The roper has a single yellow eye, and a maw ringed with sharp teeth. Halfway up its body are small bumps which are the sources of the strands it fires at opponents (see below).

A roper can stand upright to resemble a stalagmite, lie on the ground to imitate a boulder, or even flatten itself to look like a lump on a cavern floor. They can change color a little, enough to blend into

rocky backgrounds. A DC 17 Wisdom (Perception) check is needed to spot that something is amiss.

Ropers attack by shooting strong, sticky strands at opponents. They can shoot a total of six strands, one per round, as far as 50 feet; each strand can pull up to 750 pounds. Each time a strand grabs a creature (it requires a DC 17 Strength check to avoid being grabbed), the victim must make a successful (DC 15) Constitution Saving Throw against poison or temporarily lose 2 points of Strength. Strength loss is cumulative for multiple hits and lasts for 4d10 minutes.

If a roper's prey cannot break free, it is pulled 10 feet closer per round; when it reaches the roper, the creature bites the victim for 5d4 points of damage (automatic hit against a victim held by a strand).

A strand can be pulled off or broken by a character who makes a DC 17 Strength check. A strand can also be cut; it is AC 20, and it must take at least 6 points damage from a single hit of a slashing weapon to be severed.

Ropers are unaffected by lightning and take only half damage from cold-based attacks. They have a -4 penalty to Saving Throws against fire.

Rot Grub

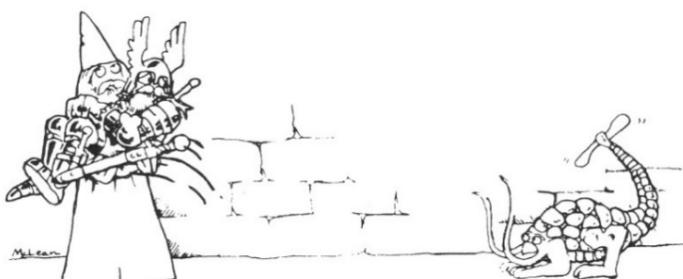
Armor Class:	10	No. Appearing:	5-20
Hit Dice:	1/4*	Morale Score:	6
Check Bonus:	0	Treasure Type:	Nil
Move:	5'	Alignment:	Neutral
Attacks:	See text		
Special Attacks:	See text		
Special Defenses:	Nil		



Rot grubs are occasionally found in heaps of offal or dung. They are rarely found in ceilings, walls, or floors. These small creatures will viciously burrow into any living flesh which touches them, for they greatly enjoy such fare to dine upon. The victim must immediately apply flame to the wound (1-6 Hit Points damage per application) or have a Cure Disease spell cast upon him or her. Otherwise, the rot grubs will burrow to the heart and kill their host in 10 to 30 minutes.

Rust Monster

Armor Class:	18	No. Appearing:	1-4 (1-4)
Hit Dice:	5	Morale Score:	11
Check Bonus:	2	Treasure Type:	Nil
Move:	40'	Alignment:	Neutral
Attacks:	See text		
Special Attacks:	Rust metal		
Special Defenses:	Nil		



A rust monster has a body like a giant armadillo with a long tail, and 2 long front "feelers" (antennae). If a character hits a rust monster, or if a rust monster hits a character with its antenna, it will cause any metal

armor or weapons touching it to immediately rust, so that they are unusable and worthless.

Each time magical weapons and armor are struck they must make a DC 13 "Saving Throw" or lose 1 point of magical bonus. Magical weapons get a +1 bonus to this "Saving Throw" for each point of magical bonus.

A rust monster is attracted by the smell of metal. It eats the rust created by its attacks.

Sahuagin

Armor Class:	15	No. Appearing:	2-8 (20-80)
Hit Dice:	2+2	Morale Score:	13
Check Bonus:	1	Treasure Type:	U (H)
Move:	40', 60' swim	Alignment:	Chaotic
Attacks:	2 claws, 1 bite or 1 by weapon, 1-2, 1-2, 1-4 or by weapon		
Special Attacks:	Net		
Special Defenses:	Nil		



Sahuagin are a vicious, predatory race of fish-men that live in warm coastal waters. They are highly organized and greatly enjoy raiding shore communities for food and sport.

Typical sahuagin are blackish green on their backs, shading to green on their bellies, with black fins. Their great, staring eyes are deep, shining black. They have scaly skin, with webbed fingers and toes, and mouths are filled with sharp fangs. The eyes and ears of these monsters are particularly keen: +5 to Wisdom (Perception) checks. Sahuagin speak their own tongue.

Though they wear no armor, their scales are tough. Sahuagin wear a harness to carry their personal gear and weapons. A group of these creatures is typically armed as follows:

20%	Crossbow & dagger
30%	Spear & dagger
50%	Trident, net & dagger

The crossbows have a close range of 10' underwater and normal ranges on the surface. Nets are used to snare up to 3 Medium-sized creatures, and may be used against foes that are up to 10' away (and within a 5' radius circle). If thrown at one or more opponents, those opponents may make a DC 12 Dexterity Saving Throw to dodge the net. Nets are set with dozens of hooks that make escape virtually impossible for unarmored victims or creatures not able to grasp and tear (DC 16 Strength check to tear free, those without gauntlets or similar protection suffer 1d4 damage each time they make this attempt).

Sahuagin are well-equipped to attack even without weapons, for their webbed hands each end in long, sharp claws that can inflict 1-2 points of damage per attack. The sharp teeth of the sahuagin cause 1d4 points of damage if a bite is scored on a victim.

A band of sahuagin is always led by a chieftain. He has one lieutenant for every ten members of the group. The chieftain has 4+4 Hit Dice, and his lieutenants have 3+3 Hit Dice. All are in addition to the normal sahuagin in the group.

Salamanders*

	Flame Salamander*	Frost Salamander*
Armor Class:	16	16
Hit Dice:	8*	12*
Check Bonus:	4	6
Move:	40'	40'
No. Appearing:	2-5 (2-8)	1-3 (1-3)
Morale Score:	13	16
Treasure Type:	F	E
Alignment:	Chaotic	Chaotic
Attacks:	1 tail bash, 1 weapon	4 claws, 1 bite
Damage:	2-12, 1-6	1-6 (x4), 2-12
Special Attacks:	Heat damage	Cold damage
Special Defenses:	Immune to fire, weapon immunity, see text	Immune to cold, weapon immunity

Flame Salamanders: These salamanders are natives of the Elemental Plane of Fire, and thrive in hot places.

The head and torso of a salamander is copper-colored and has a human-like appearance. Most of the time (80%), this aspect is a male, with flaming beard and moustache. The female version has flowing, fiery red hair. Both aspects have glowing yellow eyes that sometimes switch to fluorescent green.

The lower torso is that of a large snake, with orange coloring shading to dull red at the tail end. The entire body is covered with wispy appendages that appear to burn but are never consumed.

A salamander typically attacks with its metal spear, which inflicts 1d6 points of damage plus a like

amount for the spear's heat. At the same time, it can lash out at an opponent with its snake-like tail, for 2d6 points of damage, plus an additional 1d6 points of damage from the heat of its body.

Salamanders can be affected only by magical weaponry. They are impervious to all fire-based attacks. Sleep and Charm spells are ineffective against them. Cold-based attacks cause an additional 1 point of damage per die of damage.

Frost Salamanders: A frost salamander looks like a giant lizard with 6 legs. Its scales are white or blue-white in color. They live in frozen wastelands, glaciers, and icy tundras.

When it fights, it rears up and strikes with the front four legs as well as fangs. All creatures within 20' will take an additional 1-8 points of damage each round from the extreme cold the monster radiates. Frost salamanders are immune to all cold-based attacks. Fire and heat-based attacks cause an additional 1 point of damage per die of damage.

Frost and flame salamanders hate each other, and will attack one another on sight.

Satyr

Armor Class:	15	No. Appearing:	0 (2-8)
Hit Dice:	5*	Morale Score:	16
Check Bonus:	2	Treasure Type:	S, V
Move:	50'	Alignment:	Neutral
Attacks:	Horns or by weapon, 2-8 or by weapon		
Special Attacks:	Spell use (see text)		
Special Defenses:	Spell use (see text)		

Also called fauns, satyrs are a pleasure-loving race of half-human, half-goat creatures. They symbolize nature's carefree ways. Satyrs have the torso, head, and arms of a man, and the hind legs of a goat. The



human head is surmounted by two sharp horns that poke through the satyr's coarse, curly hair. The skin of the upper body ranges from tan to light brown. A satyr's hair is medium, reddish, or dark brown. The horns and hooves are black.

Satyrs have their own tongue and can speak Sylvan, Elvish, and Common. Satyrs living near centaurs are 80% likely to be friendly with them and speak their language.

Satyrs have keen senses and get a +4 bonus to all Wisdom (Perception) checks. They can be almost silent, and can blend with foliage so as to be nearly undetectable, giving them a +4 bonus to Dexterity (Stealth) checks.

A satyr attacks by butting with its sharp horns. Some (20%) use magical weapons, especially long or short swords, daggers, or short bows. These have a +1 bonus. Before resorting to combat, a satyr often plays a tune on its pipes, an instrument only a satyr can use properly. Using these pipes, the satyr can cast Charm Person, Sleep, or Cause Fear, affecting all within 60 feet, unless they make a successful (DC 14) Charisma Saving Throw.

The effects of the piping lasts 1d6 hours or until dispelled. Any creature that saves against this piping is not affected by additional music from the same pipes in that encounter.



Scorpion, Giant

Armor Class:	18	No. Appearing:	1-6 (1-6)
Hit Dice:	4*	Morale Score:	16
Check Bonus:	2	Treasure Type:	V
Move:	50'	Alignment:	Neutral
Attacks:	2 claws, 1 sting, 1-10, 1-10, 1-4 plus poison		
Special Attacks:	Poison		
Special Defenses:	Nil		



A giant scorpion is the size of a small horse and will usually attack on sight. It fights by grasping opponents with its claws and stinging the immobilized foe. If a claw hits, the stinger attacks at +2. Anyone struck by the stinger must make a DC 12 Constitution Saving Throw against poison or die. Giant scorpions live in deserts, caves, and ruins.

Sea Dragon

Armor Class:	19	No. Appearing:	0 (1-4)
Hit Dice:	8*	Morale Score:	13
Check Bonus:	4	Treasure Type:	H
Move:	60' swim or fly	Alignment:	Neutral
Attacks:	1 bite or 1 spit, 3-24 or see text		
Special Attacks:	Poison spit		
Special Defenses:	Nil		

Sea dragons are intelligent and usually green in color with a bright yellow-green crest. Sea dragons have a 20% chance of talking and being spell casters, with three 1st level and three 2nd level spells.

Their breath weapon is a 20' diameter glob of poison that they can spit up to 100', three times per day (50% chance to use). Those struck must make a DC 14 Constitution Saving Throw or die. Their bite is not poisonous.

The statistics given are for an average-sized sea dragon. Younger dragons, as with other dragons, are smaller and have acquired less treasure; older sea dragons are larger and have acquired more. Dragons generally range in size from 3 Hit Dice smaller to 3 Hit Dice larger than average.

Sea dragons have fin-like wings which enable them to glide above the water for up to 1 minute (much like "flying fish"). They live in caves or sunken ships at the bottom of the ocean, and may attack passing ships for food and treasure.

Sea Lion

Armor Class:	15	No. Appearing:	0 (3-12)
Hit Dice:	6	Morale Score:	14
Check Bonus:	3	Treasure Type:	B
Move:	60' swim	Alignment:	Neutral
Attacks:		2 claws, 1 bite	
Special Attacks:		Nil	
Special Defenses:		Nil	

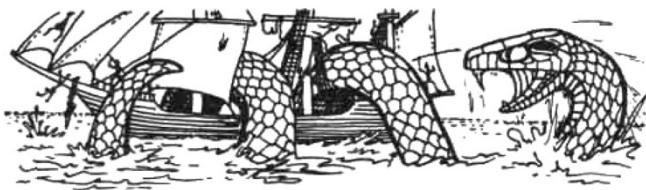


Sea lions are fearsome carnivores that inhabit coastal marine waters. They hunt in packs and emit loud bellowing roars even underwater.

As they often drag prey to their lair, there is sometimes a residue of valuable items there. They attack with their clawed forelimbs and their jaws. Young sea lions can be tamed and trained for use in guarding and hunting.

Sea Serpents

	Lesser	Giant
Armor Class:	15	15
Hit Dice:	6*	10*
Check Bonus:	3	5
Move:	50' swim	60' swim
No. Appearing:	0 (2-12)	0 (1-8)
Morale Score:	12	13
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
Attacks:	1 bite	1 bite
Damage:	2-12	3-18
Special Attacks:	Constrict	Constrict, poison
Special Defenses:	Nil	Nil



Lesser Sea Serpent: A sea serpent resembles a long (20'-30') giant snake with many fins. A sea serpent may attack a sea craft its own size or smaller by looping around the boat and squeezing (for 1-10 points of hull damage per round). Its normal attack is a bite, and it can lunge up to 20' out of the water when biting creatures on the surface.

If it coils around a creature, the serpent deals 2-12 points of damage until slain, it releases its prey, or until the prey breaks free (requiring a DC 15 Strength check).

Giant Sea Snake: Found only in tropical waters, the giant sea snake is the only type of snake that is both constricting and poisonous. Its

constricting grasp on small ships can crush them in 10 rounds. Sea snakes attack ships only when they are hungry (20% chance).

Their poisonous bite is deadly unless a DC 15 Constitution Saving throw is made. Sea snakes are fully capable of diving to great depths, and their nostrils (on the top of their snouts) have membranes that automatically seal them underwater.

If it coils around a creature, the serpent deals 3-18 points of damage until slain, it releases its prey, or until the prey breaks free (requiring a DC 17 Strength check).

From time to time giant sea snakes gather in huge floating masses of hundreds or thousands of snakes. These may be mating rituals or they may be seasonal migrations; the actual reason is unknown.

Shadow*

Armor Class:	13	No. Appearing:	1-8 (1-12)
Hit Dice:	3+3*	Morale Score:	18
Check Bonus:	1	Treasure Type:	F
Move:	30'	Alignment:	Chaotic
Attacks:		1 claw, 1-4 plus Strength drain	
Special Attacks:		Energy drain	
Special Defenses:		Incorporeal, shadowy form, undead immunities, weapon immunities	

Shadows are incorporeal (ghost-like) intelligent creatures. They can only be harmed by magical weapons. They look like real shadows and can alter their shape slightly.

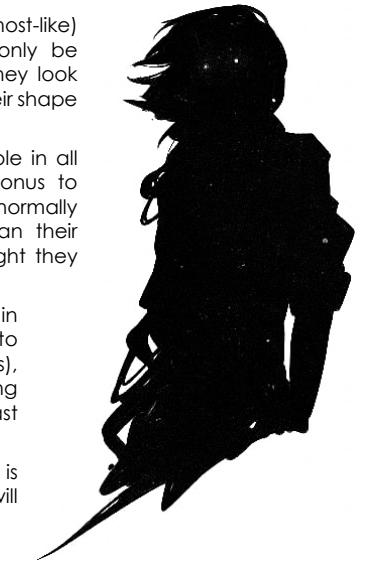
Shadows are virtually undetectable in all but bright light, getting a +8 bonus to Dexterity (Stealth) checks, as they normally appear to be nothing more than their name would suggest. In bright light they can be clearly seen.

If a shadow scores a hit, it will drain 1 point of Strength in addition to doing normal damage (1d4 points), unless a DC 13 Constitution Saving Throw is made. This weakness will last for 1 day.

Any creature whose Strength is reduced to 0 or less are slain and will become a shadow.

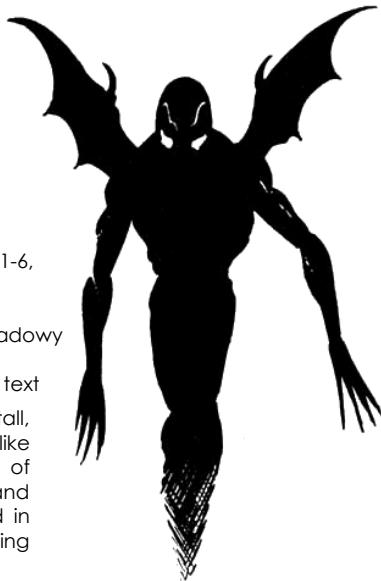
Shadow Demon*

Armor Class:	15, see text
Hit Dice:	7+3*
Check Bonus:	3
Move:	40', 40' flight
No. Appearing:	1 (1)
Morale Score:	18
Treasure Type:	Nil
Alignment:	Chaotic
Attacks:	2 claws, 1 bite, 1-6, 1-6, 1-8
Special Attacks:	Spell use
Special Defenses:	Incorporeal, shadowy form, weapon immunities, see text



The shadow demon looks like a tall, slender humanoid with small bat-like wings and a body composed of darkness. Both the long fingers and slender toes of the creature end in terrible claws that inflict gaping wounds on enemies.

Like shadows, shadow demons are virtually undetectable in all but bright light, getting a +8 bonus to Dexterity (Stealth) checks. They strike with two claws (1d6 damage each) and a bite (1d8 damage.) Shadow demons can be turned by cleric.



In combat, the power of the creature depends on the lighting in the area. In brightly lit or completely dark areas, the shadow demon has an Armor Class of 15 and attacks normally. In shadowy or dimly lit areas, the shadow demon gains +2 on all attack rolls and Armor Class.

Regardless of lighting, the shadow fiend is immune to damage from fire, cold, and lightning. A Light spell cast directly upon the creature inflicts 1d6 points of damage per level of the caster.

Once per day the shadow fiend can cast a Darkness and Cause Fear (DC 13). Once per week, it can cast a Magic Jar spell (DC 14) at a single target, provided that it has a suitable receptacle for the victim at hand. If the victim of the Magic Jar attack makes its Saving Throw, the shadow fiend is stunned for 1d3 rounds.

Shambler Mound

Armor Class:	20	No. Appearing:	0 (1-3)
Hit Dice:	10*	Morale Score:	18
Check Bonus:	5	Treasure Type:	B
Move:	20'	Alignment:	Neutral

Attacks: 2 arm bashes, 2-16, 2-16

Special Attacks: Suffocation

Special Defenses: See text

Shambler Mounds, or shamblers, appear to be heaps of rotting vegetation.

They are, in actuality, an intelligent form of plant life, with a roughly humanoid shape, and a brain-like control center in its "chest" area. A shambler has a 6 foot girth on its lower half, tapering to about 2 feet at its "head."

Shambler mounds are found only in regions of dense rainfall and vegetation.

Dismal swamps, marshes, and rain forests are their favorite living areas, but some wet, subterranean places also serve as shambler lairs. They are solitary beasts, rarely living in the same area with other shamblers - usually only in areas where the food source is constant, near famous ruins, or abandoned gold mines.

Shamblers are almost totally silent and invisible in their natural surroundings, gaining a +4 bonus to all Dexterity (Stealth) checks.

A shambler often lies in a shallow bog, waiting for some creature to walk onto it, then it attacks. The creatures are excellent swimmers as well, and they have been known to sneak into the camps of unsuspecting travelers at night.

A shambler mound attacks with huge, arm-like appendages; a victim hit by both arms in the same round is grappled (see page 83). Entangled creatures face suffocation (see page 69) unless the shambler is killed, or the victim breaks free with a successful Strength check (DC 18).

Because of the vegetation which covers its critical inner body, the shambler mound takes only half damage from weapons. The creature is immune to fire, and takes half or no damage from cold, depending on whether it makes its Saving Throw. Lightning actually causes a shambler to grow, adding 1-foot to its height, as well as 1 HD and appropriate Hit Points, for each lightning-based attack used against it.

Because of the location of its brain, the shambler cannot be killed by lopping off its head or limbs. The remaining vines along the torso join together to form a new extremity within one round. Only when enough of the shambler mound has been hacked away, will it finally die. A wounded shambler need only rest in a damp clump of foliage to heal; it rises again in 12 hours, fully healed, and probably angry.



Sharks

Sharks are vicious predators. They have little intelligence and are unpredictable. They are attracted to the scent of blood within 300' and it will drive them into a feeding frenzy (no morale checks required). They attack by making long, curving passes. Sharks are found in salt water.

	Bull	Great White	Mako
Armor Class:	16	16	16
Hit Dice:	2	8	4
Check Bonus:	1	4	2
Move:	40' swim	40' swim	40' swim
No. Appearing:	0 (3-18)	0 (1-4)	0 (2-12)
Morale Score:	11	11	11
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
Attacks:	1 bite	1 bite	1 bite
Damage:	2-8	2-20	2-12
Special Attacks:	Nil	Nil	Nil
Special Defenses:	Nil	Nil	Nil

Bull Shark: These are 8' long and brown in color. Bull sharks will ram their prey first to stun it, and then attack the helpless prey the next round.

Great White Shark: These are 30' long or larger and grey with a white underside. They have been known to destroy small boats.

Mako Shark: These are 15' long and blue-gray or tan in color. Mako sharks are extremely unpredictable, ignoring swimmers one moment, and then, for no apparent reason, attacking.

Shrew, Giant

Armor Class:	16	No. Appearing:	1-4 (1-8)
Hit Dice:	1*	Morale Score:	16
Check Bonus:	0	Treasure Type:	Nil
Move:	60', 20' burrow	Alignment:	Neutral

Attacks: 2 bites, 1-6, 1-6

Special Attacks: Echolocation, +3 to initiative

Special Defenses: Nil

Giant shrews look like brown-furred rats with long snouts. They usually hunt insects, their main source of food. Giant shrews do not like large open areas, and remain under ground most of the time.

The eyes of giant shrews are so weak that the creatures are almost blind. They are not affected by light or the lack of it. Like bats, they use very high squeaks to "see" areas and things, and can listen to the echoes so closely that they may "see" things up to 60' away underground as well as a creature with normal sight. A Silence 15' Radius spell will "blind" a giant shrew.

Giant shrews often choose one area to hunt in and will fight to defend "their" area from other animals (including humans). They are very ferocious and will attack anything. Giant shrews are very quick, gaining a +3 bonus to all initiative rolls.

Shriekers

Armor Class:	13
Hit Dice:	3
Check Bonus:	1
Move:	5'
No. Appearing:	1-8 (0)
Morale Score:	18
Treasure Type:	Nil
Alignment:	Neutral
Attacks:	See text
Special Attacks:	Nil
Special Defenses:	Nil



Shriekers look like giant mushrooms. They live in underground caverns and move around slowly. They react to light (within 60') and movement (within 30') by emitting a piercing shriek which lasts for 1-3 rounds. There will be a 50% chance per round of a wandering monster encounter for each round that a shrieker shrieks. The wandering monster will arrive in 2-12 (2d6) rounds.



Skeleton

Armor Class:	13	No. Appearing:	3-12 (3-30)
Hit Dice:	1	Morale Score:	18
Check Bonus:	0	Treasure Type:	Nil
Move:	30'	Alignment:	Chaotic

Attacks: 1 weapon, by weapon
Special Attacks: Nil
Special Defenses: Undead immunities

Animated skeletons are undead creatures often found near graveyards, dungeons, or other deserted places. They are used as guards by the high level magic-user or cleric who animated them.

Skeletons will always fight until killed.

Slithering Tracker

Armor Class:	15	No. Appearing:	1 (1)
Hit Dice:	5	Morale Score:	18
Check Bonus:	2	Treasure Type:	C
Move:	40'	Alignment:	Neutral

Attacks: See text
Special Attacks: See text
Special Defenses: Stealth

Slithering trackers are transparent, plasma-draining jellies found in many dungeons and other dark places. They are not invisible but are instead made of a transparent jelly-like material. Thus, they are almost impossible to detect normally, getting a +8 bonus to all Dexterity (Stealth) checks.

The unique nature of slithering trackers gives them the distinct advantage of being able to slip through cracks and holes as small as a rat hole. They move completely silently across all surfaces, simply oozing slowly over all bumps and turns. They prefer to attack sleeping, solitary, or unconscious creatures, as their main weakness lies in the extended duration of their attack form. They secrete a paralyzing substance that immobilizes the victim on contact for 12 hours if a DC 13 Constitution Saving Throw fails. The slithering tracker then covers the entire body of its victim and slowly draws all of the plasma from the creature (killing the victim in the process, of course). It can drain a man-sized creature in one hour (draining 1 Hit Point's worth of plasma per minute).

Slug, Giant

Armor Class:	12	No. Appearing:	1 (1)
Hit Dice:	12*	Morale Score:	13
Check Bonus:	6	Treasure Type:	Nil
Move:	20'	Alignment:	Neutral

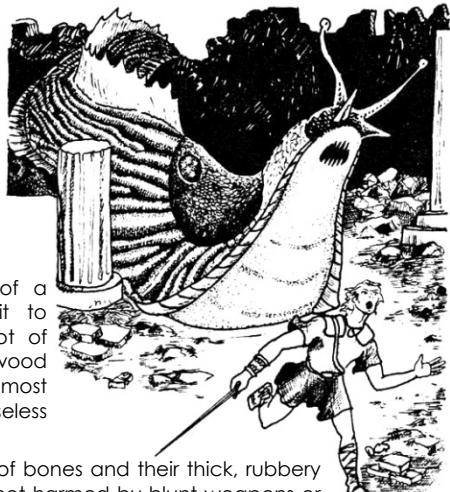
Attacks: 1 bite, 1-12
Special Attacks: Acid spittle (see text)
Special Defenses: See text

Giant slugs are huge, omnivorous mutations of the small and benign garden slugs. Their highly developed mouths are capable of chewing flesh and well as plants, and they spit a highly corrosive acid on their food. Most giant slugs are pale gray, with dead white underbellies.

Giant slugs can bite for 1d12 points of damage, but their main attack form is their corrosive acid saliva. The acid is spat at a single target and corrodes any organic tissue (plants or animals). It will also destroy

organic equipment such as leather backpacks or woolen cloaks. The acid inflicts 4d8 points of acid damage (DC 16 DEX save for 1/2 damage). Note that giant slugs are impervious to this acid spittle.

Giant slugs are immensely strong and can batter down doors and wooden buildings in seconds. They have no bones and can squeeze through holes and crevasses normally impossible to much smaller predators.



The rasping tongue of a giant slug enables it to burrow through 1 foot of earth or 6 inches of wood per round, making most standard barricades useless against it.

Because of their lack of bones and their thick, rubbery hides, giant slugs are not harmed by blunt weapons or spells that cause crushing or impact damage.

Only edged and pointed weapons, or magical attacks, can harm a giant slug.

Snakes

Snakes are found almost everywhere except for very hot or very cold places. Most snakes do not usually attack unless surprised or threatened. Many (but not all) snakes have poisonous bites.

	Giant Rattler	Pit Viper	Rock Python
Armor Class:	15	14	14
Hit Dice:	4*	2*	5*
Check Bonus:	2	1	2
Move:	40'	30'	30'
No. Appearing:	1-4 (1-4)	1-8 (1-8)	1-3 (1-3)
Morale Score:	12	10	12
Treasure Type:	U	Nil	U
Alignment:	Neutral	Neutral	Neutral
Attacks:	2 bites	1 bite	1 bite, 1 constrict
Damage:	1-4 plus poison	1-4 plus poison	1-8, 2-8
Special Attacks:	Poison, see text	Poison, see text	Constrict
Special Defenses:	Nil	Nil	Nil

	Sea Snake	Spitting Cobra
Armor Class:	14	13
Hit Dice:	3*	1*
Check Bonus:	1	0
Move:	30'	30'
No. Appearing:	1-8 (1-8)	1-6 (1-6)
Morale Score:	10	10
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
Attacks:	1 bite	1 bite
Damage:	1 plus poison	1-3 plus poison
Special Attacks:	Poison	Poison, spit
Special Defenses:	Nil	Nil

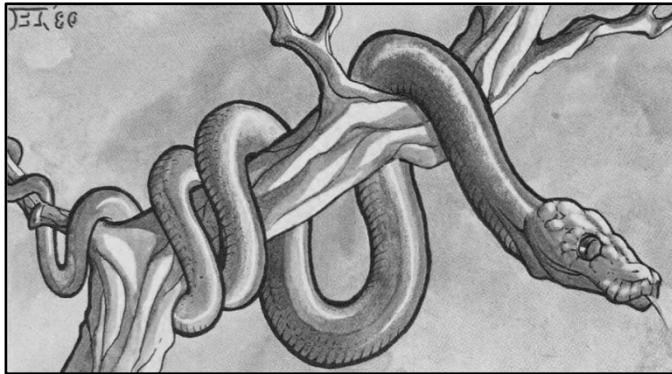
Giant Rattlesnake: A giant rattlesnake is a 10' long snake with brown and white scales set in a diamond pattern. On its tail is a dried, scaly rattle, which it often rattles to warn off intruders or attackers who are too large to eat.

They are very fast and may attack twice per round. Giant rattlesnakes are meat-eaters, and their bite is poisonous (DC 11 Constitution Saving Throw or die in 1-6 turns).

Pit Viper: A pit viper is a 5' long greenish-gray poisonous snake with small pits in its head. These pits act as heat sensors, with a range of 60'. The combination of pits and superior vision make it very hard to fight a pit viper; it is so quick that it gets a +4 bonus to initiative and attack rolls. Any victim bitten by a pit viper must make a DC 11 Constitution Saving Throw against poison or die in 1-6 turns.

Rock Python: A rock python is a 20' long giant snake with brown and yellow scales set in a spiral pattern. Its first attack is a bite. If the bite is successful, a rock python will attempt to coil around the victim and constrict in the same round. This squeezing does 2d4 points of damage per round, and continues until the python is killed or the target breaks free (DC 12 Strength check).

Sea Snake: Sea snakes are snakes adapted for living in the sea. All are poisonous. They average 6' long (for every 3 Hit Dice) in size, but can be much larger if the DM desires. They must come to the surface of the water to breathe once an hour. Their bite is little more than a pinprick, and will go unnoticed unless a DC 12 Wisdom (Perception) check is made. The victim must make a DC 12 Constitution Saving Throw against poison and the poison is slow-acting; taking 3-6 turns to kill the poisoned creature and having no ill effect until the last minute. Unlike other snakes, sea snakes will attack humans for food.



Spitting Cobra: A spitting cobra is a 3' long grayish-white snake which can squirt a stream of venom up to a distance of 5 feet. It aims for its victim's eyes. If the spit hits, the victim must make a DC 12 Constitution Saving Throw against poison or be blinded. This blindness can normally only be removed by a Cure Blindness spell, but the DM may wish to invent other ways - such as eating a shrieker.

As with most small poisonous snakes, a spitting cobra will not attack human-sized or larger opponents unless startled or threatened. It can either spit or bite in one round, but not both. It will usually spit. The damage given (1-3 points) only applies to the bite; in this case, the victim must make a DC 12 Constitution Saving Throw against poison or die in 1-10 (1d10) turns.

Spectre*

Armor Class:	18	No. Appearing:	1-4 (1-8)
Hit Dice:	6**	Morale Score:	16
Check Bonus:	3	Treasure Type:	E
Move:	50', 80' flight	Alignment:	Chaotic
Attacks:	1 touch, 1-8 plus energy drain		
Special Attacks:	Energy drain (2 levels)		
Special Defenses:	Undead immunities, weapon immunities		



The ghostly spectres are among the mightiest of the undead. They are incorporeal and can only be hit by magic weapons; silver weapons have no effect. Like all undead, spectres are immune to disease, Charm and Sleep spells, fear, paralysis, and poison.

A hit by a spectre does 1-8 (1d8) points of damage and drains 2 life energy levels unless at DC 14 Constitution Saving Throw is made. The result of this drain is that the creature touched loses 2 Hit Dice (levels of experience). Experience points will drop to the lowest amount

needed for the new level, and all Hit Dice and abilities associated with the drained levels are lost.

Example: A 9th level magic-user struck by a spectre would become 7th magic-user level with 80,000 experience points if he fails his DC 14 Constitution Saving Throw. He would lose access to spells and would lose 2d4 of Hit Points.

A character whose level is reduced to 0 is slain. A character slain by a spectre will rise the next night as a spectre under the control of its slayer.

Sphinxes

	Androsphinx	Criosphinx
Armor Class:	22	20
Hit Dice:	12*	10*
Check Bonus:	6	5
Move:	60', 120' flight	40', 90' flight
No. Appearing:	1 (1)	1 (1)
Morale Score:	18	18
Treasure Type:	U	F
Alignment:	Lawful	Neutral
Attacks:	2 claws	2 claws or 1 horn butt
Damage:	2-12	2-8, 2-8 or 3-18
Special Attacks:	Roar	Nil
Special Defenses:	Nil	Nil

	Gynosphinx	Heiracosphinx
Armor Class:	21	19
Hit Dice:	8*	9*
Check Bonus:	4	4
Move:	40', 90' flight	30', 150' flight
No. Appearing:	1 (1-4)	1 (1-6)
Morale Score:	18	18
Treasure Type:	R, V	E
Alignment:	Neutral	Chaotic
Attacks:	2 claws	2 claws, 1 beak
Damage:	2-8, 2-8	2-8, 2-8, 1-10
Special Attacks:	Spell use	Nil
Special Defenses:	Spell use	Nil

Androsphinx: Androsphinxes are huge, winged mythological creatures with the bodies of male lions and man-like facial features. They can speak the languages of Common and all sphinxes.

The androsphinx is the most powerful of the sphinxes. Its huge paws can kill a normal man with just one swipe. If brute force is not successful, an androsphinx can cast spells as if a 6th level cleric. Note that most androsphinxes use these spells for healing and defense rather than damage and attack.

The androsphinx has another special weapon as well - his bellowing roar. It can roar three times per day but must be very angry to do so. The first time an angry androsphinx roars, all creatures within 100 feet must roll successful DC 16 Charisma Saving Throws or flee in panic for 5d6 minutes.



When an already angry androsphinx is continually molested, even after bellowing once, it can roar even louder, causing all creatures within 600 feet make a DC 16 Charisma Saving Throw or be paralyzed with fright for 1d4 rounds.

Any creature foolish enough to anger an androsphinx further will unleash his third and final roar with devastating effects. All creatures within 600 feet must successfully roll a DC 16 Constitution Saving Throw or lose 2d4 points of Strength for 2d4 rounds. In addition to the weakness effects, any Medium-sized or smaller creature within 100 feet of the androsphinx must make a DC 16 Strength check or be knocked

prone. Creatures knocked prone suffer 2d6 points of damage and must roll a successful DC 16 Strength Saving Throw or be stunned for 2d6 rounds. Those failing the initial Constitution Saving Throw are also deafened for 2-8 days.

Criosphinx: Criosphinxes have the bodies of winged lions, but they have the heads of rams. They are always male. They can speak their own dialect of sphinx, as well as that spoken by andro/gynosphinxes and the languages of animals.

Criosphinxes attack with their two paws or with a head butt with their ram's horns. Because they cast no spells and are not the brightest of sphinxes, their bargains with other beings are limited to "safe passage or die." They love treasure and lust after gynosphinxes constantly.

Plenty of wealth, or knowledge of the location of a gynosphinx's lair, is always enough for adventurers to avoid confrontation with criosphinxes.



Gynosphinx: The gynosphinx is the female counterpart of the androsphinx, having a winged lion's body and human-like facial features.

Gynosphinxes are not nearly as powerful as androsphinxes, but they are more knowledgeable, clever, and wise. Gynosphinxes speak all sphinx languages as well as Common.

Gynosphinxes can attack with two paws but prefer to bargain with opponents. They help strangers only if they are paid. They accept payment for services they render, or for knowledge and advice given, in the form of gems (preferred), jewelry, magic, or knowledge. Knowledge that would be of special interest to a gynosphinx is the location of an androsphinx, but they accept fine prose, poetry, lore, or a good riddle.

If anyone breaks a bargain with a gynosphinx, he or she is subject to attack and the gynosphinx won't hesitate to devour the victim if it wins the fight.

The gynosphinx can cast the following spells once per day: Clairvoyance, Comprehend Languages, Detect Invisibility, Detect Magic, Dispel Magic, ESP, Legend Lore, Locate Object, Read Magic, and Remove Curse. It can also use each Symbol spell once per week.



Hieracosphinx

Hieracosphinxes are the only evil members of their breed. They have the bodies of lions, but the wings and head of hawks. They are always males. They speak the languages of the other sphinxes, and some (20%) also speak Common.

Hieracosphinxes do not cast spells, much like the criosphinxes, but make up for their weaknesses with both viciousness and tenacious evil. Their paws and sharp beaks are deadly in combat, and they have been known to swoop down on victims.



Spiders, Giant

Spiders are found in all regions except those which are frigid, and legends tell of giant, fur-clad, white spiders inhabiting polar climes. All spiders are aggressive predators. Even if not hungry, they will attack creatures that disturb their web. They dwell both above and below ground. Many spiders have the following Special Attacks in common:



Poison: Those bitten by a spider must make a Constitution Saving Throw (DC 10 + 1/2 of the spider's Hit Dice) or succumb to its poison. Unless otherwise stated, spider venom kills within 10 minutes.

Webs: A being who walks into a spider's web must make a Strength check to tear loose from it (DC 10 + 1/2 of the spider's Hit Dice). Those stuck in the web cannot move, attack, or cast spells until they break free. Spiders can move along their webs without getting caught in them.

As many spiders as possible will attack the defenseless victim during its struggle to free itself. Entangled characters can be attacked with a +2 bonus to hit and lose all Armor Class adjustments due to Dexterity and shields. Webs are quite flammable and will burn away in 1 round.

	Giant	Huge	Large
Armor Class:	16	14	13
Hit Dice:	4+4*	2+2*	1+1*
Check Bonus:	2	1	0
Move:	40'	50'	50'
No. Appearing:	1-4 (2-8)	1-6 (2-12)	1-10 (2-20)
Morale Score:	13	11	8
Treasure Type:	C	J-N, Q	J-N
Alignment:	Chaotic	Neutral	Neutral
Attacks:	1 bite	1 bite	1 bite
Damage:	1-8 plus poison	1-6 plus poison	1, plus poison
Special Attacks:	Poison, web	Poison	Poison
Special Defenses:	Nil	Nil	Nil

	Phase	Water, Giant
Armor Class:	14	12
Hit Dice:	5+5**	3+3*
Check Bonus:	2	1
Move:	50'	50', 30' swim
No. Appearing:	1-4 (1-4)	1-6 (2-12)
Morale Score:	18	13
Treasure Type:	E	C
Alignment:	Neutral	Neutral
Attacks:	1 bite	1 bite
Damage:	1-6 plus poison	1-4 plus poison
Special Attacks:	Phasing, poison	Poison
Special Defenses:	Phasing	Nil

Giant Spider: These monsters are web builders. They will construct their sticky traps horizontally or vertically so as to entrap any creature which touches the web. Some will lurk above a path in order to drop upon prey.

Huge Spider: The typical huge spider is not a web builder but a roving hunter such as a wolf spider. It can leap 30' upon prey and deliver its deadly bite. Others of this ilk build carefully hidden places of concealment and rush forth upon prey, i.e., trapdoor spiders of huge size. Huge spiders get a +4 bonus to Dexterity (Stealth) checks made to surprise others.

Large Spider: These creatures scuttle and scurry about - on walls, ceilings, and floors, in and out of their webs, always searching for victims. They are 90% likely to attack any creature within 30'.

Phase Spider: Although these monsters appear to be nothing more than very great spiders, they are something quite beyond this. When attacking or being attacked, the phase spider is able to shift out of phase with its surroundings, bringing itself back only when it is ready to deliver its poisonous bite. If the attacker is capable of striking ethereal creatures, the spider only gains a +2 bonus to Armor Class due to the partial invisibility provided by phasing. The spider gains no Armor Class bonus when attacked by opponents who can see invisible creatures and strike ethereal foes.

Physical attacks, including spells, against the spider have a 50% chance of automatically missing because it phases at random between the Material Plane and the Ethereal Plane. It looks as though the spider is winking in and out of reality very quickly and at random.

A Phase Door spell will cause one to remain in phase for 7 melee rounds. The spider can attack ethereal foes without difficulty. Phase spiders will seek to evade encounters which are unfavorable.



Water, Giant, Spider: Fresh water dwellers, giant water spiders are found only in large lakes. They build great nests of air amidst underwater vegetation. These spiders are able to run along the bottom or up and down vegetable or mineral surfaces underwater. They snatch passing prey, deliver a poisonous bite, and bring the victim to their lair to be drained at leisure. A clever airlock allows free passage without loss of vital air. On occasion such water creatures as nixies will be on friendly terms with giant water spiders, for they are semi-intelligent and can be approached with offerings of food.

Abandoned water spider lairs are excellent places of refuge for air-breathers. A rare species of water spiders, twice the size of those discussed here, are found in salt water.

Sprite

Armor Class:	15	No. Appearing:	3-18 (5-40)
Hit Dice:	½*	Morale Score:	10
Check Bonus:	0	Treasure Type:	S
Move:	20', 60' flight	Alignment:	Neutral

Attacks:	1 tiny weapon, see text
Special Attacks:	Poisoned arrows, spell use (see text)
Special Defenses:	Spell use (see text)



Sprites are small, winged people about 1 foot tall related to pixies and elves. While shy, they are very curious and have a strange sense of humor.

Five sprites acting together can cast one Curse spell. This will take the form of a magical practical joke, such as tripping or having one's nose grow. The exact effect of the spell is up to the DM's imagination.

Sprites will never cause death on purpose even if they are attacked.

They fight with long, slim swords that do 1d3 damage, or with tiny bows. Bows have a close range of 20 feet and deal 1d3 points of piercing damage. The tips of their arrows are coated with a special ointment concocted by the sprites. Any creature struck by the drugged arrows, regardless of level, race must make a DC 13 Constitution Saving Throw against poison or fall into a deep sleep lasting 1d6 hours. Normally sprites do nothing more than take their victims to safe a place very far away (often confiscating their weapons in the process). Evil creatures may be left in unsafe locations.

Squid, Giant

Armor Class:	13	No. Appearing:	0 (1-4)
Hit Dice:	6	Morale Score:	10 (13)
Check Bonus:	3	Treasure Type:	V
Move:	40' swim	Alignment:	Neutral

Attacks:	8 tentacles, 1 bite, 1-4 (x10), 1-10
Special Attacks:	Grapple
Special Defenses:	Ink

A giant squid dwells only in deep sea, rising to the surface only to hunt. A giant squid will sometimes (25%) wrap its two greater tentacles about a boat and squeeze, doing 1-10 points of damage to the boat's hull, while the beak does 2 points per round after the tentacles grapple.

Giant squids often (75%) attempt to snatch seamen from the decks of passing ships and pull them to their lair below to be devoured. The eight lesser tentacles do constriction damage after they hit. The lesser tentacles be severed with a single blow that does 6 or more points, while the greater tentacles can be severed with a blow that causes 10 or more points of damage. A DC 15 Strength check can be made to break free from a squid's grapple (+2 to the DC per two tentacles grappling the creature).

If its morale fails, the squid can flee at triple speed and will leave great clouds of ink that completely obscures a 30' radius cloud. This may be done twice per day.

A giant squid can even be double or triple normal size, with corresponding increases in Hit Dice.

Stags

Stags are herbivores found in temperate forests and meadowlands. They are the aggressive males of a deer herd which numbers 4-8 times the number of stags encountered. These creatures will defend the herd against all but the most fearsome opponents. A stag can attack with its branching antlers or by lashing out with its sharp forehooves.



	Stag	Stag, Giant
Armor Class:	13	13
Hit Dice:	3	6
Check Bonus:	1	3
Move:	80'	70'
No. Appearing:	0 (1-4)	0 (1-2)
Morale Score:	13	13
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
Attacks:	1 gore or 2 hooves	1 gore or 2 hooves
Damage:	2-8 or 1-3, 1-3	4-16 or 1-6, 1-6
Special Attacks:	Nil	Nil
Special Defenses:	Nil	Nil

Giant Stag: These creatures are simply very large stags. They otherwise conform to the general characteristics of stags. A typical giant stag is 7' tall at the shoulder and weighs over 1,500 pounds.

Stegosaur

Armor Class:	17	No. Appearing:	0 (1-4)
Hit Dice:	11	Morale Score:	11
Check Bonus:	5	Treasure Type:	Nil
Move:	30'	Alignment:	Neutral
Attacks:	1 spiked tail or trample, 2-16 or 2-16		
Special Attacks:	Nil		
Special Defenses:	Nil		

These squat dinosaurs have hard upright plates of bone along their backs and 4 long spikes on the end of their tails. They will swing their tail at anything that menaces them. Stegosaurs are herbivores and

prefer sub-tropical conditions. They are usually found only in "lost world" areas.

Stirge

Armor Class:	13	No. Appearing:	1-10 (3-36)
Hit Dice:	1*	Morale Score:	13
Check Bonus:	0	Treasure Type:	L
Move:	10', 60' flight	Alignment:	Neutral

Attacks:	1 beak, 1-3 plus blood drain
Special Attacks:	Blood drain, +2 to all attack rolls
Special Defenses:	+2 to all Constitution Saving Throws

A stirge is a birdlike creature with a long proboscis, looking rather like a very small, feathered anteater. When a stirge attacks a creature, it tries to thrust its beak into the victim's body to suck out blood for 1-3 points of damage. A flying stirge gains a bonus of + 2 bonus to all attack rolls due to its speed.



A successful hit means that it has attached itself to the victim. If attached, it will automatically suck blood for 1-3 points of damage per round until it is killed, its victim is dead, or it drinks 30 Hit Points worth of blood. If full, it will fly off.

Sylph

Armor Class:	11	No. Appearing:	0 (1)
Hit Dice:	3*	Morale Score:	11
Check Bonus:	1	Treasure Type:	Q (x10), X
Move:	40', 120' flight	Alignment:	Neutral
Attacks:	1 weapon, by weapon		
Special Attacks:	Conjure air elemental, spell use		
Special Defenses:	Spell use		



Sylphs are beautiful, winged creatures similar to nymphs. Sylphs, however, dwell primarily in aerial places. They are fond of flitting about, and it is not likely that they will be encountered near the place where they dwell.

Sylphs sometimes (20%) befriend others, aiding them in some way.

A sylph has magical ability of a 7th level magic-user in addition to the abilities of invisibility at will and the ability to conjure an air elemental once per week.

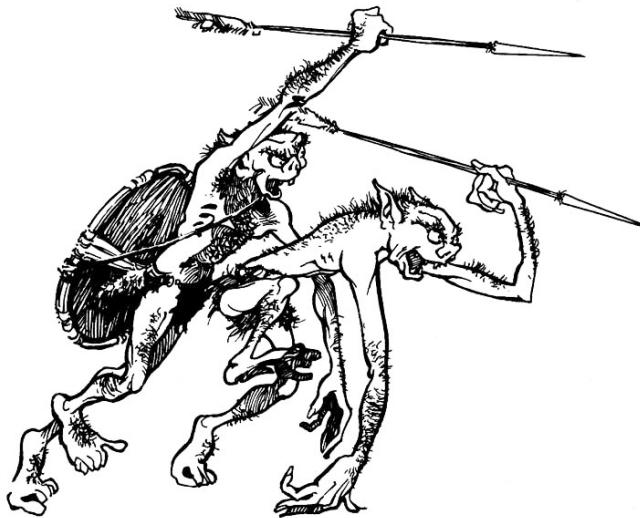
Sylphs speak their own and the Common tongue.

Tasloi

Armor Class:	14	No. Appearing:	3-30 (10-100)
Hit Dice:	1	Morale Score:	10
Check Bonus:	0	Treasure Type:	Q (x5)
Move:	30'	Alignment:	Chaotic
Attacks:		2 claws or 1 weapon, 1-3, 1-3 or by weapon	
Special Attacks:		Stealth	
Special Defenses:		Stealth	

Tasloi are long-legged, flat-headed humanoids. They walk in a crouching posture, touching their knuckles to the ground from time to time. Their skins are a lustrous green and are thinly covered with coarse black hair. Their eyes are like a cat's and are gold in color.

Often, they can be heard at night, speaking in their high, whispery voices. Tasloi speak their own tongue and can also speak the languages of monkeys and apes. About 5% of their kind have learned a pidgin Common that they use when trading.



Tasloi like to hide in treetops and drop down on the weak and unwary, and get a +4 bonus to all Dexterity (Stealth) checks. They are quick and nimble in the trees, but slow and clumsy on the ground. Their Darkvision enables them to see up to 90 feet in darkness, but they hate daylight and suffer a -1 penalty to their attack rolls when fighting in broad daylight.

Tasloi carry the following weapons: (20%) shield (AC 15) and javelin, (40%) club and javelin, (10%) short sword and shield (AC 15), (15%) javelin and net, (10%) short sword and net, or (5%) javelin and short sword. Tasloi without shields are AC 14. They customarily carry all javelins and shields on their backs when they travel through the trees. Nets are used to snare up to 3 Medium-sized creatures, and may be used against foes that are up to 30' away (and within a 5' radius circle). If thrown at one or more opponents, those opponents may make a DC 12 Dexterity Saving Throw to dodge the net. A DC 15 Strength check is required to tear free from the net.

Tasloi eat anything but prefer all kinds of flesh, especially humans and elves. They normally attack from above, trying to capture if possible. If they gain surprise, they use their nets to trap their prey. If a party is too vigilant or prepared, the tasloi attempt to wear down the group through short, sudden attacks followed by retreat. If possible, tasloi try to steal the enemy's dead after an attack.

Termites, Water



	Fresh Water	Salt Water	Swamp
Armor Class:	14	15	16
Hit Dice:	2+1	4	1+1
Check Bonus:	1	2	0
Move:	40'	60'	30'
No. Appearing:	0 (1-3)	0 (2-7)	0 (1-4)
Morale Score:	12	16	14
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
Attacks:	1 bite	1 bite	1 bite
Damage:	1-4	1-6	1-3
Special Attacks:	Poison spray	Poison spray	Poison spray
Special Defenses:	Ink cloud	Ink cloud	Ink cloud

Water termites vary from about 1' to 5' in length, the largest being found in ocean waters. All are shaped like normal termites except for an elastic body sack which can intake and expel water. When the body sack is completely expanded, the water termite looks like a large balloon with a small insect-like head attached at the front of the body. These termites jet about under water much like squids.

When frightened above water, the water termite will release an irritating spray at one target. A creature hit by this spray must make a Constitution Saving Throw against poison or be stunned for 1 turn. The DC of this save equals $10 + \frac{1}{2}$ of the termite's Hit Dice. If frightened under water, it will produce a black ink to obscure the vision of its attackers. These defense mechanisms can be used once per turn. If backed into a corner, the water termite will attempt to bite its attacker.

The real terror of these creatures is the possible destruction they can cause to boats and ships. Water termites will cling to passing vessels and move about the bottom to find a good place to begin eating away at the wood. Once attached, each termite will do 1-3 points of hull damage to the ship or boat and then will drop off, having eaten its fill. Check for sinking (see page 19) after the water termites have begun to damage the vessel. Once a water termite damages a boat or ship, there is a 50% chance each round that someone will notice water leaking into the vessel.

Thoul

Armor Class:	14	No. Appearing:	1-6 (1-10)
Hit Dice:	4**	Morale Score:	16
Check Bonus:	2	Treasure Type:	C
Move:	40'	Alignment:	Chaotic
Attacks:		2 claws or 1 weapon, 1-3, 1-3, or by weapon	
Special Attacks:		Paralyzing touch (DC 13)	
Special Defenses:		Regeneration, 1 Hit Point per round	

A thoul is a magical, living, combination of a ghoul, a hobgoblin, and a troll. Thouls look exactly like hobgoblins, with a DC 16 Wisdom (Perception) check being required to notice the difference, and they are sometimes found as part of the bodyguard of a hobgoblin king.

The touch of a thoul will paralyze (in the same way as that of a ghoul). If it is damaged, a thoul will regenerate 1 Hit Point per round as long as it is alive. After a thoul is hit, the DM should add 1 Hit Point to its total at the beginning of each round of combat. Thouls cannot be turned.

Titanotherere

Armor Class:	15	No. Appearing:	0 (1-6)
Hit Dice:	12	Morale Score:	10
Check Bonus:	6	Treasure Type:	Nil
Move:	40'	Alignment:	Neutral
Attacks:		1 head butt or trample, 2-12 or 3-24	
Special Attacks:		Nil	
Special Defenses:		Nil	

The titanotherere resembles a huge blunt-horned rhino, 12' tall at the shoulder. In combat, titanothereres will butt or trample their opponents.

They are generally peaceful if left alone, preferring to graze grass and eat leaves off trees. Small herds of these creatures are found in the grasslands of "lost world" areas.

Toads, Giant

	Giant Toad	Ice Toad	Poisonous Toad
Armor Class:	13	15	13
Hit Dice:	2+2	5	2
Check Bonus:	1	2	1
Move:	30'	30'	30'
No. Appearing:	1-4 (1-4)	1-4 (1-4)	1-8 (1-8)
Morale Score:	9	13	8
Treasure Type:	Nil	Q, (C)	Nil
Alignment:	Neutral	Neutral	Neutral
Attacks:	1 bite	1 bite	1 bite
Damage:	2-5	3-12	1-4
Special Attacks:	Swallow whole	See text	Poison
Special Defenses:	Nil	Immune to cold	Nil

Giant Toad: A giant toad is about the size of a very large dog and weighs 150-250 pounds. These toads can change their skin color to blend into woods or poorly-lit dungeons, getting a +4 bonus to all Dexterity (Stealth) checks made to surprise foes.

They can shoot their tongues out to 15' and drag a Small-size victim to their mouths to be bitten. To break free, the creature must make a DC 12 Strength check.



On an attack roll of a natural 20, small prey will be swallowed whole, taking 1-6 (1d6) points of damage each round thereafter.

Ice Toad: Fully intelligent, ice toads dwell in cold climates or far beneath the surface of the ground. Ice toads speak their own weird language and actively collect gems and jewelry, particularly diamonds.

In addition to its vicious bite, the creature can radiate cold in a 10-foot radius from its body. Ice toads can generate this special attack once every other round. All creatures within this sphere of cold suffer 3d6 points of damage. Characters making a DC 13 Dexterity Saving Throw suffer only half damage.

Poisonous Toad: These toads, indistinguishable from common giant toads, secrete a weak, hemotoxic poison. A creature bitten by a poisonous toad must make a DC 12 Constitution Saving Throw. Failure means the victim falls comatose and will die within 24 hours unless cured.

Treant

Armor Class:	18	No. Appearing:	0 (1-8)
Hit Dice:	8	Morale Score:	13
Check Bonus:	4	Treasure Type:	C
Move:	30'	Alignment:	Lawful

Attacks: 2 fists, 2-12, 2-12

Special Attacks: Animate trees

Special Defenses: Nil

Treants are 18' tall tree-men who resemble trees. Treants are only concerned with protecting forests and plant life. They speak a slow and difficult tongue and distrust those who use fire. Because treants are often mistaken for normal trees, they get a +4 bonus to all Dexterity (Stealth) checks made to surprise foes while in wooded areas.

One treant can animate any two trees within 60' to fight as treants. It takes one round for a normal tree to uproot itself. A treant may change which trees it is animating at will (once per round).

Due to their tough, bark-like skin, treants have a superior Armor Class rating against almost all weapons. Their only weakness is fire, which

they are vulnerable to (taking double damage). This weakness to fire also applies to animated trees controlled by a treant.



Triceratops

Armor Class:	18	No. Appearing:	0 (1-4)
Hit Dice:	11	Morale Score:	13
Check Bonus:	5	Treasure Type:	Nil
Move:	30'	Alignment:	Neutral
Attacks:	1 gore or trample, 3-18, 3-18		
Special Attacks:	Charge		
Special Defenses:	Nil		

A triceratops is a heavily muscled, four-legged dinosaur that stands about 12' high at the shoulder and is nearly 40' long. It has three horns protruding from the bony protective crest that covers its head. Although these creatures are plant eaters, they are aggressive and dangerous, usually attacking on sight. They charge for double damage on the first attack. Triceratops are found on the plains of "lost worlds".

Troglodyte

Armor Class:	15	No. Appearing:	1-8 (5-40)
Hit Dice:	2*	Morale Score:	13
Check Bonus:	1	Treasure Type:	A
Move:	40'	Alignment:	Chaotic
Attacks:	2 claws, 1 bite or 1 weapon, 1-4, 1-4, 1-4 or by weapon		
Special Attacks:	Stench		
Special Defenses:	Camouflage		

A troglodyte is an intelligent human-like reptile with a short tail, long legs, and a spiny "comb" on its head and arms. Troglodytes walk upright and use their hands to wield weapons and tools. They hate most other creatures and will try to kill anyone they meet.

They have a chameleon-like ability to change colors, and use it to hide by rock walls, giving them a +4 bonus to all Dexterity (Stealth) checks. They secrete a putrid oil will sicken humans and demi-humans within 30' unless the victims make a DC 12 Constitution Saving Throw. Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half.



Troll

Armor Class:	16	No. Appearing:	1-8 (1-8)
Hit Dice:	6+3*	Morale Score:	16 (13)
Check Bonus:	3	Treasure Type:	D
Move:	40'	Alignment:	Chaotic
Attacks:	2 claws, 1 bite, 1-6, 1-6, 1-10		
Special Attacks:	Nil		
Special Defenses:	Regeneration		



Thin and rubbery, loathsome trolls stand nearly 8' tall. They are intelligent and prefer humanoid creatures over all other foods. Trolls live in caves, dungeons, wastelands, and the ruined dwellings of humanoids they have slain and eaten.

Trolls are strong and rend their opponents with talons and sharp teeth. A troll has the power of regeneration; the ability to heal and grow back together. A troll will begin to heal 3 rounds after it has taken damage. A troll's wounds will heal themselves at a rate of 3 Hit Points per round, and even severed limbs will crawl back to the body and rejoin. The troll cannot regenerate damage from fire or acid. In game turns, this means that unless totally consumed by fire or acid, a troll will eventually regenerate completely. If reduced to 0 Hit Points (with attacks that do not deal either fire or acid damage), the troll will heal enough to fight again in 2-12 rounds. The morale in parentheses applies only when the troll is attacked by fire or acid.

Tyrannosaurus Rex

Armor Class:	17	No. Appearing:	0 (1)
Hit Dice:	20	Morale Score:	16
Check Bonus:	10	Treasure Type:	V (x3)
Move:	40'	Alignment:	Neutral
Attacks:	1 bite, 6-36		
Special Attacks:	Nil		
Special Defenses:	Nil		

The tyrannosaurus rex is one of the largest hunting dinosaurs, standing over 20' tall. Its great jaws are lined with sharp teeth, and it moves erect on its hind legs. It will attack anything man-sized or larger, usually attacking the largest creature first.

The tyrannosaurus rex is usually found only in "lost world" areas.

Umber Hulk

Armor Class:	18	No. Appearing:	1-4 (1-4)
Hit Dice:	8+8*	Morale Score:	16
Check Bonus:	4	Treasure Type:	G
Move:	20'	Alignment:	Chaotic
Attacks:	2 claws, 1 bite, 3-12, 3-12, 1-10		
Special Attacks:	Confusion		
Special Defenses:	Nil		



Umber hulks are subterranean predators. Their iron-like claws enable them to burrow through solid stone at 10' per turn and through loam at 6 times that rate.

Their prey includes young purple worms, ankheg, and similar monsters. However, the favorite prey of umber hulks are humans. They attack with claws and their powerful mandibles. Worse still, any intelligent creature which views the umber hulk's four eyes squarely must make a DC 14 Wisdom Saving Throw or be confused (as per the Confusion spell) for 3-12 melee rounds. These creatures have their own language.

Umber hulks are black, shading to yellowish gray on the front. Their head is gray on top, and the mandibles are ivory colored. Because of their dark color they can easily be mistaken for some humanoid creature at 40' or more distance.

Vodyanoi: These aquatic predators are closely related to the umber hulk. Vodyanoi live in deep bodies of fresh water. They are similar in appearance to umber hulks. Their skin is green and slimy to the touch, but beneath it is a thick, knobby hide. Their claws are webbed. Vodyanoi prey upon all manner of creatures but prefer human flesh. They can rend the hulls of small vessels and frequently sink or overturn small boats. They have a swimming speed of 30' per round.

Undead: See Banshee, Ghast, Ghost, Ghoul, Mummy, Shadow, Spectre, Skeleton, Vampire, Wight, Wraith, and Zombie

Undead are evil creatures whose forms were created through dark magic. All were once living beings. Undead creatures are immune to disease, Charm spells, fear, energy drain, paralysis, and poison. Mindless undead usually do not make any noise.

Unicorn

Armor Class:	18	No. Appearing:	1-6 (1-8)
Hit Dice:	4*	Morale Score:	11
Check Bonus:	2	Treasure Type:	Nil
Move:	80'	Alignment:	Lawful
Attacks:		2 hooves, 1 horn, 1-8, 1-8, 1-8	
Special Attacks:		Nil	
Special Defenses:		Teleport	



A unicorn looks like a slender horse with a horn growing from its forehead. A unicorn is a fierce but shy creature. Only a pure maiden can talk to or ride one. It can magically teleport itself with a rider to a distance of 360' once per day.

Vampire*

Armor Class:	18	No. Appearing:	1-4 (1-6)
Hit Dice:	8*	Morale Score:	16
Check Bonus:	4	Treasure Type:	F
Move:	40', 60' flight	Alignment:	Chaotic

Attacks:	1 touch, 1-10 plus energy drain
Special Attacks:	Charm, energy drain, shape change, summon animals
Special Defenses:	Gaseous form, regenerate, undead immunities, weapon immunities



Vampires are the most feared of the undead, feeding on the blood of the living in order to survive. Vampires haunt ruins, tombs, crypts, and other places deserted by the living. They are immune to disease, Charm spells, fear, energy drain, paralysis, and poison. Vampires can only be hit with magic weapons.

In human form, a vampire's touch will drain 2 life energy levels from the victim unless it makes a DC 15 Constitution Saving Throw. The result of this drain is that the creature touched loses 2 Hit Dice (levels of

experience). Experience points will drop to the lowest amount needed for the new level, and all Hit Dice and abilities associated with the drained levels are lost. A character slain by a vampire will return from death as a vampire in 3 days.

A vampire may also attempt to Charm any who gaze into its eyes. The victim must make a DC 15 Charisma Saving Throw to avoid the charm. A charmed victim will be totally under the vampire's control, but cannot use spells or magic and will not take self-destructive actions.

A vampire may take the form of a human, a dire wolf, a giant bat, or a gaseous cloud at will. This transformation requires 1 round. In dire wolf or giant bat form, the vampire will move, attack, and do damage according to the statistics for those creatures. The vampire's Armor Class, Hit Dice, and Morale remain unchanged. In gaseous form, a vampire can fly at the listed speed and has immunity to all weapon attacks. A vampire cannot attack while in gaseous form.

A vampire in any form can regenerate 3 Hit Points per round, as soon as it is damaged. If a vampire is reduced to 0 Hit Points, it will not regenerate, but will become gaseous and flee to its coffin, where it must rest for 8 hours as it re-forms.

In human form, the vampire can summon 10-100 rats (5-20 giant rats), 10-100 bats (3-18 giant bats), or 3-18 wolves (2-8 dire wolves), if these are in the area.

Weaknesses of Vampires: Vampires will not come within 10' of any strongly presented holy symbol, although they may move to attack the person holding the symbol from another direction. A strong odor of garlic repels them (it must make a DC 12 Saving Throw or it cannot attack that round). Vampires cast no reflection and avoid mirrors.

Vampires cannot cross running water, either on foot or flying, except at bridges or while in their coffins. During the day, a vampire usually rests in its coffin, and failure to do so results in the loss of 2-12 Hit Points per day. These Hit Points will not be regenerated until the vampire has rested in its coffin for a full day.

Destroying Vampires: A vampire can be destroyed by driving a wooden stake through its heart or by immersion in running water for 1 turn. If a vampire is exposed to direct sunlight, the creature must make a DC 14 Saving Throw each round or disintegrate. Note that a Continual Light spell will not disintegrate a vampire but will partially blind it (making it suffer a -4 penalty to attack rolls). If all of the vampire's coffins are Blessed or destroyed, the vampire will weaken, taking damage as above, and will die when its Hit Points are reduced to 0. A vampire will always have several well-hidden coffins available.

Wasp, Giant

Armor Class:	16	No. Appearing:	1-20 (21-40)
Hit Dice:	4	Morale Score:	12
Check Bonus:	2	Treasure Type:	Q (x20)
Move:	20', 80' flight	Alignment:	Neutral

Attacks:	1 bite, 1 sting, 1-4, 2-8
Special Attacks:	Poison
Special Defenses:	Nil



Giant wasps are feared because they continually hunt for prey - both to devour and to place in a paralyzed state with their eggs. Other giant insects are most often victims, but even humans are not immune. Certain wasps build mud cases for their eggs, but those which build paper nests are the ones which are most feared, for their lair will contain 21-40 adult wasps.

A giant wasp attacks with both its powerful jaws and its poisonous sting. It can use the latter weapon repeatedly. Any victim of a sting must make a DC 12 Constitution Saving Throw against poison or become paralyzed permanently, with

death occurring in 2-5 days unless a Neutralize Poison spell or antidote is applied. Victims are typically eaten by the wasp larvae in the 2 to 5-day period.

Wasp wings are very vulnerable to fire, and they will immediately be burned off if within the radius of a Fire Ball or even exposed to hot flame. This does not injure the wasp, but it makes the creature flightless.

Water Weird

Armor Class:	14	No. Appearing:	1-3 (1-3)
Hit Dice:	3+3*	Morale Score:	16
Check Bonus:	1	Treasure Type:	I, O, P
Move:	40'	Alignment:	Chaotic
Attacks:	See text		
Special Attacks:	Drown foe		
Special Defenses:	See text		

The water weird are a life form originating in the Elemental Plane of Water. They attack all living things, feeding from their essences in some unknown manner.

The creature forms in two melee rounds from the water, appearing as a serpent, and lashes out, striking as a 6 Hit Die monster. Any creature struck will be dragged into the water unless makes a DC 13 Strength check.

Sharp weapons cause but 1 Hit Point of damage and blunt ones cause normal damage when striking these monsters.

Damage equal to its total Hit Points disrupts the water weird, though it reforms again in 2 melee rounds. Cold spells slow it and fire-based spells do half or no damage, but a Purify Food & Water spell kills it. All other attacks simply do not harm or disrupt the creature. A water weird can take over a water elemental with an ability check. The DC of this check equals 5 plus 1/2 of the Hit Dice of the elemental.



Weasel, Giant

Armor Class:	13	No. Appearing:	1-4 (1-6)
Hit Dice:	4+4	Morale Score:	12
Check Bonus:	2	Treasure Type:	V
Move:	50'	Alignment:	Neutral
Attacks:	1 bite, 2-8 plus special		
Special Attacks:	Blood drain		
Special Defenses:	Nil		

A giant weasel is 8'-9' long and covered with a richly colored fur of white, gold or brown. These quick and vicious predators hunt singly or in groups. Once they bite, they will hold on and suck blood, doing 2-8 points of damage each round until their prey is dead or they are killed.

Giant weasels and can track parties by scent. They will pursue wounded prey in preference to all other. They live in tunnels underground and their treasure will be found on the bodies of creatures they have slain and pulled to their lair to eat.

Whales

	Killer	Narwhal	Sperm Whale
Armor Class:	14	13	14
Hit Dice:	6	12	36
Check Bonus:	3	6	18
Move:	80' swim	60' swim	60' swim
No. Appearing:	0 (1-6)	0 (1-4)	0 (1-3)
Morale Score:	16	12	10
Treasure Type:	V	See below	V
Alignment:	Neutral	Lawful	Neutral
Attacks:	1 bite	1 bite, 1 horn	1 bite
Damage:	1-20	1-8, 2-12	6-36
Special Attacks:	Swallow whole	Nil	Nil
Special Defenses:	Nil	Nil	Nil

Killer Whale: These are 25' long and are found mainly in cold waters. They live by hunting other sea creatures (even other whales). Creatures of Small-size will be swallowed whole if the killer whale scores a natural 20 on its attack roll. Those swallowed take 1-6 points of damage per round and will drown in 10 rounds unless freed.

Narwhal: The narwhal is 15' long, grey to white in color, and has an 8' long spiral horn on its head (like that of a unicorn). It is an intelligent, magical creature, that is very independent and secretive. It is rumored that their horns vibrate in the presence of evil. Their horns are worth from 1,000 to 6,000 gold pieces each (1d6 x 1,000) for their ivory. Narwhals roam arctic waters.

Sperm Whale: This huge whale can grow to be 60' long. It preys on the most feared denizens of the deep (such as the giant squid). Man-sized or smaller creatures will be swallowed on a natural 20, taking 3-18 points of damage per round thereafter. Sperm whales will sometimes (10% chance) attack ships, attempting to ram. Should the sperm whale succeed, it will do 6-36 points of damage to the ship.

Were-Creature (Werebear, Wereboar, Wererat, Weretiger, or Werewolf): See Lycanthropes.

Wight*

Armor Class:	15	No. Appearing:	1-6 (1-8)
Hit Dice:	4*	Morale Score:	18
Check Bonus:	2	Treasure Type:	B
Move:	30'	Alignment:	Chaotic
Attacks:	1 claw, 1-4 plus energy drain		
Special Attacks:	Energy drain		
Special Defenses:	Undead immunities, weapon immunities		



A wight is an undead spirit living in the body of a dead human or demihuman. They are immune to disease, Charm spells, fear, energy drain, paralysis, and poison, and can only be hit by silvered or magical weapons.

Wights are greatly feared, as they drain life energy when striking a victim. Each hit drains one level of experience or Hit Die unless the victim makes a DC 13 Constitution Saving Throw. The result of this drain is that the creature touched loses 1 Hit Die (level of experience). Experience points will drop to the lowest amount needed for the new level, and the Hit Die and abilities associated with the drained level are lost. Any person totally drained of life energy by a wight will become a wight in 1-4 days, and will be under control of the wight who drained him or her.

Will-o-Wisp

Armor Class:	28	No. Appearing:	1 (1-3)
Hit Dice:	9*	Morale Score:	18 (see text)
Check Bonus:	4	Treasure Type:	V
Move:	60' flight	Alignment:	Chaotic
Attacks:		1 electric shock, 2-16	
Special Attacks:		Nil	
Special Defenses:		Invisibility, spell immunity (see text)	

A will-o-wisp is a glowing sphere, looking like a lantern, torch, or even a Dancing Lights (Prestidigitation) spell effect. In combat they glow blue, violet, or pale green.

Will-o-wisps commonly haunt deserted, dangerous places such as bogs, fens, swamps, or catacombs where mires, quicksand, pit traps, and the like are plentiful. A victim trapped by these hazards feeds the will-o-wisp as it expires, for the thing feeds upon the fleeing life force. Thus, will-o-wisps seek to lure prey to their doom. The creature attacks by touching its foe and dealing 2-16 points of electrical damage.



A will-o-wisp is able to grow bright or very dim in order to confuse prey. It can move slowly or flit about. It can blank out its glow entirely for 2-8 melee rounds if it does not attack and, during that time, can be detected only by creatures able to see invisible objects.

While any weapon will harm a will-o-wisp, most spells do not affect it. The only spells which can affect the creature are Protection from Evil, Magic Missile, and Maze. If brought to 5 or fewer remaining Hit Points a will-o-wisp will reveal its lair and give over its treasure.

Wind Walker*

Armor Class:	27	No. Appearing:	1-3 (1-3)
Hit Dice:	6+3**	Morale Score:	16
Check Bonus:	3	Treasure Type:	C, R
Move:	100' flight	Alignment:	Neutral
Attacks:		1 wind gust, 3-18 (see text)	
Special Attacks:		Wind gust	
Special Defenses:		Spell immunities (see text)	

Wind walkers are creatures from the Elemental Plane of Air and, on the Material Plane, prefer to live high in mountains or in great caverns very far below the surface. Their approach is detectable at 500' away as a whistling, howling, or roaring depending on the number coming. These monsters are telepathic and can detect thoughts within 100'.

They attack by wind force, with each wind walker causing 3-18 points of damage per round to all creatures within 10' of them who are hit.

Being ethereal, wind walkers can be fought only by such creatures as djinn, efreet, invisible stalkers, or aerial servants, and affected by spells such as Control Weather (which kills a wind walker unless it makes a Saving Throw), Slow (which affects the monster like a Fire Ball), and Ice Storm (which drives them away for 1-4 melee rounds). Haste does 1/2 of the damage that a Slow spell deals to wind walkers, but it also doubles the amount of damage done by the wind walkers each round.

Wolves

	Wolf	Wolf, Dire	Wolf, Winter
Armor Class:	13	14	15
Hit Dice:	2+2	4+1	6*
Check Bonus:	1	2	3
Move:	60'	50'	50'
No. Appearing:	2-12 (3-18)	1-4 (2-8)	1-3 (1-6)
Morale Score:	13 (9)	13	13
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
Attacks:	1 bite	1 bite	1 bite
Damage:	1-6	2-8	2-8
Special Attacks:	Nil	Nil	Cold breath
Special Defenses:	Nil	Neutral	Immune to cold

Wolves: Wolves are meat-eaters and hunt in packs. Though wolves prefer the wilderness, they will occasionally be found in caves. Captured wolf cubs can be trained like dogs (if the DM permits), but it is difficult. If 3 wolves or less are encountered, or if a pack is reduced to less than 50% of its original numbers, their morale score is 9 rather than 13.

Dire Wolves: Dire wolves may be found in caves, woods, or mountains. They are larger and more ferocious than normal wolves, and are semi-intelligent. They are fierce enemies and usually hunt in packs. They are sometimes trained by goblins to be used as mounts. Captured dire wolf cubs can be trained like dogs (if the DM permits), but they are even more savage than normal wolves.

Worgs: Evil natured, neo-dire wolves are known as worgs. These creatures have a language and often cooperate with goblins in order to hunt and kill. They are as large as ponies and can be ridden, often serving as goblin mounts. They otherwise conform to the characteristics of wolves.

Wolf, Winter: The winter wolf is a horrid carnivore which inhabits only chill regions. It is of great size and foul disposition. Winter wolves can use their savage jaws or howl forth a blast of frost which will coat any creature within a 10' cone of their muzzle.

This frost causes 6-24 Hit Points damage - half that amount if a DC 13 Dexterity Saving Throw is successful. The winter wolf is able to use the howling frost once every 10 melee rounds. Cold-based attacks do not harm them, but fire-based attacks cause +1 damage per die of damage normally caused.

They have their own language and can also converse with worgs. The coat of the winter wolf is glistening white or silvery, and its eyes are very pale blue or silvery. The pelt of the creature is valued at 5,000 gold pieces.

Wolverines

	Wolverine	Wolverine, Giant
Armor Class:	15	16
Hit Dice:	3	4+4
Check Bonus:	1	2
Move:	40'	50'
No. Appearing:	1 (1)	1 (1)
Morale Score:	16	18
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral
Attacks:	2 claws, 1 bite	2 claws, 1 bite
Damage:	1-4, 1-4, 2-5	2-5, 2-5, 2-8
Special Attacks:	Musk	Musk
Special Defenses:	Nil	Nil

Wolverines inhabit only colder regions. Bears and wolves respect these creatures' ferocity. Their speed is partially responsible for their high Armor Class and their ferocity in combat gives them a +4 bonus to all attack rolls.

A wolverine can squirt a disgusting musk at opponents up to 10' away and at its rear once per turn. Anyone within that area must make a DC 12 Constitution Saving Throw or be sickened for 2d6 minutes. Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half.

Wraith*

Armor Class:	17	No. Appearing:	1-4 (1-6)
Hit Dice:	5**	Morale Score:	18
Check Bonus:	2	Treasure Type:	E
Move:	80' flight	Alignment:	Chaotic
Attacks:	1 touch, 1-6 plus energy drain		
Special Attacks:	Energy drain		
Special Defenses:	Undead immunities, weapon immunities		

A wraith is an undead monster that drains the life-force of its victims. It has no physical body and looks like a pale, almost transparent, human-like figure composed of thick mist. They are immune to disease, Charm spells, fear, energy drain, paralysis, and poison, and can only be hit by silver or magical weapons. Silver weapons will only do half damage.

When a wraith hits in melee, it will do normal damage and drain one life energy level unless the victim makes a DC 14 Constitution Saving Throw. The result of this drain is that the creature touched loses 1 Hit Die (level of experience). Experience points will drop to the lowest amount needed for the new level, and the Hit Die and abilities associated with the drained level are lost. Any person totally drained of life energy by a wraith will become a wraith in one day, and will be under control of the wraith who drained him or her.

Wyvern

Armor Class:	17
Hit Dice:	7*
Check Bonus:	3
Move:	30', 80' flight
No. Appearing:	1-2 (1-6)
Morale Score:	13
Treasure Type:	E
Alignment:	Chaotic
Attacks:	1 bite, 1 sting, 2-16, 1-6 plus poison
Special Attacks:	Poison
Special Defenses:	Nil

A wyvern looks like a two-legged, winged dragon with a long tail. In combat, the wyvern will bite and arch its tail over its head to hit opponents in front of it.

Those stung by the tail must make a DC 14 Constitution Saving Throw against poison or die. These beasts prefer to live on cliffs or in forests, but may be found anywhere.



Xorn

Armor Class:	22	No. Appearing:	1-4 (1-4)
Hit Dice:	7+7*	Morale Score:	13
Check Bonus:	3	Treasure Type:	O, P, Q (x5)
Move:	30'	Alignment:	Neutral
Attacks:	3 claws, 1 bite, 1-3, 1-3, 1-3, 6-24		
Special Attacks:	Nil		
Special Defenses:	Camouflage, immune to cold and fire, move through stone, resistant to lightning damage		



The xorn are a race of creatures found on the Elemental Plane of Earth, but on rare occasions they will abide on the Material Plane for a time. When so doing, they seek deep subterranean places. Xorn feed on certain rare minerals that are the subject of their quest on the Material Plane.

The stony-skinned creature blends in with stone - both in color and conformation. As such, it is very likely to surprise other creatures, gaining a +4 bonus to all Dexterity (Stealth) checks made to hide amongst stones, rocks, and masonry.

The xorn is likely to demand such metals as copper, silver, etc. to snack upon, and if a passing creature refuses, the xorn is 90% likely to try to take the metal by force, for it can smell such at 20' distance.

These creatures are not harmed by fire or cold-based spells. Electrical attacks, such as lightning bolts, do either one-half or no damage, depending on the Saving Throw. They are flung back 30' and stunned for one melee round by a Move Earth spell. A Stone to Flesh or Rock to Mud spell will lower their Armor Class to 12 for 1 melee round (and the xorn cannot attack during that time as they must adjust their molecules), and a Passwall spell delivers 11-20 Hit Points of damage to the creatures.

If a combat is going against a xorn, it will stop fighting, adjust its molecular structure, and pass through the nearest stone (usually the floor) to escape. This requires one melee round, and thereafter the xorn can progress at normal movement through solid stone, earth, or similar substances. If it is struck by a Phase Door spell when in this state a xorn is killed.

Yellow Mold*

Armor Class:	See text	No. Appearing:	1-8 (1-4)
Hit Dice:	2*	Morale Score:	N/A
Check Bonus:	1	Treasure Type:	Nil
Move:	0'	Alignment:	Neutral
Attacks:	Spores, 1-6 plus special (see text)		
Special Attacks:	Choking spores		
Special Defenses:	Immune to most attacks (see text)		



This deadly fungus covers an area of 10 square feet (2' by 5', for example), though many are sometimes found together. Yellow mold can only be killed by fire; a torch will do 1-4 points of damage to it each round.

It will eat through wood and leather but does not harm metal or stone. It does not actually attack, but if it is touched (by a torch, for example) the touch may cause the mold to squirt out a 10' radius cloud of spores. There is a 50% chance per hit that the mold will squirt out this cloud. Anyone caught within the cloud must make a DC 12 Constitution Saving Throw against poison or choke to death in 1d4+2 rounds.

Yeti

Armor Class:	14	No. Appearing:	0 (1-6)
Hit Dice:	4+4	Morale Score:	16
Check Bonus:	2	Treasure Type:	D
Move:	50'	Alignment:	Neutral
Attacks:		2 claws, 1-6, 1-6	
Special Attacks:		Hug (see text)	
Special Defenses:		Camouflage, immune to cold	

An adult yeti stands 8 feet tall and is covered in long, white fur. Their feet and hands are wide and flat, which helps to disperse their great weight (about 300 pounds) on treacherous snow fields. They travel on all fours like the apes but fight very comfortably standing erect. Unlike most apes and gorillas, the yeti does not have an opposable toe on its feet. They wear no clothing or ornamentation. The spoor, or smell, of a yeti is very subtle in cold climates, but in confined or warm areas, they have a strong, musky odor. The eyes of a yeti are icy blue or almost colorless. Their claws and flesh are ivory white.

Unlike many arctic creatures, the yeti does not have a thick layer of body fat to keep it warm. Instead, it relies upon the special properties of its thick, warm fur. It has a transparent second eyelid, which allows the creature to see in blowing snow, and prevents its eyes from freezing in extreme temperatures.

The yeti is a fierce hunter of the polar regions. It stalks its prey and lays an ambush, attempting to gain surprise and getting a +4 bonus to Dexterity (Stealth) checks in its natural habitat. Against the snow, the yeti is invisible due to its coloration until its prey is 60 feet away. Under a thin layer of snow, it is completely invisible.

Any opponent surprised by a yeti must make a DC 12 Charisma Saving Throw or go rigid with fright for 1d3 rounds, indicating that he has looked into the icy blue depths of the yeti's eyes. Any opponent that is paralyzed in this way can be automatically hit by both claws and squeezed.

Although the yeti does have fangs (1d4 points of piercing damage), it does not usually attack with them, preferring to use its formidable claws. If both claws hit, the victim is pulled in for a chilling squeeze. The creature's fur actually absorbs heat, making it extraordinarily cold if contacted (1d8 points of cold damage plus 1d8 crushing damage if squeezed). Hugged creatures can try to break this grip by making a DC 16 Strength check.

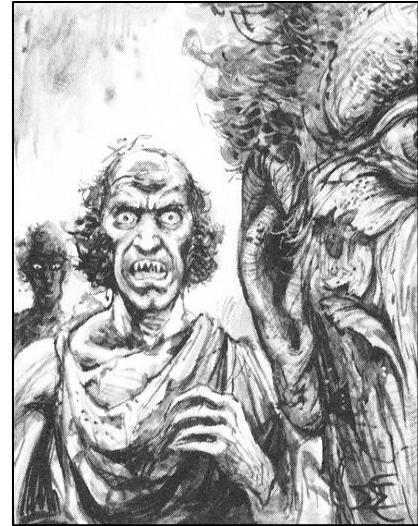
Zombie

Armor Class:	12	No. Appearing:	2-8 (4-24)
Hit Dice:	2	Morale Score:	18
Check Bonus:	1	Treasure Type:	Nil
Move:	30'	Alignment:	Chaotic
Attacks:		1 weapon, by weapon	
Special Attacks:		Nil	
Special Defenses:		Undead immunities	

Zombies are undead humans, humanoids, or demi-humans animated by some evil cleric or magic-user.

As with all undead, they may be "turned" by a cleric. They are immune to disease, Charm spells, fear, energy drain, paralysis, and poison.

They are often placed to guard treasures, since they make no noise until they attack. Zombies will always attack on sight, but can be destroyed by normal weapons. They are slow fighters, and always strike last (no initiative roll needed).



CHAPTER 7: REWARDS

After defeating fearsome foes in deadly combat and gathering long lost treasures from dark caverns, the characters should have garnered some experience in the arts of mortal combat, the capacity to withstand the rigors of a harsh world, the senses to avoid trouble and not some small amount of wisdom. Considering the gold, gems, jewelry, and magical treasures acquired, the real experience gained is that of knowledge.

Characters end their adventures stronger, wiser, wealthier, and more capable. Eventually, they may even use their wealth and prestige to establish a stronghold and attract followers.

Giving Experience Points

When the adventure is over, the DM gives experience points to the surviving characters. Experience points (abbreviated XP, as ep stands for electrum pieces) are given for non-magical treasure and for defeating monsters.

EXPERIENCE POINTS FOR MONSTERS: Experience points are given for monsters killed or overcome by magic, fighting, or wits. Use the table below to determine how many experience points to give the party.

1. Find the number equal to a monster's Hit Dice to determine the base amount of XP to award for one monster: Note that any "+" to the Hit Dice counts the same (3+1 gives the same XP as 3+2, and so forth).
2. Add the special abilities bonus once for each asterisk after "Hit Dice" in the monster description (for example, a medusa with 4** Hit Dice would be worth 175 XP: 75 base + 50 special + 50 special).
3. Multiply this total XP value by the number of monsters overcome to find the grand total to be awarded for that encounter (if 3 medusae were overcome, 525 XP would be awarded: 175 x 3).

Experience Points for Monsters Defeated

Monster's Hit Dice	Value	Special Ability Bonus
Under 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	375
7+	550	450
8	650	525
8+	750	600
9 to 10+	900	700
11 to 12+	1,100	800
13 to 16+	1,350	950
17 to 20+	2,000	1,150
21+ *	2,500	2,000

* For every Hit Die over 21, 250 points are added to the base value and special ability bonus for the creature.

EXPERIENCE POINTS FOR TREASURE: For every 1 gp value of non-magical treasure the characters recover, the DM should give 1 XP to the party (this will be divided among all the player characters).

Experience points are not given for magic items. The characters will divide the treasure among themselves, but the DM handles all of the experience awards.

Example: A treasure of 750 sp, a rug worth 100 gp, 3 gems each worth 100 gp, and a potion of healing would be worth a total of 475 XP (75 + 100 + 300 + 0).

ADJUSTMENTS TO XP: The DM may treat an unusually "tough" situation or monster as one category better (use the next line down). Situations might also allow the DM to give partial experience if the characters learned from the encounter without actually defeating the monster.

The DM may also award extra XP to characters who deserve them (fighting a dangerous monster alone, or saving the party with a great idea), and less XP to characters who did less than their fair share ("do-nothing" characters). The DM should consider the character's alignment and class carefully, and should remember that guarding the rear is an important role in any party.

DIVIDING XP: Treasure is divided by the party, but the DM handles all of the XP awards. At the end of an adventure, the DM totals the XP from all treasures recovered plus all monsters defeated and then divides the total by the number of surviving characters (both player characters and NPCs) in the party.

When calculating "shares" of experience points for player characters (PCs) and NPCs, the DM may decide to give each NPC $\frac{1}{2}$ of the normal experience award that players characters get - since the NPCs were "directed" and thus learn less from their adventures.

Example: A party of 7 (5 player characters and 2 NPCs) goes on an adventure but only 6 come back alive. They killed monsters for a total of 800 XP and also collected 5,800 gp in treasure, for a total of 6,600 XP. Each character receives 1,100 XP at the end of the adventure.

The DM may give each NPC $\frac{1}{2}$ of the normal experience award - 550 XP rather than 1,000 XP. In this case, the 4 remaining player characters would share the 5,500 XP remaining after the NPCs get their share of the XP (6,600-550=500 XP). The four PCs would then get 1,375 XP.

MAXIMUM XP: A character should never be given enough XP in a single adventure to advance more than one level of experience. For example, if a beginning (0 XP) 1st level fighter earns 5,000 XP (a rare and outstanding achievement), he or she should only be given 4,999 XP, enough to place the character 1 XP short of 3rd level.

Every time a character goes up in level, the player must roll a new Hit Die (or choose the average Hit Points for their Hit Die type), make any adjustments due to Constitution (if applicable), and add the result to the previous number of Hit Points. A character may not go up in level until after an adventure is over, when XP are awarded by the DM.

Example: Bork, a 2nd level fighter with 4,000 XP, gains 1,210 XP on an adventure, giving him a total of 5,210 XP (over 5,000, the amount needed to become 3rd level). Bork has 12 hp and a Constitution score of 15 (+1 bonus). When Bork returns from the adventure the player rolls 1d10; the result of 5 is adjusted to 6, and added to the previous 12 Hit Point for a new total of 18 Hit Points. Bork notes these figures on his sheet, along with the note that he is now a 3rd level fighter.

Treasure

The coins, gems, jewelry, and magic items that a party finds during an adventure is known as treasure. Wealth (coins, gems, jewelry, and other items of value) is worth experience points to the player and allows the player to pay for better equipment, hire more retainers, and purchase special services (from higher level spell casters, for example).

Magic items will usually give a character abilities not normally possessed and are useful on later adventures. Treasure is normally found in the lairs of monsters, but may be given to a character by a high level NPC for performing a mission or job.

Treasures are determined randomly or chosen by the DM. The DM should always determine the contents of a large treasure hoard before play in order to determine how best to hide and protect the treasure from theft. If magic items are present, the DM may want to allow the monsters to use the items, such as a bugbear using a sword +1. Intelligent monsters will always try to use their magic items in combat with player characters, if possible.

As the party becomes more experienced the treasure will be better guarded, better hidden, and possibly trapped, too! However, there will be more treasure for characters to win, and more things to spend their wealth on.

RANDOM TREASURES: To determine a monster's treasure at random, the DM uses the following step-by-step procedure:

1. Find the Treasure Type in the monster description. Find the same letter on the **Treasure Types Table** hereafter; that line will be used to find the actual treasure.
2. Read across the Treasure Type line to find which types of treasure may be present. Each type will have a percentage and a range. If the DM rolls (on d%) a number equal to or less than the

percentage given, that type of treasure is present. The DM should roll for each percentage and make a note of what types are present.

3. Roll dice (the type depends on the range given) to find the amount of each type of treasure (found in step 2, above) which is present.
4. If any magic items are present, the magic item subtables (pages 149-151) must be used to find the actual types.

In addition, the expanded table for unguarded dungeon treasure is given on page 163. It is recommended that when the players are experienced, very few treasures be left completely unguarded.



PLACED TREASURES: The DM may choose treasures instead of rolling for them randomly, or may choose a result if rolls give too much or too little treasure. The choices should be made carefully since most of the experience the characters will get will be from treasure (usually ¼ or more). It will often be easier for the DM to decide how much experience to give out (considering the size and levels of experience in the party) and place the treasures to give this result. However, the monsters should be tough enough to make sure that the characters earn their treasure!

As the campaign goes on, the DM should be especially careful when placing treasures, as these will become even more important in determining the rate at which the characters gain levels and power. They can be the major tool the DM uses to balance the campaign.

ADJUSTMENTS TO TREASURE: Treasures A through O are large, and generally only for use when large numbers or fairly difficult monsters are encountered. The lairs of most human-like monsters contain at least the number of creatures given as the wilderness "No. Appearing" (the number in parentheses). An encounter with less than a full lair should yield less treasure. On the other hand, if 1-4 is the "No. Appearing", even one will have the normal amount of treasure, and no adjustment is necessary.

The DM may create Treasure Types other than the ones listed. Some other valuable items could be rugs, wall hangings, rare wines, silverware, and other kitchen items, or even animal skins. The DM should give each special item a value, in gold pieces (and, if the optional encumbrance rules are used, an encumbrance).

Often the treasure will be in unusual and possibly hard to recognize forms. Valuable silks, wines, rare books, small statues, furs, and tusks are only some of the forms such treasure could take. A party should always look for clues that odd items might be more valuable than they appear.

To aid the DM, the average gold piece values (or gpv) of each treasure type are given below. These averages do not include the possible magic in the treasures. After rolling for treasures, the DM may refer to this list to see whether the treasure is larger or smaller than average and may then adjust the treasure as desired.

Type	Average gpv	Type	Average gpv	Type	Average gpv
A	17,000	F	5,000	J	25
B	2,000	G	25,000	K	125
C	1,000	H	50,000	L	250
D	4,000	I	8,000	M	15,000
E	2,500				

TREASURE TYPES							
Type	Copper (1,000s)	Silver (1,000s)	Electrum (1,000s)	Gold (1,000s)	Platinum (1,000s)	Gems & Jewelry*	Magic Items
A	25%: 1d6	30%: 1d6	20%: 1d4	35%: 2d6	25%: 1d2	50%: 6d6	30%: Any 3
B	50%: 1d8	25%: 1d6	25%: 1d4	25%: 1d3	Nil	25%: 1d6	10%: 1 sword, armor, or weapon
C	20%: 1d12	30%: 1d4	10%: 1d4	Nil	Nil	25%: 1d4	10%: Any 2
D	10%: 1d8	15%: 1d12	Nil	60%: 1d6	Nil	30%: 1d8	15%: Any 2 + 1 potion
E	5%: 1d10	30%: 1d12	25%: 1d4	25%: 1d8	Nil	10%: 1d10	25%: Any 3 + 1 scroll
F	Nil	10%: 2d10	20%: 1d8	45%: 1d12	30%: 1d3	20%: 2d12/ 10%: 1d12	30%: Any 3 except weapons, +1 potion, +1 scroll
G	Nil	Nil	Nil	50%: 10d4	50%: 1d6	25%: 3d6/ 25%: 1d10	35%: Any 4 + 1 scroll
H	25%: 3d8	50%: 1d100	50%: 10d4	50%: 10d6	25%: 5d4	50%: 1d100/ 50%: 10d4	15%: Any 4 + 1 potion, +1 scroll
I	Nil	Nil	Nil	Nil	30%: 1d8	50%: 2d6	15%: Any 1
J	25%: 1d4	10%: 1d3	Nil	Nil	Nil	Nil	Nil
K	Nil	30%: 1d6	10%: 1d2	Nil	Nil	Nil	Nil
L	Nil	Nil	Nil	Nil	Nil	50%: 1d4	Nil
M	Nil	Nil	Nil	40%: 2d4	50%: 5d6	55%: 5d4/ 45%: 2d6	Nil
N	Nil	Nil	Nil	Nil	Nil	Nil	40%: 2d4 potions
O	Nil	Nil	Nil	Nil	Nil	Nil	50%: 1d4 scrolls

INDIVIDUAL'S TREASURE TYPE						
Type	Copper Pieces	Silver Pieces	Electrum Pieces	Gold Pieces	Platinum Pieces	Gems & Jewelry* Magic Items
P	3d4	Nil	Nil	Nil	Nil	Nil
Q	Nil	3d6	Nil	Nil	Nil	Nil
R	Nil	Nil	2d6	Nil	Nil	Nil
S	Nil	Nil	Nil	2d4	Nil	Nil
T	Nil	Nil	Nil	Nil	1d6	Nil
U	10%: 1d100	10%: 1d100	Nil	5%: 1d100	Nil	5%: 1d4
V	Nil	10%: 1d100	5%: 1d100	10%: 1d100	5%: 1d100	10%: 1d4
						5%: Any 1

* Roll twice, once for Gems and once for Jewelry. The chances are the same unless two notations are made, in which case the order given is for Gems and then Jewelry.

Example: The DM sets up the lair of 30 goblins (an average number for a lair). Their listed Treasure Type is "C". Finding line "C", the DM gets the following results when rolling percentage dice:

Treasure Type	Listing for Dice	Roll	Result
Copper pieces	20% 1d12	29	No copper present
Silver pieces	30% 1d4	02	Some silver present
Electrum pieces	10% 1d4	73	No electrum present
Gold pieces	Nil	-	None, no roll needed
Platinum pieces	Nil	-	None, no roll needed
Gems	25% 1d4	25	Some gems present
Jewelry	25% 1d4	42	No jewelry present
Magic Items	10% Any 2	06	2 magic items present

The DM then rolls to find the amounts of silver pieces and gems present in the goblin lair. Rolling 1d4 for each, the results of 2 and 3 mean that 2,000 silver pieces and 3 gems are present.

The value of the gems must be found. Rolling d% and using the **Gems** table below, the DM finds that they are worth 50 gold pieces each.

The types of magic items must be found. Rolling d% and using the **General Magic Table**, the results of 18 and 53 mean that the **Sword Subtable** and the **Potion Subtable** must be used to find the exact items. Rolling the appropriate die for each subtable, the DM finds that a sword +1 and a potion of healing are in the goblin lair. The DM makes a note that the goblin leader will be using the sword +1 in combat.

The DM notes, with the room descriptions for the dungeon, exactly what treasures are in the lair of the 30 goblins. If there had been fewer goblins, the treasure would have been cut down to match their numbers. For example, if there were 10 goblins (1/3 of the given number), there should be 1/3 (or less) of the rolled treasure:

600 silver pieces, 1 gem, and 1 magic item - probably the potion.

Coins, Gems, and Jewelry

COINS: All coins are about equal in size and weight. Silver pieces are about the size and weight of a modern-day quarter, which roughly equates to 50 silver pieces weighing one pound. All other coins, for the sake of simplicity, use this weight ratio. Gold, electrum, and platinum pieces are smaller than silver pieces while copper pieces are slightly larger than silver pieces. Electrum is an alloy of silver and gold.

The value of each type of coin, and the rate of exchange between coins, is as follows:

10 copper pieces (cp)	=	1 silver piece
10 silver pieces (sp)	=	1 gold piece
2 electrum pieces (ep)	=	1 gold piece
5 gold pieces (gp)	=	1 platinum piece (pp)

100 cp = 10 sp = 2 ep = 1 gp = 1/5 pp

GEMS: The value of gems is determined by rolling percentage dice and consulting the table below:

Die Roll (d%)	Value of Gem
01-20	10 gp
21-45	50 gp
46-75	100 gp
76-95	500 gp
96-00	1,000 gp

After finding the total value of all the gems in a treasure, the DM may combine or split them into different numbers of gems at any values.

Example: 5 gems worth 100 gp each might be placed as 1 gem worth 500 gp, 50 gems worth 10 gp each, or 10 gems worth 10 gp each plus 4 gems worth 100 gp each.

JEWELRY: A piece of jewelry is worth from 300-1,800 gp, determined by rolling 3d6 and multiplying the result by 100. Jewelry can be damaged by such things as very hot fire, lightning bolts, crushing, and other rough treatment.

Damaged jewelry is worth $\frac{1}{2}$ of its normal value. As with gems, the DM may change the amount and value of the jewelry found. The DM may choose to allow jewelry of greater value than that given, although this is not advised for low level characters.

Magic Items

Magic items are presented in this section of the rules. Descriptions of each may be found after the tables listing the items, under the appropriate heading.



RANDOMLY GENERATING MAGICAL TREASUR: A magic item can be of any of the several types listed. Check for each item separately if more than one magic item is present. If "Any" is given (such as "Any 3"), use the **GENERAL MAGIC ITEM TABLE** to determine which subtable to use.

If a type of magic item is given on the **TREASURE TYPES TABLE** (such as "2-8 potions"), each of the items should be determined by using the **POTION SUBTABLE**. The magic subtables are used to determine the exact item by rolling percentage dice (d%).

IDENTIFYING MAGIC ITEMS: A character can only identify the exact type of item by testing it (trying on the ring, sipping the potion, etc.). If a retainer does this testing, he or she will expect to keep the item. A high-level NPC magic-user may be asked to identify an item, but will want money or a service in advance and may take several game weeks to do it.

USING MAGIC ITEMS: Two things must be done to use most magic items. First, the item must be held or worn properly. Second, the user must concentrate on the effect the item has. (Magic weapons, armor, and protection devices - such as a ring or elven cloak - will work without concentrating.) Unless the description of the item states otherwise, the item can only be used once per round. A character concentrating on using a magic item must do so as his or her action. When items have the effect of spells whose effects change with level, consider the power of the item to be as a 6th level spell caster.

CURSED ITEMS: A character with a cursed item will not want to get rid of it, and will use it whenever possible. Such characters will fight to keep these items, if necessary. Only Remove Curse, Dispel Evil, or similar spells, will free a character from a cursed item.

CHARGES: Many items will have a limited number of charges (uses). When the last charge is used, the item is not magical anymore. It is not possible to find out how many charges an item has, and such items cannot be recharged.

GENERAL MAGIC ITEM TABLE

Die Roll (d%)	Magic Subtable
01-20	Sword
21-30	Armor
31-35	Miscellaneous Weapon
36-55	Potion
56-85	Scroll
86-90	Ring
91-95	Wand/Staff/Rod
96-00	Miscellaneous Magic

Magical items in parentheses are appropriate for lower level characters (levels 1-3). When stocking an area for 1st - 3rd level characters, it is recommended that the DM only use magic items listed in parentheses.

SWORD SUBTABLE

Die Roll (d%)	Sword Type
01-40	(Sword +1)
41-46	(Sword +1, +2 vs. lycanthropes)
47-52	(Sword +1, +2 vs. spell users)
53-57	(Sword +1, +3 vs. undead)
58-62	(Sword +1, +3 vs. dragons)
63-67	Sword +1, +3 vs. regenerating creatures
68-72	Sword +1, +3 vs. enchanted monsters
73-80	(Sword +1, casts Light on command)
81-83	Sword +1, casts Locate Object on command
84-87	Sword +1, flames on command
88	Sword +1, drains life energy
89	Sword +1, grants 1d4 Wish spells
90-92	Sword +2
93-94	Sword +2, casts Charm Person
95-96	Sword +3
97-98	(Sword -1, cursed)
99-00	Sword -2, cursed



ARMOR SUBTABLE

Die Roll (d%)	Armor Type
01-20	(Shield +1)
21-35	(Armor +1)
36-45	(Armor +1, Shield +1)
46-55	Shield +2
56-60	Armor +2
61-65	Armor +2, Shield +2
66-70	Shield +3
71-73	Armor +3
74	Armor +3, Shield +3
75-80	Cursed Shield -2
81-82	Cursed Armor -2
83-85	Cursed Armor -1
86-88	Cursed Shield, Armor Class 10
89-90	(Cursed Armor, Armor Class 10)
91-93	Armor +2, Shield +1
94-95	Armor +1, Shield +2
96	Armor +1, Shield +3
97	Armor +3, Shield +1
98	Armor +3, Shield +2
99	Armor +2, Shield +3
00	Cursed Armor -2, Shield +1

MISCELLANEOUS WEAPON SUBTABLE

Die Roll (d%)	Weapon Type
01-10	(Arrows, +1), 2d6 found
11-12	(Arrows +1), 3d10 found
13-18	Arrows +2, 1d6 found
19-28	(Crossbow Bolts +1, 2d6 found)
29-33	(Crossbow Bolts +2, 1d6 found)
34-37	(Darts +1, 1d6 found)
38-40	(Bow +1)
41-49	(Axe +1)
50-52	Axe +2
53-60	(Mace +1)
61-63	Mace +2
64	Mace +3
65-67	(Dagger +1)
68	Dagger +2, +3 vs. orcs, goblins, and kobolds
69-75	(War Hammer +1)
76-80	War Hammer +2
81	War Hammer +3, Dwarven Thrower
82-87	(Sling +1)
88-95	(Spear +1)
96-99	Spear +2
00	Spear +3

POTION SUBTABLE

Die Roll (d%)	Type of Potion
01-03	Clairaudience
04-07	Clairvoyance
08-10	Control Animal
11-13	Control Dragon
14-16	Control Giant
17-19	Control Human
20-22	Control Plant
23-25	Control Undead
26-28	(Diminution)
29-35	Delusion
36-39	(ESP)
40-43	Fire Resistance
44-47	Flying
48-51	(Gaseous Form)
52-55	Giant Strength
56-59	(Growth)
60-63	(Healing)
64-68	Heroism
69-72	(Invisibility)
73-76	Invulnerability
77-80	(Levitation)
81-84	Longevity
85-86	(Poison)
87-89	Polymorph Self
90-97	Speed
98-00	Treasure Finding



SCROLL SUBTABLE

Die Roll (d%)	Type of Scroll*
01-15	(Spell Scroll: 1 spell)
16-25	(Spell Scroll: 2 spells)
26-31	(Spell Scroll: 3 spells)
32-34	Spell Scroll: 5 spells
35	Spell Scroll: 7 spells
36-40	(Cursed Scroll)
41-50	(Protection from Lycanthropes)
51-60	(Protection from Undead)
61-70	Protection from Elementals
71-75	Protection from Magic
76-79	(Treasure Map; 1d4 x 1,000 gp value)
80-84	Treasure Map: 5d6 x 1,000 gp value
85-86	Treasure Map: 6d6 x 1,000 gp value
87-88	Treasure Map: 5d6 x 1,000 gp value plus 5d6 gems
89-90	Treasure Map: 10d6 gems plus 2d10 jewelry
91-93	(Treasure Map: 1 magic item)
94-95	Treasure Map: 2 magic items
96	Treasure Map: 3 magic items (no swords)
97	Treasure Map: 3 magic items and 1 potion
98	Treasure Map: 3 magic items, 1 potion and 1 scroll
99	Treasure Map: 5d6 x 1,000 gp and 1 magic item
00	Treasure Map: 5d6 gems and 2 magic items

* 25% of spell scrolls with have cleric spells.

RING SUBTABLE

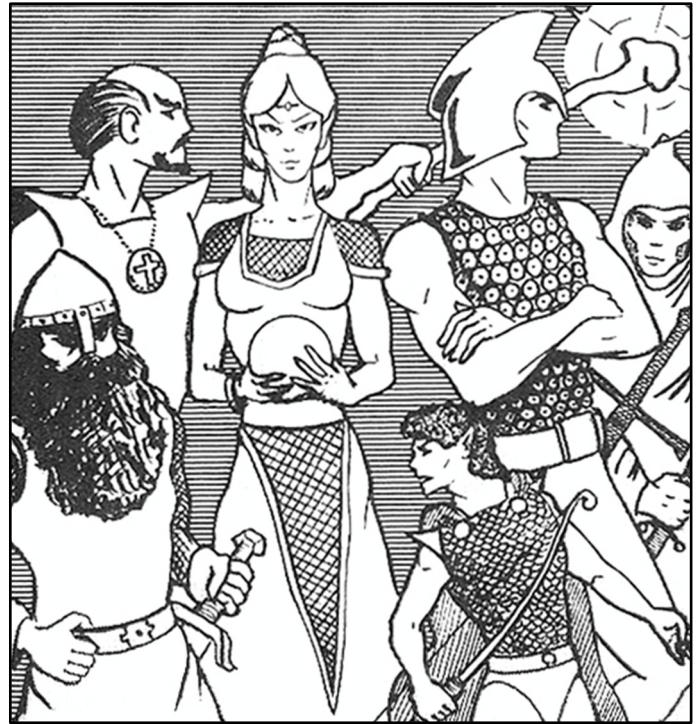
Die Roll (d%)	Type of Ring
01-05	(Control Animal)
06-10	Control Human
11-16	Control Plant
17-26	Delusion
27-29	Djinni Summoning
30-39	(Fire Resistance)
40-50	(Invisibility)
51-65	(Protection +1)
66-70	Protection +1, 5' Radius
71-72	Regeneration
73-74	Spell Storing
75-80	Spell Turning
81-82	Telekinesis
83-88	(Water Walking)
89-94	(Weakness)
95-96	Wishes, 1d2
97	Wishes, 1d3
98	Wishes, 1d3+1
99-00	X-Ray Vision

WAND/STAFF/ROD SUBTABLE

Die Roll (d%)	Type
01-08	(Rod of Cancellation)
09-11	Staff of Commanding * †
12-21	(Staff of Healing) †
22-23	Staff of Power *
24-28	(Snake Staff) *
29-31	Staff of Striking * †
32-34	Staff of Withering †
35	Staff of Wizardry *
36-40	(Wand of Enemy Detection) *
41-45	Wand of Metal Detection *
46-50	Wand of Secret Door Detection *
51-55	Wand of Trap Detection *
61-65	Wand of Fear *
66-70	Wand of Cold *
71-75	Wand of Fire Balls *
76-80	Wand of Illusion *
81-85	Wand of Lightning Bolts *
86-90	Wand of Negation *
88-95	(Wand of Paralyzation) *
96-99	Wand of Polymorph *

* Usable by magic-users and elves only

† Usable by cleric only



MISCELLANEOUS MAGIC SUBTABLE

Die Roll (d%)	Miscellaneous Magic Type
01-03	Amulet vs. Crystal Ball and ESP
04-05	(Bag of Devouring)
06-11	(Bag of Holding)
12-16	Boots of Levitation
17-21	Boots of Speed
22-25	(Boots of Traveling and Leading)
26-31	Broom of Flying
32-35	Crystal Ball
36-37	Crystal Ball with Clairaudience
38	Crystal Ball with ESP
39	Drums of Panic
40	Efreeti Bottle
41-42	Displacer Cloak
43	Bowl of Commanding Water Elementals
44	Brazier of Commanding Fire Elementals
45	Censer of Controlling Air Elementals
46	Stone of Controlling Earth Elementals
47-56	(Elven Cloak and Boots)
57	Flying Carpet
58-64	(Gauntlets of Ogre Power)
65-66	Girdle of Giant Strength
67-77	(Helm of Alignment Changing)
78	Helm of Telepathy
79-83	(Helm of Reading Language and Magic)
84	Helm of Teleportation
85	Horn of Blasting
86-90	(Medallion of ESP, 30')
91-93	Medallion of ESP, 90'
94	Mirror of Life Trapping
95-97	(Rope of Climbing)
98-00	Scarab of Protection



Magic Item Descriptions

SWORDS

All magic swords are listed with a plus or minus (for example, a sword +1 or a cursed sword -1). The number is the amount added to or subtracted to attack and damage rolls made with that weapon.

Example: A sword +1 would adjust a roll of 17 to 18, and if 5 points of damage were rolled, 6 would actually be inflicted.

Once a cursed sword weapon is used in battle it may not be gotten rid of except by use of a Remove Curse or Dispel Evil spell.

Some magic swords have additional abilities or intelligence. For example, a sword +1, +2 vs. lycanthropes would give a bonus of +2 to attack damage rolls (instead of the normal +1) when used against any were-creature. The intelligence of swords is described later.

The DM may select the type of sword found or may determine their type as follows:

D6 Roll Type of Sword

1-2	Short Sword
3-5	Sword
6	Two-Handed Sword

Sword +1, casts Light on command: This sword may be used to cast Light in the same manner as the 1st level magic-user spell.

Sword +1, casts Locate Object on command: Once per day, this sword may be used to cast Locate Object in the same manner as the 2nd level magic-user spell.

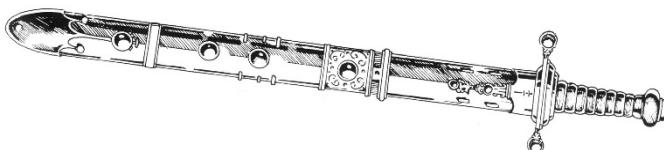
Sword +1, drains life energy: When this sword hits, it will drain one life level or Hit Die (like a spectre) on a roll of a natural 20, in addition to the normal damage done. This energy drain can be resisted with a DC 15 Constitution Saving Throw. The sword can only drain 9 levels, after which it becomes a normal magical sword +1.

Sword +1, flames on command: This sword will blaze with flames when commanded by the user. It will remain flaming until commanded to go out. While flaming, it gives a bonus of +2 to attack and damage rolls against trolls, pegasi, hippogriffs, and rocs; and a +3 bonus to attack and damage rolls against treants and undead monsters.

Damage from this sword is treated as fire damage (for example, trolls cannot regenerate damage inflicted by it). It will cast light and burn as a torch (when used against a web, for example).

Sword +1, grants 1d4 Wishes: This sword will grant 1d4 Wishes. A Wish can be cast by holding the sword and stating the wish. Once the sword is used in this manner, one of the wishes is gone. Wishes are very powerful magic, and should be used (and handled by the DM) with great care. See page 63 for details on the Wish spell.

Sword +2, casts Charm Person: This sword can cast a Charm Person, in the same manner as the 1st level magic-user spell, up to 3 times per week. The effects are the same as the spell.



Intelligent Swords: Certain magic swords may be intelligent and have other special abilities, as well. The DM can create special intelligent magic swords or roll them randomly, using the following procedure. An intelligent sword should be played by the DM, just like an NPC character.

Rolling Up a Magic Sword

- Find out if the sword has a **special purpose** (Optional: 1d20).
- Determine the sword's **Intelligence** score (1d20).
- Find the **languages** (if any) known by the sword (d%).
- Determine the **alignment** of the sword (1d20).
- Find the **primary powers** of the sword (d%).
- Roll for an **extraordinary power** (if any, d%).
- Roll for the sword's **Ego** score (1d12+6).

1. Special Purpose: A sword will have a special purpose if a roll of 20 on 1d20 is made (the DM may choose to omit this roll, carefully placing all special purpose swords, as they are both very powerful and very rare). Any sword with a special purpose will have Intelligence and Ego scores of 18.

Special purpose is given to some rare swords by their supernatural creator. The following list gives some special purposes which may be used, or the DM may invent others. Only one special purpose may be given to any one magic sword.

D6 Roll Special Purpose

1.	Slay magic-users (including elves)
2.	Slay clerics
3.	Slay fighters (including dwarves and halflings)
4.	Slay monster (roll for one type randomly)
5.	Defeat Law (if sword is Lawful, Defeat Chaos)
6.	Defeat Chaos (if sword is Chaotic, Defeat Law)

When used for its special purpose, the sword will gain one added ability, according to its alignment.

- Lawful swords will paralyze a Chaotic opponent upon a hit unless the victim makes a DC 15 Strength Saving Throw.
- Neutral swords will add +1 to all of the user's Saving Throws.
- Chaotic swords will turn a Lawful opponent to stone upon a hit unless the victim makes a DC 15 Wisdom Saving Throw.

Example: A Lawful sword with a special purpose to slay magic-users will only try to paralyze Chaotic magic-users.

2. Intelligence: Each intelligent sword has an Intelligence score, one or more primary powers, possibly an extraordinary power, and a method of communication.

D20 Roll	Intelligence	Power	Method of Communication
1-14	None	None	None
15	7	1 primary	Empathy
16	9	2 primary	Empathy
17	11	3 primary	Empathy
18	13	3 primary	Speech
19	16	3 primary *	Speech
20	18	3 primary * †	Speech

* Plus Read Magic at will

† Plus one extraordinary ability

Empathy means that the user of the sword will somehow know what the sword's powers are and how to use them.

3. Languages: Speaking swords will talk aloud, usually telling the user what is desired. Any sword that can Read Magic can read written information in any language it can speak. A talking sword will always know its alignment language, in addition to the number of languages rolled. The DM will have to choose which languages are known by a sword.

D100 Roll Number of Languages

01-50	1
51-70	2
71-85	3
86-95	4
96-99	5
00	Roll again twice, and add the results.

4. Alignment: Determine the alignment of the intelligent sword (roll 1d20):

D20 Roll Alignment

1-8	Lawful
9-12	Neutral
13-20	Chaotic

A sword's alignment cannot be detected until it is handled. If the creature handling the sword is of the same alignment, there will be no adverse effects. However, if the alignment is different, the user will take some damage each round in which the sword is touched or held, according to the following chart:

User's Alignment	Sword's Alignment	Damage per Round
Lawful	Neutral	1d6
Lawful	Chaotic	2d6
Neutral	Lawful or Chaotic	1d6
Chaotic	Lawful	2d6
Chaotic	Neutral	1d6

5. Primary Powers: Roll d% to find any Primary powers a sword might have. The number of primary powers depends on the swords Intelligence score (see section 2 above). Duplicate results should be rolled again, unless noted otherwise in the description below.

D100 Roll	Primary Power
01-15	Detect Shifting Walls and Rooms
16-30	Detect Sloping Passages
31-40	Find Secret Doors
41-50	Find Traps
51-60	See Invisible Objects
61-70	Detect Evil (Good)
71-80	Detect Metal
81-90	Detect Magic
91-95	Detect Gems
96-99	Roll for 1extraordinary power (see section 6 below)
00	Roll twice more on this table

Unless otherwise noted, one primary power may be used each round, and activation requires that the user have the sword in hand and uses an action to **Use an Object** (see page 81).

Detect Evil (Good): The sword will be able to detect one of these intentions up to a range of 20'. (Animals and traps are neither evil nor good.)

Detect Gems: The sword can detect any type of gems (and will tell the number of them) within a range of 60' (unless blocked by lead). The sword will point in the direction of the gems. This power can only be used three times per day.

Detect Magic: The sword can detect any magic spell or item within 20', and will cause the magic item (when commanded) to glow. This power can only be used three times per day.

Detect Metal: The sword can detect metal of any type requested up to a range of 60' (unless blocked by lead). It will point in the direction of the material. This power can only be used three times per day.

Detect Shifting Walls and Rooms: The sword can find shifting walls and rooms within a range of 10'.

Detect Sloping Passages: The sword can locate sloping passages within a 10' range.

Detect Traps: The sword can detect traps of any type within 10', but only three times per day.

Find Secret Doors: The sword can locate all secret doors within a 10' range. This power can only be used three times per day.

See Invisible Objects: The sword can see invisible and hidden objects (but not secret doors) within 20'.

6. Extraordinary Powers: If the intelligent sword has an extraordinary power, roll d% on the table below. Duplicate results should be rolled again unless noted otherwise.

Die Roll	Extraordinary Power
01-10	Clairaudience
11-20	Clairvoyance
21-30	ESP
31-40	Telepathy
41-50	Telekinesis
51-59	Teleportation
60-68	X-ray Vision
69-77	Illusion
78-82	Levitation
83-87	Flying
88-92	Healing (duplicate allowed)
93-97	Extra damage (duplicate allowed)
98-99	Make two more rolls on this table
00	Make three more rolls on this table

As with primary powers, the user must have the sword in hand and must take the **Use an Object** action (see page 81) in order to activate an extraordinary power. Some extraordinary powers require continued concentration on the wielder's part (see both **Duration** and **Concentration Checks** on page 25).

Any Extraordinary power is only usable three times per day unless noted otherwise.

Clairaudience: This power will allow the user to hear noises (including speech) in an area up to a range of 60' through the ears of a willing creature in that area (unless blocked by lead). If unwilling, a target creature may make a DC 15 Intelligence Saving Throw to block the caster from hearing through its ears. The user must concentrate in order to hear what the creature hears.

Clairvoyance: This power will allow the user to see an area up to 60' away through the eyes of a willing creature in that area, unless blocked by lead. If unwilling, a target creature may make a DC 15 Intelligence Saving Throw to block the caster from seeing through its eyes. The user must concentrate in order to "see."

ESP: The user of the sword may scan a 60' conical area for thoughts, as per the ESP spell (see page 43). The Saving Throw DC is 14.

Extra Damage: This power will increase the user's strength when striking for 1 minute (6 rounds). During this time, the user will inflict twice the normal damage on each successful hit (but has no better chances to hit). Each duplicate roll of this power increases the multiplier by 1 (to 3 times, 4 times, etc.). Once activated, this power does not require concentration on the user's behalf.

Flying: The user of the sword may fly as if using the 3rd level magic-user Fly spell, for a maximum of 3 turns. Once activated, this power does not require concentration on the user's behalf.

Healing: The sword will heal up to 6 points of damage at the rate of 1 Hit Point per round. This power may only be three times per day. Once activated, this power does not require concentration on the user's behalf.

Illusion: This power allows the user to create one Phantasmal Force spell (as the 2nd level magic-user spell).

Levitation: The user of the sword may levitate as if using the 2nd level magic-user's spell of the same name, for a maximum of 3 turns (30 minutes). Once activated, this power does not require concentration on the user's behalf.

Telekinesis: The user of the sword may move up to 200 pounds of weight by concentration alone. See the magic-user's spell of the same name for more information.

Telepathy. This power will allow the user to perform the same powers as ESP (above), but also gives the ability to "send" thoughts to the creature contacted (as a helm of telepathy). The creature may refuse to answer. The Saving Throw DC is 14.

Teleportation: This power allows the user of the sword to teleport (as the 5th level magic-user spell).

X-ray Vision: This power produces the same effect as a ring of X-ray vision (the ability to see through anything, except gold or lead).



7. Ego: To determine the Ego score of an intelligent (non-special purpose) sword, roll 1d12 and add 6 to the result. The Ego of the sword is a measure of the force of its personality. A sword with high Intelligence and Ego may try to control its user. The DM should make a control check at certain times.

Control Checks: An intelligent sword must be checked to see if it controls its user in five different situations:

1. When the character first handles the sword.
2. When the character is wounded to a point where half of his or her Hit Point total is gone.
3. When the character acquires any other magic weapon.
4. When a character of a different alignment tries to use it.
5. When a situation arises where the special purpose of the sword (if applicable) can be used.

To make the control check, the DM must find the Will score of the user and of the sword. When the Will scores are found, the being with the higher total Will score, either character or sword, will control the actions of the character.

Will Score: An intelligent sword's Will score is found by adding the sword's Intelligence, Ego, and bonuses. The sword gets a bonus of +1 to the Will score for each extraordinary power it has.

A character's Will score is found by adding the character's Intelligence, Wisdom, and Charisma scores, with a penalty applied due to wounds, as follows: if the character has lost no more than $\frac{1}{2}$ his or her original Hit Points, 1-4 (1d4) points are subtracted. If the character has lost more than $\frac{1}{2}$ of his or her original Hit Points, 2-8 (2d4) points are subtracted from their Will score.

Sword in Control: If a sword controls a character, the DM must decide on the actions of the sword in certain situations. These may include:

- Leading the user past other magic weapons found, or discard other weapons.
- Forcing the user to charge into combat to win glory for itself. Forcing the user to surrender to an opponent - either one more worthy of the sword or one easier to control.
- Forcing the user to spend most of his or her money on items for the sword (jeweled fittings, fancy scabbards, special magical protection, etc.).

The control will last until the sword is satisfied or until the situation which caused the control check has passed.

ARMOR

The bonus of any non-cursed magic armor or shield is added to the character's Armor Class.

Cursed armor will seem to all tests to be armor +1 until worn in actual deadly combat. It is then revealed as cursed. The penalty is applied to the character's Armor Class. If the cursed armor bestows Armor Class 10, then the character is considered to be completely

unarmed while wearing or using it. Once revealed, it may only be removed with a Remove Curse or Dispel Evil spell.

Example: A fighter wearing plate mail armor and using a shield (but with no Dexterity adjustments) has an Armor Class of 18. If that character uses a shield +1, the Armor Class is raised to 19.

The type of magical armor found, and its encumbrance, is determined by rolling a d8 and consulting the following table:

D8 Roll	Armor Type	Weight	Base Armor Class
1-2	Leather	7.5 lbs.	13
3-6	Chain Mail	15 lbs.	15
7-8	Plate Mail	22.5 lbs.	17

WEAPONS

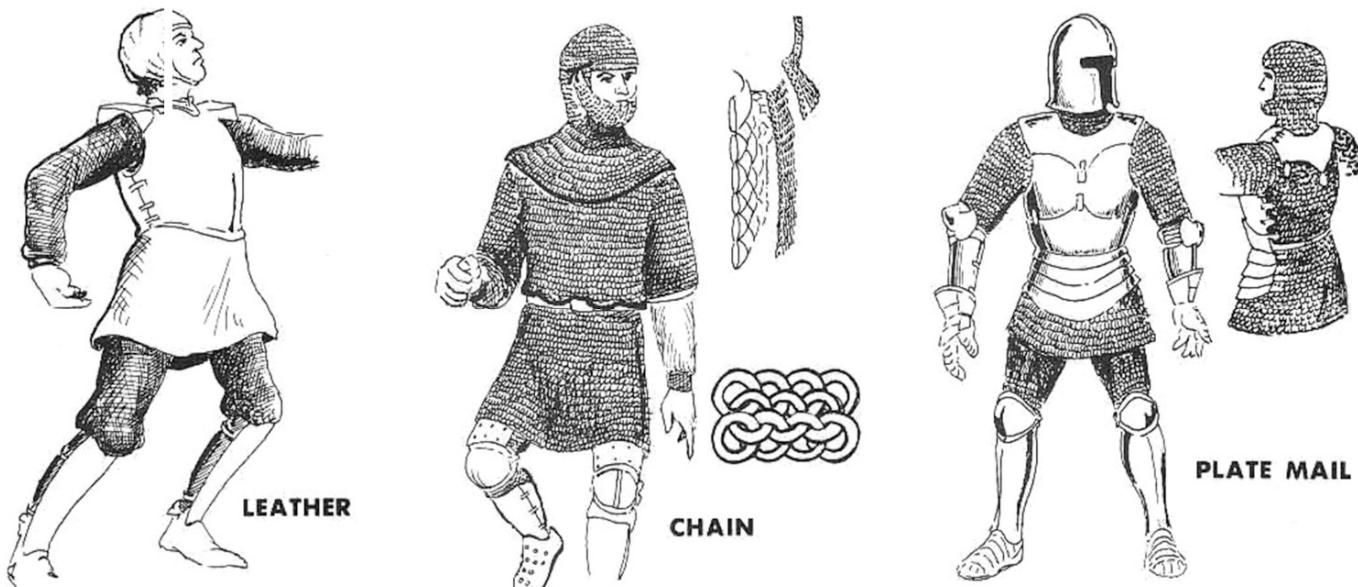
When a magic weapon is used, the user adds the magical adjustment to the attack and damage rolls. Several weapons also have a special adjustment which is only used when fighting a special type of monster. Normal weapon restrictions for character classes also apply to magical weapons. 50% of all magical arrows or bolts fired may be recovered as re-used as nonmagical arrows or bolts.

Example: A cleric cannot use a sword, so a cleric cannot use a magical sword either.

Once a cursed weapon is used in battle it may not be gotten rid of. The owner will feel compelled to get it back if it is thrown away and will always draw the cursed weapon in battle. Only a Remove Curse or Dispel Evil spell can help a character get free of the curse.

The DM may select the types of magical axes, bows, darts, hammers, maces, or spears found or may determine their type as follows:

Axes		Hammers	
D6 Roll	Type of Axe	D6 Roll	Type of Hammer
1-2	Hand axe	1-3	Throwing hammer
3-6	Battle axe	4-6	War hammer
Bows		Maces	
D6 Roll	Type of Bow	D6 Roll	Type of Mace
1-3	Short bow	1-5	Mace
4-6	Long bow	6	Two-handed mace
Darts		Spears	
D6 Roll	Type of Dart	D6 Roll	Type of Spear
1-3	Dart	1-3	Spear
4-6	Javelin	4-5	Pole arm
		6	Trident



POTIONS



Potions are usually found in small glass vials, similar to Holy Water. Each potion has a different smell and taste, even two potions with the same effect. Unless stated otherwise, the effect of any potion lasts 7-12 (1d6+6) turns. Only the DM should know the exact duration. The entire potion must be drunk to have this effect. A potion may be sipped to discover its type and then used later. Drinking a potion requires the use of the **Use an Object** action (see page 81).

If a character drinks a potion while another potion is still in effect, that character will become sickened for 3 turns (half an hour) and neither potion will have any further affect. Sickened creatures suffer a -2 penalty to Strength and Dexterity checks, as well as attack and damage rolls, and take a -2 penalty to their Armor Class. The Movement Rate of sickened creatures is reduced by half. Healing potions and longevity potions, which have instantaneous durations, are exempt from this rule. Each type of potion is described hereafter.

Clairaudience: The user may hear noises (including speech) in an area up to 60' away through the ears of a willing creature in that area (unless blocked by lead). If unwilling, a target creature may make a DC 15 Intelligence Saving Throw to block the caster from hearing through its ears. The user must concentrate in order to hear what the creature hears.

Clairvoyance: The user may see an area up to 60' away through the eyes of a willing creature in that area (unless blocked by lead). If unwilling, a target creature may make a DC 15 Intelligence Saving Throw to block the caster from seeing through its eyes. The user must concentrate in order to see what the creature sees.

Control Potions: When using these potions, the caster must see the controlled creatures in order to direct their actions. The controlled creatures cannot be forced to kill themselves, cast spells, or take obviously self-destructive actions. While controlling creatures by using a potion, the user must maintain concentration (see Duration on page 25).

Control Animal: The user may control up to 3-18 (3d6) Hit Dice of animals (normal or giant but not fantastic or magical). When the control ends, the animals will leave the area if they can. Animals get no Saving Throw to resist this control.

Control Dragon: The user may control up to 1d3 dragons of one particular type (chosen or randomly determined by the DM). Note that there are therefore 10 different types of this potion. A dragon thus controlled will do what is commanded of it. The dragon will be hostile when the control ends. Dragons get no Saving Throw to resist control.

Control Giant: The user may control 1d4 giants of one type. The DM determines the particular type affected. Giants get no Saving Throw to resist control.

Control Human: The user may cast a Charm Person spell at will (to a maximum of once per round) at any human within 60'. This potion allows a maximum of 6 Hit Dice of humans (normal men count as ½ of a Hit Die each) to be charmed. Each victim may make a DC 15 Charisma Saving Throw to resist the charm.

Control Plant: The user may control all plants and plant-like creatures (including monsters) in a 30' radius sphere up to 60' from the user. The controlled plants will respond to the user's will, and can twist, writhe,

and entangle victims in the area (as the Entangle spell). Plants in the area get no Saving Throw to resist control.

Control Undead: The user may control 3-18 (3d6) Hit Dice of undead monsters. The undead will be hostile when the control ends. Undead creatures get no Saving Throw to resist control.

Delusion: This potion acts as a ring of delusion for 7-12 (1d6+6) turns.

Diminution: Anyone taking this potion will immediately shrink to 6" in height, and can do no damage when physically attacking a creature larger than 1". The user can slip through small cracks and has a +10 bonus to all Dexterity (Stealth) checks while small.

ESP: This potion will have the same effect as the ESP spell.

Fire Resistance: The user receives immunity to normal fires. In addition, he or she gets a +2 bonus on Saving Throws versus fire attacks and takes ½ damage from all fire or heat-based attacks.

Flying: The user may fly as per the magic-user spell of the same name.



Gaseous Form: Upon drinking this potion, the user's body will take the form of a cloud of gas. Anything the user is carrying or wearing will fall through the gaseous body to land on the floor. The user will keep control over his or her body, and can move through small holes in walls, chests, and so forth. Any creature or character in gaseous form cannot attack or cast spells, but has an AC of 22 and cannot be harmed by non-magical weapons.

Giant Strength: The user will gain the strength of a giant. The effect may not be combined with other Strength-adjusting magic items (such as gauntlets of ogre power). The user may throw small boulders for 3-18 (3d6) points of damage. The close range for thrown boulders is 40'. In addition, the character's Strength modifier becomes +6 while the potion is in effect.

Growth: This potion causes the user to grow to twice normal size, doubling their carrying capacity, granting a +2 bonus to all Strength checks, as well as all to melee damage rolls. The damage dealt by their weapons increases to the next higher die type (i.e., from a d4 to a d6). The user's Hit Points, however, will not increase.

Healing: This potion heals like the clerical Cure Light Wounds spell, drinking this potion will restore 2-7 (1d6 +1) lost Hit Points.

Heroism: A normal human, fighter, dwarf, or halfling will gain the Hit Dice, Hit Points, and all abilities of a high-level fighter, as follows:

Class	Effect
Normal dwarf, elf, halfling, or human	Becomes a 4 th level fighter
Dwarf, elf, fighter, or halfling level 1-3	Gains 3 levels
Dwarf, elf, fighter, or halfling level 4-7	Gains 2 level
Dwarf, elf, fighter, or halfling level 8-10	Gains 1 level
Dwarf, elf, fighter, or halfling level 11+	No effect

Invisibility: This potion will have the same effects as an Invisibility spell. The DM may allow players to sip this potion 6 times for a shorter potion duration.

Invulnerability: The potion improves the user's Armor Class by 2, and gives a bonus of +2 on all Saving Throws.

Levitation: Drinking this potion will have the same effects as a Levitation spell.

Longevity: The user's age category is lowered by one category immediately: from old age to middle age, from middle age to adulthood, or from adulthood to adolescence. The effect is instantaneous and cannot be dispelled.

Poison: Poisons look like normal magic potions. If any amount of this potion is swallowed, even a sip, the user must make a DC 15 Constitution Saving Throw or die in 6 rounds (1 minute).

Polymorph Self: The user may change shape as the spell of the same name.

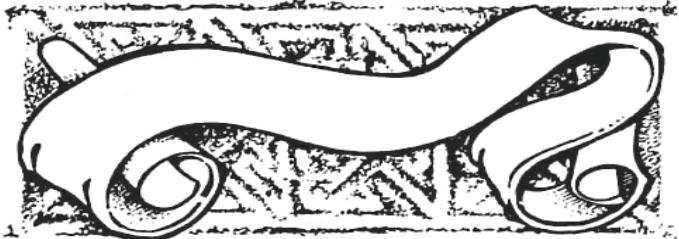
Speed: This potion allows the character who drinks it to function as if under the effects of a Haste spell.

Treasure Finding: The user may, when concentrating, detect the direction and distance of the largest treasure within 400' (unless blocked by lead).

SCROLLS

A scroll is a piece of old paper or parchment upon which a high level magic-user, elf, or cleric has written a magical formula. To use a scroll there must be enough light to read by, and the scroll must be read aloud.

A scroll can only be used once, for the words will fade from the scroll when they are read aloud. A *spell scroll* can only be read by a magic-user, elf, or cleric, but a *protection scroll* or a *treasure map* can be read by anyone.



Cursed Scrolls: Unfortunately, when any writing on a cursed scroll is looked at, the reader will immediately be cursed, getting no Saving Throw to avoid the scroll's effects. It is up to the DM to make up each curse. Examples of a few common ones are:

1. The reader turns into a frog (or some other harmless animal).
2. A wandering monster of the same level as the reader appears next to the reader and attacks with surprise.
3. One magic item owned by the reader disappears (the item is chosen or randomly determined by the DM).
4. The reader loses one level of experience. 1st level characters become a normal human, elf, dwarf, or halfling with no class levels.
5. One of the reader's prime requisites must be rerolled.
6. Wounds will take twice as long to heal, and healing spells only restore half normal amounts.

Only a Remove Curse spell can remove the curse of this nature. However, the DM may allow the cursed characters to remove it by completing a special adventure or performing a worthy but difficult task.

Protection Scrolls: A protection scroll may be read by any character who can read the Common tongue.

When read, it creates a circle of protection with a 10' radius (unless the description or the DM states otherwise), which moves with the reader at its center. It will prevent any of the given creatures from entering this circle, but does not prevent spell or missile attacks from those creatures.

The circle will be broken if anyone protected attacks one of the given creatures in melee combat. Protection scrolls are detailed below.

Protection from Elementals: This scroll will create a circle of protection (10' radius) around the reader. No elemental can attack those within the protection, unless attacked first in melee combat. Once attacked, an elemental creature may attack in return. The effect will last for 2 turns and will move with the reader.

Protection from Lycanthropes: When read, this scroll will protect all those within the circle from 6d6 Hit Dice of lycanthropes for 6 turns.

Protection from Magic: This scroll will create a circle of protection (10' radius) around the reader. No spells, or spell effects (from items, for example), may enter or leave the protected area. The effect will last for 1d4 turns, and may not be broken by any means short of a Wish. The area will move with the reader.

Protection from Undead: When read, this scroll will protect all those within the circle from 8d6 Hit Dice of undead for 6 turns.

Spell Scroll: These scrolls may have 1, 2, or 3 spells written on them. If more than one spell is written on a scroll only the spell cast will disappear when read. Spell scrolls may have either magic-user/elf spells (75%) or clerical spells (25%).

Magic-user and elf spells are written in a magical language and require that the spellcaster use a Read Magic spell in order to understand the scroll so that it may be used later. Clerical scrolls are written in the Common tongue, but only clerics have the spiritual contacts necessary to make the spell work. Magic-users and elves cannot use clerical scrolls, nor can clerics read magic-user or elf scrolls.

The DM may choose the spells on a scroll, or the spells may be determined randomly by rolling percentile dice (d%) to find the level of the spell.

Die Roll	Level of Spell
01-25	1 st level
26-50	2 nd level
51-70	3 rd level
71-85	4 th level
86-95	5 th level
96-00	6 th level

Treasure Maps: The map should show a route to the location of a treasure either in a dungeon or the wilderness. Sometimes maps are only partially complete, or are written in the form of riddles, and can only be read by using a Comprehend Languages spell.

A treasure map should be made by the DM in advance, and should show the location of some treasure hoard in the dungeon. The DM may choose any types of treasures to equal the total value given. These treasures should be guarded by monsters, traps, or magic. The usual guardian for a treasure of this size is a monster from the **Wandering Monster Table** for dungeon levels 5-6 or, possibly, greater (see page 175).

The DM may want to prepare several treasure maps.

RINGS

A magical ring must be worn on a finger or thumb to be used. A ring may also be carried and put on when desired. Only one magic ring can be worn on each hand. If more than that are worn, none of the rings will function, with the exception of a *ring of weakness* (see below). Any ring may be used by any character class.

Animal Control: The wearer of this ring may command 1-6 normal or 1 giant-sized animal(s) and the animals are not allowed a Saving Throw. The ring will not control intelligent animal races or fantastic or magical monsters. The wearer must be able to see the animals to control them.

The control will last for as long as the wearer concentrates on the animals (see **Duration** on page 25). When the wearer stops concentrating, the animals will be free to attack their controller or run away (controlled animals will be hostile to the ring's wearer). Activating the ring requires a **Use an Object** action (see page 81) by the wearer. This ring can only be used once per day.

Control Human: The wearer may cast a powerful Charm Person spell, as the magic-user spell of the same name. The victim may make a DC 15 Charisma Saving Throw to resist the effect.

The wearer may control up to 6 Hit Dice of humans at one time (normal humans count as ½ Hit Die each). Controlled persons may not cast spells or take self-destructive actions. The control will last until dispelled by a magic-user, cancelled by the wearer of the ring, or until the ring is removed. Activating the ring requires a **Use an Object** action by the wearer. This ring may be used once per day.

Control Plant: The wearer may animate and control all plants and plant-like creatures (including monsters) within a 10' radius spherical

area, up to a range of 60'. The controlled plants will respond to the user's will, and can twist, writhe, and entangle victims in the area (as the Entangle spell). The control will last as long as the wearer concentrates on the desired effects. Activating the ring requires a **Use an Object** action by the wearer. This ring may be used once per day.

Delusion: The wearer will think that this ring is any one of the other types of rings. The DM should make every effort to fool the wearer, and to keep the discovery of the ring's actual power a secret until some crucial time in the game. Some suggested misleading types include the delusions of a *ring of protection* or *ring of spell turning*.

Djinni Summoning: This ring summons a certain djinni from the Elemental Plane of Air. The djinni will faithfully obey and serve the wearer of the ring for 1 day. If the djinni is slain, the ring becomes nonmagical and worthless. Activating the ring requires a **Use an Object** action by the wearer. This ring may be used once per week. If once more than once per week, there is a cumulative 25% chance per additional use that the djinni will become hostile towards the ring's wearer.

Fire Resistance: The wearer of this ring will not be harmed by normal fires and gains a bonus of +2 on any Saving Throws against fire. In addition, the wearer takes ½ damage from all fire or heat-based attacks.

Invisibility: The wearer becomes invisible, as the magic-user spell, for as long as the ring is worn. The invisibility ends if the wearer attacks any creature or casts any spell targeting a foe or whose area of effect includes a foe. The wearer can use the ring once per turn. Activating the ring requires a **Use an Object** action by the wearer.

Protection +1: This ring will make the wearer's Armor Class better by 1. For example, a magic-user with no armor (AC 11) would have AC 12 when wearing it. The ring will also give a bonus of +1 to all of the wearer's Saving Throw rolls.

Protection +1, 5' Radius: This ring improves the wearer's Armor Class and Saving Throws by 1 (as a normal ring +1), but also gives the same bonus to all friendly creatures within 5' of the wearer.

Example: Three fighters in one rank would gain this bonus if the middle one were wearing the ring.

Regeneration: The wearer will regenerate lost Hit Points at the rate of 1 per round. It will also replace lost limbs; a finger will regrow in 24 hours and a limb can be replaced in one week. Fire and acid damage cannot be cured by this ring.

Spell Storing: This ring will have 1-6 (1d6) spells stored in it when found. Once the ring is put on the wearer will know what spells are in the ring and how to cast them from it. The ring will hold only the spells in it when found; the exact spells may never be changed.

After a spell is used, the ring may be recharged by a spellcaster, who must cast the replacement spell directly at the ring. The ring will not absorb spells thrown at the wearer. The spells in the ring will have the duration, range, and effect equal to the lowest level needed to cast them. The DM should select the type of spells in the ring; about 20% of these rings contain only clerical spells.

Spell Turning: This ring will prevent 1d4 spells per day from affecting the wearer by reflecting the spell back on the caster. The number of spells that will be reflected is unknown by the ring's wearer (the DM secretly rolls each day). This only turns spells that target the wearer.

Telekinesis: The wearer may move up to 200 pounds of weight by concentration alone (as the magic-user spell).

Water Walking: The wearer of this ring may walk on the surface of any body of water (or other liquid) and not sink. If cast while under water, the wearer will be borne toward the surface at 120' per round.

Weakness: When this ring is put on, the wearer becomes weaker, and his or her Strength score becomes 3 within 6 rounds (1 minute). The wearer cannot take off this ring (unless a Remove Curse spell is used).

The DM may choose to allow characters to remove the ring by performing some special task or adventure.

Wishes (2, 3, or 4): A *ring of wishes* is an extremely powerful magic item. Wishes must be handled very carefully by the DM and players alike. See the Wish spell on page 63 for more details.

X-ray Vision: The wearer may see up to 30' through a wall and into the space beyond. The effect is blocked by gold or lead. The wearer can inspect one 5' x 5' area per minute and will be able to see any traps or secret doors in the area examined.

Any items less dense than stone (such as cloth, wood, and water) can be seen through easily, to a range of 60'. To use the ring, a character must stand still and concentrate. The ring may be used for up to 1 turn per hour.

WANDS, STAVES, AND RODS

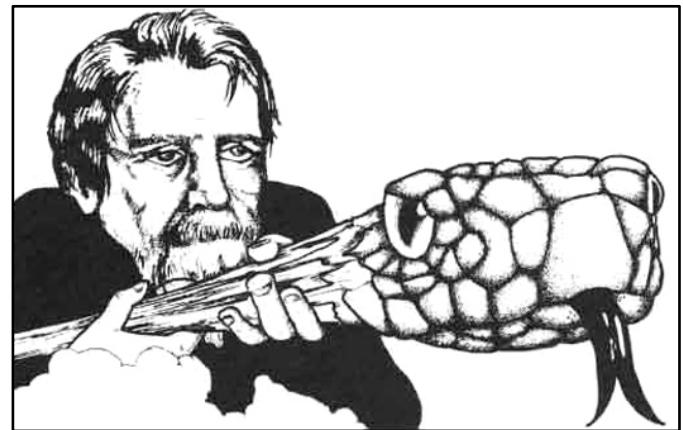
A wand is a thin smooth stick about 1½' long. A rod is similar, but 3' long; and a staff is 2" thick and 6' long.

A rod may be used by any character class, but a staff or wand may only be used by a spellcaster. Wands may only be used by magic-users or elves.

The users of the staves explained below are noted after the name of the item (and on the chart on page 151) using the symbols "*" for staves that can be used by both magic-users and elves and "†" for staves that can be used by clerics.

Unless specified otherwise, a wand has 2-20 (2d10) charges and a staff 3-30 (3d10) charges when found. Each use of a power will use 1 charge. Each item may be used a maximum of once per round (by taking the **Use an Object** action) until all the charges are exhausted. Each item is described below:

Rod of Cancellation: This rod will only work once but will drain a magical item it hits of all magic, making that item forever nonmagical. The target is treated as having an Armor Class of 10 plus the bearer's Dexterity modifier.



Snake Staff (†): This staff +1 inflicts 2-7 (1d6+1) points of damage on a successful hit. Upon command, it will turn into a snake (Armor Class 15, 3 Hit Dice, 20 Hit Points, 20' Movement Rate) and will coil around the creature hit. The command may be spoken as a free action when the victim is hit. A Small- or Medium-sized foe will be grappled for 1d4 turns unless it makes a DC 15 Strength check to resist this effect.

The creature remains grappled until the snake is ordered by the owner to release the victim, the snake is killed, or the grappled foe makes a DC 15 Strength check to break the grapple.

When commanded, the snake will crawl back to its owner and become a staff again. The snake is completely healed when it turns into a staff. If killed in snake form, it will not return to staff form and loses all magical properties. This item does not have nor use any charges.

Staff of Healing (†): This item will heal 2-7 (1d6+1) points of damage per use. It may only be used once per day on each person but will heal any number of persons once a day. It does not have nor use any charges.

Staff of Commanding (*†): This item has all the powers of the rings of animal, human, and plant control.

Staff of Power (*): This item can be used as a staff of striking, and can also be used to cast any of the following attack spells (each doing 8d6 points of damage): Fire Ball, Lightning Bolt, and Cone of Cold. It can also cast a Continual Light or a Telekinesis spell that moves objects that weigh up to 240 pounds.

Staff of Striking (*†): This staff +1 will inflict an additional 2d6 points of damage per charge when a hit is successful. Only one charge may be used per strike.

Staff of Withering (†): A hit from this staff +1 will drain 1 level from a living creature when a charge is used. A DC 15 Constitution save negates this level drain.

Staff of Wizardry (*): This staff +1 has all the powers of a staff of power, plus the following additional powers: the spells of Invisibility, Passwall, Web, and Conjure (staff) Elementals.

It may also be used to create a whirlwind (as if from a djinni) or shoot a cone of paralysis (as a wand of paralyzation). In addition, the wielder may break the staff, releasing all of its power at once (a final strike). The final strike will create a Fire Ball effect for 8 points of damage per charge remaining. All creatures within 30' of the final strike (including the wielder) will take the indicated amount of damage.

Wand of Cold (*): This item will produce a cone of cold (as the spell). All within the cone must make a DC 15 Dexterity Saving Throw or take 6d6 points of cold damage; a successful save will halve damage.

Wand of Enemy Detection: When a charge is used, this item will cause all enemies within 60' (even hidden or invisible foes) to glow.

Wand of Fear (*): This wand will produce a cone of fear 60' long and 30' wide at the far end. All within the cone must make a DC 15 Charisma Saving Throw or run away from the user for 30 rounds.

Wand of Fire Balls (•): This wand can cast a Fire Ball (as the magic-user spell) for 6d6 points of damage. The victim may make a DC 15 Dexterity Saving Throw for half damage.

Wand of Illusion (•): This item can cast a Phantasmal Force spell. The user must concentrate (see page 25) on the illusion to maintain it.



Wand of Lightning Bolts (*): This wand can cast a Lightning Bolt (as the magic-user's spell) for 6d6 points of damage. The victims may make a DC 15 Dexterity Saving Throw to reduce damage by one half.

Wand of Magic Detection (*): When a charge is used, this item will cause any magic item within 20' to glow. If the item cannot normally be seen (within a closed chest, for example), the glow will not be seen.

Wand of Metal Detection (*): This item will point towards any mass of metal weighing 50 pounds (2,500 coins) or more if within 20'. The user can detect the type of metal.

Wand of Negation (*): A charge from this wand will cancel the effect of one other wand or staff for one round. The user chooses the wand or staff to be negated on their turn.

Wand of Paralyzation (*): This wand projects a 60' cone when a charge is used. Any creature within the cone must make a DC 15 Strength Saving Throw or be paralyzed for 6 turns.

Wand of Polymorphing (*): This wand can cast either a Polymorph Self or Polymorph Others spell. The user must state which effect is desired. An unwilling victim of Polymorph Others may make a DC 15 Wisdom Saving Throw to avoid the effect.

Wand of Secret Door Detection (*): The user may find any secret door within 20'.

Wand of Trap Detection (*): This wand will point out the location of all traps within 20'.

MISCELLANEOUS MAGIC ITEMS

These items may be used by any character class, and as often as desired, unless stated otherwise. Unless otherwise stated, activating a miscellaneous magic item requires its owner to take that **Use an Object** action (page 81).

Amulet vs. Crystal Balls & ESP: The wearer of this item is automatically protected from being spied on by someone using a *crystal ball* or any type of ESP. No action is required on the wearer's part.

Bag of Devouring: This item looks like a normal small sack, but anything placed within it disappears and is lost forever 7-12 turns later. It will not affect living creatures unless the entire creature is stuffed inside the bag. This is impossible to do except with Small-sized creatures. Placing an item into the bag is a free action.

Bag of Holding: This item looks like a normal small sack but will actually hold treasures up to 1,000 pounds in weight, but will only weigh 60 pounds when full. An item to be placed inside the bag may be no larger than 10' x 5' x 3'. An object any larger than that will not fit inside. Placing an item into the bag or retrieving it is a free action.

Broom of Flying: Upon command, the broom will carry its owner and fly through the air at a rate of 120' per round. It can carry one extra person, reducing speed to 90' per round.

Boots of Levitation: The wearer may levitate (as the magic-user spell). There is no limit to the duration of the effect.

Boots of Speed: The wearer doubles their Movement Rate, after encumbrance penalties are applied.

Boots of Traveling and Leaping: The wearer's Movement Rate is not reduced by encumbrance, though all other encumbrance penalties still apply. The wearer may also jump, up to a maximum height of 10' and a maximum length of 30'. No action is required on the wearer's behalf.

Crystal Ball *: This item can only be used by an elf or magic-user. Its owner may look into it and see any place or object thought of. It will work 3 times per day, and the image will only last for 1 turn. Spells cannot be cast "through" the crystal ball. The more familiar the object or area to be seen, the clearer the picture will be.

Crystal Ball with Clairaudience *: This works like a standard crystal ball and may only be used by a magic-user or elf. This item also allows the user to listen to any noise (including speech) at the place viewed.

Crystal Ball with ESP *: This works like a standard crystal ball, but also allows the user to listen to the thoughts of creatures viewed (as the ESP spell). The user may listen to one creature's thoughts.

Displacer Cloak: This cloak warps light rays: The wearer will seem to be 1-4' away from his or her actual location. The cloak gives a bonus of +2 to the wearer's Armor Class and Dexterity Saving Throws. No action is required on the wearer's behalf.

Drums of Panic: These large kettle drums have no effect on any creatures within 10' of them. When used, all creatures between 10' and 240' from the drums must make a DC 15 Charisma Saving Throw or run away from the user for 30 rounds (5 minutes).

Efreeti Bottle: This item is a large and heavy sealed jug about 3' high. If the seal is broken and the stopper pulled, an efreeti will come forth to serve the opener for up to 1 turn per day, for 101 days (or until slain).

The creature will return to its home (the fabled City of Brass) after its term of service is ended. It will serve no one but the person opening the bottle.

Elemental Summoning Devices: Four different devices are used to summon each type of elemental, these being:

The Bowl of Commanding Water Elementals, the Brazier of Commanding Fire Elementals, the Censer of Controlling Air Elementals, and the Stone of Controlling Earth Elementals

Each of these items for elemental control may be used once per day. They range in size from the largest (the bowl) being 3' in diameter to the smallest (the stone), a mere 6 inches across.

Each item requires 1 full turn of preparation before use. When prepared, each will summon (and allow the user to control) one

device elemental of the appropriate type in 1 round. The user must maintain concentration (see page 25) in order to control the elemental creature summoned. See the magic-user's spell Conjure Elemental for more details.

Elven Cloak and Boots: Wearing the cloak helps the wearer blend in with his or her surroundings, while the boots allow a wearer to move silently. Each item grants a +3 bonus to all Dexterity (Stealth) checks. No action is required on the wearer's behalf.

Flying Carpet: This item can carry one passenger at up to 120' per round, two at 90' per round, or three at 60' per round. It will not carry more than 3 passengers and their equipment.

Gauntlets of Ogre Power: These gauntlets will give the wearer a Strength score of 18.

Girdle of Giant Strength: This item will give the wearer the Strength of a hill giant (20), gaining a +5 bonus to all Strength checks, as well as melee attack and damage rolls.

Helm of Alignment Changing: This item looks like a fancy helmet. When the helm is put on, it will immediately change the wearer's alignment (the DM should determine the new alignment randomly). This device may only be taken off by using a Remove Curse spell, though the wearer will resist the removal.

Helm of Reading Languages and Magic: The wearer is able to read any writing, regardless of the language or magical properties of the script. This does not allow non-spellcasters to use spell scrolls. This helm is fragile, however; and will be destroyed if the wearer is killed or suffers 20 or more Hit Points of damage from a single attack or spell.

Helm of Telepathy: This item looks like a fancy helmet. The wearer of this helm may read the thoughts of any creature within 90' by concentrating on that creature for 1 minute.

The target may make a DC 15 Intelligence Saving Throw to resist this intrusion. If this fails, the wearer will understand the creature's thoughts, and may "send" thoughts to the creature. The creature may refuse to respond.

Helm of Teleportation *: This item may only be used once by a magic-user or elf. It will have no further effect until a Teleport spell is cast on it, after which it may be used to teleport once per day.

The user may try to teleport another creature or item that they touch; an unwilling victim may avoid the effect by making a DC 15

Intelligence Saving Throw. If used to teleport an unwilling creature the helmet will only work once, and the helm must thereafter be recharged with another before useful.

Horn of Blasting: Blowing this horn creates a 60' cone of sound. Victims within this area take 3d6 points of damage and must make a DC 15 Constitution Saving Throw or be deafened for one turn.

The DM must decide how much damage the horn will do to objects; for example, the horn may have to be blown three times to destroy a 10' section of castle wall, but a wooden cottage may be flattened with a single blast! The horn may be blown once per turn.

Medallion of ESP: This magical medallion is strung on a chain to be worn around the neck. If the wearer concentrates for 1 round, he or she may read the thoughts of any one creature within 30', unless it makes a DC 15 Intelligence Saving Throw.

The DM must check this item each time it is used: it will not work properly on a roll of 1 (on 1d6). If this occurs, it will broadcast the thoughts of the user to everyone within 30 feet!

Medallion of ESP (90'): This item will allow the user to cast an ESP spell (as if a magic-user) to a range of 90'.

Mirror of Life Trapping: This mirror will store a Medium- or Small-sized creatures indefinitely. Any creature of appropriate size who looks into the mirror must make a DC 15 Wisdom Saving throw or be sucked into it, along with all things carried at the time.

A *mirror of life trapping* can store up to 20 creatures; when full, no more will be trapped. Creatures trapped in the mirror do not age or need food or air, but are completely powerless. Anyone can talk with the creatures trapped in the mirror (if they speak the same language).

If the mirror is broken, all the creatures trapped within will be immediately released.

Rope of Climbing: This 50' thin, strong rope will climb in any direction upon the command of the owner. It may fasten itself to any protruding surface, and will support up to 1,000 pounds.

Scarab of Protection: This item will automatically absorb any curse (whether by spell, scroll, or other effect). It will also absorb the clerical spell Finger of Death (the reverse of the Raise Dead spell). The scarab will work 2-12 (2d6) times before becoming worthless.



Castles, Strongholds, and Hideouts

When building a castle or stronghold, a character must first clear a hex or local area of monsters, entering the hex with a force of soldiers and dealing with any lairs the DM has set up in the area. (The DM may also require the character get a land grant from the local ruler, if any.) The player should draw complete plans of the stronghold, using the guidelines given. After the DM approves the plans, an engineer should be hired, and the construction begins.

When the building is complete, the character may want to clear the surrounding area of monsters. The cleared area will remain free of monsters as long as it is patrolled. Patrols usually range up to 18 miles from a castle or stronghold, though jungles, swamps, and mountains will require a garrison every 6 miles to keep the area clear.

Settlers can be attracted to cleared areas by spending money on improvements (inns, mills, boatyards, etc.) or advertising. The costs and the number of settlers who move into the area are up to the DM. The settlers will pay taxes (10 gp per year or whatever the DM decides) to help maintain the holding and the character's mercenaries.

Castle Plans: When drawing castle plans, the player should allow for wall thickness. Castle walls are about 10' thick, tower and gatehouse walls are about 5' thick, and houses' stone walls are about 1-2' thick.

Other constructions, such as a home, tavern, or barn of stone cost about 40% of the given costs. Wooden constructions cost about 20% of the given costs.

The DM may round construction costs up to the nearest convenient figure to make record-keeping simple.

Construction Time: The time required for construction is one game day for every 500 gp spent. This assumes the land has already been cleared and prepared and all the materials are on hand. For every 100,000 gp a construction costs, one engineer must be hired.

Typical structures include:

Castle Wall, 100' long, 20' high*	5,000 gp
Bastion, 30' base, 30' high	9,000 gp
Round Tower, 20' base, 30' high**	15,000 gp
Round Tower, 30' base, 40' high**	30,000 gp
Square Keep, 60' base, 80' high	75,000 gp
Moat, 100' long, 20' wide, 10' deep	400 gp
Gatehouse, 30' x 20' base, 20' high, with portcullis	6,500 gp
Barbican, two 20' x 30' towers, gatehouse, and drawbridge	37,000 gp
Dungeon Corridor, 10' x 10' x 10', stone flagged	500 gp
Stone Building, Civilian (two story, attic, 120' of wall, wooden doors, stairs, floors, and roof)	3,000 gp
Wooden Building (as above)	1,500 gp
Stairs (5'x10'):	
wood	20 gp
stone	60 gp
Door (3'x7'):	
wood	10 gp
reinforced †	20 gp
iron/stone	50 gp
secret	cost x5
Trap Door (5'x5'):	
wood	40 gp
reinforced †	40 gp
iron/stone	100 gp
secret	cost x5
Roof/Floor (10'x10')	
wood	40
flagstone/tile	100 †
Arrow Slit or Window	10 †
Shutters (Window)	5 †
Bars (Windows)	10 †
Shifting Wall (10' x10')	1,000

* Walls: Cost is normal to 30' height, but double cost from 30' to 60' height (the maximum).

** Towers. Cost is normal until height equals base width; building higher costs twice the normal amount. Towers may be no more than twice as high as their base width.

† These, plus internal walls and modest furnishings, can be assumed by adding 25% to the cost of the basic structure.



Magical Research and Production

Clerics, elves, and magic-users may attempt to research new spells and create new magical items.

As detailed below, spell research can take place at any level, while magic items may only be created by clerics, elves, and magic-users who have attained name level (9th level). These are difficult and lengthy projects for the characters and the DM must handle such attempts with judgment and care.

There is always a chance that magical research or magic item creation will fail. A Concentration Check is made after the time and money are spent. The DC of this checks equals 10 + the spell level researched or imbued in an item. For items that do not duplicate spell effects, such as magical weapons, the DC ranged from DC 14 to 18 (DM's discretion).



Spell Research: New spells may be researched by any spellcaster, though such research requires both money and time spent out of the campaign.

To research a spell, the new spell must be written out and given to the DM, who decides if it is possible, what level it should be, and what changes are needed for play balance. A player may not research spells higher than his character can cast.

Spell research costs 1,000 gp per spell level and requires 2 weeks of research per spell level.



Producing Magic Items: On reaching name level (9th level), clerics may try to make any item usable by clerics (including items that duplicate the effects of clerical spells), while magic-users and elves can attempt to create any item except those items usable only by clerics. The DM may limit or forbid the production of certain powerful items.

To create a magic item, the spellcaster must first gather together the rare materials from which the item will be made. The DM should decide what is necessary to make different items.

A scroll might require special parchment and a different formula of ink for each spell effect. Weapons might require rare metals, powdered gems forged into the metal, or the blood or skins of creatures which are to be affected by the weapon. These items should be difficult to obtain, and the spellcaster will often have to adventure to acquire the items, for there are no magic stores. Then the spellcaster must spend time and

money fashioning the item and enchanting it. The spellcaster may not go adventuring during the time it takes to create a magic item.

Creating items that duplicate a spell effect typically requires 500 gp and 3 days per spell level per use or charge.

Examples	Cost	Time
Scroll of Magic Missile (2 spells)	1,000	6 days
Potion of healing (1 dose)	500	3 days
Fire Ball wand (20 charges)	30,000	180 days (6 months)

Items that do not duplicate a spell effect are assigned time and cost requirements by the DM. The item to be enchanted must be of fine quality and be on-hand before the enchantment process begins. Single-use items (such as magical arrows) cost ½ of what permanent items cost and take ½ the time to enchant. For example:

Item	Cost	Time
Arrows +1 (20)	5,000 gp	1 month
Plate mail +1	10,000 gp	2 months
Sword +2	20,000 gp	4 months
Elven boots and cloak	20,000 gp	4 months
Crystal ball	30,000 gp	6 months
Ring of spell storing	60,000 gp	12 months
Ring of x-ray vision	100,000 gp	20 months

To limit the production of some of the more powerful items, the DM may require rare substances for production. These will be very costly, hard to find, time consuming, or require a special adventure to get.

A spellcaster may want to use magic in a way not covered by spells or production: cleansing a defiled temple, opening a gate to another world, setting magical traps, and so on. The DM may let the spellcaster research the steps necessary to do this by assigning time and cost requirements as for magic item production. The rituals may require rare substances or the casting of certain spells, and may have to be renewed periodically.



CHAPTER 8: DUNGEON MASTER INFORMATION

Before players can take their characters on adventures into the dungeons, expanses of wilderness, thieves' dens, and cities of the world, the DM must create those locations and create maps for them.

DMs who are pressed for time and/or looking for sample adventures that they can use in their campaigns would benefit by becoming familiar with TSR's adventure modules. The "B" an "X" series of modules are designed for use with these rules. The modules in these series may be used to start adventuring immediately and will provide some ideas for designing dungeon and wilderness locales.

This section starts with a step-by-step guide to creating a dungeon. The guide is followed by an example of part of a dungeon level. The example follows the same steps as the guide and illustrates each step. A set of suggested symbols is included for DMs to use when drawing a dungeon map.

The sample level is only part of a larger dungeon. The sample tower may be used to practice adventuring, and the dungeon outline may be useful if the DM wants to finish the dungeon. It also includes expanded tables for lower dungeon levels, should the DM want to use random rolls to create dungeon encounters or treasure.

Also included is a step-by-step guide for creating a wilderness area, along with a sample wilderness that can be used as a guide or as part of a larger area. A suggested set of terrain symbols is included for use in wilderness mapping.

Finally, this section contains tips on the Art of the DM, which may prevent some common problems in running a campaign and make playing more fun for both the DM and players. This section gives hints on how to handle characters' special requests.

Creating a Dungeon

A. CHOOSE A SCENARIO: A scenario is a background theme or idea which ties the dungeon together. A scenario will help keep a dungeon from becoming a boring repetition of "open the door, kill the monster, take the treasure". A good scenario always gives the players a reason for adventuring. The DM should also design a dungeon for the levels of characters who will be playing in it. A good scenario will also give the DM a reason for choosing specific monsters and treasures to put in the dungeon.

Stories about the background, history, and current rumors of the dungeon should be written to give purpose and direction to the dungeon and its design.

A scenario may be anything the DM can imagine. To help new DMs, some common scenarios are listed below and explained. The DM can fill in the details.

Scenarios

- | | |
|------------------------------------|--------------------------|
| 1. Exploring the Unknown | 6. Fulfilling a Quest |
| 2. Investigating a Chaotic Outpost | 7. Escaping from Enemies |
| 3. Recovering Ruins | 8. Rescuing Prisoners |
| 4. Destroying an Ancient Evil | 9. Using a Magic Portal |
| 5. Visiting a Lost Shrine | 10. Finding a Lost Race |

1. Exploring the Unknown: The party is hired to map unknown territory. The area might once have been familiar but is now overrun or destroyed; a strange tower might mysteriously appear overnight in a familiar area. Dungeon modules B1 (*In Search of the Unknown*) and B3 (*Palace of the Silver Princess*) are examples of exploration scenarios.

2. Investigating a Chaotic Outpost: This scenario has to do with a Chaotic invasion (either in progress or about to begin). The characters must enter the enemy outpost, find out the strength and plans of the invaders, and destroy the outpost if possible. Dungeon module B2 (*The Keep on the Borderlands*) is an example of this type of scenario.

3. Recovering Ruins: The party is usually scouting an old village before permanent settlers move in. The ruins have often been overrun by a specific kind of monster which must be killed or driven away. The ruins could be part of (or underneath) a thriving town!

4. Destroying an Ancient Evil: The evil is usually a monster or NPC (the exact type not known by the players). Sometimes the evil has been deeply buried and re-awakened by recent digging. This theme is often used along with others; for example, an ancient evil may have to be destroyed before some ruins are resettled.

5. Visiting a Lost Shrine: To remove a curse or recover a sacred item, the players must travel to a shrine which must have been lost for ages. The characters usually have only a rough idea of its location. The players may have to consult an oracle or seer during their visit.

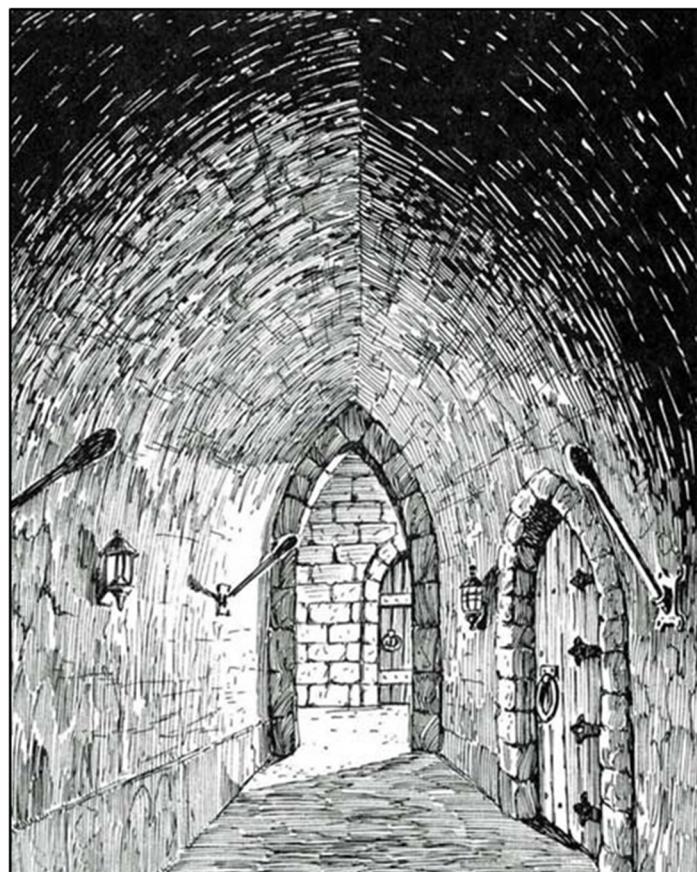
6. Fulfilling a Quest: This is a scenario in which a king (or other NPC) provides a reason for adventuring. A variation of this is a special mission for "the gods". Quite often this scenario also involves the recovery of a sacred object or powerful magic item.

7. Escaping from Enemies: The player characters begin this adventure as prisoners and must escape. The reason is clear and simple, especially if imprisonment is to be followed by the deaths of the characters. The DM must be careful to make escape possible (though not necessarily easy).

8. Rescuing Prisoners: Valuable and important persons are being held as prisoners by bandits, a tribe of orcs, or an evil magic-user. The party sets out to rescue the prisoners because they have been hired to (for an expected reward), for a debt of honor, or for some other reason. Sometimes the player characters are only hired to guard an individual who is talking over the demands for ransom. This scenario is the basis for the sample dungeon hereafter (*The Haunted Keep*).

9. Using a Magic Portal: The "magic portal" is a device which magically sends creatures from one place to another. A magic portal is usually a door into another dimension or world, and thus may easily become the point of an invasion from one of these worlds. Portals may be known or secret. If known, the characters may be on a mission to destroy or guard a portal used by enemies, or perhaps to reopen or repair a "closed" portal. Secret portals can be used to make sure that the characters will visit an important area of a dungeon. Portals might operate both ways or one way only; teleporting into, but not out of, an area.

10. Finding a Lost Race: The players find a once-human race which has lived underground for so long that it has begun to change. Its members might have developed Darkvision, changed color, or begun to fall back into animal ways. This scenario works well when used with Destroying an Ancient Evil, since Lost Races are often servants of the ancient powers. This scenario requires extra work and imagination by the DM, since details for the Lost Race must be invented.



B. DECIDE ON A SETTING: It is not necessary to draw a detailed map of the dungeon first, but it is useful to have a general idea of what it will look like. When deciding on the shape of the dungeon, the DM should also outline ideas for rooms or areas in the dungeon.

To help set the mood of the dungeon and to give further direction in designing a dungeon, a location in the wilderness should be chosen as well as what the dungeon ruins used to be, such as an old castle, an abandoned mine, or a series of catacombs.

A few common settings include:

Settings

- | | |
|--------------------|-----------------------|
| 1. Castle or tower | 4. Crypt or tomb |
| 2. Caves or cavern | 5. Ancient temple |
| 3. Abandoned mine | 6. Stronghold or town |

C. DECIDE ON SPECIAL MONSTERS TO BE USED: The DM should decide what monsters live in the dungeon and which will be most commonly encountered, such as a lair of goblins and the vermin, such as rats and snakes, which might inhabit the lair with them. These selections can help the DM in setting up wandering monster tables for that dungeon.

Some monsters should be placed by the DM because of the scenario chosen, and the DM may create or change some monsters to fit the dungeon.

D. DRAW THE MAP OF THE DUNGEON: A dungeon map is usually drawn on graph paper. The map should be made in pencil so that changes can be made. Before actually drawing the map, the DM should determine the scale. The scale of a map is the number of feet each square on the graph paper is equal to. Most maps are drawn to a scale of 5' or 10' per square, with 5' squares being more useful for combat situations. The scale depends on the size of the dungeon and rooms. If, for example, the rooms are all larger than 100' on a side, or if the dungeon is thousands of feet long, the DM may wish to use a scale of 20' per square. On the other hand, a small tower such as the one in the following Haunted Keep is better at 5' or 10' to a square.

Use the setting as a guideline for the shape of the dungeon and the type of rooms and corridors which might be found there. Draw the major encounter areas of the dungeon, the corridors which link them, and the entrance to the dungeon. If the DM has a good idea of where certain rooms and corridors will go, other sections of the map may be left blank, to be filled in later. Some standard dungeon symbols are given with the sample dungeon maps.

Example: A tower is usually round or square with smooth walls, while a cavern has an irregular shape and rough walls.

E. STOCK THE DUNGEON: To "stock" a dungeon means to fill in the general details, such as monsters, treasure, and traps. Special monsters should be first placed in the appropriate rooms along with special treasures. The remaining rooms can be stocked as the DM wishes.

If there is no preference as to how certain rooms are stocked, the following system may be used. Roll 1d6 for **Contents**, and then roll on the second table for **Treasure** according to the result of the first roll. A "Yes" result means that **Treasure** is there along with whatever is indicated by the first roll.



First Roll: Contents

D6 Roll	Result
1-2	Monster
3	Trap
4	Special
5-6	Empty

Second Roll: Treasure by Room Contents

D6 Roll	Monster	Trap	Empty
1	Yes	Yes	Yes
2	Yes	Yes	No
3	Yes	No	No
4-6	No	No	No

Monsters: A Monster result means that the DM should roll on a **Wandering Monsters Table** to determine the type present.

Traps: A Trap result may be found in an empty room or with treasure. The Saving Throw DC for traps should be 10 + the dungeon level, unless the trap was set by a specified monster or NPC. In that case, the DC is 10 + the NPC's Experience Bonus or 10 + ½ of the monster's Hit Dice. The DM should make up traps, but some suggestions are given below.

Room Traps

Chute:	No damage, but slide to the next level down
Falling ceiling block:	Dexterity save or take 1d10 points of damage
Fog:	Looks like poison gas, but harmless
Pit:	1d6 points of damage per 10' fallen
Poison gas:	Constitution Saving Throw or die
Swinging blade:	Dexterity save or take 1d8 points of damage

Treasure Traps

Flash of light:	Wisdom save or be blinded for 1d8 turns
Illusion:	Anything; often a monster (as Phantasmal Force)
Poison needle:	Constitution Saving Throw or die
Poison snake:	See snake in MONSTER descriptions
Spray:	Sprayed with an unknown liquid that doubles chances for wandering monsters for 1d6 hours
Spring-fired darts:	1d6 darts hit for 1d4 points of damage each

Specials: A Special result is anything not exactly a trap, but placed for special reasons. The DM should make up traps and specials, but some suggestions are given below.

Alarm that summons a special monster
Flying weapons that attack only if disturbed
Illusory stairs or corridor
Magic gate to another part of the dungeon
Magic pool whose waters have a strange effect
Moaning room or corridor
Room turns or sinks while the door locks
Shifting block to close off corridor
Talking statue
Trap door to tunnels

Treasure: The DM may assign treasure to monsters, or place treasure in rooms, as he or she wishes. If random rolls are used, the table below lists treasure amounts found in unguarded rooms (those without a monster) on all dungeon levels. Since treasure is an important factor for gaining experience at higher levels the DM may wish to not allow unguarded treasures below the 8th level. If a monster is present, use the **Treasure Type** listing (page 148) for the monster to find the amount of treasure in the room.

Unguarded Treasure

Dungeon Level	Silver Pieces	Gold Pieces	Gems/Jewelry	Magic Items
1	1d6x100	50%; 1d6x10	5%/2%; 1d6	2%; any 1
2-3	1d12x100	50%; 1d6x100	10%/5%; 1d6	8%; any 1
4-5	1d6x1,000	1d6x200	20%/10%; 1d6	10%; any 1
6-7	1d6x2,000	1d6x500	30%/15%; 1d6	15%; any 1
8-9	1d6x5,000	1d6x1,000	40%/20%; 1d12	20%; any 1

Note that there are always silver pieces in unguarded treasure, and that other items are given in terms of the die rolled to determine the number present.

F. FILLING IN FINAL DETAILS: Once the rooms have been stocked, the DM can fill in details about the corridors (such as traps or regular patrols of monsters).

The DM should also "stock" the dungeon with some normal items, smells, sounds, and so forth. Inhabited and empty rooms could be given whatever normal furnishings would be common in the dungeon.

The DM should be careful not to use too much nor too little detail; some detail will help the players imagine the areas that they are exploring, but too much detail is often just boring.

Sample Dungeon: The Haunted Keep (Level 1)

This section is a step-by-step example of how to design a dungeon. The Haunted Keep can help show a new DM how to design a dungeon. Part of this dungeon is already designed, and enough other details are provided so the DM need not "start from scratch". If this sample dungeon is to be used in play, the players should not read the following section. The letters (A-F) correspond to those used in the guide and illustrate each step in turn.

A. CHOOSE A SCENARIO: The three paragraphs below serve as an example of the type of information that the DM might design and read to the players to give them the background of the adventure before it begins. The DM should also write notes describing the dungeon further, giving information that would not be read to the players:

"In the distant past, the Haunted Keep was the castle of the Rodemus family. It was abandoned many years ago when the family mysteriously disappeared. It is now rumored to be haunted. Strange lights and sounds are often seen and heard in the ruins by passing townspeople."

"Recently, a tribe of goblins has been raiding the countryside. On their last raid they captured a dozen prisoners. The prisoners are all relatives of the player characters, who have banded together to rescue their relatives. The party has tracked the goblins to the Keep, right up to the only door to the east tower."

"Most of the Haunted Keep is in ruins. Only two towers remain, connected by a gatehouse, and only the first floors of these towers are still intact. The Keep was built with rough granite blocks, now pitted with age. The door into the east tower is wooden and one hinge is rusted through."

What the players do not know is that the Rodemus family has become a family of wererats, and still live in tunnels under their old castle. The family has joined the goblin raiders and are using them to find the strengths of the surrounding countryside. If the raids show the country folk to be weak, the family plans to raise a goblin army and attack. The players will slowly discover this information, little by little, as the adventure proceeds.

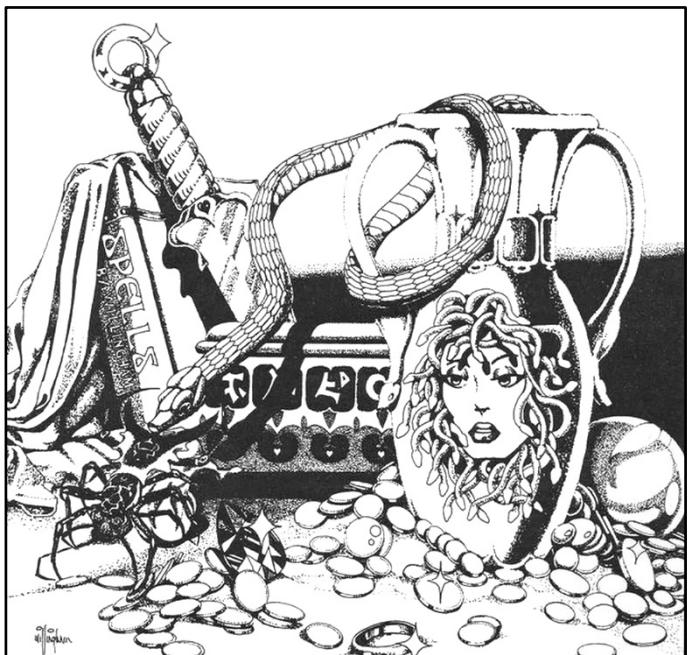
B. DECIDE ON A SETTING: A keep is a kind of castle. The Haunted Keep has two towers connected by a gatehouse. The upper stories have collapsed, and the buildings now have only one floor. The rest of the castle is totally in ruins. The insides of the two towers should be similar, though not exactly the same. The gatehouse is split into two sections, divided by what was once a main road. The interior of the gatehouse will be similar to the towers, though there will be fewer rooms (see the dungeon maps on page 166).

The catacombs (2nd level of the dungeon) are a series of caverns and crypts where the Rodemus family ancestors are buried, and lie under the ruins. The 3rd level, under the catacombs, is the maze-like lair of the Rodemus family of wererats. The prisoners will be scattered throughout all of the levels; however, the most important prisoners must be rescued from the center of the wererat lair.

C. CHOOSE SPECIAL MONSTERS: The most common monsters on the 1st level are goblins. Other common 1st level monsters are giant rats (possibly hunted by giant ferrets), bandits, and hobgoblins. Common monsters in the 2nd level catacombs are ghouls, zombies, skeletons, goblins, hobgoblins, and giant rats.

Common monsters on the maze-like 3rd level are wererats, hobgoblins, bugbears, and thous, plus at least one wight and one doppelganger.

D. DRAW THE MAP: To make it easier to draw and map, the towers are designed square rather than round. The scale chosen is 1 square = 5'. The first thing needed is an entrance from the 1st to the 2nd levels. This is a trap door in the middle of a tower, so the first room drawn is room #4. The trap door leads to a winding staircase and eventually to the catacombs. The next area drawn is the entrance to the tower itself. The outer walls are 10' thick. Rather than have the goblins post a guard at the entrance door, a pit trap is placed in the entranceway. Then the other rooms are drawn in, being careful to make sure that the player characters will have to go through several other rooms to reach room #4 (no matter which way they go). Finally, the DM decides to make room #4 contain hobgoblins guarding 2 prisoners, room #5 will be a goblin barracks, and room #9 will be a goblin lookout post. Having no preference as to what monsters, treasures, or traps go in the other rooms, they are stocked at random.



E. STOCK THE DUNGEON:

Room 1: First the DM rolls 1d6 to determine the room's contents. The result is a 5, so the room is empty of monsters and traps. The DM rolls again to check for treasure; the result of 4 indicates that the room has none. The room is totally empty of monsters, treasures, and traps.

Room 2: The DM rolls a 2 when checking for contents, so there are monsters present. Using the Wandering Monsters table (level one) and rolling 1d20, the result of 12 indicates that they are giant lizards: geckos (Treasure Type U). The monster description states that 1-3 giant geckos normally appear, so the DM rolls 1d3; the result of 1 indicates that 1 giant gecko is present. Rolling 1d6 to check for treasure, the result of 2 indicates that treasure is present. Rolling d% and referring to the **Treasure Types** table, these are the results:

Treasure Type	Type U Listing	D% Roll	Result
Copper pieces	10%, 1d100	21	None present
Silver pieces	10%, 1d100	02	Silver present
Electrum pieces	Nil	-	No roll
Gold pieces	5%, 1d100	23	None present
Platinum pieces	Nil	-	No roll
Gems/jewelry	5%, 1d4	59	No gems present
		14	No jewelry present
Magic items	2%, any 1	86	None present

Separate rolls are made for gems and jewelry. The only treasure present is silver pieces; percentage dice are rolled to determine the number, and the result of 99 meant that the giant gecko guards a treasure of 99 sp. The DM decides that the treasure is too small for a special trap. The stocking of this room is finished.

Room 3: The DM rolls 1d6 to check for contents; the result of 3 means that the room contains a trap. Rolling again to check for treasure, however, the result of 1 means that some booty or treasure has to be determined. Rolling d% and using the **Unguarded Treasure** table, these are the results:

Treasure Type	Listing	D% Roll	Result
Silver pieces	1d6x100	-	Silver always present
Gold pieces	50%, 1d6x10	76	None present
Gems	5%, 1d6	51	None present
Jewelry	2%, 1d6	90	None present
Magic items	2%, any 1	01	1 magic item present

Rolling 1d6 for silver pieces, the result of 4 indicates that 400 sp are present. To determine the magic item, a roll on d% gives the result of 44, indicating that a potion is left with the trapped silver pieces. The DM rolls percentile dice and, consulting the Potion Subtable, finds that a potion of healing is the magic item. For the trap, the DM selects a capsule of sleeping gas which will break open when the treasure is tampered with.

Room 4: The DM selects 4 hobgoblins to occupy this room along with 2 prisoners and some treasure. Rolling the chances according to the given Treasure Type for hobgoblins (D), it is found that the monsters may have 3,000 silver pieces and 1d8 pieces of jewelry. Since only 4 hobgoblins are on guard (out of a possible 24, or 1/6 of the possible Number Appearing), the number of silver pieces is reduced to 1/6 the rolled number (down to 500) and the minimum (1) piece of jewelry is used. Rolling 3d6 to determine its value, the result of 11 means that the piece of jewelry is worth 1,100 gp. There is a trap door in the room, leading to the lower levels of the dungeon.

Room 5: This area serves as the barracks for the goblins. No traps or treasure are indicated by dice rolls.

Room 6: This room is empty (by dice rolls of 5 and 3).

Room 7: The result of 1 (on 1d6) indicates that a monster is present. It is determined by die roll (1d20, with a result of 7) to be 1 green slime. The roll for treasure is a 4, so there is nothing in the room but the monster.

Room 8: As with room 6, this room is found to be empty.

Room 9: Four goblin guards are placed in this hidden room. Dice rolls show that they have no treasure. The only door for this room is a secret door.

F. FILLING IN FINAL DETAILS: Now that all the rooms are stocked, it is useful to make a **Dungeon Key** and fill in final details. The Key should be complete enough that it (along with the scenario) is all the DM needs to run the dungeon.

When expanding the Keep, the DM should create the feeling of a haunted house by adding spooky noises and some ghostly figures which appear suddenly in odd places (though harmless). Some of the placed monsters should be undead (skeletons, zombies, and wights). The DM should be careful, however, not to unbalance the dungeon with too many undead monsters.

In the following Key, monsters will be presented in a standard form. This form will be followed whenever D&D monsters are used. The form is:

Monster name (Armor Class, Hit Dice or Level, Hit Points, Movement Rate, Number of Attacks, Damage, Check Bonus, Morale, Alignment).

This form will be used with the following standard abbreviations: Monster name (AC, HD, HP, MV, #AT, D, CB, ML, AL).

The Check Bonus, equal to $\frac{1}{2}$ of the monster's Hit Dice, is applied to all Saving Throws and Morale Checks for the monster. The DM can adjust this bonus when making an ability check or Saving Throw for which the creature is well, or poorly, suited. Unintelligent monsters, for example, should make Intelligence, Wisdom, and Charisma ability checks and Saving Throws with $\frac{1}{2}$ of this bonus.

Each room description will begin with the room number, followed by a note on the size of the room, in parentheses. Standard abbreviations for compass directions (N, S, E, and W for North, South, East, and West) will be used. For example, (20' N-S, 10' E-W) means that the room is 20 feet long and 10 feet wide. "Square" means that the room is exactly as wide as it is long.

DUNGEON KEY

Room #1 (15' E-W, 10' N-S): This room appears to have once been a bedroom. It is filled with rotting, moldy bedroom furniture, but is empty of monsters, treasure, and traps. The dust on the floor has obviously been brushed to remove any footprints.

Room #2 (10' E-W, 15' N-S): This room was once a guard post (when the Haunted Keep was a castle, before becoming ruins). A faded, ragged tapestry showing a hunt divides the room in half. Clinging to the side of the tapestry away from the characters (no matter which door they use, unless they enter through both at once) is a giant gecko (AC 15, HD 3+1, HP 16, MV 40', #AT 1, 1d8, CB: 1, ML 11, AL Neutral).

On the north side of the tapestry is a wooden table and 3 wooden chairs. A few moldy cards lie on the tabletop. Against the west wall is a wooden chest. Any attempt to disturb the chest will bring an immediate attack by the giant gecko. The chest contains 99 sp (silver pieces).

Room #3 (15' E-W, 20' N-S): The walls of this room are carved with leering human faces along their length. A close examination of the north wall will reveal a crack around one particularly sinister face. The face is on a swivel and can be pried open. Behind it is a small iron safe cemented into the wall. The safe is trapped with sleep gas which will billow out unless the trap is deactivated. The sleep gas will fill a circular area 10' in diameter, but otherwise has the same effects as a Sleep spell; however, any creature who makes a DC 12 CON save vs. Poison will not be affected. Inside the safe are 400 sp and an unmarked bottle of clear liquid (a potion of healing).

Room #4 (15' square): This was the office of the tower commander, though all furnishings have been removed. Two terrified prisoners huddle in one corner, their hands and feet in chains. Guarding the prisoners are 4 hobgoblins (AC 14, HD 1+1, HP 7, 9, 4, 5, MV 30', #AT 1, 1d8, CB: 0, ML 13, AL Chaotic) who will fight anyone who tries to rescue the prisoners. The largest hobgoblin has a locked iron box which contains 500 sp and a jeweled necklace worth 1,100 gp. Underneath a rug in the middle of the floor is a trapdoor to the 2nd level.

Room #5 (15' square): Once this room was a chapel, but now the altar is covered with dust. On the altar is a grime-covered statuette depicting a muscular man with a rat's head. Most of the twelve goblins (AC 14, HD 1-1, HP 5 each, MV 30', #AT 1, 1d6, CB: 0, ML 11, AL Chaotic) are either sleeping on crude bunks along the walls or playing dice games in a corner while two of them watch the door. If loud noises are made in the corridor outside, all the goblins will be awake when the party enters. They have no treasure.

Room #6 (10' square): It is difficult to determine what this room was used for. It is empty except for a few splinters of wood, which may mean that the furniture was broken up (probably to serve as firewood). The room is empty of monsters, treasure, and traps.

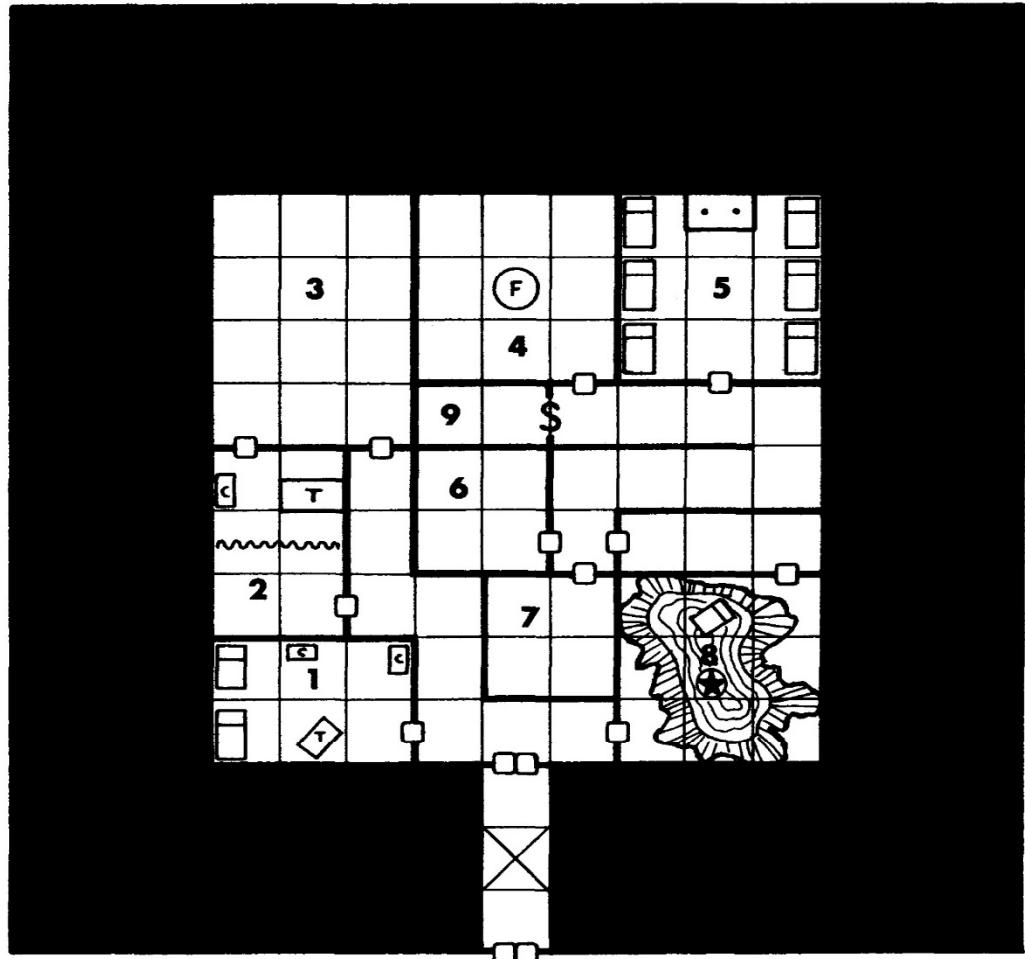
Room #7 (10' square): This room is similar to #6, but there is a green slime (AC: Special, HD 2*, HP 13, MV 5', #AT 1, special, CB: 1, ML 18, AL Neutral) clinging to the ceiling. A cautious party will see the slime, but an unwary party will not see it until it falls on one of them.

Room #8 (15' square): This room was once a guard barracks. The floor has collapsed and the ceiling leaks. The result is a 3' deep pool filled with scummy water. A partially waterlogged bunk floats in the water. A rusted iron statue of a beautiful warrior maiden lies at the bottom of the pool. The water is safe to walk through, and the statue is harmless and worthless.

Room #9 (5' E-W, 10' N-S): This cubbyhole has a secret door and was used to spy on those walking down the corridor. There are now 4 goblins (AC 14, HD 1-1, HP 5, 3, 4, 1, MV 30', #AT 1, 1d6, CB: 0, ML 11, AL Chaotic) in the room, spying on anyone approaching in the corridor. They have no treasure.

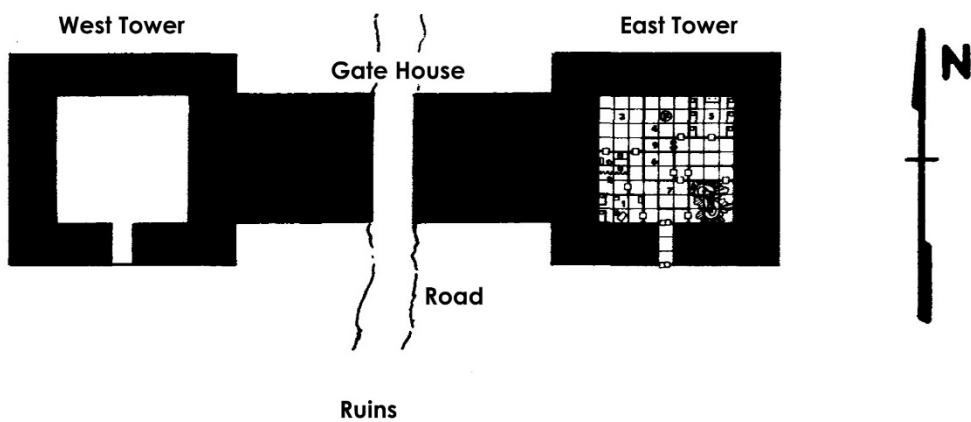


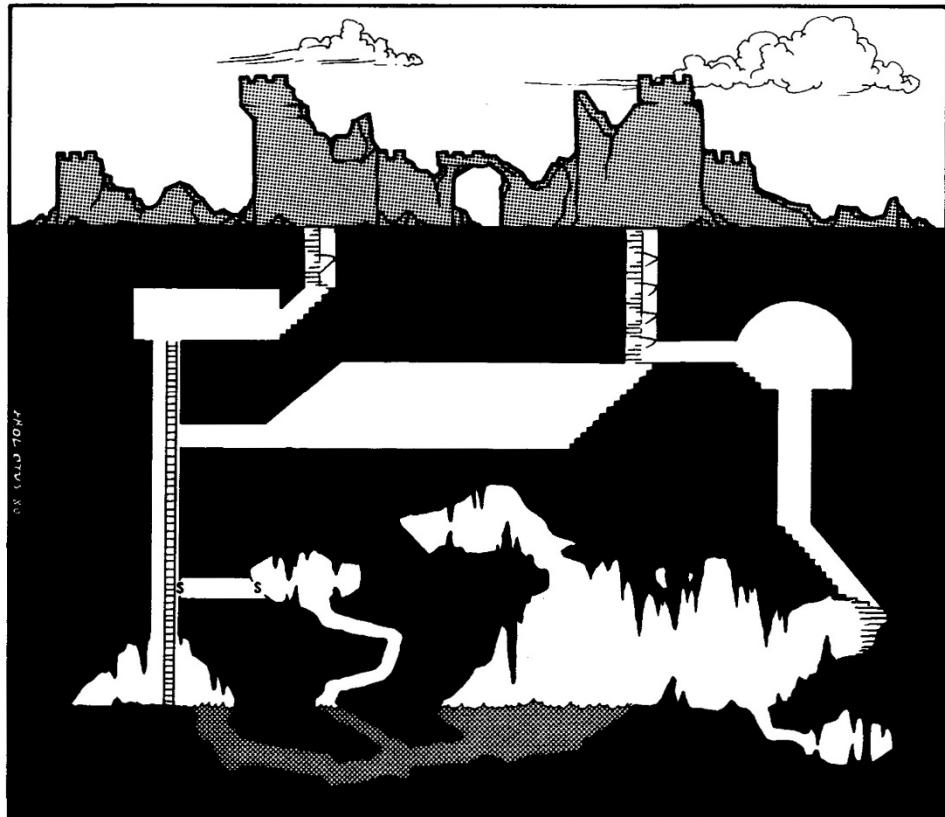
HAUNTED KEEP
East Tower



Scale: 1 square = 5 feet

Haunted Keep: First Level





	Door		One Way Secret Door		Well		Rock Column
	Double Door		Open Pit		Pool		Stalactite
	Secret Door		Covered Pit		Dais		Stalagmite
	One Way Door		Trap		Altar		Rubble
	False Door		Stairs		Fireplace		Crevasse
	Revolving Door		Stairs/Slide Trap		Table, Chest		Sinkhole
	Concealed Door		Spiral Stairs		Bed		Submerged Path
	Archway Door		Natural Stairs		Curtain		Depression
	Open Doorway		Ladder		Window		Pool or Lake
	Portcullis or Bars		Slide		Arrow Slit		Stream
	Trap Door In Ceiling		Statue		Railing		Elevated Ledge
	Trap Door In Floor		Pillar		Illusionary Wall		Natural Chimney
	Secret Trap Door		Fountain		Rock Wall		

Sample Dungeon Expedition

This party includes four 2nd level characters and a 1st level dwarf: Morgan Ironwolf, a female fighter (the caller); Silverleaf, an elf; Fredrik, a dwarf; Sister Rebecca, a cleric; and Black Dougal, a thief. After equipping themselves, these characters have journeyed to the Haunted Keep and discovered the trap door in room 4, leading to the second level. As caller, Morgan relays the party's actions to the DM after the characters decide what they want to do.

DM: "Having killed the hobgoblins, you open the trap door and find a winding staircase going down to the south."

Morgan: "We're going down the stairs."

DM: "After 30' you reach a round landing with two sets of stairs. One goes down to the east and the other goes down to the west."

Morgan: "Silverleaf looks down the east staircase and Fredrik looks down the west one. What do they see?"

DM: "The party's torches mess up Fredrik's Darkvision, so he can only see to thirty feet. The east stairs go down ten feet and turn sharply south. The west stairs go down at least thirty feet. Also, Fred smells a rank, musty odor coming up from below."

Fredrik: "Hey everybody! There's something down there. I don't like it!"

Morgan: "Anyone want to go down the east stairs? ... OK, we're going down the east stairs."

DM: "You go ten feet down the east stairs; it turns south to 20', 30' down; the stairs end, and you step into a 20' wide corridor that goes east and west. You see a door 10' up the west corridor on the north wall."

Rebecca: (Mapping): "That was the north wall?" DM: "Yes, the door is in the north wall."

Morgan: "We're going to the door. Silverleaf, Black Dougal, and I will listen."

DM: "As you step into the corridor, a breeze from the west makes your torches flicker."

Rebecca: "Is it strong enough to put them out?"

DM: "No," (Chuckling) "not yet."

Morgan: "Then we'll listen at the door."

DM: "Each of you can roll make a Perception check" (The players each roll a d20, but none roll high enough to hear anything). "You don't hear anything."

Morgan (After a discussion with the others): "We'll leave the door and go down the passage to the west."

DM: "After 30' there is a side passage to the south, 10' wide. The main corridor continues west. You notice the breeze is stronger and your torches are beginning to flicker even more."

Fredrik: "I don't like this."

Dougal: "You've got Darkvision!"

Morgan: "We'll take the side passage."

DM: "OK. After 50' you find doors to the east and west. The passage continues south."

Morgan: "Silverleaf, Fred, and Black Dougal will listen at the west door."

DM: "Roll Perception again." (The players roll, with Black Dougal's player rolling a 15 on the die): "Black Dougal hears muttering voices."

Dougal: "Do I understand them? I speak Common, Orc, Goblin, and Elvish."

DM: (After deciding on a chance for Dougal to recognize goblin language through the heavy door, and then rolling): "No, the voices aren't loud enough."

Morgan: "We're getting ready for combat. Fred and I will force the door."

Dougal: "I'll guard the rear!"

DM: "OK. The party is set, with Black Dougal guarding the rear."

Morgan: "Just in case the door is stuck, I'll try to force it opened." (She

rolls a d20 as Morgan slams into the door, rolling a 10.)

DM: "It opens. You see half a dozen goblins."

Fredrik: "Let me at them!"

DM: "You can't be surprised, but they can be..." (rolling for surprise) "No surprise. Roll for initiative, please."

Morgan: "Fred rolled a 2 for the party."

DM (Rolling): "The goblins have the initiative." (Rolling reaction for the goblins) "They must have heard you, Fred. They charge, yelling, 'Kill the dwarf! Chop him to hamburger!'"

(Combat is now resolved, morale checks taken, etc. The goblins fight until all are dead. It is now time to check for wandering monsters, but the DM's roll indicates that none appear.)

Morgan: "OK, what does the room look like? We are checking the floor and ceiling, too."

DM: "The room is six-sided, 30' on a side and 20' high. The door you came in is the only one you see. There is nothing unusual about the floor or ceiling. Besides the bodies of the goblins, there is a wooden box along the northeast wall and a pile of old rags in the north corner."

Morgan: "Silverleaf is checking for secret doors, Fred is checking the floor for stonework traps, Black Dougal is seeing if the box is locked, and Sister Rebecca is guarding the door. I'm prodding the rags with my sword - any movement?"

DM: (After the players of Silverleaf and Fredrik make their Intelligence checks to search) "Silverleaf notices that one of the stone blocks in the southwest wall is slightly discolored. Fred does not find any stonework traps. The box is the size of a small trunk; it is latched, but not locked. Morgan, nothing moves in the pile of rags."

Fredrik: "I want to have a look at that block, Silverleaf."

Morgan: "Fred examines the block."

Fredrik: "For traps."

Morgan: "Sorry, Fred; for traps."

Black Dougal: "I'm looking for traps on the box, too."

DM: (Fred's player and Black Dougal's each make Intelligence check, even though the block is not trapped. Their rolls indicate that Dougal has failed to find the poisoned needle in the latch.) "Neither of you finds a trap."

Fredrik: "I'm pushing, pulling, and trying to twist the block."

DM: "When you push it, a secret door opens in the west section of the southwest wall. You see a 5' wide corridor that goes south for 30' and ends at a door."

Morgan: "Fred and Silverleaf will guard the secret door, and Black Dougal will open the box. I'll search through the rags. Anything that looks like a cloak or boots?"

DM: "Black Dougal, you find out that you missed a tiny, discolored needle in the latch. Roll a Constitution Saving Throw against poison, please!"

Dougal (Rolling a "5" on his Saving Throw): "Missed it!"

DM: "Black Dougal gasps 'Poison!' and falls to the floor. He looks dead."

Fredrik: "I'm grabbing his pack to carry treasure in."

Rebecca: "I'm giving Black Dougal the last rites of my church."

DM: "OK. Meanwhile, Fred, you find the box is full of silver, perhaps two thousand pieces. Morgan, you do find a pair of old boots, but nothing like a cloak."

Morgan: "Fred will dump the silver and look for hidden compartments in the box. I'll try on the boots and see if I move silently - we could use a pair of elven boots!"

DM: (Rolling another wandering monster check): "Fred finds a false bottom in the box. It contains another smaller box of carved ivory that holds two gold bracelets set with jade."

Fredrik: "How valuable do they look?"

DM: "You think the jewel case is worth 100 gp and each bracelet is

worth about 600 gp. Morgan seems to be moving very quietly."

Morgan: "GREAT! I'll put the case and jewels in my pack and then watch the door as the others take turns filling their packs with silver."

Fredrik: "I'll dump out Dougal's pack and fill it with coins."

DM: "OK; the loading will take four turns." (The DM makes the wandering monster checks. As the party finishes loading, a large party of bandits approaches. Since Morgan is watching the door, the DM gives a very high chance that the bandits will be heard.) "As you finish loading, Morgan hears the tramp of many booted feet coming from the north. It's getting louder..."

Morgan: "We'll beat a hasty retreat through the secret door. Fred will go first, then me. Silverleaf is next, and Sister Rebecca will bring up the rear. She'll spike the door shut behind us."

Fredrick: "Before we do I grab Dougal's body. We can't leave him behind."

DM: "OK. As you reach the end of the secret passage, you hear a cry of discovery and a babble of voices from the room behind you. Black Dougal's tools and rations have been discovered."

Morgan: "What?! Didn't anyone bring his things along?"

All: "No!"

Morgan: "Nuts! We're going to be more careful from here on, gang. Anyhow, Fred will listen at the door. I have my bow ready."

DM (rolling): "Fred, you don't hear anything."

Morgan: "Fred will force open the door."

DM (rolling): "It opens. You see a square room, 30' on a side and 20' high. Your door is in the west section of the north wall. You don't see any other exits. The room appears to be empty."

Rebecca: "What about behind us?"

DM: "The voices have died down and you don't hear anything."

Morgan: "We'll search the room very carefully, taking at least two turns. Silverleaf and Sister Rebecca are looking for secret doors and Fred is looking for shifting walls. I'm guarding the rear."

DM: (Rolling for wandering monsters): "OK. You search for two turns. You don't find anything, but something finds you. A secret door that Silverleaf and Sister Rebecca didn't find in the south wall opens, and two hobgoblins stroll in..."

(At this point, the time scale shifts from turns to rounds. This encounter is detailed in the **Example of Combat** on page 86).

Designing a Wilderness

In designing a wilderness, the DM will go through a number of steps quite similar to those of creating a dungeon. The following section explains the process in detail.

A. DECIDE ON A SETTING: The DM should decide what the area will be like overall. It may be mountains or steppes, woods or desert. It may be based on a fantasy novel or created entirely by the DM.

In any case, the DM should first decide the size of the wilderness area he or she wants to work with. It is suggested that the first area be fairly small, such as a barony, an island, or a valley. Small, confined areas are easier for a beginning DM to control, and they take less time to design.

B. DRAW A MAP OF THE AREA: The next step is to draw a map of the area. The DM may want to look at an atlas or other real maps for reference, as these will give an idea of how real terrain fits together. Common sense should be used - rivers flow downhill, mountains and islands form in chains, forests seldom border deserts, and jungles will have many rivers and swampy areas. A decision should also be made at this point whether to use regular graph paper or special paper that is gridded into hexagons (hex paper). Graph paper is easier to find, but hex paper makes it easier to figure movement.

The DM will usually want to start with a large scale map that shows only major terrain features, working to a small scale map that shows things in more detail. It is a good idea to sketch the terrain in pencil first, so that changes can be made easily.

Example, a large scale map might be 30 miles to the hex (or square), while a small scale map might be 6 miles to the hex (or square).



C. PLACE THE DUNGEON AND THE BASE TOWN: Early on, most characters have been adventuring in a dungeon that was assumed to be near a town. Both of these should now be placed on the map.

The town is likely to be near a waterway or trade route, while the dungeon is usually in a deserted or desolate area. The dungeon should not be too close to the town (or the town would probably be overrun by the dungeon's monsters) but should not be more than a day's journey away. If the town and dungeon are placed near the center of a small scale map, the players will be able to explore in all directions.

D. LOCATE AREAS UNDER HUMAN CONTROL: Areas controlled by humans should now be placed, as these will usually be the areas where the characters will start the campaign. The areas should be logically placed; for example, many humans would be found on good farming land near rivers, but few would live in a desert. Thought should also be given to who controls these areas. This may be a high level NPC, a king or baron, a council of rich merchants, and so on. The DM may want to do some reading on historical countries when designing "real" human cultures.

E. PLACE AREAS UNDER NON-HUMAN CONTROL: Areas that are controlled by non-humans should now be placed. Elves will prefer wooded places far from men, dwarves and goblins will prefer the mountains, and halflings will live on good farming land or gentle hills if they can. Many monsters will choose a "territory" to hunt in and defend, while orcs and similar creatures will raid and move around a great deal.

Although non-human areas usually have no set boundaries, the DM may want to write the name of the most common or notable creature on the map in the areas they inhabit.

F. OUTLINE THE BASE TOWN: The DM should first decide how large to make the town. Some general guidelines are:

Size	Population
City	15,000+
Large Town	5,000 - 14,999
Small Town	1,000 - 4,999
Village	5 - 999

The base town should be large enough to support the services the players will need. These include:

Inns and townhouses where the players stay between adventures, where notices are posted, and where rumors are found.

Churches, shrines, or temples for the clerical orders, including at least one NPC cleric powerful enough to cast a Raise Dead spell.

A Thieves' Guild for thief class characters that can provide information, markets for treasure, smuggling, spies, and hireling thieves - for a price.

Town militia to keep an eye on the town... and the players!

The DM should also decide who is running the town. Possibilities include a sheriff appointed by a baron, a town council with a charter, a powerful merchant prince, or even a high-level NPC adventurer. NPC rulers should be at least name level, with appropriate bodyguards and magic.

G. FILL IN IMPORTANT DETAILS AND POINTS OF INTEREST: The DM now finishes the small area map by creating local NPCs, local rumors, and points of interest. This could include anyone who might wish to hire adventurers and why they want to hire someone, whether the local officials take bribes, and how often the guard patrols a particular section of town, among other things. Minor townsfolk, officials, and

other NPCs can also be added.

H. CREATE SPECIAL ENCOUNTER TABLES AND GENERAL LAIRS: There will probably be special areas of the wilderness map for which the standard encounter tables will not seem correct. The DM is encouraged to create his or her own tables for these places. Such a place might be a vast battlefield where undead are common, or a forest infested with orcs. Special encounter tables could reflect these unusual conditions. The DM is only limited by what he or she wants to include.

Finally, the DM may also want to prepare several typical caves or lairs but not locate them on the map. This way should the players encounter a lair the DM has not had time to describe individually, he or she may use the pre-drawn cave or lair as needed. This is also useful for castle floor plans and ship decks. Likewise, if a random encounter occurs in the wilderness, the DM may want to draw a crude sketch map of the area for the players. This will help them understand what is in the area, what they see, and what they can do.

Sample Wilderness Key and Map

This example is intended for the DM's use only. If players wish to adventure in this sample wilderness, stop reading here. The following information is for the DM to describe to the players as they explore.

MAP: GRAND DUCHY OF KARAMEIKOS

General Note: The scale of this map is 6 miles per hex and the map shows only a section of the Grand Duchy of Karameikos.

The Duchy is a large tract of wilderness and unsettled land claimed by Duke Stefan Karameikos the Third. Although he claims control of a large area of land on paper, large portions of it are held by humanoids and monsters. The two main settled areas are the coast near the main city of Specularum and the Black Eagle Barony on the Gulf of Halag.

The weather throughout the area represented on this map is generally temperate and mild with short winters of little or no snowfall and long summers. Rainfall is ample but not heavy and easterly winds blow cool breezes from over the sea.

The mountain range running along the north edge of the map is known by different names by the peoples of the territory including the Black Peaks, the Cruth Mountains, or The Steach. The two large river systems that provide drainage from the area are left for the DM to name.

Due to the climate, large sections of this map are heavily forested. Humans engage in lumber operations near the edges of the forests, but are loathe to venture too deeply without good cause. Timber, both hardwood and softwood, is a prime resource of the area, and is either exported or used to build ships in the shipyards of the port of Specularum.

HUMAN LANDS

Specularum: Originally a trading port founded when this area was first explored, Specularum has become the major city of the Grand Duchy of Karameikos. Approximately 5,000 people live in or immediately around the city. The Duke maintains a standing force of 500 troops and may raise an army of 5,000 from the surrounding countryside in times of war. A small fleet of warships is maintained in the harbor.

The city is primarily noted for its excellent harbor facilities and shipyards. Walled on the landward side, the city is also protected by 2 breakwaters that extend into the harbor, restricting passage to a narrow entrance. Overlooking the harbor is the Duke's castle, providing ample defense of the harbor.

Black Eagle Barony: This area of the Duchy has been given as a fiefdom to Baron Ludwig "Black Eagle" von Hendriks. The central town is Fort Doom, a forbidding structure. It is rumored to have dungeons filled with those who have displeased the Baron, an extremely cruel and unpopular man. The Baron may have possible connections with evil slavers and disreputable mercenaries. The Baron maintains a garrison of 200 troops, using them freely to quell dissent and crush attacking non-humans.

Luln: Composed primarily of persons who have fled Black Eagle Barony, merchants who have come to trade with the Baron, and some demihumans who have left the wilderness, Luln, is a base town for adventurers exploring the Haunted Keep, also called Koriszegy Keep and the surrounding land. Somewhat lawless and open, the town can

provide most of the basic needs to any group of adventurers. The town is poorly defended, relying on the goodwill and capabilities of both the Baron and the Duke for its defense. Approximately 500 people live in the town.

NON-HUMANS

Gnomes: Living in the hills, the gnomes are a quiet and solitary group. They make little effort to contact the outside world, but will deal with traders when such arrive. There are 620 gnomes living throughout this area. This number is divided between a large lair of 250 and several smaller outposts of no more than 100 each.

A council of elders chosen by the gnomes, 1 from each outpost and 3 from the main lair, guides the members of the community in most decisions. This council will act as judges, handle trade, and distribute any money for the defense of the various outposts. However, any important decisions are decided by a general vote of the population. Strangers desiring to deal with the gnomes must first present their case to the elders for approval. Should this approval not be given (and the gnomes are extremely reluctant to involve themselves in the affairs of any outsider), the case will be closed. In the event that the council cannot decide, a general vote will be taken. If great differences prevent an outpost of the lair from agreeing peacefully on an issue, the dissident faction will leave and establish a new outpost in the area. In this manner, the gnomic lands are slowly growing, although disunity still exists somewhat.

The gnomes are excellent craftsmen, especially skilled in combining items of wood and metal. Their wares will bring good prices in human lands. Trade is rendered difficult, however, not only by the reluctance of the gnomes to deal, but also because the goblins of the forest and the gnomes are involved in frequent skirmishes.

Gnome Lair: When seen from the surface, this area will appear to be nothing but a number of game paths that wind and cross each other. However, hidden throughout the area, are carefully camouflaged doors and smoke-holes leading to the burrows underneath. Each door has a peephole through which a gnome guard keeps a constant watch.



A. Gnome Observation Points: Set in the highest points of the hill, these observation points are small mounds that rise just above the surrounding grass. They are built with small slits in the mounds that provide an all-around view to the 2 gnome guards in each observation point. If intruders approach, the guards will alert the others by sounding a silent whistle that the tame moles will react to.

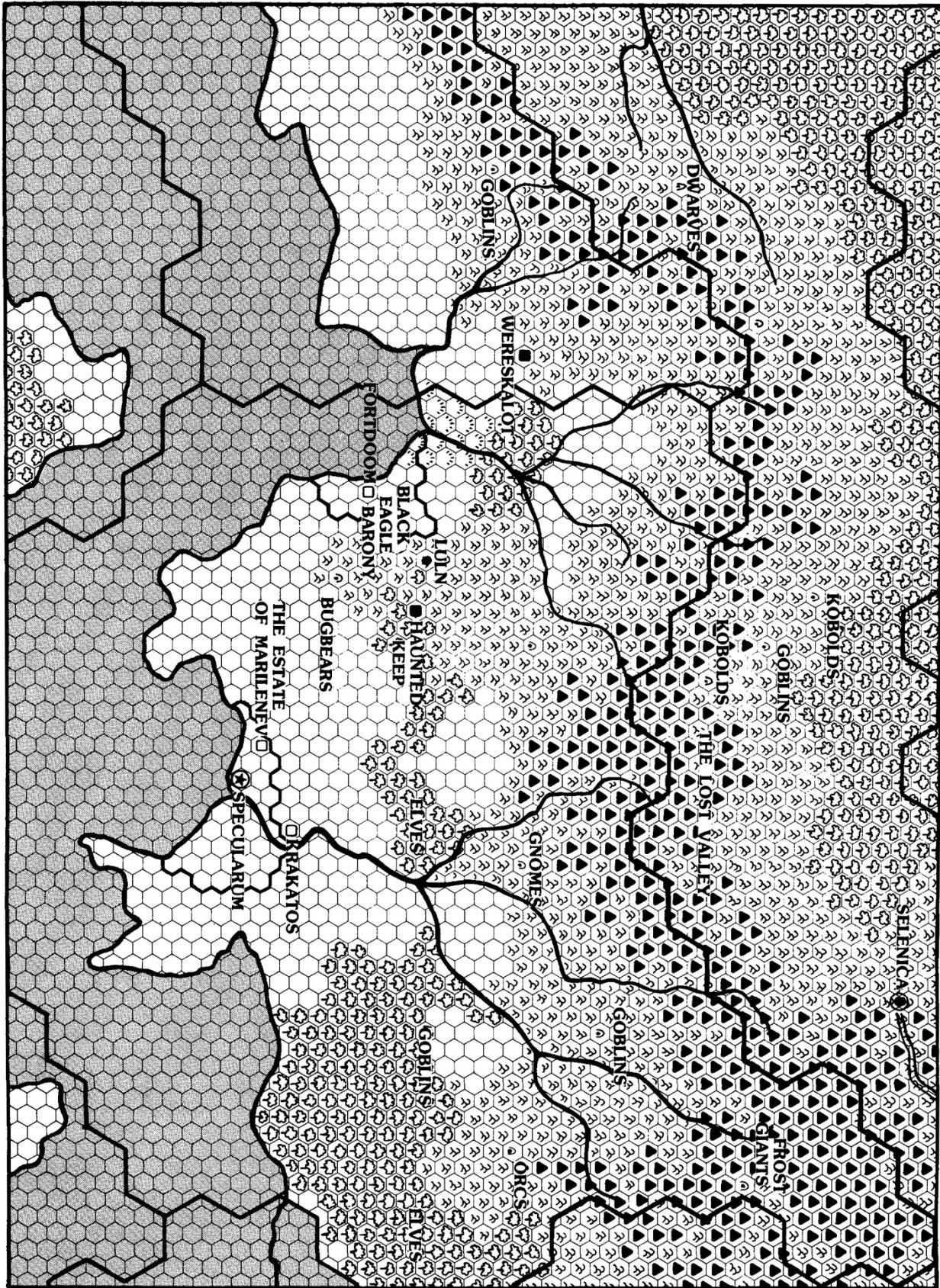
B. Guard Posts: Each entrance will have a guard post near it, containing 10 gnome guards. It is their duty to stop any attackers that manage to enter the burrow complex and hold them until reinforcements arrive. In each chamber is a gong of different pitch which will be sounded when attackers enter that area.

C. Animal Traps and Pens: These are pits, covered and difficult to distinguish from the surrounding area. Each pit is 10' deep and contains 1-6 giant ferrets that the gnomes have trained to hunt the rats and other small animals that might invade the burrow. The pits also serve as traps, opening under the weight of even fairly small animals. On each side of the pit is a secret catch that is used to lock the doors shut, allowing safe passage over the trap door.

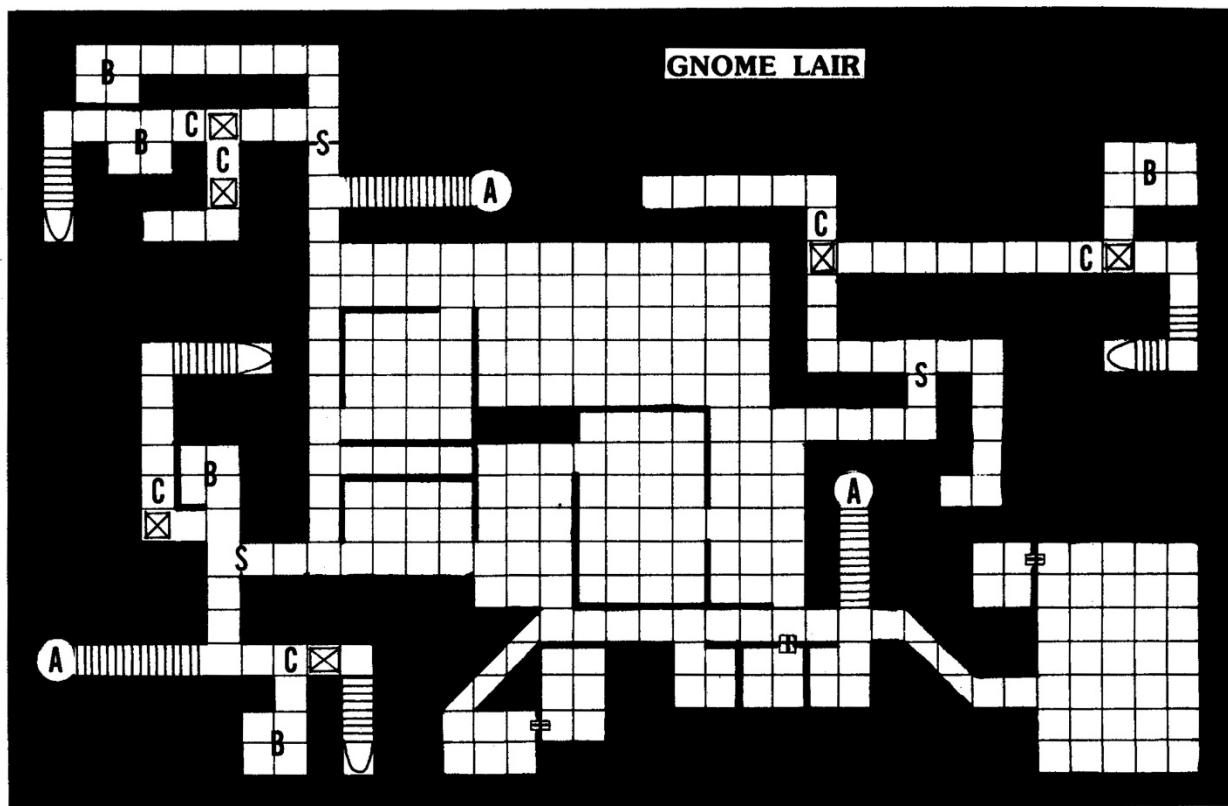
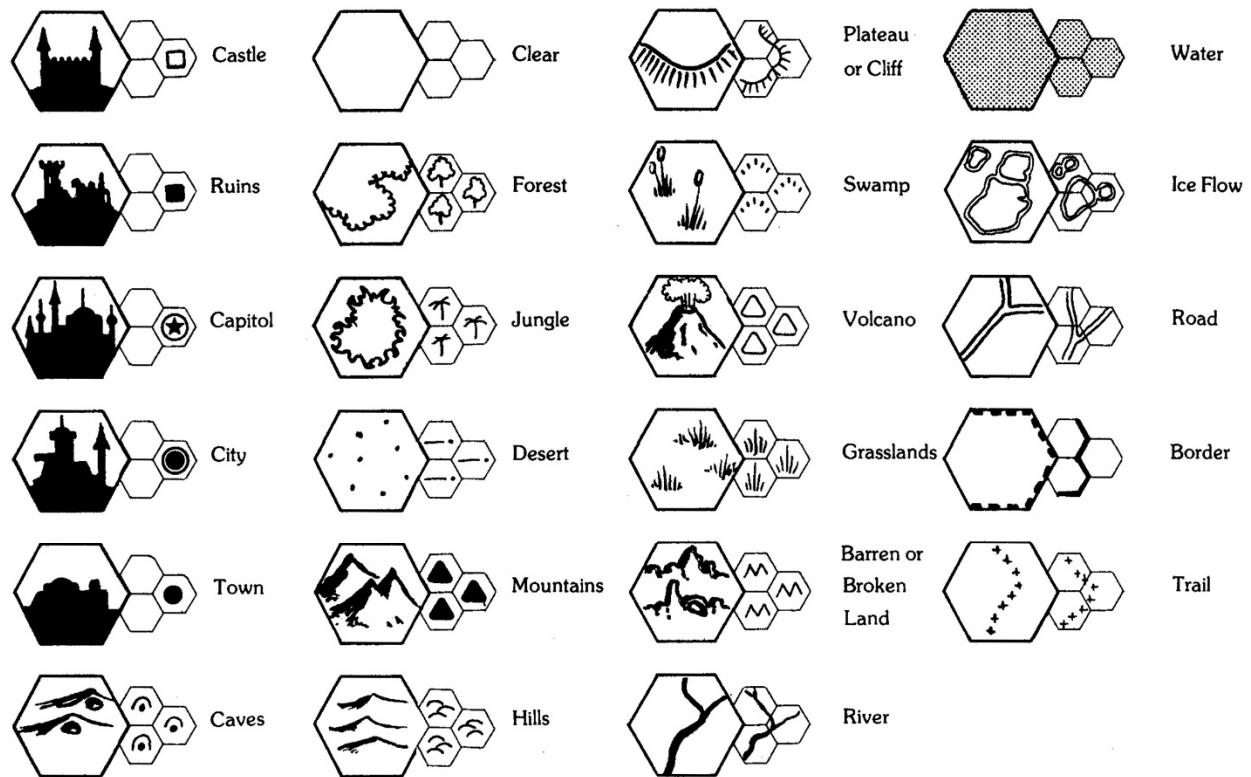
The remaining areas would contain the living chambers, kitchens, council chambers, and storerooms for the gnomes who live in the burrow. These areas have been left for the DM to fill in and key.

The walls, ceilings, and floors of the rooms and passageways are paneled with planks of hard wood so that no earth shows. Mounted on the walls about 20' apart are oil lamps that are only lit as they are needed. Rooms are furnished in a simple but colorful style and have many domestic items scattered about them.

THE GRAND DUCHY OF KARAMEIKOS



TERRAIN SYMBOLS: These standard terrain symbols are given at two sizes for maps of different scales. The large hex symbols are used for detailed maps with smaller scales (1 hex = 1 mile). The small hex symbols are used for large scale maps depicting larger areas (1 hex = 36 miles).



Creating an NPC Party

If the DM is using NPC parties as **Wandering Monsters** or as planned encounters, creating these parties in advance will save time. The DM may choose the members of an NPC party, or use random rolls. The composition, level, and alignment of an NPC party (Adventurers) can be randomly determined by using the following steps:

1. Roll 1d6+3 to determine the number appearing.
2. Determine the class of each by rolling 1d8:

D8 Roll	Class
1	Cleric
2	Dwarf
3	Elf
4	Fighter
5	Halfling
6	Magic-user
7	Thief
8	Fighter

3. Determine the level for each NPC by rolling 1d6+3.
4. Determine alignment of each NPC with 1d6:

D6 Roll	Alignment
1	Lawful
2	Lawful
3	Neutral
4	Neutral
5	Chaotic
6	Chaotic

5. Randomly determine or choose any spells for any magic-users, elves, or clerics in the party.
6. Randomly determine possible magic items for the NPCs (see below).
7. Decide on a marching order for the group.
8. If encountered in the wilderness, there is a 75% chance that the NPC party will be mounted.



NPC Magic Items

In general, NPCs should have about the same number of items as a player character of the same level. Magic can be assigned to match the power of the NPC, or it can be rolled randomly. The chance of any NPC of 1st level or greater possessing magic items is 5% per level (maximum chance 95%), checking on each magic item suitable:

Sword	Scroll
Armor	Wand/Staff/Rod
Miscellaneous Weapon	Miscellaneous Magic
Potion	

If an NPC cannot use an item, the NPC should not have it (do not reroll). The DM may reduce or change the magic items rolled to prevent the players from getting powerful magic items too easily. Note also that NPCs will use their magic intelligently against the party when in combat. Furthermore, NPCs never willingly give magic items to players, nor should a Charm spell cause them to surrender such items. Players should only obtain magic items from NPCs through barter, trickery, or force.

Wandering Monsters



DUNGEON ENCOUNTERS: Besides the monsters encountered in rooms or in their lairs, characters may encounter monsters which wander about the dungeon. These monsters are known as "Wandering Monsters".

At the end of every turn (10 minutes), the DM should check for Wandering Monsters. To do so, roll 1d6: a result of 1 indicates that the party will encounter a **Wandering Monster** at the end of the next minute. The Wandering Monster will be 2d6x10 feet away from the party when encountered in a direction of the DM's choosing, and will be headed toward the player characters. Note that players move a distance equal to the Movement Rate times three each minute while exploring dungeons (see **Exploration Movement** on page 65).

Wandering monsters may be determined at random or selected by the DM. The **Wandering Monster Tables** (below) give a balanced mixture of monsters for the dungeon levels. The DM may create his or her own tables. The dungeon may have certain areas where Wandering Monsters are encountered more often (such as on a roll of 1 or 2). The dungeon may have areas where the DM checks for Wandering Monsters twice every turn, or where a monster will appear when a corridor is entered. Wandering Monsters should appear more often if the party is making a lot of noise or light, but should not be frequent if the party spends a long time in one out-of-the-way place (if they stop in a room for the night, for example). See **CHAPTER 5: THE ENCOUNTER** for more information on both planned and random encounters.

The DM may want to create special wandering monster tables for specific areas or dungeons. These might include the monsters which live in the area, patrols, and animals (vermin) which can be found there. An example would be a cave complex with goblins living in it. A wandering monster table for this area could have encounters with normal goblins, goblin patrols, and perhaps a chance of running into bats or rats.

Most Wandering Monsters are the same level as the level of the dungeon (in other words, they have a number of Hit Dice equal to the number of the dungeon level). The "Number Appearing" of some monsters has been adjusted to make them more appropriate for encounters on a dungeon level.

Use the table for the dungeon level being explored. Roll 1d20 to find the type of Wandering Monster. The information given will include the alignment of the monster (A = Any alignment, L = Lawful, N = Neutral, C = Chaotic) and the following abbreviations for other information:

No. = Number Appearing

AC = Armor Class

HD = Hit Dice, the monster's attack bonus usually equals its Hit Dice

Move = Movement rate per minute (followed by rate per round in parentheses)

CB = Check Bonus (for ability checks, including Saving Throws)

DUNGEON WANDERING MONSTERS, LEVEL 1

D20 Roll	Wandering Monster	No.	AC	HD	Attack/Damage	Move	CB	Morale	Special
1	Acolyte (A)	1d8	18	1	1d6	60' (20')	0	13	Spells, turn undead
2	Bandit (N-C)	1d8	14	1	1d6	120' (40')	0	13	Backstab
3	Beetle, Fire (N)	1d8	16	1+2	2d8	120' (40')	0	10	
4	Crab, Giant (N)	1d4	18	3*	2d6/2d6	60' (20')	1	13	
5	Dwarf (L)	1d6	16	1+1*	1d6	60' (20')	0	13	Save bonuses (magic, poison)
6	Ferret, Giant (N)	1d8	15	1+1	1d8	150' (50')	0	13	
7	Goblin (C)	2d4	14	1-1	1d6	90' (30')	0	11	
8	Green Slime* (N)	1d4	N/A	2*	Slime	15' (5')	1	18	Immune to most attacks, slime
9	Halfling (L)	3d6	13	1+1*	1d6	90' (30')	0	13	Save bonuses (magic, poison)
10	Killer Bee (N)	1d6	13	1/2 *	1d3, poison	150' (50')	0	13	Poison
11	Kobold (C)	4d4	13	1/2	1d6	120' (40')	0	9	
12	Lizard, Gecko (N)	1d3	15	3+1	1d8	120' (40')	1	11	
13	Merchant (A)	1d8	15	1	1d6	90' (30')	0	11	Combat and weapon mastery
14	Orc (C)	2d4	14	1	1d6	90' (30')	0	13	
15	Shrew, Giant (N)	1d4	16	1*	1d6/1d6	180' (60')	0	16	+3 initiative, echolocation
16	Skeleton (C)	3d4	13	1	1d6	90' (30')	0	18	Undead immunities
17	Snake, Cobra (N)	1d6	13	1*	1d3, poison	90' (30')	0	10	Poison, spit poison
18	Spider, Large (N)	1d10	13	1+1 *	1, poison	150' (50')	0	8	Poison
19	Stirge (N)	1d10	13	1*	1d3	180' (60')	0	13	Blood drain, CON save bonus
20	Wolf (N)	2d6	13	2+2	1d6	180' (60')	1	13	

DUNGEON WANDERING MONSTERS, LEVEL 2

D20 Roll	Wandering Monster	No.	AC	HD	Attack/Damage	Move	CB	Morale	Special
1	Beetle, Oil (N)	1d8	16	2*	1d6	120' (40')	1	13	Oil spray
2	Berserker (N)	1d6	13	1+1*	1d8+2	120' (40')	0	18	Ferocity, fearless
3	Cat, Mt Lion (N)	1d4	14	3+2	1d3, 1d3, 1d6	150' (50')	1	13	
4	Elf (N)	1d4	15	1*	1d6	120' (40')	0	13	Spell use, immunities
5	Ghoul (C)	1d6	14	2**	1d3, 1d3, 1d3	90' (30')	1	14	Paralysis, undead immunities
6	Gnoll (C)	1d6	15	2	2d4	90' (30')	1	13	
7	Gray Ooze* (N)	1	12	3*	2d8	15' (5')	1	18	Destroy armor, immunities
8	Hobgoblin (C)	1d6	14	1+1	1d8	90' (30')	0	13	
9	Lizard, Draco (N)	1d4	15	4+2	1d10	120' (40')	2	11	Glide (70')
10	Lizard Man (N)	2d4	15	2+1	1d6+1	90' (30')	1	18	Swim (40')
11	Neanderthal (N)	1d10	12	2	1d6	120' (40')	1	11	
12	Noble (A)	2d6	18	3	1d8	60' (20')	1	13	Combat and weapon mastery
13	Pixie (N)	2d4	17	1*	1d3	90' (30')	0	10	Flight (60'), improved invisibility
14	Robber Fly (N)	1d6	14	2	1d8	180' (60')	1	12	Surprise attack
15	Rock Baboon (N)	2d6	14	2	1d6, 1d3	120' (40')	1	12	
16	Snake, Pit Viper (N)	1d8	14	2*	1d4, poison	90' (30')	1	10	Poison
17	Spider, Huge (N)	1d6	14	2+2*	1d6, poison	150' (50')	1	11	Poison
18	Troglodyte (C)	1d8	15	2*	1d4, 1d4, 1d4	120' (40')	1	13	Camouflage, stench
19	Veteran (A)	2d4	18	3	1d8	60' (20')	1	13	Combat and weapon mastery
20	Zombie (C)	2d4	12	2	1d6	90' (30')	1	18	Undead immunities

DUNGEON WANDERING MONSTERS, LEVEL 3

D20 Roll	Wandering Monster	No.	AC	HD	Attack/Damage	Move	CB	Morale	Special
1	Ape, White (N)	1d6	14	4	1d4, 1d4	120' (40')	2	13	Throw stones, 1d6
2	Beetle, Tiger (N)	1d6	17	3+1	2d6	150' (50')	1	16	
3	Bugbear (C)	2d4	15	3+1	1d8+1	90' (30')	1	16	Stealthy
4	Carriion Crawler (N)	1d3	13	3+1*	1 (x8)	120' (40')	1	16	Paralysis
5	Doppelganger (C)	1d6	15	4*	1d12	90' (30')	2	16	Immunities, +3 to all saves
6	Driver Ant (N)	2d4	17	4*	1d12	180' (60')	2	18	
7	Gargoyle* (C)	1d6	15	4*	1d3, 1d3, 1d6, 1d4	90' (30')	2	16	Flight (50'), immunities
8	Gelatinous Cube (N)	1	12	4*	2d4	60' (20')	2	18	Immunities, paralysis
9	Harpy (C)	1d6	13	3*	1d4, 1d4, 1d6	60' (20')	1	12	Flight (50'), song, resist magic
10	Living Statue, Crystal (L)	1d6	16	3	1d6, 1d6	90' (30')	1	18	Immunities
11	Lycanthrope, Wererat* (C)	1d8	13 (10)	3*	1d6	120' (40')	1	12	Stealthy, summon rats
12	Medium (A)	1d4	10	1*	1d4	120' (40')	0	11	Spell use
13	Medusa (C)	1d3	12	4**	1d6, poison	120' (40')	2	12	Gaze attack, spell save bonus
14	NPC Party (A)	1d4+4	Varies	Varies	Varies	Varies	Varies	13	Varies
15	Ochre Jelly* (N)	1	12	5*	2d8	30' (10')	2	18	Only harmed by cold or fire
16	Ogre (C)	1d6	15	4+1	1d6+3	90' (30')	2	16	
17	Shadow* (C)	1d8	13	3+3*	1d4, special	90' (30')	2	18	Energy drain, immunities
18	Spider, Giant (N)	1d3	16	4+4*	1d8, poison	120' (40')	2	13	Poison, web
19	Thoul (C)	1d6	14	4**	1d3, 1d3	120' (40')	2	16	Paralysis, regeneration
20	Wight* (C)	1d6	15	4*	1d4, special	90' (30')	2	18	Energy drain, immunities

Monster Name*: Special weapon needed to hit

HD *: Experience award bonus

DUNGEON WANDERING MONSTERS, LEVEL 4-5

D20 Roll	Wandering Monster	No.	AC	HD	Attack/Damage	Move	CB	Morale	Special
1	Adventurers, NPC Party (A)	1d4+4	Varies	Varies	Varies	Varies	Varies	13	Varies
2	Bear, Cave (N)	1d2	15	7	1d8, 1d8, 2d6	120' (40')	3	16	Bear hug, 2d6
3	Blink Dog (L)	1d6	15	4*	1d6	120' (40')	2	12	Blinking
4	Caecilia (N)	1d3	14	6*	1d8	60' (20')	3	13	Swallow whole
5	Cockatrice (N)	1d4	14	5**	1d6, special	90' (30')	2	10	Flight (60'), petrification
6	Doppelganger (C)	1d6	15	4*	1d12	90' (30')	2	16	Immunities, +3 to all saves
7	Gray Ooze* (N)	1	12	3*	2d8	15' (5')	1	18	Destroy armor, immunities
8	Hellhound (C)	2d4	16	5**	1d6	120' (40')	2	13	Fiery breath, immune to fire
9	Lizard, Tuatara	1d2	16	6	1d4, 1d4, 2d6	90' (30')	3	11	
10	Lycanthrope, Wereboar* (C)	1d4	16 (10)	4+1*	2d6+2 (1d8+2)	150' (50')	2	14	Berserker fury, summon boars
11	Lycanthrope, Werewolf* (C)	1d6	15 (10)	4*	1d6, 1d6, 2d4	150' (50')	2	12	Summon wolves
12	Minotaur (C)	1d6	14	6	1d6, 1d6	120' (40')	3	18	Immune to Maze spells
13	Ochre Jelly* (N)	1	12	5*	2d8	30' (10')	2	18	Only harmed by cold or fire
14	Owl Bear (N)	1d4	15	5	1d8, 1d8, 1d8	120' (40')	2	13	Bear hug, 1d8
15	Rust Monster (N)	1d4	18	5	Special	120' (40')	2	11	Rust metal
16	Spectre* (C)	1d4	18	6**	1d8, special	240' (80')	3	16	Energy drain, immunities
17	Spider, Giant (N)	1d4	16	4+2*	1d8, poison	120' (40')	2	13	Poison, web
18	Troll (C)	1d8	16	6+3*	1d6, 1d6, 1d10	120' (40')	3	16	Regeneration
19	Weasel, Giant (N)	1d4	13	4+4	2d4, special	150' (50')	2	12	Blood drain
20	Wraith* (N)	1d4	17	5**	1d6, special	240' (80')	2	18	Energy drain, immunities

DUNGEON WANDERING MONSTERS, LEVEL 6-7

D20 Roll	Wandering Monster	No.	AC	HD	Attack/Damage	Move	CB	Morale	Special
1	Adventurers, NPC Party (A)	1d4+4	Varies	Varies	Varies	Varies	Varies	13	Varies
2	Basilisk (N)	1d6	16	6+1**	1d10, special	60' (20')	3	16	Gaze attack, petrification
3	Bear, Cave (N)	1d2	15	7	1d8, 1d8, 2d6	120' (40')	3	16	Bear hug, 2d6
4	Black Pudding* (N)	1	14	10*	3d8	60' (20')	5	18	Acid, budding, immunities
5	Caecilia (N)	1d3	14	6*	1d8	60' (20')	3	13	Swallow whole
6	Displacer Beast (N)	1d4	16	6*	2d4, 2d4	150' (50')	3	13	Displacement
7	Dragon, White (N)	1d4	17	6**	1d4, 1d4, 2d8	90' (30')	3	13	Breath weapon, flight (80'), ^
8	Gorgon (N)	1d4	18	8*	2d6, special	120' (40')	4	11	Charge, petrification cloud
9	Hellhound (C)	2d4	16	5**	1d6	120' (40')	2	13	Fiery breath, immune to fire
10	Hydra (N)	1	15	7	1d10 (x7)	120' (40')	3	14	Keen senses
11	Lycanthrope, Weretiger* (C)	1d4	17 (10)	5*	1d6, 1d6, 2d6	150' (50')	3	14	Stealthy, summon great cats
12	Minotaur (C)	1d6	14	6	1d6, 1d6	120' (40')	3	18	Immune to Maze spells
13	Mummy* (C)	1d4	15	5+1**	1d12, special	60' (20')	2	18	Disease, immunities
14	Ochre Jelly* (N)	1	12*	5*	2d8	30' (10')	2	18	Only harmed by cold or fire
15	Owl Bear (N)	1d4	15	5	1d8, 1d8, 1d8	120' (40')	2	13	Bear hug, 1d8
16	Rust Monster (N)	1d4	18	5	Special	120' (40')	2	11	Rust metal
17	Salamander, Flame* (C)	1d4+1	16	8*	2d6, 1d6, special	120' (40')	4	13	Heat damage, immunities
18	Scorpion, Giant (N)	1d6	18	4*	1d10, 1d10, 1d4	150' (50')	2	16	Poison
19	Spectre* (C)	1d4	18	6**	1d8, special	240' (80')	3	16	Energy drain, immunities
20	Troll (C)	1d8	16	6+3*	1d6, 1d6, 1d10	120' (40')	3	16	Regeneration

DUNGEON WANDERING MONSTERS, LEVEL 8

D20 Roll	Wandering Monster	No.	AC	HD	Attack/Damage	Move	CB	Morale	Special
1	Adventurers, NPC Party (A)	1d4+4	Varies	Varies	Varies	Varies	Varies	13	Varies
2	Black Pudding* (N)	1	14	10*	3d8	60' (20')	5	18	Acid, budding, immunities
3	Chimera (C)	1d2	16	9**	1d3x2, 2d4x2, 2d8	120' (40')	4	16	Breath weapon, flight (60')
4	Dragon, Black (C)	1d4	18	7**	1d4+1 (x2), 2d10	90' (30')	3	13	Breath weapon, flight (80'), ^
5	Dragon, Blue (N)	1d4	20	9**	1d6+1 (x2), 3d10	90' (30')	4	16	Breath weapon, flight (80'), ^
6	Dragon, Gold (L)	1d4	22	10**	2d4, 2d4, 6d6	90' (30')	5	18	Breath weapon, flight (80'), ^
7	Dragon, Green (C)	1d4	19	8**	1d6, 1d6, 3d8	90' (30')	4	16	Breath weapon, flight (80'), ^
8	Dragon, Red (C)	1d4	21	10**	1d8, 1d8, 3d10	90' (30')	5	18	Breath weapon, flight (80'), ^
9	Giant, Hill (C)	1d4	16	8	2d8	120' (40')	4	13	
10	Giant, Stone (N)	1d2	18	9	3d6	120' (40')	4	14	Throw boulders, 3d6
11	Golem, Amber (N)	1	14	10**	2d6, 2d6	180' (60')	5	18	Detect invisible, immunities
12	Golem, Bone (N)	1	18	8*	1d6, 1d6, 1d6, 1d6	120' (40')	4	18	Immunities
13	Hydra (N)	1	15	10	1d10 (x10)	120' (40')	5	14	Keen senses
14	Lycanthrope, Werebear* (C)	1d4	18 (11)	6*	2d4, 2d4, 2d8	120' (40')	3	16	Bear hug, summon bears
15	Manticore (C)	1d2	16	6+1	1d4, 1d4, 2d4	120' (40')	3	14	Flight (60'), tail spikes
16	Purple Worm (N)	1d2	14	15*	2d8, 1d8, special	60' (20')	7	15	Poison, swallow whole
17	Salamander, Flame* (C)	1d4+1	16	8*	2d6, 1d6, special	120' (40')	4	13	Heat damage, immunities
18	Salamander, Frost* (C)	1d3	16	12*	1d6 (x4), 2d6	120' (40')	6	16	Cold damage, immunities
19	Umber Hulk (C)	1d4	18	8+8*	3d4, 3d4, 1d10	60' (20')	4	16	Confusion*
20	Vampire* (C)	1d4	18	8+3*	1d10, special	120' (40')	4	16	Immunities, regenerate, spells

Monster Name*: Special weapon needed to hit

HD *: Experience award bonus

^: Resistances and possible spell use

WILDERNESS ENCOUNTERS: While travelling in the wilderness, there is a chance that the characters will encounter creatures just as they would in a dungeon. The DM should decide how often encounter checks are made. Encounters are usually checked for once per day, but the DM may include planned encounters, or may make additional checks if appropriate. See **CHAPTER 5: THE ENCOUNTER** for more information on both planned and random encounters.

No more than 3 or 4 encounter checks should be made per day. The DM should keep track of time during the day, as it may be important whether an encounter takes place at noon, dusk, night, etc.

If the DM wishes to use random rolls for encounters, the chance of having an encounter depends on the terrain the characters are in. The following table lists the major types of terrain and the numbers needed on a d6 to result in an encounter.

Aerial	Barren	City	Desert
5-6**	5-6	6	5-6
Grasslands†	Hills	Inhabited	Jungle
6	5-6	6	4-6
Mountains	Ocean	River	Swamp
4-6	5-6*	5-6	4-6

Woods

* A roll of 5 indicates a normal ocean encounter; a 6 will result in an encounter at the end of the day in whatever type of terrain the ship has beached in. If the ship spends the entire day at sea, there will be no land encounters.

** Aerial encounters always use the **Flyer Subtable**.

† Includes any clear, open terrain.

Once an encounter has been determined, an 8-sided die should be rolled, and the result checked under the appropriate terrain column. For terrain types not listed on the encounter tables, the closest approximation should be used. The result will give the subtable to consult. A 12-sided die should be rolled and the result on the subtable will give the type of creature encountered.

The number of creatures encountered will depend upon the size of the adventuring party. Suggested guidelines have been given in the monster descriptions, but numbers may be set by the DM.

WILDERNESS ENCOUNTER TABLE

Barrens, Hills,				
D8 Roll	Mountains	City	Desert	Grasslands
1	Humans	Humans	Humans	Humans
2	Flyer	Undead	Flyer	Flyer
3	Humans	Humanoid	Humanoid	Humanoid
4	Unusual	Humans	Humans	Animal
5	Animal	Humans	Animal	Animal
6	Humanoid	Humans	Dragon	Unusual
7	Dragon	Humans	Undead	Dragon
8	Dragon	Humans	Animal	Insect
D8 Roll	Inhabited	Jungle	Ocean	River
1	Humans	Humans	Humans	Humans
2	Flyer	Flyer	Flyer	Flyer
3	Humanoid	Insect	Swimmer	Humanoid
4	Humans	Insect	Swimmer	Insect
5	Humans	Humanoid	Swimmer	Swimmer
6	Insect	Animal	Swimmer	Swimmer
7	Animal	Animal	Swimmer	Animal
8	Dragon	Dragon	Dragon	Dragon
D8 Roll	Swamp	Woods		
1	Humans	Humans		
2	Flyer	Flyer		
3	Humanoid	Humanoid		
4	Swimmer	Insect		
5	Undead	Unusual		
6	Undead	Animal		
7	Insect	Animal		
8	Dragon	Dragon		

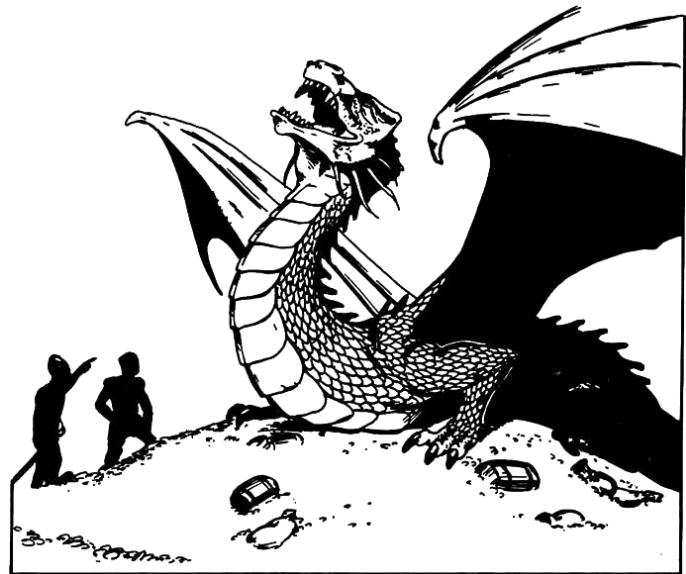


ANIMAL SUBTABLE 1

D12 Roll	Barrens, Hills, Mountains	Grasslands	Desert	Inhabited
1	Antelope	Antelope	Antelope	Antelope
2	Ape, White Boar	Boar	Antelope	Antelope
3	Bear, Cave	Cat, Lion	Camel	Boar
4	Cat, Mtn Lion	Elephant	Camel	Cat, Tiger
5	Hawk	Ferret, Giant	Cat, Lion	Ferret, Giant
6	Mule	Hawk, Giant	Cat, Lion	Hawk
7	Roc	Horse, Wild	Hawk	Rat, Giant
8	Rock Baboon	Mule	Lizard, Gecko	Shrew, Giant
9	Snake, Viper	Rock Baboon	Lizard, Tuatara	Snake, Viper
10	Snake, Rattle	Snake, Viper	Snake, Viper	Spider, Giant
11	Wolf	Snake, Rattle	Snake, Rattle	Weasel, Giant
12	Wolf, Dire	Weasel, Giant	Spider, Tarantula	Wolf

ANIMAL SUBTABLE 2

D8 Roll	Jungle	River	Woods	Optional, Prehistoric
1	Antelope	Antelope	Antelope	Bear, Cave
2	Boar	Boar	Boar	Cat, Sabre-Tooth
3	Cat, Panther	Cat, Panther	Cat, Panther	Crocodile, Gnt
4	Lizard, Draco	Cat, Tiger	Cat, Tiger	Mastodon
5	Lizard, Gecko	Crab, Giant	Hawk	Pteranodon
6	Lizard, Horned	Crocodile	Lizard, Gecko	Rhino, Woolly
7	Rat, Giant	Crocodile, Lg	Lizard, Tuatara	Snake, Viper
8	Shrew, Giant	Piranha, Giant	Snake, Viper	Stegosaurus
9	Snake, Viper	Leech, Giant	Spider, Huge	Titanother
10	Snake, Python	Rat, Giant	Unicorn	Triceratops
11	Snake, Cobra	Shrew, Giant	Wolf	T. Rex
12	Spider, Huge	Toad, Giant	Wolf, Dire	Wolf, Dire



DRAGON SUBTABLE

D12 Roll*	Type of Dragon	D12 Roll*	Type of Dragon
1	Dragon, Black	7	Dragon Turtle
2	Dragon, Blue	8	Hydra, Sea
3	Dragon, Gold	9	Sea Dragon
4	Dragon, Green	10	Wyvern
5	Dragon, Red	11	Basilisk
6	Dragon, White	12	Dragonne

* At sea, roll a d10



FLYER SUBTABLE

D12 Roll	Barrens, Hills, Mountains	Desert	Other
1	Gargoyle	Gargoyle	Cockatrice
2	Griffon	Gargoyle	Gargoyle
3	Harpy	Griffon	Griffon
4	Hawk	Hawk	Hawk, Giant
5	Hawk, Giant	Hawk, Giant	Hippogriff
6	Hippogriff	Manticore	Killer Bee
7	Manticore	Manticore	Pegasus
8	Pegasus	Roc, Small	Pixie
9	Roc, Small	Roc, Large	Robber Fly
10	Roc, Large	Roc, Giant	Roc, Small
11	Roc, Giant	Sphinx, Crio-	Sprite
12	Sylph	Sphinx, Heiraco-	Stirge



HUMANS SUBTABLE 1

D12 Roll	Barrens, Hills, Mountains	City	Desert	Grasslands
1	Brigand	Bandit	Dervish	Brigand
2	Bandit	Trader	Nomad	Bandit
3	NPC Party	NPC Party	NPC Party	NPC Party
4	Merchant	NPC Party	Merchant	Merchant
5	Berserker	Trader	Nomad	Berserker
6	Berserker	Veteran	Nomad	Merchant
7	Cleric*	Bandit	Cleric*	Noble
8	Magic-user*	Fighter*	Magic-user*	Magic-user*
9	Fighter*	Trader	Fighter*	Fighter*
10	Brigand	Acolyte	Noble	Bandit
11	Caveman	Merchant	Dervish	Cleric*
12	Caveman	Noble	Nomad	Nomad

HUMANS SUBTABLE 2

D12 Roll	Inhabited	Jungle	Ocean	River
1	Bandit	Brigand	Buccaneer	Brigand
2	Trader	Merchant	Pirate	Bandit
3	NPC Party	Bandit	Merchant	NPC Party
4	NPC Party	NPC Party	NPC Party	Merchant
5	Merchant	Cleric*	Pirate	Buccaneer
6	Veteran	Fighter*	Merchant	Buccaneer
7	Bandit	Magic-user*	Merchant	Cleric*
8	Fighter*	Berserker	Merchant	Magic-user*
9	Magic-user*	Brigand	Buccaneer	Fighter*
10	Acolyte	Caveman	Pirate	Merchant
11	Cleric*	NPC Party	Merchant	Buccaneer
12	Noble	Brigand	Pirate	NPC Party

HUMANS SUBTABLE 3

D12 Roll	Swamp	Woods
1	Brigand	Brigand
2	Bandit	Bandit
3	NPC Party	NPC Party
4	NPC Party	Merchant
5	Merchant	Berserker
6	Cleric*	Brigand
7	Trader	Cleric*
8	Berserker	Magic-user*
9	Fighter*	Fighter*
10	Magic-user*	Bandit
11	NPC Party	Brigand
12	Bandit	NPC Party

* See **Creating an NPC Party** on page 173



HUMANOID SUBTABLE 1

D12 Roll	Barrens, Hills, Mountains	Inhabited	Desert	Grasslands
1	Dwarf	Dwarf	Giant, Fire	Bugbear
2	Giant, Cloud	Elf	Goblin	Elf
3	Giant, Frost	Giant, Hill	Hobgoblin	Giant, Hill
4	Giant, Hill	Gnome	Hobgoblin	Gnoll
5	Giant, Stone	Gnoll	Ogre	Goblin
6	Giant, Storm	Goblin	Ogre	Halfling
7	Gnome	Halfling	Ogre	Hobgoblin
8	Goblin	Hobgoblin	Orc	Ogre
9	Kobold	Ogre	Orc	Orc
10	Orc	Orc	Pixie	Pixie
11	Sylph	Pixie	Sprite	Thoul
12	Troll	Sprite	Thoul	Troll

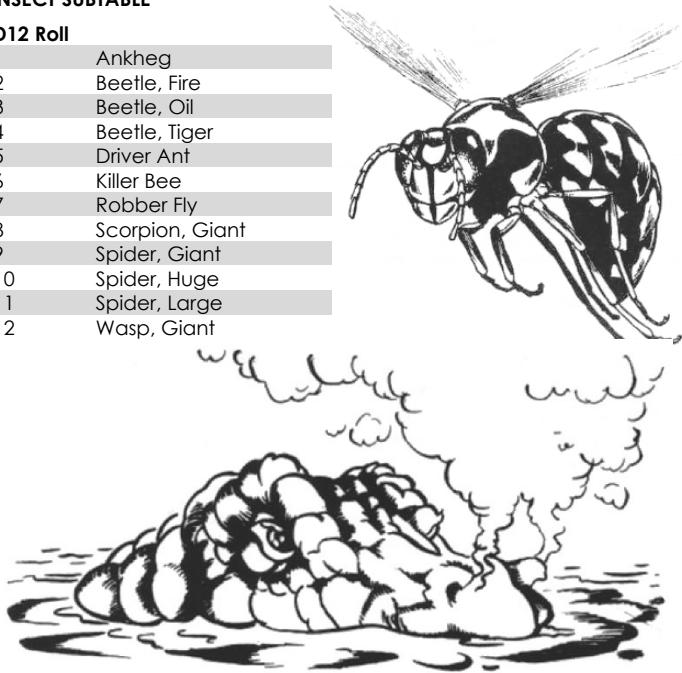
HUMANOID SUBTABLE 2

D12 Roll	Jungle	River	Swamp	Woods
1	Bugbear	Bugbear	Bullywug	Brownie
2	Bullywug	Bullywug	Gnoll	Bugbear
3	Elf	Elf	Goblin	Cyclops
4	Giant, Fire	Gnoll	Hobgoblin	Dryad
5	Giant, Hill	Hobgoblin	Lizard Man	Elf
6	Gnoll	Lizard Man	Lizard Man	Giant, Hill
7	Goblin	Lizard Man	Lizard Man	Goblin
8	Lizard Man	Nixie	Ogre	Hobgoblin
9	Ogre	Ogre	Orc	Ogre
10	Orc	Orc	Troglodyte	Orc
11	Troglodyte	Thoul	Troll	Satyr
12	Troll	Troll	Troll	Troll

INSECT SUBTABLE

D12 Roll

1	Ankhag
2	Beetle, Fire
3	Beetle, Oil
4	Beetle, Tiger
5	Driver Ant
6	Killer Bee
7	Robber Fly
8	Scorpion, Giant
9	Spider, Giant
10	Spider, Huge
11	Spider, Large
12	Wasp, Giant



SWIMMER SUBTABLE

D12 Roll	Lake/River	Ocean	Swamp
1	Crab, Giant	Dragon Turtle	Bullywug
2	Crocodile	Hydra, Sea	Crab, Giant
3	Crocodile, Large	Kuo-Toa	Crocodile
4	Fish, Catfish	Merman	Crocodile, Large
5	Kelpie	Octopus, Giant	Crocodile, Giant
6	Leech, Giant	Sahuagin	Fish, Catfish
7	Lizard Man	Sea Dragon	Hag, Green
8	Merman	Sea Lion	Insect Swarm
9	Nixie	Sea Serpent	Leech, Giant
10	Nymph	Shark, Great White	Lizard Man
11	Termite, Water	Squid, Giant	Shambling Mound
12	Water Weird	Whale	Troll



UNDEAD SUBTABLE

D12 Roll

1	Banshee
2	Ghast
3	Ghoul
4	Ghost
5	Mummy
6	Skeleton
7	Shadow
8	Spectre
9	Wight
10	Wraith
11	Vampire
12	Zombie

UNUSUAL SUBTABLE

D12 Roll

1	Basilisk
2	Blink Dog
3	Centaur
4	Displacer Beast
5	Gorgon
6	Lycanthrope, Wererat
7	Lycanthrope, Werewolf
8	Medusa
9	Peryton
10	Rakshasa
11	Umber Hulk
12	Treant



CASTLE ENCOUNTERS: Most castles in the wilderness will belong to high level NPCs who have cleared the land and hired mercenaries. When characters discover a castle in the wilderness, they will be unsure of the type of reception they will receive.

If the DM has not planned the reaction of the inhabitants of a castle, the following table may be used. To use the table, find the character type that serves as the lord of the castle. For each character class, roll to determine the type of guards that patrol the surrounding lands, as well the reaction of the lord. These reactions assume the party does nothing either to arouse suspicion or inspire trust.

Note that the men listed are only part of the castle owner's forces. The rest of the force should include men-at-arms and might even include special creatures such as trolls, or combinations such as superheroes mounted on griffons.

Owner	Level	Patrol	Pursue	Ignore	Friendly
Fighter	9-14	2d6 *	1-3	4-5	6
Magic-User	11-14	2d6 **	1	2-5	6
Cleric	7-14	2d6 †	1-2	3-4	5-6

* Heavy horsemen

** Heavy footmen

† Medium horsemen

Pursue: The men will chase the party off the lord's land or charge the characters a toll. This sum may vary depending on the personality of the lord, how wealthy the characters look, and other things. Refusing to pay may result in being arrested, run off the land, or attacked.

Ignore: This means that no attempt to aid or hinder the party will be made.

Friendly: This result does not necessarily mean that the castle owner likes the adventurers. It merely indicates that he or she has invited them to stay. Some NPCs may do this for evil purposes.

Elves, dwarves, and halflings are not given on this list, as their strongholds are special cases. In almost all cases these characters will seek to avoid contact with strangers. The DM should detail any demihuman strongholds so that definite reactions may be known.

Dungeon Mastering as a Fine Art

The success of an adventure depends on the DM and his or her campaign; its dungeons, NPCs, settlements, and wildernesses. Even so, a DM will quickly find that it is impossible to predict every possibility. After all, there are several players and only one DM! It is not unusual for players to find a solution, or pose a new problem, that the DM has not even thought of. It is very important for the DM to be flexible.

It is important that the DM be fair, judging everything without favoring one side or another. The DM is there to see that the adventure is interesting and that everyone enjoys the game. D&D is not a contest between the DM and the players! The DM should do his or her best to act impartially when taking the part of monsters or handling disputes between characters.

Part of the art of expert DMing is to keep the campaign challenging for the players. Much of the rest is dealing with balance problems: too much money, not enough money, a too-powerful magic item, a too-powerful character, player grudges, and so forth. Many of the answers to these problems, as well as a personal DMing style, will come through continued play.

"That's not in the rules!": The players will often surprise the DM by doing the unexpected. Don't panic. When this happens, the DM should just make sure that everything is done in the order given by the outline or sequence of events being used. Minor details may be made up as needed to keep the game moving. All DMs learn how to handle both new ideas and unusual actions quickly and with imagination.

Quite often a DM can decide on a solution to a player's actions not covered by these rules. Other times, a problem may have no simple solution. One quick way for a DM to decide whether a solution will work is by imagining the situation, and then considering different possible outcomes.

Example: The DM is running a combat that is taking place on a ledge next to an unexplored chasm. One player suddenly decides that his character has no chance to survive combat. The player announces, "My character wants to jump into the chasm to escape!" There may be a chance that he will fall to a nearby ledge or land in a pool of water at the bottom of the chasm. The DM thinks about the dungeon for a minute, and remembers that an underground river flows through some of the lower dungeon levels, so there might be a pool below. Even so, the character will fall 60', and a normal fall will do 1d6 points of damage per 10' fallen. This character has only 7 hp, and seems likely to die even if the water cushions his landing and reduces the damage.

There should always be a chance to do something nearly impossible. A player should have, at the very least, a Saving Throw or stated percentage chance of a miraculous occurrence saving the character.

Continuing the above example: The DM answers: "Looking down into the chasm, your character can estimate that he has a 98% chance of dying, no Saving Throw, if he jumps. If you decide your character jumps, roll percentage dice. A result of 99 or 00 will mean that your character lives, but any other result will mean that he will die in the attempt. Do you still want to jump?"

"There's always a chance": The DM may want to base a character's chance of doing something on his or her ability scores (Strength, Dexterity, and so forth). To perform a difficult task (such as climbing up a cliff or thinking of a forgotten clue), the player should make an ability check as per the Ability Check rules on pages 69-72. The DM assigns the DC for the roll, depending on the difficulty of the task. A roll of 20 should always succeed, and a roll of 1 should always fail.

"The DM is the Boss": The DM decides how these rules will be used in the game. A good DM talks about problem areas with the players and considers reasonable requests by them. The players should realize, however, that the final decision is the DM's: not theirs, and not within these rules!

If a disagreement holds up play, the DM may make a temporary decision and talk it over with the players when the adventure is over. If a player disagrees strongly enough, he or she may quit the game. It is up to the DM to create an adventure the players can enjoy.

"Everyone is here to have fun": The DM should make the adventure seem as "real" to the players as possible. All should avoid getting stuck in long discussions about rules or procedures. The game should move along with humor, as well as excitement.

"Everything is balanced": The DM should try to maintain the "balance

of play". The treasures should be balanced by the dangers. Some groups prefer adventures where advancement between levels is swift. In such a case, since the treasures are generally greater, the monsters should be "tougher".

Other groups prefer adventures where character development is more important, and advancement is slower. If the monsters are too tough, and if the parties are reduced by many deaths, then few characters will ever reach higher levels.

"Your character doesn't know that": A player should not allow his or her character to act on information that character has no way of knowing (for example, attacking an NPC because the NPC killed a previous character run by the player, even though the NPC and current character have never met). If the players get careless about this, the DM should remind them. The DM may, in addition, forbid certain actions to the characters involved. The DM should make it clear to the players before the adventure begins that characters may not act on information they do not have. It will save lots of time later.

"But I rolled it!": A common mistake most DMs make is to rely too much on random die rolls. An entire evening can be spoiled if an unplanned wilderness encounter on the way to the dungeon goes badly for the party. The DM must use good judgment in addition to random tables. Encounters should be scaled to the strength of the party and should be in harmony with the theme of the adventure.

"Monsters use teamwork, too": A player character party with a wide range of abilities can usually defeat any single monster opponent. Thus, monsters will often team up for mutual survival. Special groups of monsters combining missile, spell, and melee attacks can be set up. Also, monsters can be given special leaders with more Hit Dice (or maximum Hit Points) and other special abilities.

Example: A magic-user with two apprentices, a bodyguard of bugbears, and a charmed manticore; or an orc leader with clerical spells leading a party of bow-armed orcs with trained hunting lizards; and so on.

"The most dangerous game": Only non-intelligent monsters should act unintelligently. Weak monsters will use missile weapons, traps, ambushes, and even make deals - slugging it out with a more powerful party will only get them massacred!

A strong monster will have guards to weaken a party or guard its escape. Smart monsters will use any magic items in their lairs that they can to best advantage. If the party fails to defeat a monster, it will prepare defenses, get reinforcements, or even move to another area in case the party returns. Surviving monsters will learn from a party's tactics and be prepared to imitate or counter them next time.

"NPCs are people, too!": NPCs should be played by the DM as intelligent people with interests of their own. If a player tries to convince an NPC to do something, the DM should think about how a player would react to the same offer, considering character and alignment of the NPC.

Remember that NPCs have friends that will help (or avenge) them, and that NPCs may have friends or retainers with them when encountered. Permanent NPC retainers will expect to be outfitted and supported by their employer. They will want a share of the treasure (not less than half the share of a player character) and will expect to be well-led and brought back alive.

"Can I do this?": The DM should be very careful when letting the players develop new spells, new magic, and expanded abilities. Permanent abilities, unlimited uses, and effects that increase with level or have no Saving Throw can lead to massive imbalances. In some cases, the DM may want to test an idea for a given time with the understanding that changes will be made if necessary.

"I wish...": Wish spells can cause problems if not handled properly. The DM must see that Wishes are reasonably limited or the balance and enjoyment of the game will be completely upset.

The DM should not allow Wishes that alter the basics of the game. (For example, a Wish that all dragons can't breathe fire.) The more unreasonable and greedy the Wish is, the less likely it is that the Wish will become reality.

Example: A character Wishes for a magic weapon to fight the werewolves attacking the party. The DM may see this as reasonable and a +1 sword might appear, disappearing when the fight is over. If a player were to Wish for a life draining sword, it too might appear, in the

hands of a fearsome opponent.

The wording of a Wish is very important and can greatly alter the results. Wishing for more Wishes will certainly place the character in an endless time loop, forever repeating the acquisition and use of the Wish. However, Wishing that certain monsters had never attacked, or the blow that killed Laurencino the Thief had never landed, are acceptable and good uses of a Wish.

"Pay the piper": When taking excess money out of the campaign, never just take it away from a character. Instead, present the player with a number of choices (based logically on the character's own actions, if possible) of which the least painful is giving up money. It is important not to directly force the players into a pre-decided course of action.

Example: A treasure-laden fighter, just back from a dungeon, is confronted with the local salvage tax. He can refuse to pay (and face arrest and possible confinement), he can attempt to flee back into the wilderness (a dangerous course, uncertain of success), or he can pay up and try to look happy about it.



OPTIONAL SUGGESTIONS

The following tips are optional suggestions, which the DM may or may not wish to use:

Mapping: Mapping during an adventure can sometimes be a difficult task. One way to save mapping time is to describe the map in terms of squares rather than feet. Such a description is easier for the mapper to follow since the mapper need not translate feet to squares before drawing the map. Scale is very important when giving directions in terms of squares.

Whenever the characters are expected to know the shape of a dungeon, the DM should draw this outline before play begins. Even if the outline cannot be given to the players, the DM should still draw in a starting door, room, or corridor. The DM can also save mapping time by drawing in complex rooms for the mapper. However, this should only be done in extreme situations. Players should learn to become good mappers, and the only way they will learn is by doing it themselves.

Monster Descriptions: When the characters first encounter monsters, the DM should describe what the monsters look like, instead of merely

giving the name of the monsters. The players will eventually recognize monsters by their descriptions.

Monster and NPC Hit Points: The DM should never reveal the Hit Points of the monsters. It is enough to tell the players how a monster reacts after a successful attack. For example: "It's bleeding from a number of wounds and staggering a bit, but it's still fighting". Players should not know the level of an NPC until they have adventured with him or her.

Surprise: When monsters attack by surprise, the DM does not need to describe the monster. It is enough for the DM to describe the attack.

Example: "From out of the dark shadows, Morgan Ironwolf suddenly feels a paw reach out and claw her leg. She takes 3 points of damage."

Of course, the monster should be described after the surprise round is over.

Continuing the above example: "You then see by your flickering torchlight that a huge bear-like creature with a head like a great bird is charging you!" If the party had seen an owlbear before, it could just be named; however, the mysterious appearance of an unknown monster is part of the thrill of the game.

Magic Items: When describing magical treasure items, the DM should only do so in general terms. Characters must experiment to find out what an item does. Magical weapons and armor usually reveal their true natures after being used in combat.

Example: "A ring" should be mentioned, not "a ring of invisibility".

Dividing Treasure: While it is not the DM's job to divide treasure between the players, the DM may offer suggestions. Non-magical treasure is usually divided evenly among all surviving players. Magical treasures may be divided by the players' choice, or by having each player roll d%: the highest roll would get first pick of magical items, the second highest would get second pick, and so forth.

Player Advancement: As a general guideline, assume that an adventurer should complete a number of adventures equal to their current level of experience in order to advance to the next level. Of course, longer or more dangerous adventures may allow for quicker advancement.

At the same time, if characters advance in level too quickly, the DM may want to cut back on monetary rewards for the player characters or increase the challenge level of monsters and traps that they face.

Grudges: Occasionally, a grudge develops between characters. A small grudge can often make the game more interesting, particularly if the grudge develops because the players are playing their character roles well.

Example: A Lawful character might have a grudge with a Chaotic character who slew a prisoner after the Lawful character gave his word that the prisoner would not be harmed.

If any grudge gets out of hand, the DM should try to subtly warn the players. If a grudge develops to a point where it is ruining the adventure, the DM may have a powerful creature interfere; serving as a reminder that the players must work together.

Miniature Figures: D&D adventures are more interesting to play when figures are used. Metal miniatures (about 15 to 25 millimeters high) are often used, for they can be easily painted to look like real dungeon adventurers. Many excellent figures are designed especially for fantasy roleplaying games.

If metal miniatures cost more than the players want to spend, many companies make inexpensive packs of plastic figures. These may not be specifically made for fantasy roleplaying, but can easily be adapted for it.

Playing Surface: Combats are easy to keep track of when large sheets of graph paper, covered with plexiglass or transparent adhesive plastic, are used to put the figures on. The best sheets for this use have 1" squares, and the scale of 1" = 5' should be used for combat.

With water-based markers or grease pencils, an entire room or battle can be drawn in just a few seconds. When the battle is over, the board may be wiped off, leaving it ready for the next combat. Dominoes or plastic building blocks can also be used to outline walls and corridors. When using figures, the DM should make sure that a solid tabletop is used, so the figures won't fall over when the table is bumped.



APPENDIX A: ADVANCED OPTIONS

This section offers some entirely optional rules for the Dungeons & Dragons game. Appendix A begins with 5 new, optional classes for your Dungeon & Dragons campaign: The bard, druid, gnome, half-elf, paladin, and ranger. These special classes must be permitted by the Dungeon Master before being chosen by player characters.

Also presented within Appendix A are rules for multiclassing, which allow player characters to advance in more than one class at the same time.

Bards

Prime Requisites:	Intelligence 9, Wisdom 9, and Charisma 13
Hit Die Type:	d6 (4)
Class Abilities:	Bardic Songs, Jack of all Trades, Lore, Spell Use, Read Languages
Class Bonuses:	+2 to Intelligence and Charisma ability checks
Movement Rate:	40' per round
Alignment:	Bards must be Neutral
Permitted Armor:	Leather armor and shields
Permitted Weapons:	All weapons
Starting Gold:	2d6x10 gp

BARD CLASS TABLE

Level	Title	Hit Dice	Attack Bonus
1	Rhymer	1d6	+0
2	Lyrst	2d6	+1
3	Sonnateer	3d6	+2
4	Skald	4d6	+2
5	Racariade	5d6	+3
6	Jongleur	6d6	+4
7	Troubadour	7d6	+4
8	Minstrel	8d6	+5
9	Bard	9d6	+6
10	Bard	9d6+2*	+6
11	Bard	9d6+4*	+7
12	Bard	9d6+6*	+8
13	Bard	9d6+8*	+8
14	Bard	9d6+10*	+9
15	Bard	9d6+12*	+10
16	Bard	9d6+14*	+10
17	Bard	9d6+16*	+11
18	Bard	9d6+18*	+12
19	Bard	9d6+20*	+12
20	Bard	9d6+22*	+13

* Constitution modifiers no longer apply

BARD CLASS DESCRIPTION

Bards are masters of lore, poets, chroniclers, schemers, musicians, and orators blending fact and fiction to great effect. Whether weaving tales or delivering odes, bards can affect changes in individuals and small groups, inspiring them to great deeds in combat or fascinating them with their performance.

Though bards are known to inspire others to greater deeds, their lifestyle often leads them into conflict and combat where they perform deeds of valor. In life they prefer not to be encumbered by worldly goods and rarely take up permanent residence. Always on the move, their most prized possessions are their musical instruments and the stories, songs, and jokes they have learned in their travels.

BARDIC SONGS: The bard's songs inspire their allies and helps them resist all sound-based attacks. So long as the bard performs and can be heard, all allies within 30' gain a +1 bonus to attack rolls and Saving Throws against Charm spells and effects, such as the songs of dryads and satyrs. This Saving Throw bonus also helps against spells and effects that rely on spoken commands, such as Command and Geas spells, and well as spells and effects that rely on sound to cause damage, such as the roar of a sphinx. NPC allies within 30' get a +2 bonus to all Morale checks while the bard performs.

In addition, the bard may attempt to cast Charm Person once per day while performing. At 8th and 15th levels, the bard gains one additional use of this ability and, at 10th level and beyond, the bard's song

functions as a Charm Monster spell. Charmed creatures will remain charmed after the song ends, as per the Charm Person or Charm Monster spells.

While performing the bard must concentrate on their song, just as a spellcaster must concentrate on maintaining a spell (see **Duration** on page 25). This ability may be used up to 5 times per day, for up to 2 minutes (12 rounds) per use.

JACK OF ALL TRADES: Bards, in their quest for knowledge, dabble in the arts, research folklore, arcane formulae and history, study the mores and etiquette of others, and hone their senses so that they may better observe the world around them.

As a result, bards gain a +1 bonus to all Intelligence, Wisdom, Dexterity, and Charisma ability checks, excluding Saving Throws. This bonus is in addition to their Class Bonus to both Intelligence and Charisma ability checks.

LORE: Bards are lore masters of myth and memory. With a successful Intelligence ability check, a bard recalls some information about a notable person, group, legendary item, noteworthy place, or some other bit of information relevant to the bard's current exploits. The DM sets the difficulty of this ability check.

Bards also have a chance to identify cursed magic items. The bard need not handle an item but must examine it closely for at least one hour. To identify an item, the bard must make a DC 15 Intelligence check. Once identified, a cursed item may be discarded.

SPELL USE: Bards cast spells much like clerics, but through divine inspiration rather than the direct intercession of a god or its intermediaries. The spells available are listed on the bard spell list that follows. The table below shows the number of spells per day a bard may prepare each day. Bards prepare spells each day by reciting and writing music, poetry, or stories for at least 1 hour each day. This process is covered in greater detail on page 24 of **CHAPTER 3: SPELLS**. A bard's spell **Saving Throw Difficulty Class** (or DC) equals 10 plus the bard's Experience Bonus (see page 69).

BARD SPELL TABLE

Level	Spell Level					
	1 st	2 nd	3 rd	4 th	5 th	6 th
1	1					
2	2					
3	3					
4	3	1				
5	3	1				
6	3	2				
7	4	2	1			
8	4	3	1			
9	4	3	2			
10	4	3	2	1		
11	4	3	3	1		
12	4	3	3	2		
13	5	4	3	2	1	
14	5	4	3	3	1	
15	5	4	3	3	2	
16	5	4	4	3	2	1
17	5	4	4	3	3	1
18	5	4	4	3	3	2
19	5	4	4	3	3	2
20	5	5	4	4	3	2

READ LANGUAGES: At 4th level bards gain the ability to decipher unknown languages (including simple codes, dead languages, treasure maps, and so on, but not magical writings) by making an Intelligence ability check. The Difficulty Class (see page 70) of this ability check is determined by the DM. If the attempt to read a given piece of writing fails, the bard must gain at least one level before another attempt to read it is allowed.

At 10th level, the bard gains the ability to read any spell scroll with an Intelligence ability check. The Difficulty Class of this check is usually 10 plus the spell level on the scroll. If the check fails, there is a 10% chance the spell will backfire, creating an unexpected result, due to the bard's imperfect understanding of magical writings. If the spell does not backfire, then a failed check indicates that the spell is not cast and remains on the scroll. This ability only allows the bard to cast spells from existing magic scrolls.



First Level Bard Spells

- 1] Change Self (M)
- 2] Charm Person (M)
- 3] Comprehend Languages (M)
- 4] Cure Light Wounds (C)
- 5] Detect Magic (C)
- 6] Prestidigitation (M)
- 7] Read Magic (M)
- 8] Remove Fear (C)
- 9] Remove Paralysis (C)
- 10] Sleep (M)

Second Level Bard Spells

- 1] Continual Light (C)
- 2] Entangle (M)
- 3] ESP (M)
- 4] Find Traps (C)
- 5] Hold Person (C)
- 6] Locate Object (M)
- 7] Phantasmal Force (M)
- 8] Snake Charm (C)
- 9] Speak with Animals (C)
- 10] Zone of Truth (C)

Third Level Bard Spells

- 1] Clairvoyance (M)
- 2] Cure Blindness (C)
- 3] Cure Disease (C)
- 4] Dispel Magic (M)
- 5] Haste (M)
- 6] Protection from Normal Missiles (M)
- 7] Remove Curse (C)
- 8] Speak with Dead (C)
- 9] Water Breathing (M)
- 10] Water Walk (C)

Fourth Level Bard Spells

- 1] Charm Monster (M)
- 2] Confusion (M)
- 3] Cure Serious Wounds (C)
- 4] Dispel Magic (C)
- 5] Hallucinatory Terrain (M)
- 6] Massmorph (M)
- 7] Neutralize Poison (C)
- 8] Scrying (M)
- 9] Tongues (C)

Fifth Level Bard Spells

- 1] Charm Plant (M)
- 2] Cure Critical Wounds (C)
- 3] Find the Path (M)
- 4] Feeblemind (M)
- 5] Geas (M)
- 6] Hold Monster (M)
- 7] Legend Lore (M)
- 8] True Seeing (M)

Sixth Level Bard Spells

- 1] Control Weather (C)
- 2] Heal (C)
- 3] Irresistible Dance (M)
- 4] Mass Charm (M)
- 5] Mind Blank (M)
- 6] Projected Image (M)
- 7] Restore (C)
- 8] Shapechange (M)

(C) See the cleric spell of the same name

(M) See the magic-user spell of the same name



Druids

Prime Requisite: Wisdom 9, Charisma 13

Hit Die Type: d6 (4)

Class Abilities: Nature's Ally, Spell Use, Wild Form, Druidic Circle

Class Bonuses: +2 to Wisdom and Charisma ability checks

Movement Rate: 40' per round

Alignment: Druids must be Neutral

Permitted Armor: Leather armor and wooden shield

Permitted Weapons: Club, dagger, quarterstaff, scimitar, sling, and spear

Starting Gold: 2d6x10 gp

DRUID CLASS TABLE

Level	Title	Hit Dice	Attack Bonus
1	Aspirant of the 1 st Circle	1d6	+0
2	Initiate of the 2 nd Circle	2d6	+1
3	Initiate of the 3 rd Circle	3d6	+2
4	Initiate of the 4 th Circle	4d6	+2
5	Initiate of the 5 th Circle	5d6	+3
6	Initiate of the 6 th Circle	6d6	+4
7	Initiate of the 7 th Circle	7d6	+4
8	Initiate of the 8 th Circle	8d6	+5
9	Master of the 9 th Circle (Druid)	9d6	+6
10	Druid	9d6+2*	+6
11	Druid	9d6+4*	+7
12	Druid	9d6+6*	+8
13	Druid	9d6+8*	+8
14	Druid	9d6+10*	+9
15	Druid	9d6+12*	+10
16	Druid	9d6+14*	+10
17	Druid	9d6+16*	+11
18	Druid	9d6+18*	+12
19	Archdruid	9d6+20*	+12
20	Grand Druid	9d6+22*	+13

* Constitution modifiers no longer apply

Druids, unlike clerics, have no power to turn undead and so have reason to fear undead monsters. Druids have unusual abilities that help them in their woodland role, but they also have been limited in their choice of weapons and armor.

NATURE'S ALLY: At 1st level, druids get a +2 bonus to all Saving Throws against fire, lightning, and cold attacks.

Once they reach 3rd level, druids gain the ability to move through natural thorns, briars, overgrown areas, and similarly difficult terrain at their normal Movement Rate and without suffering damage or other impairment. When doing so, the druid leaves no trail in the natural surroundings and cannot be tracked (as per the Pass without Trace spell). Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the druid.

At 7th level druids become immune to natural poisons and to all Charm spells cast by fey woodland creatures, such as dryads and satyrs.



SPELL USE: A druid casts spells. The spells available are listed on the druid spell list provided below. A druid is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may prepare. Druids prepare spells each day through prayer to their deity or deities, just as clerics do. This process is covered in greater detail on page 24 of **CHAPTER 3: SPELLS**.

A druid's spell **Saving Throw Difficulty Class** (or DC) equals 10 plus the druid's Experience Bonus (see page 69).

DRUID SPELL TABLE

Level	Spell Level								
	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	2								
2	3								
3	3	1							
4	3	2							
5	4	2	1						
6	4	3	2						
7	4	3	2	1					
8	4	3	3	2					
9	5	4	3	2	1				
10	5	4	3	3	2				
11	5	4	4	3	2	1			
12	5	4	4	3	3	2			
13	5	5	4	4	3	2	1		
14	5	5	4	4	3	3	2		
15	5	5	5	4	4	3	2	1	
16	5	5	5	4	4	3	3	1	
17	5	5	5	5	4	4	3	2	1
18	5	5	5	5	4	4	4	2	1
19	5	5	5	5	5	4	4	3	1
20	5	5	5	5	5	4	4	3	2

WILD FORM: At 6th level druids gain the ability to change into a Small or Medium animal once per day as an action. The druid must have seen an animal in order to take its form. This form may be kept for up to 8 hours or until the druid changes back, falls unconscious, or dies.

This form has the Hit Points, sensory abilities, Attack Bonus, and Saving Throws of the druid but has the natural attacks, Movement Rate, and Armor Class of the form selected. The druid may not cast spells or use carried equipment (which merges with the chosen form) while in Wild Form. Upon reaching 12th and 18th level in this class druids gain an additional use of this ability each day.

At 9th level, druids gain the ability to take the shape of a Large animal when using the Wild Shape ability.

DRUIDIC CIRCLE: Druids, at 9th level, receive the title of Druid or Master of the 9th Circle. At this point, the druid may establish an enclave in the wilds and attract three, 1st level, druidic followers. These followers serve their master while he or she is at the enclave.



DRUID CLASS DESCRIPTION

The druid devotes his life to the balance of all things and to the study of nature. Every druid lives in, protects, and tends a section of woodlands. Druids do not think of themselves as owners, but rather as caretakers, of the wilderness.

The battles of Law and Chaos are not the affairs of the druids, and they may simply watch such encounters from afar, helping neither side. A druid is pure Neutral, never Lawful or Chaotic. Should the druid change alignment, he or she will lose all druid benefits, including druidic spells, until returning to Neutral alignment.

First Level Druid Spells

- [1] Animal Friendship***
- [2] Charm Person (M)
- [3] Cure Light Wounds (C)
- [4] Detect Magic (C)
- [5] Faerie Fire***
- [6] Feather Fall (M)
- [7] Light (C)
- [8] Purify Food and Water (C)
- [9] Remove Fear (C)
- [10] Shillelagh***

Second Level Druid Spells

- [1] Entangle (M)
- [2] Gust of Wind (M)
- [3] Heat Metal***
- [4] Hold Person (C)
- [5] Pass without Trace***
- [6] Resist Fire (C)
- [7] Silence 15' Radius (C)
- [8] Snake Charm (C)
- [9] Speak with Animal (C)
- [10] Zone of Truth (C)

Third Level Druid Spells

- [1] Call Lightning***
- [2] Continual Light (C)
- [3] Cure Blindness (C)
- [4] Cure Disease (C)
- [5] Growth of Animals (C)
- [6] Growth of Plants (M)
- [7] Remove Curse (C)
- [8] Speak with Plants (C)
- [9] Stone Shape**
- [10] Water Breathing (M)

Fourth Level Druid Spells

- [1] Charm Monster (M)
- [2] Create Water (C)
- [3] Cure Serious Wounds (C)
- [4] Dimension Door (M)
- [5] Dispel Magic (C)
- [6] Hallucinatory Terrain (M)
- [7] Massmorph (M)
- [8] Neutralize Poison (C)
- [9] Scrying (M)
- [10] Sticks to Snakes (C)

Fifth Level Druid Spells

- [1] Airy Water (M)
- [2] Conjure Elemental (M)
- [3] Create Food (C)
- [4] Cure Critical Wounds (C)
- [5] Hold Monster (C)
- [6] Geas (M)
- [7] Insect Plague (C)
- [8] Transmute Rock to Mud (M)
- [9] True Seeing (C)
- [10] Wall of Stone (M)

Sixth Level Druid Spells

- [1] Charm Plant (M)
- [2] Control Weather (C)
- [3] Find the Path (C)
- [4] Heal (C)
- [5] Move Earth (M)
- [6] Part Water (M)
- [7] Reincarnation (M)
- [8] Restore (C)
- [9] Summon Animals (C)
- [10] Word of Recall (C)

Seventh Level Druid Spells

- [1] Legend Lore (M)
- [2] Plane Shift (C)
- [3] Regenerate (C)
- [4] Reverse Gravity (M)
- [5] Stone Tell (C)
- [6] Wind Walk (C)

Eighth Level Druid Spells

- [1] Anti-Magic Shell (C)
- [2] Chariot of Sustarre***
- [3] Discern Location (C)
- [4] Earthquake (C)
- [5] Mass Charm (M)

Ninth Level Cleric Spells

- [1] Astral Spell (C)
- [2] Etherealness (C)
- [3] Miracle (C)
- [4] Shapechange (M)
- [5] Survival (C)

*** New druid spell, see below

(C) See the cleric spell of the same name

(M) See the magic-user spell of the same name

FIRST LEVEL DRUID SPELLS

Animal Friendship

Components: V, S, M

Casting Time: 1 hour

Range: 100' (Medium)

Target: See text

Duration: Instantaneous

Saving Throw: Charisma negates

The caster can use this spell to attract up to 1 Hit Die of animal(s) per caster level that is within range. This is also the maximum total Hit Dice of the animals that can be befriended at one time. If a targeted animal does not roll a successful Charisma Saving Throw immediately when the spell is begun, it stands quietly while the caster finishes the spell. Thereafter, it follows the caster as an animal companion.

The spell functions only if the caster actually wishes to be the animal's friend. If the caster has ulterior motives the animal always senses them (for example, the caster intends to eat the animal, send it ahead to set off traps, etc.).

The caster can teach the befriended animal 10 specific tricks or tasks. Typical tasks are those taught to a dog or similar pet (i.e., they cannot be complex). Training for each such trick must be done over a period of one month, immediately after the animal companion is gained. During this time, the animal will not harm the caster, but if the creature is left alone for more than a week, it will revert to its natural state and act accordingly.

The material components of this spell are a sprig of mistletoe and a piece of food liked by the animal, which is consumed when the spell is cast.

Faerie Fire

Components: V, S

Casting Time: 1 action

Range: 400' (Long)

Area of Effect: Creatures and objects within a 10' radius circle

Duration: 10 minutes (1 turn)

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though magical darkness functions normally), Blur, Displacement, Invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light.

The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The Faerie Fire does not cause any harm to the objects or creatures thus outlined.

Shillelagh

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 oak club or quarterstaff

Duration: 1 hour (6 turns)

Your own mundane club or quarterstaff becomes a +1 weapon that deals 1d8+1 damage. These effects only occur when the weapon is wielded by you.

SECOND LEVEL DRUID SPELLS

Heat Metal (reversible)

Components: V, S

Casting Time: 1 action

Range: 30' (Close)

Target: Metal equipment on 1 or more creatures; see text

Duration: 1 minute (6 rounds)

Heat Metal makes metal extremely warm and can affect 1 target for every 3 caster levels of the Druid (to a maximum of 6 creatures at level 18). A creature takes fire damage if its equipment is heated. It takes full damage if wearing metal armor or carrying metallic items weighing one-fifth of its weight. The creature takes minimum damage (1 point per die) if it is not wearing metal armor or carrying metallic items weighing less than one-fifth of its weight.

On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the 2nd and 5th rounds, intense heat causes pain and damage. In the third and fourth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d6 points
3–4	Searing	2d6 points
5	Hot	1d6 points
6	Warm	None

If cast underwater, Heat Metal deals half damage and warms the surrounding water.

The reverse of this spell, Chill Metal, makes metal extremely cold. It affects the targeted creature just as Heat Metal does, excepting that the damage inflicted is from biting cold rather than searing heat. Underwater, Chill Metal deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill Metal counters and dispels Heat Metal and vice versa.

Pass without Trace

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Up to 6 willing creatures

Duration: 8 hours (48 turns)

The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by non-magical means.

THIRD LEVEL DRUID SPELLS

Call Lightning

Components: V, S

Casting Time: 1 action

Range: 100' (Medium)

Effect: 1 or more 30' long vertical lines of lightning

Duration: Up to 10 minutes (1 turn); see text

Saving Throw: Dexterity half

Immediately upon completion of the spell, and once per round thereafter, you may call down a vertical bolt of lightning that deals 1d6 points of lightning damage per caster level to those in its path. The bolt of lightning flashes down in a vertical stroke at whatever target you choose within the spell's range.

You need not call a bolt of lightning immediately so long as you maintain concentration on the spell. Over the course of the spell's duration, you may call a total number of bolts equal to your caster level.

Because it requires a storm overhead, this spell can only be used outdoors. It does not function under ground or under water.

Stone Shape

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 stone object, up to 10 cubic ft. + 1 cubic ft./caster level

Duration: Instantaneous

You can form an existing piece of stone into any shape that suits your purpose. You must succeed on an Intelligence ability check, with a +4 bonus, in to make anything more than a crude item. Even then, fine detail is not possible.

EIGHTH LEVEL DRUID SPELLS

Chariot of Sustarre

Components: V, S

Casting Time: 10 minutes

Range: 30' (Close)

Area of Effect: See text

Duration: 8 hours (48 turns)

When this spell is cast, it brings forth a large flaming chariot pulled by two fiery horses which appear in a clap of thunder amidst cloud-like smoke. This vehicle moves at 120' on the ground, 240' flying, and can carry the caster and up to 8 other Medium-sized creatures whom he or she first touches so as to enable these creatures to be able to ride aboard this burning transport. The caster controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, turning left or right as desired. This does not require the use of any actions on the caster's part.

Creatures other than the caster and his designated passengers will sustain 1d6 points of fire damage if within 10' of the chariot.

Note that the Chariot of Sustarre is a physical manifestation and can sustain damage. The chariot and horses are attacked as one entity, with an Armor Class of 20 and 120 Hit Points. Naturally, fire has absolutely no effect upon either the vehicle or its steeds, and the chariot's passengers are immune to all fire or heat-based attacks.



Gnomes

Prime Requisites:	Intelligence 9 and Constitution 9
Hit Die Type:	d8 (5)
Class Abilities:	Ancient Foes, Darkvision, Masters of Stone and the Forge, Resistant to Magic and Poison, Extra Attacks
Class Bonuses:	+2 to Intelligence and Constitution ability checks
Movement Rate:	30' per round
Permitted Armor:	All armor and shields
Permitted Weapons:	All small- and medium-sized weapons
Starting Gold:	4d6x10 gp

GNOME CLASS TABLE

Level	Title	Hit Dice	Attack Bonus
1	Gnomish Veteran	1d8	+1
2	Gnomish Warrior	2d8	+2
3	Gnomish Weapon Master	3d8	+3
4	Gnomish Hero	4d8	+4
5	Gnomish Swashbuckler	5d8	+5
6	Gnomish Myrmidon	6d8	+6
7	Gnomish Champion	7d8	+7
8	Gnomish Superhero	8d8	+8
9	Gnomish Lady/Lord	9d8	+9
10	Gnomish Lady/Lord	9d8+4*	+10
11	Gnomish Lady/Lord	9d8+8*	+11
12	Gnomish Lady/Lord	9d8+12*	+12
13	Gnomish Lady/Lord	9d8+16*	+13
14	Gnomish Lady/Lord	9d8+20*	+14
15	Gnomish Lady/Lord	9d8+24*	+15
16	Gnomish Lady/Lord	9d8+28*	+16
17	Gnomish Lady/Lord	9d8+32*	+17
18	Gnomish Lady/Lord	9d8+36*	+18
19	Gnomish Lady/Lord	9d8+40*	+19
20	Gnomish Lady/Lord	9d8+44*	+20

* Constitution modifiers no longer apply

GNOME CLASS DESCRIPTION

Kin to dwarves, gnomes are noticeably smaller than their distant cousins, averaging just over 3' in height. Gnomes, as they proudly maintain, are also less rotund than dwarves, weighing between 55 and 70 pounds. Their noses, however, are significantly larger. Most gnomes have dark tan or wood brown skin and white hair. Their eyes are grey-blue to bright blue. A typical gnome lives for over 600 years.

Gnomes have lively and sly senses of humor, especially for practical jokes. They have a great love of living things and finely wrought items, particularly gems and jewelry. Gnomes love all sorts of precious stones and are masters of gem polishing and cutting.

Gnomes prefer to live in areas of rolling, rocky hills, well-wooded and uninhabited by humans. Their diminutive stature has made them suspicious of the larger races - humans and elves - although they are not hostile. They are sly and furtive with those they do not know or trust, and somewhat reserved even under the best of circumstances. Dwelling in mines and burrows, they are sympathetic to dwarves, but

find their cousins' aversion to surface dwellers foolish.

Gnomes can use any type of armor or shield that has been sized to fit them. They may use Medium-sized weapons with two hands but may not use Large-sized weapons.

All gnomes speak Common, Gnomish, and the alignment tongue of the character, plus Dwarven, Goblin, and Kobold.

ANCIENT FOES: The ages-old hatred that exists between gnomes and both kobolds and goblinoids affords them a +1 bonus to attack and damage rolls against kobolds, goblins, hobgoblins, and bugbears.

Years of battling giantkind has trained gnomes how to use their height to their advantage against such foes. They gain a +2 bonus to Armor Class when attacked by giants, ogres, ettins, and trolls.

DARKVISION: Gnomes can see in complete darkness to a distance of 60'. Darkvision is black and white only but otherwise like normal sight. Brightly lit areas, such as areas lit by a torch or lantern, spoil their Darkvision.

MASTERS OF STONE AND THE FORGE: Gnomes' expertise at mining and working stone allows them to spot unusual or unique stonework construction. Gnomes gain a +2 bonus to all Intelligence and Wisdom ability checks, also known as Perception checks, made to examine stonework construction, including finding secret doors and stonework traps. As natural miners, gnomes can automatically determine how far below ground they are and can automatically determine which direction they are traveling in when beneath the surface. When passing within 10' of a secret or concealed door, gnomes may automatically make a Wisdom (Perception) check to notice it.

They are excellent miners, masons, and blacksmiths, gaining a +2 bonus to all Intelligence ability checks made to work with stone, and forged metal.

RESISTANT TO MAGIC AND POISON: Gnomes are highly resistant to magic, gaining a +2 bonus to all Saving Throws versus magic.

The gnomish race is also extremely hardy, and gnomes gain a +2 bonus to all Saving Throws versus poison. This bonus is in addition to their Class Bonus to Constitution ability checks (including Saving Throws).

EXTRA ATTACKS: At 8th level gnomish characters gain an additional attack each round, for a total of 2 attacks per round. At 16th level this increases to 3 attacks per round.

STRONGHOLD: When gnomes reach 9th level (Gnomish Lord), they may build strongholds and attempt to establish clans. The strongholds will be underground caverns and complexes located in either mountains or hills. There will be many different clans of gnomes, each gathered under the protection of a Gnomish Lord, but usually only members of the same clan will live together. Gnomish clans are generally friendly with each other and may join forces in times of need, such as when there is a war of natural disaster. Gnomish Lords may hire only gnomish mercenaries, but specialists and retainers of other races may be offered other positions.



Half-Elves

Half-elves are usually much like their elven parent in appearance. They are handsome folk, with the good features of each of their races. They mingle freely with either race, being only slightly taller than the average elf (5½' on average) and weighing about 150 pounds. They typically live about 250 years.



In general, half-elves have the curiosity, inventiveness, and ambition of their human ancestors, and the refined senses, love of nature, and artistic tastes of their elven ancestors. Half-elves can be found living in both elven and human communities.

During character creation the player must decide whether the character favors their human lineage, and is played as a human, or elven lineage, and is played as an elf. This choice, once made, cannot be altered by any means short of a Wish or Miracle.

Half-Orcs

Orcs are fecund and create many crossbreeds, with most offspring of such unions being orcish in appearance. However, some orc-human offspring are sufficiently human-like in appearance to be accepted within human settlements. Even among this group, there is something disquieting about their appearance that reveals the cruel nature of their orcish heritage.

Half-orcs tend to be slightly taller than humans, longer of limb and with broader shoulders. Their facial features have an orcish caste to them, with thin-slit eyes and nostrils, broad, jutting jaw lines, and slightly pointed ears being common. Their canine teeth are somewhat larger than those of humans and their coloration tends to be ruddier than usual for men of their lands. Their lifespan is shorter than that of humans, with most half-orcs living no more than 65 years.

Some half-orcs rise to become proud chiefs of orc tribes, their human blood giving them an edge over their full-blooded orc rivals. Some venture into the world to prove their worth among humans and other more civilized races. Many of these become adventurers, achieving greatness for their mighty deeds and notoriety for their barbaric customs and savage fury.

Orcs regard battle scars as tokens of pride and ornamental scars as things of beauty. Other scars, though, mark an orc or half-orc as a former slave or a disgraced exile. Any half-orc who has lived among or near orcs has scars, whether they are marks of humiliation or of pride, recounting their past exploits and injuries. Such a half-orc living among humans might display these scars proudly or hide them in shame.

Half-orcs most often live among orcs. Of the other races, humans are most likely to accept half-orcs, and half-orcs almost always live in human lands when not living among orc tribes. Whether proving themselves among rough barbarian tribes or scrabbling to survive in the slums of larger cities, half-orcs get by on their physical might, their endurance, and the sheer determination they inherit from their human ancestry.



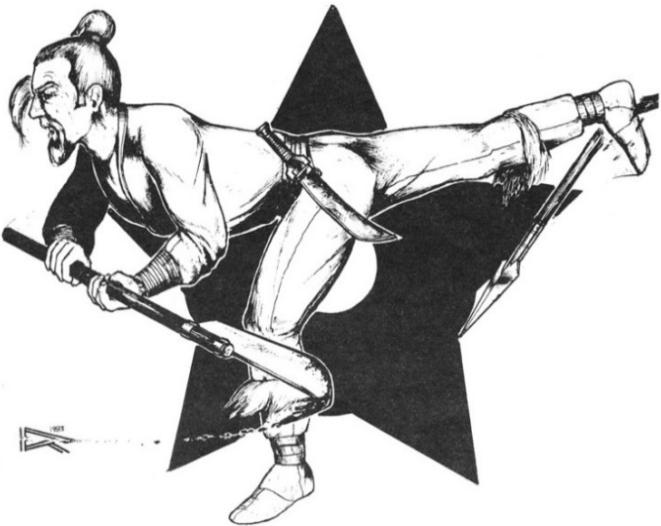
Half-Orcs are played as human characters with the following exceptions:

CLASS RESTRICTIONS: Half-orcs may only be fighters, clerics, or thieves. If the optional multiclassing rules on page 192 are used, half-orcs may only multiclass in any two of these classes.

DARKVISION: Half-orcs can see in complete darkness to a distance of 60'. Darkvision is black and white only but otherwise like normal sight. Brightly lit areas, such as areas lit by a torch or lantern, spoil their Darkvision.

ORCISH LINEAGE: Half-orcs, due to their orcish ancestry, are subject to any class abilities or magical effects that target orcs. As such, dwarves apply their **Ancient Foes** bonuses to all attack and damage rolls made against half-orcs, while rangers get their **Favored Enemies** bonuses against half-orcs.

Monks



Prime Requisites: Wisdom 9, Dexterity 13, and Constitution 9

Hit Die Type: d8 (5)

Class Abilities: Acrobatic Prowess, Ki Strike, Uncanny Defense, Attuned to nature, Adrenal Mastery, Meditative Trance, Extra Attacks, Still Mind, Quivering Palm

Class Bonuses: +2 to Wisdom and Dexterity ability checks

Movement Rate: 40' per round

Permitted Armor: None

Permitted Weapons: Any

Starting Gold: 2d6x10 gp

MONK CLASS TABLE

Level	Title	Hit Dice	Attack Bonus
1	Novice	1d6	+1
2	Initiate	2d6	+2
3	Sister/Brother	3d6	+3
4	Disciple	4d6	+4
5	Immaculate	5d6	+5
6	Abbot	6d6	+6
7	Preceptor	7d6	+7
8	Superior	8d6	+8
9	Master of Dragons	9d6	+9
10	Master of the North Wind	9d6+2*	+10
11	Master of the West Wind	9d6+4*	+11
12	Master of the South Wind	9d6+6*	+12
13	Master of the East Wind	9d6+8*	+13
14	Master of Winter	9d6+10*	+14
15	Master of Autumn	9d6+12*	+15
16	Master of Spring	9d6+14*	+16
17	Master of Flowers	9d6+16*	+17
18	Grand Master of the Evening Sky	9d6+18*	+18
19	Grand Master of the Setting Sun	9d6+20*	+19
20	Grand Master of the Dawn	9d6+22*	+20

* Constitution modifiers no longer apply

MONK CLASS DESCRIPTION

The monk is devoted to the perfection of the body and the mastery of mind over body. As part of their training, monks train in a myriad of martial arts styles.

Some monks' dedication to the martial arts flows from a strong spirituality, and they often live by stringent personal or organizational codes of conduct. Others show only disdain for religion but look to training and personal perfection to bring their lives meaning. While there is no standard that a monk must follow, they are all devoted to the use of the body as the best of weapons on the field, and the mind's control of the body as the best weapon of all.

To achieve a harmonious balance in mind and spirit, the monk must not be susceptible to wild urges, emotions, or other distracting mental and physical conditions. A physical and mental harmony and

balance must be maintained for them to function at their peak. As such, they are strict adherents to their codes, masters of the routines necessary to train the body and follow strict regimens to undertake the mental and physical purification to achieve perfect control of the body.

The monk generally prefers to engage only in unarmed combat but are trained in the use of all weapons. Monks eschew the use of armor, relying instead upon their speed and skill at predicting a foe's movements and attacks to protect them from harm. Should a monk wear armor, they lose the benefits of the Acrobatic Prowess and Uncanny Defense abilities.

ACROBATIC PROWESS

Monks' extensive training and mastery of acrobatic maneuvers grants them a +2 bonus to all Strength and Dexterity checks made to climb, jump, keep their balance, and use stealth. This is in addition to their Class Bonus to all Dexterity ability checks. Monks also get the following abilities:

At 4th level, the monk's Movement Rate increases by 10' (50' per round). This increases by 5' at levels 8 (55' Move), 12 (60' Move), 16 (65' Move), and 20 (70' Move). In addition, monks reduce falling damage by a number of d6 equal to Experience Bonus (see page 69).

KI STRIKE

Monks specialize in unarmed combat and deal 1d6 points of damage with all unarmed strikes. At 8th level this increases to 1d8 points of damage and, at 16th level, to 1d10 points of damage.

At 4th level the monk's unarmed strikes can affect creatures that may only be harmed by magical or silver weapons.

UNCANNY DEFENSE

The training, lightning reflexes, and fine-honed instincts of monks allow them to increase their Armor Class by 2 when unarmored. This bonus to Armor Class improves by 1 point at monk levels 6, 12, and 18. To gain this benefit, the monk can't be blinded, deafened, surprised, or unconscious.

ATTUNED TO NATURE

At 7th level and higher monks may converse with animals, as per the Speak with Animals spell.

By 13th level monks are so attuned to their surroundings that they may speak with plants at will, as per the spell of the same name.

ADRENAL MASTERY

At 5th level onward monks are not subject to diseases of any sort.

Starting at 8th level, the monk may heal him or herself of 2 Hit Points per monk level per day. This may be done as a **free action** (see page 81) and may only be done once per day.

At 11th level monks become immune to all poisons.

MEDITATIVE TRANCE

Beginning at 6th level, monks have mastery over their vital functions, and can slow them until they appear to be dead. Monks make all Wisdom (Perception) checks normally while meditating.

EXTRA ATTACKS

At 8th level monks gain an additional attack each round, for a total of 2 attacks per round. At 16th level this increases to 3 attacks per round.

STILL MIND

Starting at 9th level monks gain a +2 bonus to all Wisdom and Charisma Saving Throws. This bonus is in addition to their Class Bonus to all Wisdom ability checks.

QUIVERING PALM

At 13th level, monks gain a fearsome and fabled attack, the Quivering Palm. Monks can use the Quivering Palm attack once per day.

The attack must be announced before an attack roll is made. If the monk successfully strikes a living creature, the Quivering Palm succeeds. Thereafter, the monk may choose delay the Quivering Palm's effects for up to 1 day per monk level attained.

The monk merely wills the target to die, and the victim makes a Constitution Saving Throw. The DC of this Saving Throw is equal to 10 + the monks' Experience Bonus (page 69). If the victim fails its Saving Throw, it is reduced to 0 Hit Points and dying (see page 85). If it succeeds on its Saving Throw it suffers no other ill effect.

Paladins

Prime Requisites:	Strength 9, Wisdom 9, and Charisma 13
Hit Die Type:	d8 (5)
Class Abilities:	Detect Evil, Divine Grace, Lay on Hands, Turn Undead, Paladin's Mount, Extra Attacks, Spell Use
Class Bonuses:	+2 to Wisdom and Charisma ability checks
Movement Rate:	40' per round
Alignment:	Paladins must be Lawful
Permitted Armor:	All armor and shields
Permitted Weapons:	All weapons
Starting Gold:	3d6x10 gp

PALADIN CLASS TABLE

Level	Title	Hit Dice	Attack Bonus
1	Gallant	1d8	+1
2	Keeper	2d8	+2
3	Protector	3d8	+3
4	Defender	4d8	+4
5	Warder	5d8	+5
6	Guardian	6d8	+6
7	Chevalier	7d8	+7
8	Justiciar	8d8	+8
9	Paladin	9d8	+9
10	Paladin	9d8+4*	+10
11	Paladin	9d8+8*	+11
12	Paladin	9d8+12*	+12
13	Paladin	9d8+16*	+13
14	Paladin	9d8+20*	+14
15	Paladin	9d8+24*	+15
16	Paladin	9d8+28*	+16
17	Paladin	9d8+32*	+17
18	Paladin	9d8+36*	+18
19	Paladin	9d8+40*	+19
20	Paladin	9d8+44*	+20

* Constitution modifiers no longer apply

PALADIN CLASS DESCRIPTION

The paladin is a holy warrior chosen for absolute devotion to a deity or similar holy cause. As skilled combatants, paladins may use any weapon and any type of armor. Their belief in the tenets of their deity gives them strength and divine powers beyond those of other warriors. Their code requires them to respect legitimate authority, act with honor, help those in need, and bring those that harm or threaten the innocent to justice.

Paladins never knowingly associate with Chaotic characters under any circumstances. A paladin ends all associations with those who consistently offend their moral code or refuse to help in a cause the paladin considers worthy. They may never retain more than ten magic items and must pay a tithe (10%) of all wealth to a charitable religious institution (not a clerical player character) of Lawful alignment.

A paladin who ceases to perform his duties or strays from the path of righteousness, who willfully commits an evil act, or who grossly violates their code of conduct loses all class features, except for the Extra Attacks ability. The character is outcast and cursed and no longer advances in strength or power. Only by atoning for the violations of their code may a paladin regain the status and powers once theirs.

DETECT EVIL: Paladins may cast the Detect Evil spell at will, following the usual rules for spellcasting and concentration (see pages 25-26).

DIVINE GRACE: Paladins are immune to all diseases. In addition, a paladin emanates a Protection from Evil, 10'Radius spell at all times, so long as he or she is conscious.

LAY ON HANDS: A paladin's blessed touch can heal wounds. Paladins have a pool of healing power that replenishes each day. With that pool, paladins can restore a total number of Hit Points equal to their paladin level times 3. As an action, a paladin can touch a living creature and draw power from the pool to restore Hit Points to that creature, up to the maximum amount remaining in his or her pool of healing power.

A paladin can also cure living creatures of a disease that is affecting it. At levels 1 through 5, the paladin can cure one disease per week. This increases to two diseases per week at level 6, three diseases per week at level 11, and four diseases at level 16 and beyond.

TURN UNDEAD: At 3rd level, the paladin gains the ability to turn or destroy undead creatures as a cleric. See page 8 for more details.

PALADIN'S MOUNT: At 4th level, the paladin gains the service of a heavy warhorse that magically appears. It has 5+5 Hit Dice, is highly intelligent, and has the Movement Rate of a medium warhorse. If it is slain, the paladin does not gain another special mount until a year and a day has passed.

EXTRA ATTACKS: At 8th level paladins gain an additional attack each round, for a total of 2 attacks per round. At 16th level this increases to 3 attacks per round.

SPELL USE: At 9th level, the paladin gains the ability to cast cleric spells and use cleric spell scrolls. A paladin is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may prepare. Paladins prepare spells each day through prayer to their deity or deities. This process is covered in greater detail on page 25 of **CHAPTER 3: SPELLS**.

A paladin's spell **Saving Throw Difficulty Class** (or DC) equals 10 plus the paladin's Experience Bonus (see page 69). Their caster level equals $\frac{1}{2}$ of their paladin level (rounded down).

PALADIN SPELL TABLE

Level	Spell Level			
	1st	2nd	3rd	4th
9	2			
10	3			
11	3	1		
12	3	2		
13	3	2		
14	4	2		
15	4	2	1	
16	4	2	1	
17	4	3	1	
18	4	3	2	
19	4	3	2	
20	4	3	2	1



Rangers

Prime Requisites:	Strength 9, Wisdom 9, and Constitution 13
Hit Die Type:	d8 (5)
Class Abilities:	Favored Enemies, Strider, Extra Attacks, Followers, Spell Use, Use Scrying Devices
Class Bonuses:	+2 to Wisdom and Dexterity ability checks
Movement Rate:	40' per round
Alignment:	Rangers must be Lawful
Permitted Armor:	All armor and shields
Permitted Weapons:	All weapons
Starting Gold:	3d6x10 gp

RANGER CLASS TABLE

Level	Title	Hit Dice	Attack Bonus
1	Runner	1d8	+1
2	Strider	2d8	+2
3	Scout	3d8	+3
4	Courser	4d8	+4
5	Tracker	5d8	+5
6	Guide	6d8	+6
7	Pathfinder	7d8	+7
8	Warden	8d8	+8
9	Ranger	9d8	+9
10	Ranger	9d8+4*	+10
11	Ranger	9d8+8*	+11
12	Ranger	9d8+12*	+12
13	Ranger	9d8+16*	+13
14	Ranger	9d8+20*	+14
15	Ranger	9d8+24*	+15
16	Ranger	9d8+28*	+16
17	Ranger	9d8+32*	+17
18	Ranger	9d8+36*	+18
19	Ranger	9d8+40*	+19
20	Ranger	9d8+44*	+20

RANGER CLASS DESCRIPTION

A ranger acts as a protector to those who live in, or travel through, the woods. He or she knows the woods as if they were home (as indeed they are) and knows how to best defeat those creatures who threaten their home.

Rangers may use any weapon and any type of armor, and are quite capable in combat. Rangers' skills allow them to survive in the wilderness, to find their prey, and to avoid detection. Finally, an experienced ranger has such a tie to nature that he or she can draw upon natural power to cast druid spells.

A ranger who fails to uphold their duties to protect others from the predations of evil creatures, or who changes alignment, loses their abilities, except for Extra Attacks, until properly atoning.

FAVORED ENEMIES: Rangers possess an extraordinary ability to combat their most common foes: bugbears, ettins, giants, gnolls, goblins, hobgoblins, kobolds, ogres, orcs, and trolls. When fighting these foes, rangers gain a +2 bonus to all attack and damage rolls with melee and ranged weapons.

STRIDER: Rangers may move at their normal Movement Rate when making Dexterity (Stealth) checks to move silently or when tracking creatures. In addition, they get a +2 bonus to all Dexterity (Stealth) checks that they make, as well as a +2 bonus to all Wisdom (Perception) checks made to follow tracks, hunt wild game, avoid getting lost, deal with natural hazards, and forage in the wilderness. These bonuses are in addition to their Class Bonuses to Wisdom and Dexterity ability checks.

EXTRA ATTACKS: At 8th level rangers gain an additional attack each round, for a total of 2 attacks per round. At 16th level this increases to 3 attacks per round.

FOLLOWERS: At 9th level, rangers attract 2d12 Hit Dice worth of followers. These are usually 1st level characters, particularly rangers, of Lawful alignment and normal animals with 6 or less Hit Dice.

SPELL USE: At 9th level, the ranger gains the ability to cast druid spells and use druid spell scrolls. The spells available are listed on the druid spell list (page 183). A ranger is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may prepare. Rangers prepare spells each day through prayer to their deity or deities. This process is covered in greater detail on page 25 of **CHAPTER 3: SPELLS**.

A ranger's spell **Saving Throw Difficulty Class** (or DC) equals 10 plus the ranger's Experience Bonus (see page 69). Their caster level equals $\frac{1}{2}$ of their ranger level (rounded down).

RANGER SPELL TABLE

Level	Spell Level			
	1 st	2 nd	3 rd	4 th
9	2			
10	3			
11	3	1		
12	3	2		
13	3	2		
14	4	2		
15	4	2	1	
16	4	2	1	
17	4	3	1	
18	4	3	2	
19	4	3	2	
20	4	3	2	1

USE SCRYING DEVICES: At 9th level, rangers are able to employ all non-written magic items which pertain to clairaudience, clairvoyance, ESP, scrying, and telepathy.



Dual-Classing

A player who plays a single-classed character may, eventually, wish to broaden that character's capabilities by having their character advance in another character class. When deciding to have a single-classed character take up another character class, use the following guidelines:

1. Unlike multiclassing, which requires a character to advance simultaneously in two character classes, dual-classing allows a single-classed character to end their advancement in one character class in order to begin advancement in another character class.
2. Any single-classed character may dual-class. A multiclassed character may not dual-class, nor may a dual-classed character multiclass. You must transition from a single class to another, single class when deciding to dual-class.

3. Dual-classed characters do not face as many restrictions as multiclassed characters when it comes to choosing another adventuring career. The character must meet the ability requirements of their new class and be eligible to take that class (based on his race, background, and alignment). Likewise, no racial class, such as a dwarf or elf, may dual-class as another racial class and humans may not dual-class as any racial class.

Example: A fighter wishing to dual-class as a thief must have minimum a Strength score 9, and a Dexterity score of 9.

4. The character must reach 2nd level in one class before switching to another. Once a character begins training in a newly chosen class, he must halt his advancement in whatever class or classes he formerly progressed in. 1st level in the newly chosen class is not gained until the character gains additional experience points to advance in character level (the total levels acquired in all of his classes).

Example: A 7th level thief (with 80,000 experience points) who begins fighter-training will not gain a fighter level until he earns enough experience points to become an 8th level character (a total of 150,000 experience points). At that point he will be a dual-classed thief 7-fighter 1.

5. All characters may advance in a maximum of 3 different classes through dual-classing.
6. As noted above, dual-classed characters total the class levels acquired in all of their classes to determine their character level. Character level is used to determine the character's Experience Bonus to ability checks (see pages 69-72). Dual-classed characters only have Class Bonuses to the ability checks that are listed for their 1st chosen class.

Example: A character with 2 fighter class levels and 4 thief class levels is a 6th level character. The character has a +3 Experience Bonus to ability checks and would need to advance to 80,000 experience points to advance in level. As he started play as a fighter, he also has a +2 bonus to all Strength and Constitution ability checks.

7. A character gains Hit Points from each class as his class levels increase, adding the new Hit Points to the previous total. Additionally, at character level 10 and higher, the character no longer rolls Hit Dice but gains the bonus Hit Points of the class that he is currently advancing in.

Example: A character with 5 fighter class levels and 4 thief class levels is a 9th level character with 5d10 and 4d6 Hit Dice. Upon advancing to 360,000 the character chooses to advance in the thief class and gains 2 Hit Points (thieves gain 2 Hit Points per thief level after character level 9).

8. The Attack Bonuses for all classes are totaled when determining the character's bonus to attack rolls.
9. The class level in each class determines the character's class features for that class, including the character's available spells and caster level, where applicable. A dual-classed character that shares a class feature between two or more of their chosen classes may total their class levels in those classes when determining the benefits for that class feature.

Example 1: A dual-classed paladin 3 – cleric 3 would Turn Undead as a 6th level character. As such, he could destroy 3 Hit Die undead on a successful Turn Undead check (with a +3 Experience Bonus).

Example 2: A dwarf 8 – fighter 6 would gain an Extra Attack from his dwarf class levels and a second Extra Attack from his fighter class levels, for a total of three attacks per round.

10. Dual-classed characters with two different class features that provides a static bonus to the same ability checks, such as the Stealthy feature of thieves and halflings, do not combine these static bonuses, but use the best applicable bonus.

Example: A dual-classed halfling/thief gets the Stealthy class ability from both classes. This ability grants a static, +2, bonus to Dexterity (Stealth) ability checks. That character gets a +2 bonus to all Dexterity (Stealth) checks, not a +4 bonus.

11. Dual-classed casters are still restricted with regards to the armor that they may wear and cast spells. As such, a dual-classed bard cannot wear medium or heavy armor when spellcasting, while a dual-classed magic-user may not wear any armor while spellcasting. Dual-classed casters may total their caster levels in all spellcasting classes when determining their caster level but not when determining their daily spell slots. Those are determined by the class levels in each spellcasting class.

Example: A dual-classed cleric 4 – magic-user 5 has a caster level of 9. As such, spells cast by that character function as if cast by a 9th level caster (i.e. a Fireball would deal 9d6 damage). This character has the spell slots of a 4th level cleric (three 1st-level and two 2nd-level cleric spells), and 5th level magic-user (four 1st-level, two 2nd-level, and one 3rd-level magic-user spell).

12. Once a dual-classed character reaches a character level of 14 or greater, the experience needed to progress in level becomes a set amount (250,000 experience points). As such, the character must gain 250,000 experience points per character level beyond 14th.
13. A character may choose to resume advancement in a previously chosen class, but follows the procedures listed above for advancing in character level.



Multiclassing

A multiclassed character improves in two classes simultaneously, and his or her experience points are always divided equally between these two classes. The character can use the features of each class at any time, with only a few restrictions.



Note that dwarves, gnomes, and halflings may not multiclass as fighters, since each racial class is similar to the fighter class. Likewise, elves may not multiclass as either fighters or magic-users because the elf class combines aspects of both classes. Druids may only multiclass as magic-users, while bards, monks, paladins, and rangers may not multiclass at all.

When creating a multiclassed character, use the following guidelines:

1. In all instances, a multiclassed character's experience level is equal to his or her level in both classes (i.e. a multiclassed 4th level fighter/ magic-user is a 4th level character) rather than his or her totaled levels.
2. The character's Hit Points are the average of his Hit Die rolls for each class. The player totals the rolled Hit Points for each class and divides that total by 2. Any Constitution bonus or penalty is then applied to the character's averaged Hit Points.

At 10th level and beyond, average the fixed Hit Points for both classes. If the average is a fraction, round it up.

3. The **Permitted Multiclass Options Table** below shows all possible class combinations that players may choose for their multiclassed characters.

4. The character must meet the ability requirements for both classes.
5. Multiclassed characters use the best Attack Bonus value of their classes.

Example: A 4th level fighter/magic-user gets a +4 Attack Bonus to all attack rolls.

6. Multiclassed characters usually use the less restrictive weapon and armor list of either class. Small demi-humans (dwarves, halflings, and gnomes) still have weapon restrictions due to their size. Multi-classed magic-users may wear armor but, unlike an elf, may not cast their spells in armor. Multiclassed druids and clerics must abide with the weapon and armor restrictions of those classes.
7. When determining their starting funds, multiclass characters use the more advantageous die range of their classes.
8. All experience points are always divided equally between their chosen classes. Once a character acquires enough experience points to progress in level, they progress simultaneously in both chosen classes.
9. Multiclassed characters use their level in each class rather than totaling their levels when determining their Experience Bonus (i.e. a 4th level fighter/magic-user gains a +2 Experience Bonus to all ability checks). If more than one class has a class ability that provides a static bonus to an ability check do not combine these static bonuses but use the best applicable bonus.

Example: A multiclassed halfling/thief gets the Stealthy class ability from both classes. This ability grants a static, +2, bonus to Dexterity (Stealth) ability checks. That character gets a +2 bonus to all Dexterity (Stealth) checks, not a +4 bonus.

10. Multiclassed characters must choose any two Class Bonuses from their chosen classes. Once the 2 ability scores that benefit from this Class Bonus are chosen, they may not be changed.

Example: A fighter/magic-user does not get a +2 Class Bonus to all Strength, Intelligence, Wisdom, and Constitution ability checks. The player must choose any 2 of these ability scores when assigning his or her Class Bonuses.

11. Multiclassed dwarves, gnomes, and halflings use the Movement Rate of their racial class.



Permitted Multiclass Options Table

	Bard	Cleric	Druid	Dwarf	Fighter	Elf	Gnome	Halfling	Magic-User	Monk	Paladin	Ranger	Thief
Bard	No	No	No	No	No	No	No	No	No	No	No	No	No
Cleric	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No	Yes
Druid	No	No	No	No	No	No	No	No	Yes	No	No	No	No
Dwarf	No	Yes	No	No	No	No	No	No	No	No	No	No	Yes
Fighter	No	Yes	No	No	No	No	No	No	Yes	No	No	No	Yes
Elf	No	Yes	No	No	No	No	No	No	No	No	No	No	Yes
Gnome	No	Yes	No	No	No	No	No	No	Yes	No	No	No	Yes
Halfling	No	Yes	No	No	No	No	No	No	No	No	No	No	Yes
Magic-User	No	Yes	Yes	No	Yes	No	Yes	No	No	No	No	No	Yes
Paladin	No	No	No	No	No	No	No	No	No	No	No	No	No
Ranger	No	No	No	No	No	No	No	No	No	No	No	No	No
Thief	No	Yes	No	Yes	Yes	Yes	Yes	Yes	Yes	No	No	No	No

APPENDIX B: THE PLANES OF EXISTENCE

The world in which the characters live is only one of many worlds in their infinite universe; the possibilities for "normal" adventure are limitless. But the D&D® game involves other places and things not found in the "normal" world; our universe is only a small part of reality! There are many other places waiting to be found. The most common places, beyond the Prime Plane (the "normal" universe), are the other planes of existence.

Think of the entire normal universe as only one page in a large book. Two pages next to each other are touching, but are separate and entirely different. Moving across one page doesn't take you to the next one; you must go in a different direction altogether. In a similar manner, many planes exist, and characters need magic to travel from one plane to another. The whole network of planes: Prime, Ethereal, Inner, Astral, and Outer, is called the multiverse.

Arrangement of the Planes

Most of a campaign takes place in a fantasy world similar to our own medieval times. That world, and the whole of that world's universe, is called the Prime Plane or Prime Material Plane.

One other plane touches the Prime Plane, that being the Ethereal Plane or "Ether." Travel to or through it requires magic. The "distance" to it cannot be measured in feet or miles; it is a magical distance, in a magical direction.

An Ethereal spell, or a magic item that replicates that spell, allows the user to enter, travel in, and leave the Ethereal Plane. Many strange monsters wander through the Ether, including banshees and ghosts.

The four Elemental Planes of Air, Earth, Fire, and Water are "near" the Prime Plane (as magical distances are measured), but do not touch it like the Ether does. To reach an Elemental Plane, a hole must be opened in the Prime Plane, and a passageway must be created through the Ether, leading to the Elemental Plane. The hole is called a vortex, and the passageway is called a wormhole.

Vortexes and wormholes can be created by Gate spells, and can be made permanent with Wishes. Several permanent wormholes connect the Elemental Planes with the Prime Plane, and elemental material is constantly flowing between the planes. This movement creates wind, ocean currents, volcanoes, and occasional earthquakes.

Experienced travelers of the planes from the Prime Plane refer to the Prime Plane, Ethereal Plane, and Elemental Planes as the Inner Planes, for there are many other planes of existence. The Inner Planes are surrounded by the Astral Plane, which can be reached from the Elemental or Ethereal Planes. Think of the Inner Planes as a group of islands in a vast ocean; this ocean is the Astral Plane. It is similar to the Ether, but much larger.

Across this "Astral Ocean" are the Outer Planes, the homes of the Immortals and other strange creatures.

Interplanar Adventures

VISUALIZING: When you describe a dungeon room or corridor to the players, they can usually imagine what it looks like. The characters' surroundings are always made of normal matter. Air exists, and can be breathed. Gravity exists, providing directions of "up" and "down." These things rarely change, and the players can accurately "visualize" where their characters are, what they are doing, and what their surroundings are like. The hardest part of adventuring in other planes is visualizing what they are like.

An adventure in a wormhole is much like a dungeon adventure, merely vertical instead of horizontal. Air exists, and the flow through the wormhole provides a gravity of sorts. Thus, the DM and players can gradually become used to elemental adventures by exploring the wormholes, not visiting the other planes until ready for them.

TIME: Time passes on the Inner Planes just as it does on the Prime Plane. If adventurers explore wormholes and other nearby planes for a week, then a week will have passed on the Prime Plane when they return. However, time may pass at different rates - slower, faster, or not at all! - on the Outer Planes.

GRAVITY: The pull created by very large masses exists normally on the Elemental Planes, but is somewhat different on the Ethereal Plane. Creatures in the Ether are not affected by gravity, but can sense the pull of gravity on the nearby Prime Plane.

VORTEXES AND WORMHOLES: A vortex is an invisible hole in a plane, with elemental matter either whirling into or erupting out of it. A current of elemental matter flows in one direction, to or from the Elemental Plane.

If seen by a Detect Invisible spell or similar magic, it appears as a shimmering colored circle from the front or back - but cannot be seen at all from the side; it has no thickness. On the Prime Plane, the color of the vortex matches the plane to which it leads - blue for Air, brown for Earth, red for Fire, and green for Water. Other colors match other more distant planes. On other planes, a vortex leading to the Prime Plane is a multi-colored swirl of the four elemental colors.

A vortex may appear to float in the air or lie on a surface. A natural elemental vortex is always located in the element corresponding to its destination (whirlpool, volcano), but a created vortex (by a Gate spell) may appear anywhere.

A wormhole is a connecting passage between planes. It is simply a round tube with wrinkled sides, appearing very similar to a dungeon corridor but cylindrical in shape. However, a wormhole seems to be a vertical passage, rather than horizontal, because of the current through it. Traveling in the wormhole with the current is easier than traveling against it.

A wormhole is never straight, bending and winding along its entire length, thus its name. Many of the things inside a wormhole are made of elemental material (matching the plane to which it leads) but other elements and creatures are often present. Wormholes cannot be seen from the Prime Plane, and only the outside can be seen from the Ether. The outer surface looks like a wrinkled, lumpy gray tube; it is sticky. The surface is made of ectoplasm (solid ether), compressed by the magic needed to create the wormhole. Wormholes vary in size, from a thick string size to a pillar or slightly curved wall.

Each wormhole is usually 10 miles long or more. The network of permanent wormholes between the Prime Plane and Elemental Planes looks similar to the roots of a plant; each small wormhole joins a larger one, until all the smaller wormholes connect to one huge wormhole connected to the Elemental Plane itself.

Creatures and things in a wormhole are magically changed into the "proper" element when they reach the Elemental Plane, unless protected by powerful magic.

The Ethereal Plane

A character's first experience with another plane will probably be a short trip into the Ethereal Plane. Ether, the material of the Ethereal Plane, appears to be a gray fog in its normal form. If compressed (either by a creature or by magic), it is a sticky gray solid.

Any ethereal creature can sense the direction of gravity on the Prime Plane, but is not affected by it. Thus, while ethereal, a character knows the direction of "down" but cannot fall.

VISION: When on the Ethereal Plane, vision is normal to a range of 60' due to the fog. Creatures and objects between 60' and 120' away have concealment (page 82) while those further away have total concealment. Except for creatures, everything is the same color (gray fog) and temperature (about 50° Fahrenheit, or 10° Celsius). All light sources function normally but only light the Ether, not reaching into wormholes or into the Prime Plane.

An ethereal traveler cannot see into the Prime Plane unless he uses a Detect Invisible spell (or similar magical effect). The gray fog of the Ether may be dense or thin, varying by what is nearby on the Prime Plane. Nearby water appears as dark ether, and rock, earth, and wood as even thicker ether. Dense rock and heavy metals (lead, gold, etc.), appear as solid ether (ectoplasm). Fire on the nearby Prime Plane appears as bright Ether. By noting these changes of density (which affect ethereal movement), a traveler can tell what the conditions are nearby on the Prime Plane, or can at least make a good guess.

BREATHING: Characters can breathe normally in the Ethereal Plane; the Ether itself is a magical, though sterile, air which can support life.

MOVEMENT: All movement and travel in the Ethereal Plane is subject to certain hazards. Some monsters can function partially in this plane, while some roam the plane freely. Though creatures on the Prime and Elemental Planes are mere phantoms to creatures on the Ethereal Plane, ethereal creatures will certainly be "real" to each other, and normal melee or spell casting is possible between ethereal beings. It is also possible to combat creatures who exist or function partially on the Ethereal Plane. Thus, those creatures whose attack forms extend to the Ethereal can be attacked by ethereal creatures. It is only in these instances that spells can be cast from the Ethereal to the Prime Material Plane, and then they will only affect the creature with Ethereal connections. Ethereal combat damage is actual damage. The worst hazard while traveling on the Ethereal Plane, however, is the Ether Cyclone, a strong moving force that can cause the individual to enter a different world or plane or become lost in the Ether for many, many days when it blows across the stretches of this multi-plane.

The Elemental Planes

Each Elemental Plane is a universe much like the Prime Plane, but all the material is a single element. The elemental matter collects in clumps (planets, moons, etc.); it can exist in solid, liquid, or gaseous form.

Example: In the Elemental Plane of Water, the atmosphere is an unbreathable thick fog, the seas are made of water, and all land, solid objects, and even solid creatures are made of ice - ice which may be so hard and imperishable that it resembles crystal and does not melt in warm temperatures.

The strange creatures of the Elemental Planes are mixtures of solid and liquid material, held together by a life force of thought and energy (much like creatures on the Prime Plane).

When a planet exists on an Elemental Plane in roughly the same "position" as a planet on the Prime Plane, natural vortexes and wormholes appear, connecting the planets on each plane. Thus, for the "normal" D&D® world, there are four other planets in similar positions, one on each of the Elemental Planes. Other planets in the Prime universe might not have corresponding elemental planets; another world might thus be missing one or more elements.

Moons, comets, and other large moving bodies on the Prime Plane rarely have any elemental connections. They are sometimes created by temporary wormholes, which break when the corresponding body on the Elemental Plane moves out of position. In a similar manner, a vortex may suddenly appear on a moving body, as a corresponding moon "nears it" on the Elemental Plane.

Example: An ocean could suddenly appear on a moon of the characters' world as that celestial body interacts with a wormhole to the Elemental Plane of Water!

Some creatures of the Elemental Planes are described in Chapter 6. You may construct whole civilizations, as interesting and complex as those on the characters' world, with that information. Adventuring can proceed much as it always has, but with entirely new settings, encounters, and even new treasures.

MOVEMENT: Characters can move across the Elemental Planes just as they do on the Prime Plane. On "land" (i.e., the solid elemental surfaces), they can walk. They can use Fly spells or devices (or flying mounts) to move through the air. Spells such as Teleport work normally.

BREATHING: The atmospheres of all the elemental planes except Air are hazardous to player characters. The atmosphere of the Plane of Water is gaseous water (this would have to be superheated on the Prime Plane to exist in this state, but on the elemental plane can exist at ordinary temperatures); only a water-breathing character can breathe it. The atmosphere of the Plane of Earth is gaseous earth matter; that of Fire is a volume of none-too-cool flame. Even the Plane of Air has areas filled with poisonous or corrosive gas. To survive on the Elemental Planes, the characters will have to employ the Survival spell or magical items that mirror that spell's effects.

Magic in the Inner Planes

These notes apply only to the Inner Planes. The Astral Plane and Outer Planes cause other changes in magical effects, because of their differing natural laws.

In the D&D game, magic on the Prime Plane is a highly developed art. However, magic as the characters know it was created in a unique setting - the Prime Plane, a perfectly balanced mixture of all four elements. This situation is not found in any other plane of the multiverse!

Some magical effects are not based on elements at all, but on energy. Examples include most Detect spells, Cure Wounds, Light and Darkness, and Lightning Bolts. These effects will function "normally" (as they do on the Prime Plane) when used on any Inner Plane.

Other effects are partially or wholly based on matter, affecting it in various ways. These effects may be negated, partially changed, or completely different, as described below.

Beings of different elements affect each other in logical ways. The basic principles used are dominance and opposition. If one element has dominance over another, it has power over that element. If two elements are in opposition, they are enemies, but affect each other normally. The principles of dominance and opposition are easily summarized:

- Air has dominance over Water.
- Water has dominance over Fire.
- Fire has dominance over Earth.
- Earth has dominance over Air.
- Air and Fire are in opposition.
- Earth and Water are in opposition.

In combat between elemental beings, dominance and opposition have the following effects:

DOMINANCE: Dominance results in double damage; the victim may make a Saving Throw to take normal damage.

When one creature has dominance over another, it has damage resistance (see page 84) against the other's normal attacks. If a reaction roll indicates hostility, "flee" should replace "attack" for a creature faced by a foe with dominance.

Example: A party is attacked by a fire elemental, so their magic-user casts Conjure Elemental to summon a water elemental. Each blow from the resulting water elemental inflicts double damage upon the fire elemental, but it may make a Saving Throw (per blow) to take normal damage.

OPPOSITION: Opposition results in hostility; a penalty applies to all reaction rolls (page 78). The penalty is -4 if the creatures are totally opposed (element vs. element and Chaos vs. Law), or -2 otherwise.

When two creatures are in opposition, no change in damage occurs; only reactions are affected. The creatures' reactions to others are not affected; the penalty applies only to reactions to the creature of opposing element.

GENERAL SPELL NOTES: The spells learned on the Prime Plane usually function normally in the Ether and on the Elemental Planes unless affected by dominance or opposition (see above). Most spells can easily be translated by replacing the terms "stone" with "solid element," "water" with "liquid element," and "flesh" with "solid/liquid element."

Spell-using creatures native to other planes know "local" versions of many spells. These spells include the clerical Barrier, Create Water, and Resist Fire spells, and the magic-user Charm Person, Cloudkill, Fireball, Delayed Blast Fireball, Ice Storm, Part Water, Magic Missile, Massmorph, Move Earth, Passwall, Statue, Water Breathing, Web, and Wall spells.

A visitor from the Prime Plane could learn the "local" version of these spells, if taught by a friendly resident. However, local elemental versions of spells will work only on the same plane; a Flesh to Ice learned on the Plane of Water would have no effect if cast on any other plane, including the Plane of Fire (despite dominance).

SPECIFIC SPELL NOTES

Control Weather: This spell has no effect on any plane but the Prime Plane.

Conjure Elemental: When a magic-user casts this spell on the Prime Plane, the magic opens a vortex on both planes (both the Elemental Plane and the Prime Plane) and creates a tiny wormhole connecting them. The wormhole is very small - less than an inch across - and it pulls a life force from the Elemental Plane through the vortex. The life force appears on the Prime Plane near the spellcaster, and forms a body from material nearby.

To form a body, the elemental life force can only use material it is familiar with; a water elemental must have water, an earth elemental must have earth, and so forth. When the magic ends, the creature's life force goes back to its plane through the wormhole, and the wormhole and both vortexes disappear.

When seen from an Elemental Plane, the elemental affected by the spell simply disappears. The material of its body suddenly dissipates and drifts, with no life force left to hold it together.

When the life force returns, it immediately forms a new body, and resumes its "normal" life.

Disintegrate: This spell works normally except against an elemental on its home plane. It causes an elemental to split into many creatures of 1 Hit Die each; the number of creatures is equal to the Hit Dice of the elemental affected.

Stone to Flesh: This spell affects solid matter and often material over which the caster has control, and turns it into living matter. Each Elemental Plane has a similar version. Each elemental version changes a solid element over which the caster has dominance into a living elemental form.

Example: The local version on the Plane of Water is Ice to Water and Fire to Water.

The reverse of the spell has similar local effects, but changes an elemental creature into non-living solid form.

Example: On the Plane of Water, the reversed spell is Flesh to Ice.

Summoning Spells: A cleric's Summon Animals has no effect on an Elemental Plane unless the local versions of animals are well-known. A cleric's Aerial Servant spell has no effect on the plane of Air, but functions normally elsewhere; the same applies to the Invisible Stalker magic-user spell. Prime Plane insect-based spells will not work on any other plane.

The Astral Plane

Much like the Prime Plane, the Astral Plane contains vast reaches of nearly empty space. Planets, stars, and other typical huge objects can be found here. The Outer Planes found "in" the sea of the Astral Plane are bubble-like; completely isolated and surrounded by the Astral.

In the Astral Plane, all things appear to be outlined in a sparkling, shimmering substance.

THE ASTRAL BOUNDARY: The Astral Plane can be reached from the Elemental Planes by using a magical gate, or from the Ethereal Plane at the Astral boundary.

From the Ethereal Plane, the boundary appears as a distant shimmering light that becomes brighter as it is approached. The boundary can be crossed magically in either direction (using Plane Shift, etc.), but no permanent crossing exists or can be made.

From the Astral Plane, the Ethereal boundary appears as an unmistakable dull gray. Magical sight can penetrate the boundary in both directions.

MOVEMENT: Normal movement on the Astral Plane, such as walking, is only possible when a surface is present. The usual means of travel is by flight. Astral travelers may fly through the Astral Plane by mere thought, moving 60' per round in any desired direction.

Gravity is present only when a solid is nearby, and has only minor effects (similar to Ether-Prime gravity effects).

There are no signposts to the Inner or Outer planes, so it is very easy for the inexperienced to get lost; a Wish or magical navigation aid might be critically important if adventuring here.

GENERAL MAGIC NOTES: The magical strength of any item in the Astral Plane is reduced by one; a sword +3 becomes a sword +2 in all respects while there. An item of +1 enchantment becomes non-magical on this plane.

On the Astral Plane, all mortals suffer a -4 Saving Throw penalty against magical effects of Immortal origin.

The Outer Planes

It would be impossible to describe all the different Outer Planes which can exist in a campaign. There are planes where dragons come from, planes where the Immortals (gods) live, planes where many undead spirits collect, and an infinity of other planes besides.

Each of these planes can have its own laws which modify the effects of magic spells; each can have its own inhabitants and monsters. The DM decides which new magical laws and which new monsters appear in each Outer Plane.

To get to one of the Outer Planes, a character must know something about the plane; he or she cannot simply infer that it exists. Then, he or she must use a Gate or a Wish to create a vortex or wormhole leading there. Nothing can make this access permanent.

You can decide which Outer Planes to use in your campaign according to your campaign needs, particularly when the characters reach high experience levels. If you want your characters to be heavily involved with the Immortals, you can arrange for a set of adventures to take place in an Immortal's plane, for example.

Create and use each plane as you need it, and you will not waste any effort by creating vast numbers of planes your characters may never visit.



Beyond the Multiverse

Unsuspected by all but the most powerful magic-users, beyond the multiverse are alternative realities, called "dimensions." It is guessed that other dimensions coexist in the same space as the multiverse, yet cannot be detected by mortal means.

Even Immortals, with their heightened perception, may have limited powers in alternative dimensions. One such dimension is the Nightmare Dimension, which is inhabited by creatures that haunt the dreams of mortal and Immortal alike.

Past all planes and dimensions lies a mysterious barrier, called the Dimensional Vortex, home to horrific monsters called "vortex creatures." Here, even the Immortals fear to tread.

APPENDIX C: GLOSSARY

Adventure: Any session where a DM and players meet to play a D&D game.

Aerial: Inhabiting or occurring while in the air or flying.

Alignment: The general pattern of behavior of monsters and characters in D&D rules.

Animated Monster: A monster created or animated by magic. They are sometimes called constructs or enchanted monsters. Animated monsters in the D&D BASIC rules are skeletons, zombies, and living statues.

Area of Effect: Objects and creatures within the area of effect are affected by the results of a spell, breath weapon, magical device, and other attacks which can strike multiple targets.

Armor Class (or AC): The armor worn by a character or the natural protection a monster has against missile and melee attacks.

Attack Bonus: A bonus to melee and missile attack rolls that is based on the character's class and experience level.

Ballista: An ancient or medieval siege weapon that fires large bolts similar to its smaller cousin the crossbow.

Becalmed: To be unable to move while sailing due to lack of wind.

Caller: The player who normally tells the DM what his or her party will do, based on what the other players tell him or her.

Campaign: A series of adventures taking place in the same fantasy world.

Catapult: A large weapon, normally used in sieges, for hurling boulders or other items through the use of a lever or spring.

Character Class: The profession or race that the player has chosen for his or her character in a game.

Character Level: See experience level.

Charge (magical): The magical energy needed to use a wand or staff once.

Class: See character class.

Class Bonus: A static, +2, bonus that is added to certain ability checks made by the character. Each character class has a Class Bonus to two ability scores.

Coin (or CN): A unit of weight and treasure in D&D rules. 50 coins equal 1 pound.

Combat Round (or Round): A length of game time, equal to 10 seconds, that is used when combat occurs between players and monsters.

Concentration: A character putting all his or her attention on a spell or item, during which the character may do nothing other than move, and which, if distracted or wounded will cause the concentration to be lost on a failed Concentration Check.

Concentration Check: An ability check, made by a spellcaster, to maintain concentration on a spell when distracted or wounded.

Concealment: Lighting, fog, or any other mundane or magical condition that makes a creature harder to see while not providing solid cover.

Cover: Anything, besides a shield, that a character hides behind to gain protection from an attack.

CN: See Coin.

CP: Copper pieces. There are 10 copper pieces to a silver piece.

D# (D4, D6, D8, D10, D12, D20, D%): A symbol showing what type of die to roll. For example, a d20 is a twenty-sided die.

Damage Roll: The die roll to find how much damage an attack does.

Darkvision: A kind of "sight" that allows the possessor to see in darkness to a limited range.

Defensive Movement: Cautious movement away from or past an opponent, while keeping one's guard up. A character or monster must move at $\frac{1}{2}$ of their normal Movement rate when engaging in Defensive Movement.

Demi-Human: A human-like creature that is also a character class (i.e., Elves, Dwarves, and Halflings).

Dungeon: A place, underground and often among ruins, where characters adventure.

Dungeon Level: This refers to how far a dungeon area is below the ground, with the danger increasing with the depth of the level.

Dungeon Master (DM): The referee who creates the dungeon, provides the setting for the game, and handles all monsters encountered.

Duration: The length of game time that an effect lasts for, given in combat rounds, minutes, turns, hours, or days.

Elemental: Belonging to or dealing with a natural force or element. For example, fire was considered an element by ancient thinkers. Elemental creatures are the living embodiment of these elements (fire, water, earth, etc.).

Empathy: Feeling or identifying with another thing or person.

Encounter: A meeting between player characters and monsters.

Encumbrance: The equipment, treasure, and other burdens carried by a character given in one pound equal to 50 coins.

EP: Electrum pieces. There are 2 electrum pieces per gold piece.

Evasion: An attempt to get away from a monster or avoid an encounter.

Experience Bonus: A bonus, equal to $\frac{1}{2}$ of the character's level (rounding fractions down), that is added to that character's ability checks. A monster's Experience Bonus is equal to $\frac{1}{2}$ of its Hit Dice.

Experience Level: An indication of the power and ability of a character. It is also referred to as Level of Experience or Character Level.

Experience Points (or XP): Awards given to characters representing improvements in abilities and skills through adventuring.

Fighting Withdrawal: Moving away from a foe while using Defensive Movement.

Galley: A large, oared ship, sometimes set with a sail, used for sailing in coastal waters.

Game Time: Imaginary time within the game spent by characters doing actions, not equal to actual time spent by the players.

GP: Gold piece. The basic unit of money in a D&D campaign.

Hit Dice: The number of dice rolled to find how many Hit Points a character or monster has, the type of die used dependent upon the creature or class.

Hit Points (or HP): The amount of damage a character or monster can sustain before dying.

Initiative: A 20-sided die roll to determine which side may act first in a combat situation.

Key: Information used by the DM that describes and locates anything in a dungeon.

Lair: The place where a monster lives.

Level: See character level, dungeon level, experience level, monster level, and spell level.

Lost World: An area out of contact with the rest of the world for a great length of time, where otherwise extinct creatures and cultures still survive.

Magical Monster (or Fantastic Creature): Creatures which are "impossible" combinations (harpy) or those creatures with magical powers (doppelgangers or dragons), although giant animals and enchanted monsters are not the same as magical monsters.

Melee: Physical combat that occurs when opponents are within reach (usually 5') of each other and using either hand-held weapons or natural weapons (such as claws and teeth).

Missile Fire: Attacks at opponents more than 5' away, not including breath weapons or spell attacks, using thrown and fired weapons. Missile Fire is also referred to as Ranged Combat or Ranged Attacks.

Moat: A flooded ditch surrounding a castle.

Module: Completely designed and challenging adventures available from TSR Hobbies, Inc. that contain maps, keys, background information, NPCs, and other information for use by the DM to use in his or her campaign.

Monster: Any creature or non-player character (NPC) controlled by the DM.

Monster Level: A measure of how tough a monster is, usually equal to the number of Hit Dice the creature has.

Morale: The willingness of a creature or character to face danger.

Movement Rate (or Move): This distance a character or creature may move in 10 seconds (1 combat round).

Name Level: The 9th level of experience.

Nocturnal: A word used to describe creatures that are active at night, in darkness or in dark underground areas.

NPC (or Non-Player Character): Any character controlled by the DM.

Party: A group of characters or creatures who join together for an adventure or a common purpose.

Percentage Dice (or D%): Two D10 are used to roll a number from 1 to 100, where the first die is read as the tens and the second die is the ones.

Person (Charm or Hold): Humans, demi-humans, and other living, human-like creatures of Medium or Small size, such as bugbears, gnolls, goblins, hobgoblins, kobolds, lizard men, orcs, pixies, or sprites.

Pitch: A tarry substance that burns well and is difficult to remove or put out.

Player Balance: The matching of challenges to characters with their abilities and the rewards, to provide an exciting game without making it too easy for players to succeed or too hard to survive.

Player Character (or PC): A character that is controlled by a player all of the time (not an NPC).

Pole Arm: Any of several two-handed medieval weapons consisting of a blade or point fixed to a 5 to 12-foot pole. Typical pole arms are halberds, pikes, glaives, or bill hooks.

PP: Platinum piece. A platinum piece equals 5 gold pieces.

Prime Requisite: The ability score or scores that are most important to a given character class.

Quarrel: A short, heavy shaft that is shot from a crossbow (also called a bolt).

Ram: Armoring and strengthening built onto the front of a ship for the purpose of colliding with other vessels.

Rampart: A defensive work, consisting of a sloped embankment usually topped by a wall or parapet.

Range: The distance at which missile fire may be made, or a spell may be cast.

Ranged Attack: Attacks at opponents more than 5' away, not including breath weapons or spell attacks, using thrown and fired weapons. Ranged Attacks are also referred to as Ranged Combat or Missile Fire.

Regeneration: The power to gradually heal lost Hit Points and regrow lost limbs.

Retainer: A non-player character adventurer in the employ of a player character.

Reversed: Using a spell so that it has an effect opposite to the usual effect of the spell.

Saving Throw (or Save): A character's chance (by dodging, luck, willpower, etc.) to avoid or lessen the harmful effects of certain types of attacks.

Scenario: An adventure or series of adventures designed around a common theme or background.

Secret Door (or Concealed Door): A door that is hidden or disguised as something else, thereby making it hard to find. They are sometimes referred to as concealed doors.

Shrine: A place or site of great importance to a religion.

SP: Silver piece. There are 10 silver pieces to one gold piece.

Spell Level: A measure of the difficulty and power of a spell.

Stronghold: A fortified construction built to protect a place or people from outside attack. A castle is a stronghold.

Summoned Monsters: This includes normal monsters summoned by spells or magic items, but not including those called by mental summons (like the animals called by lycanthropes).

Terrain: Any geographical feature, such as a river, mountain, desert, etc.

Tinder Box: A small box containing flint, steel, and tinder, used for making fires.

"To Hit" Roll: The lowest number an attacker must roll to strike an enemy in combat (not required for certain attacks).

Treasure: The wealth and magic items guarded by monsters and found by adventurers.

Turn: Ten minutes of game time, often used to measure the time spent exploring an area.

Turn Undead: The ability of a Cleric to make undead monsters run away when faced by the power of the Cleric's faith.

Twilight Vision: The ability to see clearly in dim lighting conditions. Both elves and halflings have this ability.

Wandering Monsters: Any monster, encountered by a party, that is not prepared or placed ahead of time by the DM.

Wolfsbane: A small flowering plant that can be used to ward off lycanthropes.

XP: Experience points.

APPENDIX D: INSPIRATIONAL READING

A good D&D campaign is imaginative and creative. Sometimes a little research is useful to improve a dungeon, flesh out a scenario, and provide inspiration for a campaign. Books on folklore, mythology, fairy tales, bestiaries, and knightly legends can often help the DM fill in important details of a campaign, but fictional tales and fantasy novels usually provide the best sources of inspiration.

The following list includes some books which might prove useful. A title followed by "et al." means that the author has written more fantasy titles than those which can be listed in the limited space available.

Note that some books listed as "nonfiction" are about myths or legends, but are labeled as nonfiction because they are not on the fiction shelves of libraries or bookstores.

Adult Fantasy

Anderson, Poul: Three Hearts and Three Lions; The Broken Sword; The Merman's Children, et al.

Anthony, Piers: A Spell for Chameleon; The Source of Magic; Castle Roogna

Asprin, Robert: Another Fine Myth

Brackett, Leigh: The Coming of the Terrans; The Secret of Sinharat; People of the Talisman, et al.

Campbell, J. Ramsey: Demons by Daylight

Davidson, Avram: The Island Under the Earth; Ursus of Ultima Thule; The Phoenix in the Mirror, et al.

De Camp, L. Sprague: The Fallible Fiend; The Goblin Tower, et al.

De Camp, L. Sprague and Pratt, Fletcher: The Incomplete Enchanter; Land of Unreason, et al.

Dunsany, Lord: Over the Hills and Far Away; Book of Wonder; The King of Elfland's Daughter, et al.

Eddison, E. R.: The Worm Ouroboros

Eisenstein, Phyllis: Born to Exile; Sorcerer's Son

Farmer, Phillip Jose: The Gates of Creation; The Maker of Universes; A Private Cosmos, et al.

Finney, Charles G.: The Unholy City; The Circus of Dr. Lao

Heinlein, Robert A.: Glory Road

Howard, Robert E.: Conan; Red Nails; Pigeons from Hell

Lee, Tanith: Night's Master; The Storm Lord; The Birthgrave, et al.

Leiber, Fritz: The Swords of Lankhmar; Swords Against Wizardry; Swords Against Death, et al.

Lovecraft, H. P.: The Doom that Came to Samath; The Dream Quest of Unknown Kadath; The Dunwich Horror

Merritt, A. E.: The Moon Pool; Dwellers in the Mirage; The Ship of Ishtar, et al.

Moorcock, Michael: The Stealer of Souls; The Knight of the Swords; Gloriana, et al.

Mundy, Talbot: Tros of Samothrace

Niven, Larry: The Flight of the Horse; The Magic Goes Away

Norton, Andre: Witch World; The Year of the Unicorn; The Crystal Gryphon, et al.

Offutt, Andrew: The Iron Lords; Shadows Out of Hell

Pratt, Fletcher: The Blue Star; The Well of the Unicorn

Smith, Clark Ashton: Xiccarph; Lost Worlds; Genius Loci

Stewart, Mary: The Crystal Cave; The Hollow Hills; The Last Enchantment

Stoker, Bram: Dracula

Swann, Thomas Burnett: Cry Silver Bells; The Tournament of the Thorns; Moondust, et al.

Tolkien, J. R. R.: The Hobbit; The Lord of the Rings (trilogy)

Vance, Jack: The Eyes of the Overworld; Dying Earth; The Dragon Masters, et al.

Wagner, Karl Edward: Bloodstone; Death Angel's Shadow; Dark Crusade, et al.

White, Theodore H.: The Once and Future King

Zelazny, Roger: Jack of Shadows; Lord of Light; Nine Princes in Amber, et al.

Young Adult Fantasy

Alexander, Lloyd: The Book of Three; Black Cauldron; Castle of Llyr, et al.

Baum, L. Frank: The Wizard of Oz; The Emerald City of Oz; The Land of Oz, et al.

Bellairs, John: The Face in the Frost; The House Without a Clock on Its Walls; The Figure in the Shadows, et al.

Burroughs, Edgar Rice: A Princess of Mars; At the Earth's Core; Tarzan of the Apes, et al.

Carroll, Lewis: Alice's Adventures in Wonderland; Through the Looking Glass

Gamer, Alan: Elidor, The Weirdstone of Brisingamen; The Moon of Gomrath, et al.

Le Guin, Ursula K.: A Wizard of Earthsea; The Tombs of Atuan; The Farthest Shore, et al.

Lewis, C. S.: The Lion, The Witch, and the Wardrobe; Prince Caspian; The Voyage of the "Dawn Treader", et al.

Some additional authors of fantasy fiction are:

Beagle, Peter S.	Kurtz, Katherine
Bok, Hannes	Lanier, Sterling
Cabell, James Branch	McCaffrey, Anne
Carter, Lin	McKillip, Patricia A.
Cherryh, C. J.	Moore, C. L.
Delany, Samuel R.	Myers, John Myers
Fox, Gardner	Peake, Mervyn
Gaskell, Jane	Saberhagen, Fred
Green, Roland	Walton, Evangeline
Haggard, H. Rider	Wellman, Manly Wade
Jakes, John	Williamson, Jack

Nonfiction

Barber, Richard: A Companion to World Mythology

Borges, Jorge Luis: The Book of Imaginary Beings

Buehr, Walter: Chivalry and the Mailed Knight

Bullfinch, Thomas: Bullfinch's Mythology: The Age of Fable, The Age of Chivalry

Coolidge, Olivia: Greek Myths; The Trojan War; Legends of the North

D'Aulaire, Ingri and Edgar Parin: Norse Gods and Giants; Trolls

Funk and Wagnalls Standard Dictionary of Folklore, Mythology, and Legend

Hazeltine, Alice: Hero Tales &om Many Lands

Hillyer, Virgil: Young People's Story of the Ancient World: Prehistory: 500 B.C.

Jacobs, Joseph: English Folk and Fairy Tales

Macaulay, David: Castles

McHargue, Georges: The Beasts of Never: A History Natural and Unnatural of Monsters, Mythical and Magical; The Impossible People

Renault, Mary: The Lion in the Gateway

Sellow, Catherine F.: Adventures with the Giants

Sutcliff, Rosemary: Tristram and Iseult

Williams, Jay: Life in the Middle Ages

Winer, Bart: Life in the Ancient World

Short Story Collections

Carter, Lin (editor): The Year's Best Fantasy Stories (in several volumes); Flushing Swords (also in several volumes)

Offutt, Andrew (editor): Swords Against Darkness (in several volumes)



DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name _____

Character's Name _____ Alignment _____

Class _____ Level _____


Armor Class _____ Hit Points _____ Movement Rate _____

ABILITY SCORES

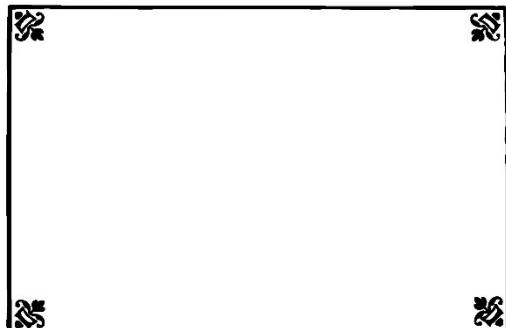
	STRENGTH	modifier	class bonus + exp. bonus
	INTELLIGENCE	modifier	class bonus + exp. bonus
	WISDOM	modifier	class bonus + exp. bonus
	DEXTERITY	modifier	class bonus + exp. bonus
	CONSTITUTION	modifier	class bonus + exp. bonus
	CHARISMA	modifier	class bonus + exp. bonus

SPECIAL ABILITIES _____

COMBAT 

weapon	attack modifiers	damage	notes
weapon	attack modifiers	damage	notes
weapon	attack modifiers	damage	notes
weapon	attack modifiers	damage	notes

Dungeon Master



Character Sketch or Symbol

SAVING THROWS

	PARALYSIS & CONSTRICKTION
	MAGIC-USER SPELL & ILLUSIONS
	CLERIC SPELLS, GAZE ATTACKS, PETRIFICATION, & POLYMORPH
	BREATH WEAPONS & TRAPS
	LIFE DRAIN, DISEASE, & POISON
	DEATH ATTACKS, CHARM, & FEAR

EQUIPMENT CARRIED**MAGIC ITEMS****NORMAL ITEMS****OTHER NOTES**

Including places explored, people & monsters met

SPELLS**SAVE DC****MONEY and TREASURE****EXPERIENCE**

Needed for next level: _____